

SECRET GOLD GUIDE



**MISTS OF
PANDARIA EDITION**

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The Basics

Thank you for purchasing The Secret Gold Guide. This guide is the most comprehensive Gold Guide ever made to date for World of Warcraft. You will see after going through the guide that I have left nothing out. Without further adieu; I present to you the Secret Gold Guide, soon you'll be on your way to making a lot of gold, enjoy!

Time Sensitive Information

Some information is very time sensitive. A great example is when Blizzard added Inscription to The Burning Crusade and people who were prepared were able to make tens of thousands of gold in a single night. While this guide will contain information to help you detect and prepare yourself for these changes, if you don't have the latest version or if you don't have access to my regular Gold Tips, you might miss an opportunity.

The good news is that you should already have access to my VIP area where I post **weekly gold tips**. To find these login at <http://www.haydenhawke.com/members>. If you are not already receiving weekly e-mails, keep up with these gold tips by subscribing to my gold tips newsletter at <http://www.haydenhawke.com/members/newsletter.php>. By watching for weekly gold tips you will know what's hot now, stay in the know about new addons and tricks and have all sorts of new ideas to make gold.

Things to Know and do Before you get Started

I've compiled a list of things you should know, things you should get, and things you should do before you get started making gold. I didn't want anyone to start into the guide and not be prepared to fully optimize their gold making experience.

Auction House Alts

The first thing you should do is setup a character dedicated to storing your wealth. I call this character my auction alt or bank alt, it does all the buying, selling and trading of items on the Auction House and in trade chat. When I log onto this character I have one goal in mind, to make gold. The purpose of this character is to be a large storage unit for the items that you find while leveling, raiding and farming. This will free your main character's bag space, remove your identity from your auctions and give you a central location for trading.

Mail all unneeded trade goods and all your extra cash to your auction alt. Some people will go as far as leveling their auction alt to get them a mount, or using a high level mage as their alt so that they can port from city to city.

If you're playing Alliance, you should create a Human and send them to Stormwind. If you're Horde, you should create either a Troll or an Orc and send them to Orgrimmar. You might find it necessary to create more than 1 bank alt as you expand the ways you make gold. You might, for instance, have 2 bank alts to hold and sell glyphs, one to sell blacksmithing items, one for Leatherworking items, one for Jewelcrafting, etc. On each one, you can pull in thousands of gold a day in profits and help you finance a small empire in Azeroth.

Later, you might even find it beneficial to create an alt on each faction, Horde and Alliance, and then

put one in Booty Bay to help facilitate cross faction trading.

Bag Space

The next thing you want to do is load this character up with the largest bags you can afford. In Mists of Pandaria, there are a lot of different bags available ([click here to see them all](#)). However, the Netherweave Bags (18 slots) has been a favorite for a very long time because it's extremely inexpensive to make and available on the auction house 24 hours a day.

To increase your storage capacity you can also start a guild for the sole purpose of using it's guild bank for storage. You will probably end up doing this as you expand the number of items you trade, craft and collect. You can buy up to 6 tabs costing 100g, 250g, 500g, 1,000g, 2,500g and 5,000g. The guild bank can also hold a near infinite amount of gold and you can configure permission to your various characters which will make it easier to get gold onto certain characters.

Even with a guild bank you might have problems storing massive amounts of trade goods. The final trick I have for storing items is to mail them to a character and then ignore them in the mailbox. This works really well for some profiting systems like selling vendor pets. After 30 days Blizzard will automatically return them to the sender and in another 30 days they will be deleted. You just have to remember to re-send them before they get deleted. I've never reached a limit storing items this way.

Module 1: 11 Addons You Can't Live Without

Addons

The third thing you should do is install some addons. You should at least install the general auction house addons and then as you start farming, install the farming addons, etc. Addons are what makes World of Warcraft incredibly easy and convenient for everyone: raiders, farmers, gold makers and PvP'ers alike.

As a matter of fact, addons seem to be the break through for a lot of new players. I receive a lot of e-mails from new profiteers who make 5,000-10,000 gold in the first few days after installing addons, organizing their bags, setting up an auction alt and selling the stuff they already had! It's a real pain to sell items without the right addons.

If you don't have the following addons installed you will be missing out on taking advantage of the Auction House and making things easier for yourself, which in turn makes you a lot more gold. I use the Curse Client available at <http://www.curse.com/client> to download, install and manage the versions of all of my addons. You can also install them manually, by unzipping the compressed addon files and moving them into your World of Warcraft/Interface/Addons folder, however if you're not proficient with your computer I don't recommend doing that. The Curse Client has served me well for years.

Below are brief introductions to the addons you will want to use and familiarize yourself with.

Auctionator

If I had to make gold with only one addon I would choose Auctionator. It provides an extremely intuitive and simple interface for scanning item prices current and historic, posting auctions, buying items and checking up on existing auctions. I have an entire section dedicated to the use of this addon in Chapter 1 - The Auction House. You should install this addon now, though, and familiarize yourself with it as much as you can.

Auctioneer

Auctioneer Suite provides you with the tools and data necessary to make those difficult auctioning decisions with ease. From purchasing to posting, the Auctioneer Suite provides time-tested tools to allow you more time to actually play your characters or play the market. As you will soon discover, it is much more than a simple "Auctioning AddOn", the Auctioneer Suite also shows in-depth information for all game items, such as those used in quests or recipes, and much, much more. Several other addons will also use the Auctioneer statistics you gather via scanning. This is especially true for many of the popular crafting addons, such as Little Sparky's Workshop. Install and familiarize yourself with this addon if you intend to buy and sell items on the Auction House.

Postal

Postal is an extremely helpful addon that lets you retrieve all your incoming mail with a click of a button. You can use the option 'Open All' to have all your mail opened and placed in your inventory. It will report in your chat window what item you received or how much gold was in each message. After your inventory is empty it will summarize how much gold you made in total. This makes buying and selling tons of items off the Auction House very easy.

It has some options worth exploring. They are accessible by clicking the down arrow in the top right of the mailbox when Postal is installed. Take note of the OpenAll option as it will let you configure which mail is automatically opened and which mail will be left alone. Sometimes it's beneficial to leave mail with attachments alone so that you can use your character's mailbox as additional storage.

TradeSkillMaster (TSM)

TradeSkillMaster (TSM) is one of the most powerful addons for posting, canceling and managing a large number of auctions. It's used to manage groups of items that you want automatically posted above a specified price. For instance, if you are a Jewelcrafter and want to make sure you are posting all of a specific gem cuts above 10 gold but at the best price possible, TSM will do it for you automatically.

Don't try to setup TSM unless you know WHY you're using it first.

I will explain in detail how to apply the features of TSM in other sections of this guide, mostly in the Crafting Professions chapter. Until then, here is a tutorial on how to use the most basic features of TSM:

I will admit that TradeSkillMaster looks scary at first. Add to that the fact that the addon developers continue to make it look more confusing than it needs to be and the result of this is that a lot of players are turned off. This might be a good thing for profiteers since it reduces the competition, but we'll have to overcome that so that we can be the ones making gold in Mists of Pandaria.

TSM is the most important addon when it comes to making gold on the auction house and even for players who just farm. If you're not using it you're probably doing way too much manual work.

Why is TSM so important? Well, here is a list:

- It lets you post a large number of items extremely quickly.
- It prices items for you based on a set of rules so you don't have to check prices.
- It lets you forget which items you're selling and basically sells them for you.
- It remembers how much gold you want to see each item for.

Combined, these features allow you to enter new markets with only a small initial investment of time. Unfortunately, it can take 10-15 minutes to actually figure out and understand how TSM works the first

time you use it. It's worth it though.

To get started, I'll walk you through the most basic way to use TSM_Auctioning.

Install

Start by installing TradeSkillMaster. As with other addons I recommend you use the Curse Client which is free at <http://curse.com/client>. Search for TradeSkillMaster and install all of the various addons associated with it. Although, we'll only be using TradeSkillMaster_Auctioning today.

Prepare

Use your main auction character to set this up. If you don't already have something in your bags buy a stack of Windwool Cloth or something. In the example below I will use Borean Leather. Just make sure your character has at least 1 trade good in its bags that you're willing to sell.

Load Configuration

Once it's installed, make sure you exit and reload World of Warcraft. Once in the game, load up the TSM options by typing /tsm. This is where stuff gets crazy. There are options and text everywhere! Don't read any of it (for now), just click the "Auctioning Groups/Options" button on the right.



Creating a Group

Now we're going to create a group. This is the most powerful feature within TSM.

1. Click 'Categories / Groups' on the left. Right below 'Options'
2. Click 'Quick Group Creation' at the top
3. Select the trade good mentioned above in the 'Prepare' section (in my case: Borean Leather) and click 'Add' in the middle.
4. Make sure there is an Item in the 'Items to be added' column
5. Click 'Create Group', name the group and click 'Okay'



Configure Your Group

You now have a group. You will see it on the left hand side of the configuration screen. You can click it and it will bring up the group's "overrides" that's a fancy/confusing way of saying "options".

When you bring up the groups' "overrides" you will see a long list of options: post time, per auction, post cap, undercut by, bid percent, price threshold and fallback. It's important to understand each one of these, how they work and what they do. The best way to do that is to hold your mouse over each one, right click and then read the tooltip.

Configure your first group however you want. For my Borean Tundra group I might configure it like this:

- Post time: 24 hours
- Post cap: 50 - I don't care how many stacks I post at once
- Per auction: 20 - I always post stacks of 20 for trade goods like this
- Undercut by: 1c - I only change this for things over 1,000 gold or so
- Bid percent: Use 100% to avoid having items bought below your threshold.
- Price threshold: 1 gold 60 silver - I want to sell my Borean Leather for 1 gold 60 silver and no lower. Once a week or so the price jumps up that high and my auctions sell. I can usually buy Borean Leather for 75 silver (15 gold a stack) if I look hard enough. That's my realm, your realm is different.
- Fallback price: 9 gold 99 silver - I figure this is the highest people will pay per Borean Leather. This price is only used when no other stacks of Borean Leather are posted.

How to Actually Post

Visit your auction house, click the TSM tab on the bottom and click 'Post Auctions' on the left. This won't really post your auctions (yet), it will start by scanning the items that you have which are configured in a group. In my case, it searched for Borean Leather and notified me that it was time for me to sell Borean Leather.

Usually there are more than 1 'Postings' in the upper part of the main area. Each time you click 'Post' at the bottom it will post the next auction. There might be 0 postings the first few times you run scans. If so, just leave and come back later. All that means is that none of your groups triggered a posting.

You can use this to sell hundreds of glyphs at once (see the professions chapter in the SGG for more details) or you can just use it to auto post the materials you farm, buy from vendors or buy in trade chat.

KevTool Queue (KTQ) and GnomeWorks

KTQ is an addon made for a very specific purpose: queuing up the creation of a large number of crafts. It's used mostly with crafting professions when you might craft 20-200 different items in a row.

GnomeWorks is a profession UI that replaces the default Professions window, it's required to use KTQ. These two addons will be used in conjunction with Altoholic to do some extreme automation later in this guide. You won't need to use them until then, but they are worth installing and learning about.

You will need to install GnomeWorks by visiting: <http://www.wowace.com/addons/gnomeworks/>. If you use the Curse Client you can select 'Install' in the upper right to automatically install it. Otherwise you will need to download and manually install the addon.

Altoholic

Altoholic is an addon that stores information about what each of your characters are wearing, have in their inventory and have posted on the Auction House. This is an extremely valuable addon to have when using multiple characters to make gold in WoW. For example, if you are crafting items on your Tailor and need to know how many Brilliant Spellthread your alt has, all you have to do is move your mouse overtop of an existing Spellthread and it will tell you how many you have on each character in their bags, mail box and posted on the Auction House.

Carbonite

Carbonite is a very involved addon that changes a lot of your interface. It replaces your minimap, your map, your quest notifications and a lot of other stuff. When you first install it you might get overwhelmed and want to remove it right away. However, it is very powerful so you should give it some time.

It's primary use, in my opinion, is for farming ore and herbs. It provides a unique system for generating routes to herbs and mineral nodes. The routes in Chapter 2 will work just as well, but some players prefer Carbonite. Take a look at [this](#) video to see what it can do. [Here is](#) another video with instructions on how to import herb and mining nodes once it is properly installed. This addon is not available at curse.com or through the Curse Client, you need to use this link:

<http://www.wowinterface.com/downloads/info12965-Carbonite.html>

Using Carbonite

Using Carbonite is easy. Install it through Curse client or manually from this page: <http://www.carboniteaddon.com/download.shtml>. Once its installed, make sure its enabled in the

addons menu before you login. It might say "Out of date" and you might have to select "load out of date addons" in order to get it to work. It works in MoP and has for a long time consistently.

When you load into the game you will probably be shocked when it changes your interface around. You will want to toy around with the configuration until it looks the way you like it. If you hate it, just disable the addon when you're not farming. It's worth it.

Load up the options by clicking the C minimap icon. Go to Guide on the left and then import Herbalism and Mining nodes (or whichever you intend to use)



Now right click the map (use 'm' to toggle it in and out) and go to Route -> Current Gathering Nodes. It'll create a route for you to follow.

That's it. Follow the path, pickup stuff and sell it on the auction house. Easy gold.

Gatherer

Gatherer is an addon for herbalists, miners, and treasure hunters in World of Warcraft. It's very similar to Carbonite and most people use one or the other. Gatherer is simpler and not as involved, it's easier to learn and use.

It's main purpose is to track the closest herbs, deposits, and treasure locations on your minimap. The addon does not track like a tracking ability does, rather it "remembers" where you have found various items in the past. It does this whenever you gather (perform Herbalism, mining or opening) on an item, and records the specific map location in its history. From then on, whenever the item comes into range of being one of the closest 1-25 (configurable) items to your present location, it will pop up on your minimap. When you view your world map, you will also see the item locations marked on the particular map you are viewing there.

Fishing Buddy

A fishing addon that keeps track of the fish you catch and helps manage your fishing gear. Features: - 'Fish Watcher' lets you see the fish you've caught here before (or the fish that you've caught in the current session) - Display your current skill level and the time since you started fishing - Choose your fishing outfit and change into it easily - Support for automatically adding a lure to your fishing pole - Full Titan Panel support - myAddOns support - Preliminary support for tracking 'cycle fish' such as the Nightfin Snapper so you know when to go looking for them.

Out of Date Addons

In some cases you will run into an addon that is out of date. Chances are it still works. Go to your character screen and select 'Addons' in the bottom left. Make sure you have 'Load out of date addons' checked in the upper right. Make sure the addons you want to use are selected from the list. If an addon doesn't work, disable it from this menu.

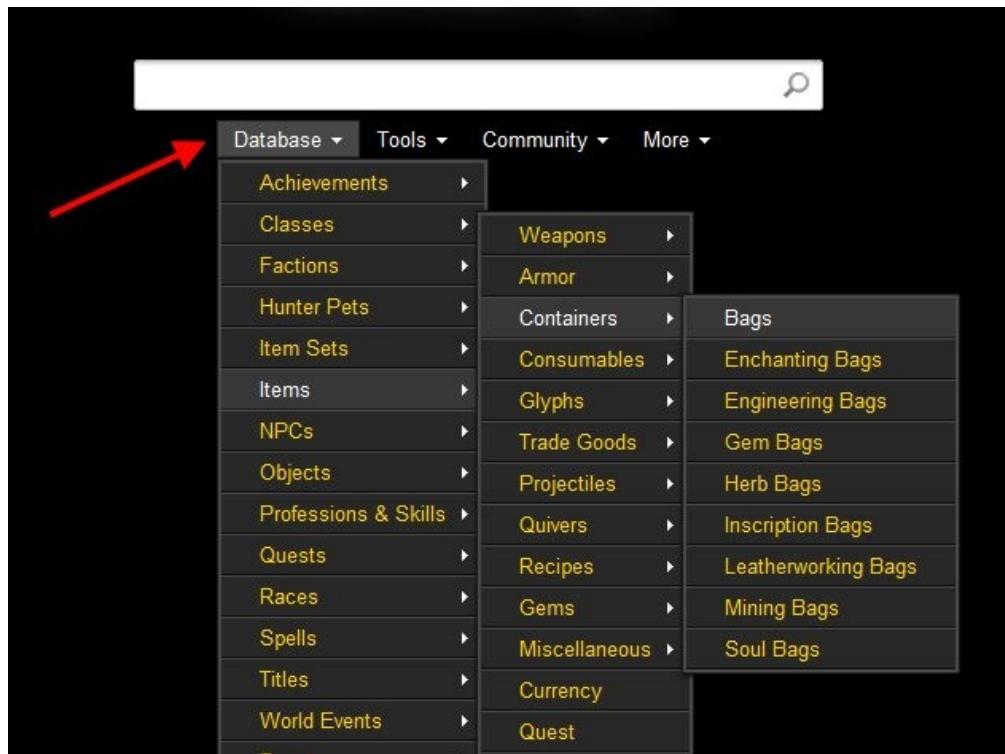
Sometimes you will also have to download the latest version of the addon directly from the addon's website. You can find these by using Google's search. If you were searching for Auctioneer you would google: 'Auctioneer Addon.' Usually you can find a way to download it from the top result.

Other Resources

Along with Addons, there are some helpful resources on the internet worth using.

WoWHead

You should be very familiar with how to use WoWHead, an online World of Warcraft database that stores items, quests, achievements, NPCs, abilities, etc and provides several tools like item comparison, talent calculators, maps and other time sensitive tools. The site is mostly self explanatory. You should scan the information that it has stored by looking inside the 'Database' drop down:



Notice the wealth of information available. The best part about it is that it's sortable with filters. If you want to view all the helmets usable by your Horde Warlock and added in Cataclysm you can do that with a few filters. Go to Database->Items add a filter 'Added in expansion' -> 'Cataclysm'. Select 'Horde' and 'Warlock' next to the Usable label and select 'Head' from the slot column (you can shift and shift+ctrl click to select multiple slots). Click 'Apply filter' to see all the matching items. You can also add stat weights to sort and find high powered items or upgrades. Familiarize yourself with wowhead, it is a great tool for doing research to find profitable items and gear upgrades.

* Wowhead provides data to players before major patches and expansions are released. For instance, before Mists of Pandaria, data is made available at <http://www.wowhead.com>, they are put on <http://mop.wowhead.com>. You can find links to future data on wowhead.com somewhere near the bottom.

The Undermine Journal

The Undermine Journal is an online resource that collects, crunches and displays all sorts of relevant information about item prices from live realms. You can check the price for items like Silk Cloth to see their price history on your realm.

While running manual scans with in-game addons like Auctioneer will still provide very useful in-game data, you have to rely on only one source of information. The Undermine Journal will give you another resource to check your information against. You should familiarize yourself with The Undermine Journal, it provides price history, notifications and other valuable information. It can be found at <http://www.theunderminejournal.com>. If you're a VIP member, check the archives for posts about The Undermine Journal for more information.

The Undermine Journal does not support EU realms. If you're looking for EU data, take a look at WoW Trader (<http://wowtrader.org.uk>). It is still in its early stages of development but you might find something useful there.

What to Do Now?

Now that you have the best gold making resource available to World of Warcraft players, what do you do next? After completing this chapter I recommend you setup the recommended addons, especially Postal, Auctionator and TSM. Read the entire Auction House chapter and start learning about the prices on your realm with The Undermine Journal.

There are detailed instructions on how to use the most important addons in the following chapters. Next, find and read the chapters that cover all the professions you already have, if you're not level 90 yet read Chapter 7 - Before Level 90. This will help you develop a solid foundation for making gold.

Module 2: The Auction House Made Easy

The Auction House is the lifeblood of any gold making strategies in World of Warcraft. It is extremely important that everyone who reads this guide understands how to use Auctionator, Postal, The Undermine Journal and the Trade Channel. Further, auction trading is a discipline and an art. I can't teach it to you with one paragraph, there's no 1-trick that will give you the edge over other people. Instead, it's a game of patience and knowledge.

Understanding how to properly use the Auction House is very important so I have included an entire chapter focused on it. There are even guides out there like [Reaching Gold Cap](#), that focus entirely on the Auction House. In this chapter you will learn about the essential addons to use to make buying and selling on the Auction House much easier. You will also learn about buying items and reselling them for a high profit. I will also discuss ways in which you can find your own niche to make tons of gold.

Finally, in this chapter you will learn about techniques including market manipulation of the prices of items and about bidding on items and getting them extremely cheap. It is these kinds of strategies that are discussed in this chapter that will make using and selling items on the Auction House much easier. You will be able to quickly assess the value of items and make informed decisions regarding pricing.

What you won't learn in this chapter is how to best sell items that YOU crafted in your professions. To learn about that, see Chapter 3.

Common Mistakes & Misconceptions

It's best to start by clearing your mind of a few common mistakes and misconceptions about making gold on the Auction House. These are the problems I encounter most often with people who are struggling in this area. Here's a list of common mistakes that you need to avoid if you're going to learn to make gold on the Auction House the way I do.

Know the Numbers - Auction House Cuts

Every time you sell an item on the Auction House you will only receive 95% of the sell price, Blizzard takes the rest in what we call the "auction house's cut." For instance, if you sell an item for 100g you will only get 95g in the mail. This is important because it marks the minimum profit you need to make in order for a trade to be successful when selling on the Auction House. It also tells us that if a player is selling an item in trade chat it should sell for at least 5% less than the going rate on the auction house.

Some players will forget this fact and expect full price in trade chat or worse yet calculate their profit based on receiving 100% of the sell value. Don't make this mistake, always keep in mind that your faction's Auction House will take 5%. The neutral Auction House in Booty Bay and Gadgetzan will take 15% when you sell cross faction. This is a huge amount, making it very difficult to be profitable on the neutral Auction House or perform cross-faction arbitrage.

Deposits are another thing to consider. The deposit is the amount you have to pay to post the item up for sale. You will receive this back if the item sells but you **will not get it back** if you either cancel the auction or the auction expires. For 12 hour auctions it's 15% of the vendor **sell price***, 24 hour auctions it's 30% of the vendor sell price and for 48 hour auctions it's 60%. This makes it important to price expensive items properly or avoid posting entirely. Fortunately, not a lot of items have a high vendor sell price.

*sell price is 1/4 of the buy-from vendor price. Most trade goods aren't purchased from vendors,

but the sell price can be seen on the item's tooltip. Usually it's a pretty small amount.

Being Impatient

Some people might think that the purpose of this chapter is to teach them how they can log on and in 20 minutes make a few thousand gold off the Auction House. Don't get me wrong, you will 'earn' thousands of gold in short periods of time but **you will likely hold onto those items for several days or even weeks** before you cash in on the items you purchased. Trading on the Auction House is a game of patience and wisdom. You won't be able to login on day 1 and earn this type of gold either. You will need to watch the Auction House prices for several days if not weeks before you have the confidence to start capitalizing on the price fluctuations.

Thinking I Can Share Numbers With You That Will Make You Rich

Some people are looking for specific numbers, like 'buy all the X you see that go for less than 500g and repost them at 700g'. This guide is not here to give you price specifics like that. I might share with you the price ranges **I use** but these are dependent on the realm, faction and time that I used those prices.

The most important factor in making gold trading on the Auction House is knowing the value of items. If you traded for 2 weeks and watched Abyss Crystals sell for 30g almost every Tuesday evening and now see a stack of 17 Abyss Crystals at 20g each, you need to pull from your experience to quickly make that investment before someone else does and know how long to wait before reposting them.

Knowing these price ranges for as many high volume/cost items as possible is going to help you make gold on the Auction House. Unfortunately I can't teach you the numbers I use, unless you play Alliance on my realm, and even then my criteria for buying/selling changes regularly. Fortunately, resources like The Undermine Journal **will** give you a really good idea of what prices should be.

Thinking You Always Need to Undercut

A lot of people complain about having to undercut all the time and losing money. This is a bad habit many people make when starting off on the Auction House, especially people who farm something and try to sell it as quick as possible. If you farm 5 stacks of Thorium Ore and just undercut the lowest stacks on the Auction House you're probably not going to make as much gold as you wanted to. More than likely, someone like me will see your lowball post, buy it immediately and post it 2

Prices stay low for periods of time, sometimes days or even weeks. You need to be patient and watch the prices come up before you post your items. If the prices are low, and you know it, you can buy a lot of inventory to sell during high price periods. This is how I make a ton of my gold. There **are situations where you will want to undercut as quickly as possible**, these apply to special circumstances like selling crafted items and vendor pets. You also don't have to sell items with the cheapest asking price; you can post them higher than a dozen other items and your auction can still sell when the price moves up.

You can use The Undermine Journal to see what prices ought to be for a specific item. Always factor in changes to the game before concluding that an item is for sale, some items lose value over time and sometimes changes in the game can permanently drop the value of items.

My Realm's Economy Is Screwed Up, I Can't Make Gold In It

I've heard this several times. Most of the people who complain are complaining because they are

experiencing extreme price fluctuations. You actually want to see these, they are what let you make gold. The people who complain about them are those who made the mistake of buying high and not being patient enough to wait for prices to come back up before selling their inventory. In short, you can make gold on any realm's Auction House. I have been successful on low, medium, and high population realms and there's no reason for you to get discouraged if you're struggling on your realm, **it's not your realm's fault.**

I Don't Have Enough Time to Make Gold, I'm a Casual Player

A lot of people simply don't have time to farm, they would rather raid, do dungeons, daily quests or just chill in the Barrens telling Chuck Norris jokes. That's actually good news, because you can make a lot more gold per hour if you only spend 30 minutes a day checking the Auction House. In the 3-4 hours you spend on the Auction House per week (spending about 30 minutes per day) you can make 5-10,000 gold without much thinking. That's an average of over 2,500 gold an hour!

If you don't have a lot of time then you need to start by focusing on this part of the guide. Most of your time investment goes into developing and setting up systems that are time consuming to setup but easy to complete on a daily basis. This involves setting up addons and characters in a certain way to do most of the work for you.

Prices Always Go Down Because People Keep Undercutting Each Other

This can't possibly be true, if it were everything would be free, right? It might seem obvious to you but this is a common misconception people have when they only play during peak hours. During these hours most prices have a tendency to either plummet or go up rapidly. They will adjust, trust me. In fact, when they adjust the prices jump up as all of the auctions at the bottom sell to a few people. You don't always have to undercut, each time you post an item you have to figure at what price it will sell and undercutting is only effective if you're posting in your desired price range.

Getting Started

The first thing you should do is start buying some cheap items and repost them. Don't expect to get rich right away. This is how I got started when I was new. You might lose a little bit of gold at first but each time you lose gold you will learn a valuable lesson you would otherwise have missed completely. Start with a few items that you can follow on the auction house and on The Undermine Journal. As you get comfortable with those items continue to expand your list. Here's a list of some basic items I would recommend monitoring in the beginning:

- Spirit Dust
- Mysterious Essence
- Ethereal Shard
- Sha Crystal
- Exotic Leather
- Magnificent Hide
- Ghost Iron
- Kyparite
- Trillium Ore and Bars
- Living Steel
- Windwool

- Golden Lotus
- Rare gems: Vermillion Onyx, River's Heart, Sun's Radiance, Imperial Amethyst, Primordial Ruby and Wild Jade

I selected each of the above items because they have both high volume so they are traded often enough to make things happen quickly and set at decent prices so the amount you make per trade is suitable for your

You shouldn't just watch these items, you need to understand the dynamics behind why people buy them and where they come from. You can familiarize yourself with these items on WoWHead. You should especially know what these items are used for and how they are obtained.

Tracking Prices

As you're getting started you'll need to get a good feel for how the prices move up and down for each item. It's best to start off with a few items and get comfortable observing their price changes and then start buying when you feel that they are likely going to increase in price. To track prices, you can use the Market Watcher addon. Remember, knowing the value of items is one of the most valuable tools to trading on the Auction House and trade chat.

I stopped using Market Watcher during Cataclysm, but I'm leaving this in the guide because it offers another way for players to familiarize themselves with their economies. As an alternative to Market Watcher I use The Undermine Journal to do price research. The prices there only go back 14 days, while you can keep 30+ days in Market Watcher.

Start by adding a few items to Market Watcher and running scans a few times each day. You can [via this link](#).

Setting Up and Using Market Watcher

You can install Market Watcher just like any other addon. Ensure it's enabled in the addon menu of the character screen. Market Watcher will add two tabs to the end of your Auction House window. To start adding your first items select the History tab and select 'Add' from the upper left.



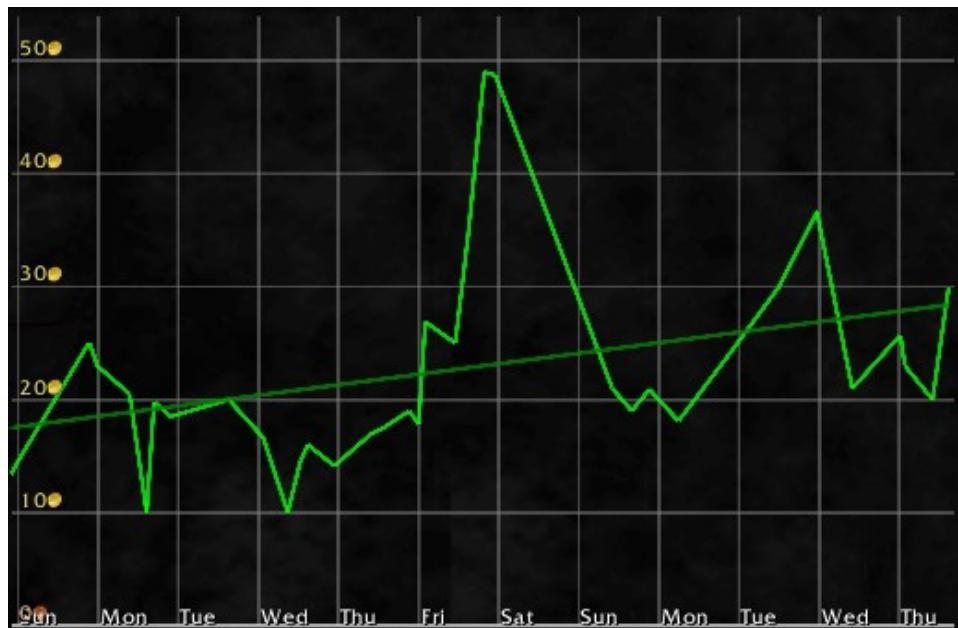
When you select 'Add' in the upper left it will load up the 'Add Item' dialog as seen above. Enter the item name and click 'Get Item Info' then click 'Add'

The next dialog will let you set some basic settings. **Make sure you check the 'Record Scans' checkbox**. This way, each time you click 'Scan' later, it records all the data. You can also toggle how long you want to store data (Max Age) as well as the maximum number of entries you want to store. Sixty days and 200 entries will work good.



Once you have added a few items, select the 'Scan' tab and hit 'Scan' in the top right. Make sure the 'Record Scans' checkbox is checked, this will record scans. You should do this first thing every time you log into your primary bank alt. Two-three times a day is a good start. It will be a few days before you have enough data to start creating some useful graphs.

You can view the graphs by selecting the 'History' tab and selecting the item from the left column whose prices you want to see graphed. There are several options on the right for viewing moving averages, trends, lows, highs and averages. The most useful is 'Actual Low' and once you have a lot of data the 'Actual Trend'. Here's what a few weeks of data might look like:



Market Watcher will be your best friend once you collect enough data. You will be unstoppable when it comes to evaluating trade goods. You will be able to step into markets quicker and more effectively with the data Market Watcher collects.

Using the Trade Channel

Whenever you can, watch the trade channel, even when you're not actively playing. Leave WoW up in windowed mode so you can see it while you're surfing the net (and while you're reading this). People who are selling rare and epic items will catch your eyes. Once you know what items are worth, you will see all sorts of deals in trade chat.

Make an offer to EVERYONE you see selling ANYTHING, even if they are asking a higher price than you're willing to pay. A lot of times you'll find someone really desperate to sell an item. If they are advertising in trade chat, it means they are already too lazy to post it on the auction house and they likely want to sell it NOW.

After making a good deal, **always ask the person if they have more to sell**. 'Anything else to sell?' You already know the person you're dealing with is desperate to make money, so maybe they have some enchanting materials sitting around they'll sell to you for less than they are worth. This is your chance to really lowball them, they know they can make the deal immediately and won't go double check prices. Know your prices, and lowball all of them.

If you find yourself in a situation where someone is unloading items into the trade window, you can use Auctionator's or Auctioneer's tool tip to rapidly determine the item's value. As a rule of thumb, I usually

offer them HALF the value the tool tip tells me it's worth. They usually accept such an offer when selling large quantities of items, they really have no idea what they're sitting on. Otherwise I can alt-tab to TUJ and lookup the price in about 20 seconds.

Wealth in Gold AND Items

You won't just gain gold, you'll also gain a stash of items. You may have these in your mailbox, in your backpack or posted on the Auction House. It might not feel like you are making a lot of gold at first because you'll be buying things that you sell a week later, meaning you'll have a week of items stored up. Don't forget to count what you own when estimating how much gold you've made. It would take me several weeks to 'liquidate' or sell all my items to find out how much gold I actually have.

When to Undercut

Like I mentioned in the common mistakes section, don't always undercut. However, there are a few important times that undercutting is essential. If you see an item that is usually 30-40g and suddenly there are only a couple of them posted on the auction house for 80g, this is a sign that someone recently bought out the item and now it's time for you to enter an undercutting war. You should post yours at 79g 99s 99c until someone undercuts you, and then you should undercut them by 1c until the price of the item is back to normal. This will increase the likely hood that your item is the cheapest when the next buyer comes along and you receive the huge markup.

The other time to undercut is with very expensive items with very low volume. This can include rare pets, epic bind on equip items or an obscure item that you're only competing with 1 or 2 people with. Don't enter an undercutting war with items selling at their average price; this will unnecessarily lower prices. Items with high volume, like trade goods, sell in large quantities at a time so you don't have to post yours at the lowest price to sell your item.

Using Addons

Like I mentioned in the first paragraph, you need to install and use Postal and Auctionator. I wrote an entire section dedicated to using Auctionator to employ all my favorite tricks. You may also want to install Auctioneer. I use Auctioneer along with Auctionator because it has a few features that Auctionator doesn't have, such as the percent columns when browsing the Auction House.

Tips for Using Auctionator

Let's talk about the addon you'll use most when trading items on the auction house and in trade chat. This is Auctionator, for installation instructions and a brief overview of the addon check the Introduction of this guide. Below are tips to using the addon to dominate the Auction House.

Buy Buy Buy

The first feature to familiarize yourself with is the 'Buy' tab. It's added to your auction interface at the bottom along with the other standard tabs. When you click it you'll get a search box at the top, an empty column on the left and an empty area on the right. Enter an item name into the search field and hit search. When you hit 'search,' Auctionator will search the auction house for auctions containing the words you searched for. If you search for 'Trillium' it will list all the types of 'Trillium' on the right and then you can click on the one you want. If you entered 'Trillium Ore' it will show you the auctions for

sale for Trillium Ore (not the bars).



The reason we use Auctionator to search for auctions is because of the way it sorts the results. Instead of listing each of the auctions for sale and the price they are selling for, which can result in pages and pages of results, it groups them by their price and quantity. Notice in the screen shot that it lists the cheapest auction as '19 stacks of 1' instead of showing 19 different auctions at the same price. This gives us a visualization of the market at any given time.

Sell Sell Sell

The 'Sell' tab is similar to the Buy tab, it's located at the bottom of the auction window and it displays a similar visualization of the available auctions for an item. This will help you position your auctions appropriately. Instead of just posting for the cheapest price, you can click on the location you want to post your auction. To sell an item, alt-click the item in your bag and Auctionator will search for that item for sale on the auction house and list the results on the right. Then, click on the item that you want to undercut from the list on the right. This will automatically adjust the buyout and bid price of your posting and you can then click 'Create Auction' to place your item on the market. You can also adjust whether you want to sell, for instance, 1 stack of 20, 4 stacks of 5, 20 stacks of 1 or any combination of items you have a large quantity of.



The Shopping List

The Shopping List and Recent Searches store lists of favorite items (so you don't have to type them) and a list of recent searches. Once you do a normal search it will put that search at the top of the recent searches and all you have to do is click the item name in the left column for it to do another search. Your Recent Searches list will get overloaded with typos and a huge assortment of item names fairly quickly. That's why I recommend you create a few Shopping Lists to sort your favorite items into logical groups. I use groups like 'Cloth' 'Enchanting Materials' 'Herbs' etc. See below for an example. At the bottom of the left column are the tools used for creating and managing Shopping Lists, including 'New Shopping List' and 'Add Item To List.'



Watching Your Existing Auctions

You can check the status of your existing auctions by using the 'More' tab provided by Auctionator. When you hit 'Check for Undercuts' it will scan all of the items you have posted and tell you which ones of them you are posting at the lowest price for (green check) and which ones you have been undercut (red x). If you've been undercut, it will ask you if you want to cancel all of those auctions, this is seldom necessary. This tab is the quickest way to check on the status of your auctions.



Adjusting Your Undercut

There are only a few Auctionator options. You can set them by selecting 'options' at the top right of any of the above mentioned auction house tabs (buy, sell and more). You should adjust your undercuts to lower values. The only reason to use more than 1c is when dealing with expensive items where people might see the tiny undercut and take personal offense. Here is what I set my undercuts to:



Stack Sizes

Items are posted in different size stacks: 1 stack of 20, 2 stacks of 10, 4 stacks of 5, 20 stacks of 1, or any other combination depending on how many of the item can fit into a stack. These stacks will often sell for very different prices. For instance, someone might post a stack of 20 for 100g (5g per item) while another person might post 5 stacks of 1 at 10g each. These discrepancies can be exploited to buy items for cheap (100g for 20 of an item) and sell them for more (10g per item).

Usually people sell items in large stacks for low prices in order to sell their items faster. They may also post their stacks at round numbers like seen in the screen shot below. This is usually a misuse of the default auction house interface but it's important to note since it results in abnormally cheap auctions.

It's also important to notice that each item tends to sell in a different stack size. For instance some materials will sell in stacks of 1, others stacks of 5, 20, etc. Pristine Hides in stacks of 1, 2 and 3.

Volatiles in stacks of 5,10,20, etc. Embersilk in stacks of 20. Obsidium Bars in stacks of 20. You can research each item on wowhead and use the 'reagent for' tab to see what the item is used for and determine what stack sizes it will sell fastest in.

To illustrate how you can make gold with this, imagine a situation where you're looking at an item that sells best in stacks of 1, and you see this:

Item Price	Current Auctions	Total Price
17 ● 0 ● 0 ●	3 stacks of 20	340g 00s 00c
22 ● 50 ● 0 ●	1 stack of 20	450g 00s 00c
24 ● 0 ● 0 ●	1 stack of 5	120g 00s 00c
24 ● 25 ● 0 ●	6 stacks of 1	
24 ● 45 ● 0 ●	1 stack of 2	48g 90s 00c
24 ● 50 ● 50 ●	12 stacks of 1	
24 ● 55 ● 50 ●	8 stacks of 1 (yours)	
26 ● 90 ● 0 ●	1 stack of 3	80g 70s 00c
28 ● 50 ● 0 ●	1 stack of 1	
29 ● 92 ● 0 ●	53 stacks of 1	

In this scenario, someone posted 60 of the item for a much lower price than the cheapest stack of 1. Depending on Market Watcher price data as well as how much gold I have, this may be an opportunity to buy the items and resell them at 24g. These types of opportunities are almost always available but can take you awhile to sell what you buy. This trick works in two directions: buying large stacks and reselling them as singles and buying unfilled stacks and selling them as full stacks. The second way works best with items that sell in stacks of 20, like Embersilk, Savage Leather and Bars

Splitting and Combining Items

There are many items in the game that can be combined into each other or split into smaller pieces. In Mists of Pandaria Enchanters can combine 5 Spirit Dust into 1 Mysterious Essence, 5 Mysterious Essence into 1 Ethereal Shard and 5 Ethereal Shards into 1 Sha Crystal. You can also turn 3 Mysterious Essence into 1 Greater Mysterious Essence.

Both the Greater and normal versions sell at high volume on the auction house, but there are often significant price discrepancies that you can exploit. This is a very simple form of 'arbitrage.' When you see a price discrepancy all you have to do is buy the Greater, split it into 3 normal and post the three normals for more than 1/3 of the price of the Greater (as seen below). Otherwise, you can do it in the other direction by buying 3 normals, combining them, and posting them as a Greater.



Item Price	Current Auctions	Item Price	Current Auctions
11 95 0 0	1 stack of 8	4 94 0 0	1 stack of 1 (yours)
12 0 0 0	2 stacks of 10	4 95 0 0	1 stack of 1
13 80 0 0	1 stack of 10	5 0 0 0	1 stack of 1
14 0 0 0	2 stacks of 1	5 98 0 0	2 stacks of 1 (yours)
14 0 0 0	4 stacks of 10	5 99 99 0	10 stacks of 1
14 85 0 0	1 stack of 1	6 0 0 0	1 stack of 1
14 88 0 0	2 stacks of 1 (yours)	6 0 0 0	1 stack of 5
14 89 0 0	4 stacks of 1	6 90 0 0	1 stack of 1
14 95 0 0	1 stack of 10	6 90 0 0	2 stacks of 10
15 0 0 0	3 stacks of 4	6 91 2 0	1 stack of 10
15 0 0 0	1 stack of 2	6 93 0 0	1 stack of 1

Closing Spreads

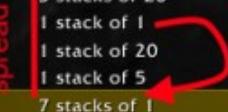
If everything were perfect, everyone would be undercutting each other by 1 copper and prices would remain relatively steady. In reality, crazy things happen. People log on and undercut by several gold, the next guy undercuts by 1c, the next might under cut by another gold and after all of this the "spread" between prices is very erratic. Here's an example of an erratic market.

- 3x1@18g <--- Top
- 1x1@19g
- 1x1@20g
- 1x5@20g <--- Ignored
- 12x1@22g <--- Bottom
- 5x1@23g
- 10x1@24g

Imagine that this item sells best in singles, so the stack of 5 posted at 20g each can be ignored. So now we see the market a little different, there are 5 items posted below 22g at the average price of 18g 60s. You can easily buy these 5 items and resell them at 21g99s99c rather quickly.

You really have to look at stack sizes and the quantity of items that are selling at the prices to determine how much you can afford or risk to move to higher prices.

Here's a real example that wouldn't be obvious if you didn't take note of the large stacks:



Item Price	Current Auctions	Total Price
17 0 0 0	3 stacks of 20	340g 00s 00c
18 0 0 0	1 stack of 1	450g 00s 00c
22 50 0 0	1 stack of 20	120g 00s 00c
24 0 0 0	1 stack of 5	
24 25 0 0	7 stacks of 1	
24 45 0 0	1 stack of 2	48g 90s 00c
24 50 50 0	12 stacks of 1	
24 55 50 0	8 stacks of 1 (yours)	
26 90 0 0	1 stack of 3	80g 70s 00c
28 50 0 0	1 stack of 1	
29 92 0 0	53 stacks of 1	
30 0 0 0	1 stack of 10	300g 00s 00c

Finding, Buying and Reselling Hot Items

Finding, buying and reselling hot items on the Auction House is one of the best things you can do with any character, regardless of its level and with only a little bit of gold. The trick is to know which items will sell, how long they will take to sell and how much that buyer will pay. Some items, like specific greens, might appear to be worth only 10-25g but in reality a new level 68 Death Knight might have the bank to drop 150g on a chest piece with the right stats. Twinks will also buy some items for insane amounts since your realm might only see a few of a specific item get posted every month. Disenchanters also have the ability to scan the Auction House and buy greens within certain level ranges below their disenchant value (see the Enchanting section for more details).

Expensive Trade Goods

There are always a few trade goods in the game that are highly sought after. They are usually required to make the best gear craftable. In Wrath of the Lich King these items were, at first: Frozen Orbs and Abyssal Crystals. When Ulduar was released Runed Orbs took their place, Trial of the Crusader was the source of Crusader Orbs and finally Ice Crown Citadel was the source of Primordial Saronite. All of these items go through 6-12 month cycles going from very valuable (up to 2,000 gold) to cheap (100-200 gold). When they are away from both extremes of expensive to cheap they will fluctuate in price and provide a great investment for people who want to make gold trading items.

There are also expensive and difficult to acquire trade goods in each profession. In Wrath these items were: Arctic Fur (Leatherworking), specialty cloth: Ebonweave, Moonshroud and Spellweave (Tailoring) and Titansteel (Blacksmithing). These items remain in steady demand throughout the entire expansion and provide very consistent and high priced items for us to trade.

In Mists of Pandaria, the first of these items is the Sha Crystal, Magnificent Hide(Leatherworking) and Living Steel (Blacksmithing). These items will create volatile markets that you can buy at low prices and sell at high prices. You should look for deals on the Auction House and in trade chat and base your pricing on data you collect with Market Watcher and that you find on The Undermine Journal. Also keep your eye on the Blood Spirit.

Raid Bind on Equips

PUGs and organized raid guilds run raids everyday and very often BoE drops are taken to the Auction House for sale. This is a very specific market and you need to understand the prices of each BoE item, know what to offer and know what it should sell for. Other ways to acquire these items are from your guild depending on what point system is used to distribute gear. You can offer to sell the item for your guild master and take a cut for yourself. You can also lead your own PUG and reserve raid BoEs to yourself. These usually sell for thousands of gold since they are usually better or equal to the best craftable gear and much better than anything that can be obtained without a guild.

Level 40, 58 and 68 Greens

There are three more categories of gear that are very popular. The first is level 40 plate and mail. At level 40 Warriors and Paladins gain access to plate armor and Shamans and Hunters gain access to mail armor. This means that most characters will rush to the auction house (if they didn't already in preparation of) to upgrade their level 30s mail to plate or leather to mail. So our job is to make sure that the prices accurately reflect the supply & demand curve. price gouging).

Class	Gear Suffix
Hunters upgrading to mail	of the Monkey
Shamans upgrading to mail	of the Eagle, Falcon, Monkey
Warriors upgrading to plate	of the Monkey or Tiger
Paladins upgrading to plate	of the Eagle, Bear, Monkey or Tiger

The next big cut offs are level 58 & 68. Characters leveling through the 50s & 60s end up with really crappy gear compared to the Outland greens that open up at 58 and Northrend greens that open up at 68. Once they hit that level all bets are off because they gain access to all the greens that drop in Outland/Northrend. The stats on these greens are scaled entirely different and will make it possible for a level 58 to breeze through Hellfire Peninsula or a 68 to breeze through Howling Fjord or Borean Tundra. I purchase these greens, particularly the most popular of them, and resell them a lot higher.

You can tell the difference between an Outland item and an Old World item by its iLvl (visible with Item Level AddOn or Auctioneer). Outland greens start at iLvl 84, You won't find a green from the Old World that high. The same applies for Northrend items, however those greens start at 130. The greens in Outlands go to about 111.

You can't just buy out all greens though. I stick to suffix items because they are so easy to interpret and re-list. For example, you wouldn't want to try to resell cloth 'of the Falcon' since it has agility on it (what cloth wearer is going to use agility?). Neither would you want anything that is 'of the Wolf', since Wolf is a combination of Agility and Spirit. The most popular suffix items are 'of the Monkey' plate armor. The reason being, all three plate wearers, Paladins, Death Knights and Warriors can use this stuff. Here's a table I came up with to help understand the relationship between different suffixes.

	bear	boar	eagle	falcon	gorilla	monkey	owl	tiger	whale	wolf
Cloth										
Warlock			x						x	
Mage							x		x	
Priest								x		
Leather										
Druid	x					x			x	
Rogue						x				
Mail										
Hunter						x				
Shaman			x	x		x				
Plate										
Paladin	x		x		x	x				
Death	x					x		x		

Knight											
Warrior						x		x			

In conclusion, purchase any level 58 or 68 leather/mail/plate of the Monkey/Tiger if it's price doesn't already reflect this increased demand. Be careful, make sure the stats reflect Outland or Northrend stats, don't accidentally buy a level 53 green of the monkey and try to resell it.

Rare Pets

A niche you may want to look into if you have the time is pets. Pets are very popular with many players and you can make decent profit by selling them on the Auction House. In the Leisure section of the guide buying holiday pets is discussed but in this section I'm going to talk about selling pets on the neutral Auction House. I should also note that often times you can sell your faction's pets on your Auction House because many players are too lazy to visit the vendor to buy it themselves, don't realize that the item is bought from a vendor, certain pets require certain faction or currency to be purchased that many players don't have, and because some are on limited supply vendors that must be farmed.

The pets in the tables below are some pets that you can buy from vendors and then sell on the Auction House if you choose to do so. If you do, you should use Trade Skill Master to post the items from a dedicated bank alt.

Pet	Source
Cat Carrier (White Kitten)	Lil Timmy in Stormwind City
Mana Wyrmling	Dealer Rashaad in Netherstorm
Brown Rabbit Crate	Dealer Rashaad in Netherstorm
Blue Dragonhawk Hatchling	Dealer Rashaad in Netherstorm
Red Moth Egg	Dealer Rashaad in Netherstorm
Wood Frog Box	Flik in Terrokar Forest
Cat Carrier (Siamese)	Dealer Rashaad in Netherstorm
Ancona Chicken	Magus Tirth in Thousand Needles
Black Kingsnake	Xan'tish in Orgrimmar
Blue Moth Egg	Sixx in The Exodar
Brown Snake	Xan'tish in Orgrimmar
Cat Carrier (Orange Tabby)	Donni Anthania in Elwynn Forest
Cockroach	Dealer Rashaad in Netherstorm or Jeremiah Payson in Undercity
Crimson Snake	Dealer Rashaad in Netherstorm or Xan'tish in Orgrimmar
Golden Dragonhawk Hatchling	Jilanne in EverSong Woods
Great Horned Owl	Shylenai in Darnassus

Hawk Owl	Shylenai in Darnassus
Prairie Dog Whistle	Halpa in Thunder Bluff
Rabbit Crate (Snowshoe)	Yarlyn Amberstill in Dun Morogh
Red Dragonhawk Hatchling	Jilanne in Eversong Woods
Silver Dragonhawk Hatchling	Jilanne in Eversong Woods
Tree Frog Box	Flik in Terrokar Forest
White Moth Egg	Sixx in The Exodar
Yellow Moth Egg	Sixx in The Exodar

There are a few pets that drop around the world. However, some of them are so ridiculously difficult to obtain that they are not worth farming, even though they sell for upwards of 1,000 gold. I wanted to include a list of these in case you see them under priced on the Auction House. If you do see them, do some quick research to make sure there drop rate hasn't been recently increased. Otherwise, pick them up and try to make bank off of them. Here's the list (I've excluded their sources for simplicity):

- Disgusting Oozeling
- Tiny Emerald Whelping
- Tiny Crimson Whelping
- Azure Whelping
- Captured Firefly
- Cat Carrier (Black Tabby)
- Black Whelping

How to Find your Own Niche to Sell

Finding your own niche is not as hard as it sounds. What you want to do here is start with everything you're knowledgeable with. For example, if you're a Blacksmith, you know exactly what you can make and you know exactly how much it should sell for...or maybe you don't and that's why you need to search for items you craft in the Auction House to see if anyone is selling them and how much they are selling for. You can do this with every profession you have.

Another way to find a niche is to base it off what you are currently doing in game. If you're doing daily quests and you recognize a quest requires a reagent that is in high demand by other players, see what that reagent is going for on the Auction House. Perhaps you run instances all day and you have Mysterious Essence and Spirit Dust from disenchanting or something else that drops in the instance, then you can control those niches. Anything you regularly obtain or regularly sell gives you a huge advantage over other players when working the Auction House.

When you focus on things that you already know and do (area of competence), making gold is that much easier for you because you're always one step ahead of the competition.

Miscellaneous Strategies

Artificially Inflating Prices

This strategy involves using two or more characters in order to convince a potential buyer that an item is worth more than it actually is. In many of the crafting professions I've outlined specific pieces of

gear that can be crafted and posted, in other cases I've talked about particular rare items which have prices that are very negotiable. These exclude items that are easy to obtain. A great example would be a bind on equip epic from a raid. The price might be difficult to gauge and if you begin negotiations with another player you'll want to make sure you have something to base your offer on. You can do this by putting the item on the auction house using an alt with a different name. Put it up for, say, 2200g, and then advertise in trade that you're selling the same item for only 1500g (700g less than the Auction House), but only for a limited time because you need gold NOW! Alternatively, if you're quiet about it, a buyer might ask 'how much?' and you can respond with 'hold on, let me check the auction house'. Keep this trick in mind when dealing with low supply/questionable valued items.

Pre-Patch Buyouts

On Tuesday's the servers often times go down for maintenance or a patch. When these servers go offline people aren't able to access anything, not even login. But you'll be surprised to learn that the Auction House doesn't stop ticking time away on the auctions. This means if you post an auction sometime before the server goes down, there will be a period of time when no one is able to buy it. So how does this work in your favor? Simple! If you know a patch day or maintenance day is coming, the night before or hours before the patch, you go into the auction house and just bid on everything that's priced low. Not buyout, BID! It's important that you bid because the buyout price is usually significant higher than the bid price. If you find auctions that will expire after the server goes down no one else will be able to bid on that same item and best of all, if the person who posted the auction didn't get a bid for what they wanted, they won't be able to login and cancel the auction. This means you can basically steal items for low bids that are expiring during maintenance / patch days.

This is a great way to acquire items at low value. If Maelstrom Crystals are selling for 100g and people are posting them with a bid price of 80g you normally can not win a bid on these items since they will sell or be taken down. But on patch night you can put in a bid on the cheapest crystals and have a batch to sell the next week at full price.

Patch Changes

Patches also have great potential to cause change. As mentioned above items play their role for a period of time and then they slowly lose value. Sometimes Blizzard will introduce major changes such as adding new trade goods, making a trade good a reagent for a new recipe or removing an item completely. To us, change is a huge potential for profit; this is why we need to watch patch notes at popular sites like mmo-champion or on the World of Warcraft forums to see these changes coming and ensure that we make as much gold as we can. For obvious reasons, these types of events aren't included in this guide. They are highly time sensitive and short-lived. If you want to stay active in the changes to World of Warcraft your best bet is to become a VIP member. You're probably already signed up, you can visit the VIP area at: <http://www.haydenhawke.com/members>.

Module 3: Get Paid to Gather

Gathering professions are traditionally the best way to make gold. There is a stable demand for key minerals, herbs, gems, and leather for Jewelcrafting, Blacksmithing, Alchemy, Inscription and Leatherworking. Prices of heavily farmed materials are relatively stable compared to other trade goods in the game because there is such a large volume of people farming them and people buying them.

In order to make more gold per hour gathering, we want to make sure we have the best tools to give us an advantage. We will talk about a few addons next. We also want to make sure that we know the best places to visit and have a variety of places to farm so that we don't over farm a single mineral, herb or leather so we'll have maps to help guide us through the best zones.

Gathering Addons

There are two main herbalism/mining gathering addons available: Gatherer and Carbonite. Gatherer tracks each mineral or herb that you find and puts it on your map so that you can visit it later. There is also an existing database of nodes available for Gatherer that you can download and import so that you can see where every node is. Keep in mind not all nodes are available at all times but this can still help you determine where you should fly to find minerals and herbs. There are downloads and instructions for both Gatherer and Gatherer DB at: <http://www.gathereraddon.com/dl/>

Carbonite is a much more involved addon and it's easy to get overwhelmed when installing and setting it up. The benefit to Carbonite is that once it's setup, it will calculate a route for you to fly while you're flying based on likely locations of herbs and minerals in the near by area. As soon as you are in range of a potential node and your client realizes it's empty, Carbonite will reroute you to the next potential node. Whether you like Carbonite or Gatherer will be up to your personal preference, I suggest you try to both if you're serious about gathering. There are downloads, installation instructions and video tutorials for Carbonite at their website here: <http://www.carboniteaddon.com/index.shtml>. I also wrote a brief tutorial on Carbonite that you can find in the introduction of this guide as well as by searching for carbonite in the VIP area.

Variety

There is a large variety of minerals, leathers and herbs you can farm. You don't have to farm one herb, leather or mineral all the time, it's actually better to farm a variety of everything. If you want to farm Mists of Pandaria herbs head to Vale, Dread Wastes and then Townlong Steppes. Cover a variety of locations so you can collect a variety of herbs or ore. This will give you a larger variety of places to farm, saving you from the monotony and it will help you avoid flooding the market with a single trade good which can be very easy to do with some of the non-Pandaria trade goods.

Remember, it's not all about the newest materials, you can make a lot of gold on old world stuff simply because no one else is willing or smart enough to go back and farm it. Sometimes it can take a lot longer to get the price you want when selling older herbs, ores and leathers but the payoff is worth the wait.

How to Make Gold with Mining

This section will cover the different routes you can use to gather ore and other ways to make gold with

Mining. Please read the section about Carbonite at the beginning of this chapter so you are aware of other methods of gathering. You can use Carbonite when gathering ore.

Farming Ore

Farming ore is probably one of the most reliable ways to make gold in World of Warcraft. Starting with the best ore to farm first and working our way down to the least profitable I will give you all of the routes on maps.

Ore	Recommended Player Level to Farm
Trillium Ore (Black & White)	90
Kyparite	87+
Ghost Iron Ore	85+
Pyrite Ore	84+
Elementium Ore	83+
Obsidium Ore	80+
Thorium Ore	50+
Cobalt Ore	68+
Mithril Ore	45+
Saronite Ore	73+
Adamantite Ore	62+
Fel Iron Ore	58+
Iron Ore	20+
Tin Ore	10+
Copper Ore	None

Farming Trillium Ore

Trillium Ore is the most valuable Ore in Mists of Pandaria. It's even more valuable than its predecessor Pyrite Ore because, in MoP, Kyparite (the middle tier ore) is so sparse and unused.

Trillium Ore comes in two flavors: Black and White Trillium Ore. However, you will find them both from Trillium Veins all over Pandaria, including the starting zone Jade Forest.

If you want to farm Trillium Ore the best way to do so is by farming both Dread Wastes and Townlong Steppes at the same time. These are the high level zones in Pandaria and have the best chance of spawning Trillium.

Trillium in Dread Wastes



Trillium in Townlong Steppes



Farming Ghost Iron Ore

Ghost Iron Ore is used in massive quantities by Jewelcrafters, Blacksmiths and Engineers. It sells very

fast and for a reasonable price. The best part is, it can be found in any Pandaria zone, even along side Trillium in the two routes above.

When you farm Ghost Iron, smelt half of it and leave the other half in ore form. Sell them this way and see which way sells fastest and for the better price. This will depend on your realm's economy.

Aside from farming Ghost Iron in Dread Wastes and Townlong (use the Trillium maps above), you can also farm it in Valley of the Four Winds and Jade Forest. I don't recommend Kun-Lai Summit, simply because of the terrain and the number of dead spots you have to fly over to make it efficient. Krasarand is too small and most of the Ghost Iron is north in Valley of Four Winds anyways.

Ghost Iron in Valley of the Four Winds

Following this route exactly, or at least covering the same areas is really important. Valley has a lot of "dead spots" and this route avoids them while passing the high density areas at the same time:



Ghost Iron in Jade Forest



Farming Kyparite

Kyparite is the third mineral type in Pandaria. It's not technically an ore and it can not be smelted into bars. It's found around the Kypari Trees in Dread Wastes and Townlong Steppes. You can see these trees on the map.

Kyparite in Dread Wastes

You can find Kyparite in Dread Wastes around the Kypari Trees and throughout the gorge that cuts through the zone:



Kyparite in Townlong Steppes

You can also find Kyparite in Townlong Steppes. Fly from one Kypari Tree to the next:



Farming Pyrite Ore

Pyrite Ore was the new Titanium Ore and can only be found in the upper Cataclysm zones such as Twilight Highlands. Even though this was a primary ore in Cataclysm, check the market during MoP to see how valuable it still is. More players want this to help level their professions or to make old items than players who want to go back to farm it.

Pyrite in Twilight Highlands

Use the map below for the best results.



Farming Elementium Ore

Elementium Ore will be found on the same route as the Pyrite Route for Twilight Highlands. Another good source of Elementium is Deepholm.

Elementium Ore in Twilight Highlands

Use the map below for the best results.



Elementium Ore in Deepholm

Deepholm is littered with Elementium Veins and almost anywhere you fly you won't be able to avoid them except in the Northern area.



Farming Obsidium Ore

Obsidium Ore will be found in the lower level Cataclysm zones. Vashj'r and Mount Hyjal will have it, but Mount Hyjal is better to farm. Rich Deposits can also be found in Deepholm and you will run into them while farming Elementium.

Obsidium Ore in Mount Hyjal

The better selection for pure Obsidium Ore without the hassle of going underwater.



Farming Thorium Ore

Believe it or not, the most profitable non-rare spawn ore is Thorium which is from the original World of Warcraft. The reason behind this is simple, more and more people are power leveling their professions to 450 but none of these people want to go out and farm Thorium and most people would rather just buy it in the Auction House. This is bad for them, but good for those who want to make some gold. So below I will give you the best 2 routes to get Thorium. Remember there are Rich Thorium Veins (required skill 275) and Small Thorium Veins (required skill 245).

Thorium in Silithus

You will most likely want to be around level 55 or higher to farm this route without getting killed frequently. Don't forget there are Ooze Covered Rich Thorium Veins in this zone to be mined just like regular Rich Thorium Veins. Most of the nodes are around the hives where the bugs are.



Thorium in Blasted Lands

Ensure you are high enough mining before heading out here. The new Blasted Lands now has Thorium Deposits, especially in the southwestern area, but you will find them all along this route. The eastern area might contain less nodes toward the water.



Farming Cobalt Ore

Cobalt Ore typically sells for about the same as Thorium Ore, there are several advantages and disadvantages to each. For example, Cobalt Ore will require you to be a higher level and if you want to do it efficiently it is best that you have a flying mount and be level 77+ even though you will not need to be that level to not be killed. The mobs are also higher level around the Cobalt Nodes and there will be more competition. The advantage is, you can farm Cobalt Ore while you level in Northrend. So choose which one to farm based off your local Auction House, both are great.

Cobalt in Zul'Drak

I'm highly recommending you do not try to follow this route unless you have a flying mount because you will run into problems with walls and drop offs without one. It can be done without a flying mount but it may not be optimal. Also, there is a mix of Cobalt Deposits and Rich Cobalt Deposits, if you aren't 375 skill so you can mine both it also might not be optimal but technically you can farm the regular Cobalt Deposits at 350 skill.



Cobalt in Howling Fjord

There will also be a mix of Rich Cobalt Deposits and Cobalt Deposits in Howling Fjord but the skill I recommend is going to remain at 350 because there should be more regular nodes than not. You will also want a flying mount to complete the route effectively but you don't need one just watch out for parts of the route that don't use bridges and make sure you ride across them instead of following the route in some places.



Farming Mithril Ore

Here is another great ore from the original World of Warcraft that can be farmed for some profits. The reason people want this ore, is the same reason they want Thorium Ore. It takes awhile to farm and they'd rather pay for it to power level their professions. If you're not level 85 don't worry, this step was made just for you!

Mithril in Felwood

You don't need to be high level for this mining route, level 40+ will suffice. Obviously, it's always better to be higher level than the highest mob you're going to be near but it's doable without that.



Mithril in Badlands

If you didn't like Felwood for some reason, try out the reshaped Badlands in Cataclysm.



Farming Saronite Ore

Saronite is always worth at least 60s per Saronite Bar (30s per Saronite Ore), because it can be used by a Blacksmith to craft Saronite Bulwarks which sell to a vendor for 8g 48s from only 14 Saronite Bars. Keep this in mind if prices ever drop below 60s per bar. The demand for it has been significantly down since Cataclysm, but once the over abundance of it disappears and the supply comes down, it will sell for a reasonable amount.

Saronite in Icecrown

You will probably find Titanium on the way too since Saronite is a placeholder for Titanium. Titanium may still yield some value on the Auction House but is not worth farming by itself.



Saronite in Sholazar

Sholazar is usually the favorite for many players. This route can also be farmed on land mount but its not recommended.



Farming Adamantite Ore

Adamantite Ore can be farmed for a moderate profit but it's not as important as the first five so I'll just give you one good map to use.



Farming Fel Iron Ore

Fel Iron is on the same par as Adamantite for making gold off of it, but it's probably easier to get because it's most prevalent in the beginning zone once you enter Outland, Hellfire Peninsula.



Farming Iron Ore in Feralas

This is a step lower level players can do to make money if you aren't high enough to do the ones above. The mobs in zones with Iron are typically start at around level 20 and is mined in zones up to 40, therefore you need not be much higher to effectively follow this route, level 35-40 will be sufficient for Feralas.



Farming Tin Ore in Hillsbrad Foothills

Hillsbrad Foothills is by far the best area to farm Tin Ore in. It is heavily loaded in the northern area in and around the Ogre area at the Ruins of Alterac.



Farming Copper Ore in Any Starting Zone

Copper Ore is the first resource you will find as a new player in World of Warcraft. It is available in almost every starting area and that's precisely where you should go to farm it. There are too many starting areas to list but here's a map of Elwynn Forest and Durotar.





Converting Ore into Bars

Since the introduction of Jewelcrafting, there usually isn't a price discrepancy between ore and bars because Jewelcrafters need to prospect ore, but sometimes there is, especially for non-prospectable ores. Before you post any of your ore up for sale make sure you check the price of bars and see if you can make more money just by smelting them. Also look for ore in the Auction House and see if any of it is cheap enough to buy and make into bars for profit. This is an easy way to make some cash without even going mining but it depends on your local Auction House.

How to Make Gold with Skinning

There are a few different ways to make money skinning. There are rare mobs that can be skinned to drop rare items, there are common mobs that can be skinned to drop rare fur, and there are regular mobs to skin that can drop leather for you. The most consistent way to make money is through common leather, but this can be done while looking for these jackpots.

Skinning Component	Recommended Player Level to Farm
Exotic Leather	85+
Savage Leather	80+
Blackened Dragonscale	76+
Arctic Fur	68+
Cobra Scales	65+
Nerubian Chitin	68+
Icy Dragonscale	75+
Rugged Leather	50+
Jormungar Scale	70+
Borean Leather	68+
Knothide Leather	58+
Medium Leather	22+
Heavy Leather	30+

Exotic Leather

Exotic Leather is the new leather type in Pandaria. You'll be able to skin it, along with Sha-Touched Leather, from beasts in Pandaria. As I find and test farming locations in Pandaria they will be added to the guide below. Until then, just remember this stuff is extremely valuable early in MoP.

Savage Leather / Blackened Dragonscale

While farming Savage Leather you have a chance to get a Pristine Hide, all of the areas for Savage Leather can be used to farm Pristine Hide as well. Blackened Dragonscale will be available in a few areas that you farm Savage Leather.

Savage Leather in Uldum

You'll want to be 83+ to skin Savage Leather in here. The two areas I have chosen are Mangled Hyena's in the red and the Riverbed Crocolisks in Blue. You may find that the hyenas are surrounded by too many humanoids for your taste so I recommend doing the crocs.



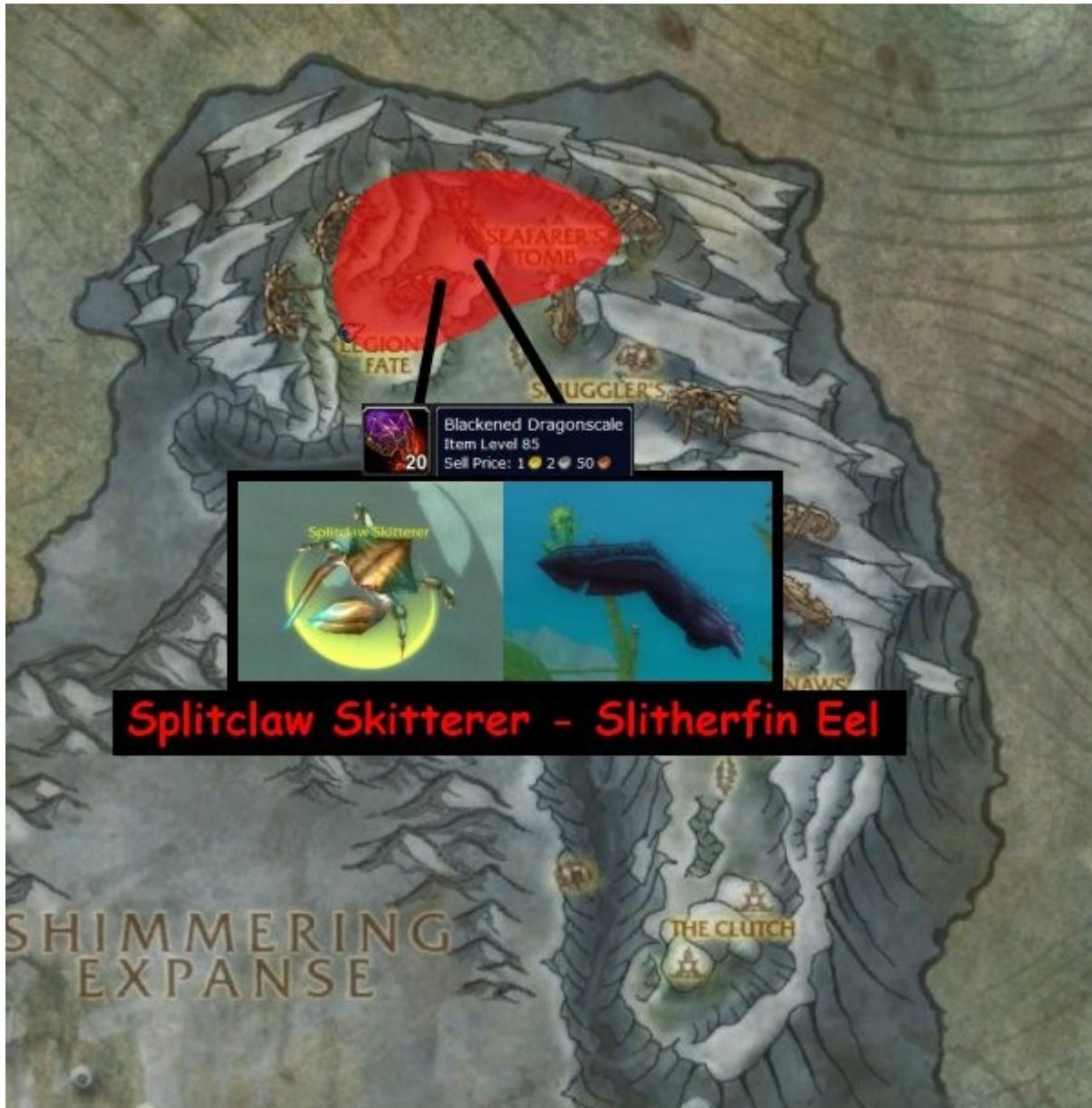
Savage Leather/Blackened Dragonscale in Twilight Highlands

You'll want to be 84+ to skin Savage Leather in here. Also keep in mind the Obsidian Dragonkin can drop Blackened Dragonscales, these are used frequently in leatherworking. This is a good dual purpose farming spot where you can get both Savage Leather and Blackened Dragonscale from.



Savage Leather/Blackened Dragonscale in Kelp'Thar Forest, Vashj'ir

You'll want to be 80+ to skin Savage Leather in here. Also keep in mind the both of these can give you a Blackened Dragonscale, these are used frequently in leatherworking. This is a good dual purpose farming spot where you can get both Savage Leather and Blackened Dragonscale from.



Cobra Scales

This component is farmed in Outland, more specifically, the best spot to farm this item is in Shadowmoon Valley off of Shadow Serpents. It is still one of the highest profitable reagents due to no one farming them anymore and their demand for twinks. They commonly sell between 5-30g, but be careful not to over farm them, the demand is less for these than it used to be. It is used to make two leg enchantments, one can be placed on level 50+ players and the other 60+. Check your Auction House before farming these to make sure it is not flooded.

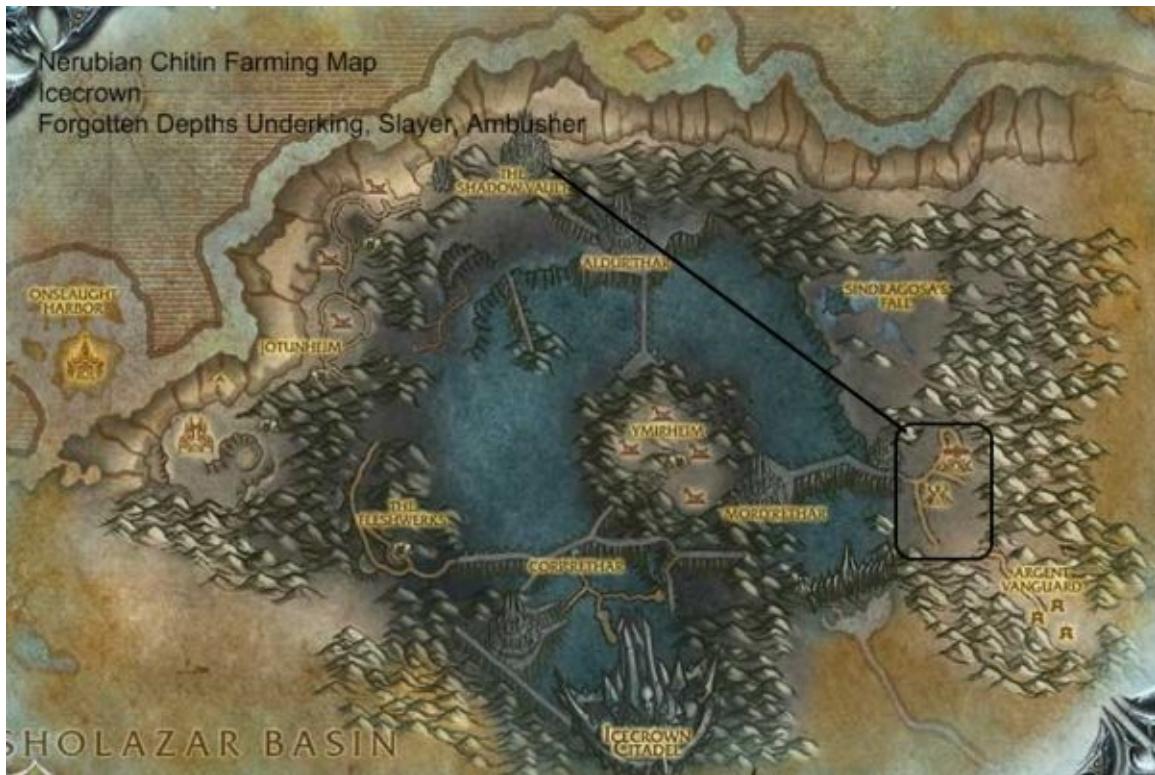


Nerubian Chitin

This skinning component only can be skinned from the Nerubian NPCs that are commonly found inside and around the instances of Azjol-Nerub and Ahn'kahet: The Old Kingdom. If you are a level 80 one option you have is soloing these instances on regular to get Nerubian Chitin, otherwise you will have to find a group or farm mobs that have less common drop rates. There are two other main spots to do this if you don't kill the mobs outside of Azjol-Nerub.

Forgotten Depths NPCs - Icecrown

There are a few NPCs that can drop Nerubian Chitin that spawn in this area. They start with the name Forgotten Depths and are bug looking creatures. They spawn all around these two temples. You will want to be 75+ to do this area maybe even 77+.



Hath'ar Skimmer - Zul'Drak

There are a bunch of Hath'ar Skimmers around Kolramas just waiting for you to come kill and skin them. So why keep them waiting? You will want to be at least level 72+ to do this area.



Nerub'ar NPCs - Borean Tundra

These NPCs spawn around Warsong Hold, you can do it as Alliance but be careful not to get too close to the guards. There are all kinds of bug looking Nerub'ar NPCs around the hold that spawn and also a Flamespitter that can drop Nerubian Chitin. I'd draw you a map but they are easy to find since they sit right outside a major Horde City.

Icy Dragonscale

These are mostly found on dragonkin inside of Violet Hold. You can go into regular Violet Hold to farm a few of these at higher levels or you can go to either of the following spots to get some Icy Dragonscales.

Drakes - Sholazar Basin

In the northern part of Sholazar Basin there are drakes flying in the air and also on ground. You can kill and skin these and you can also break hatchlings out of the eggs here to kill and skin. This will net you with a decent amount of Icy Dragonscales because this area has one of the higher drop rates in game. You'll want to be 75+ for this area.



Scalebanes - Crystalsong Forest

There are a lot of dragonkin out in this area of Crystalsong Forest that have a really good drop rate. Use whichever of the two areas you prefer. You'll want to be 76+ for this area.

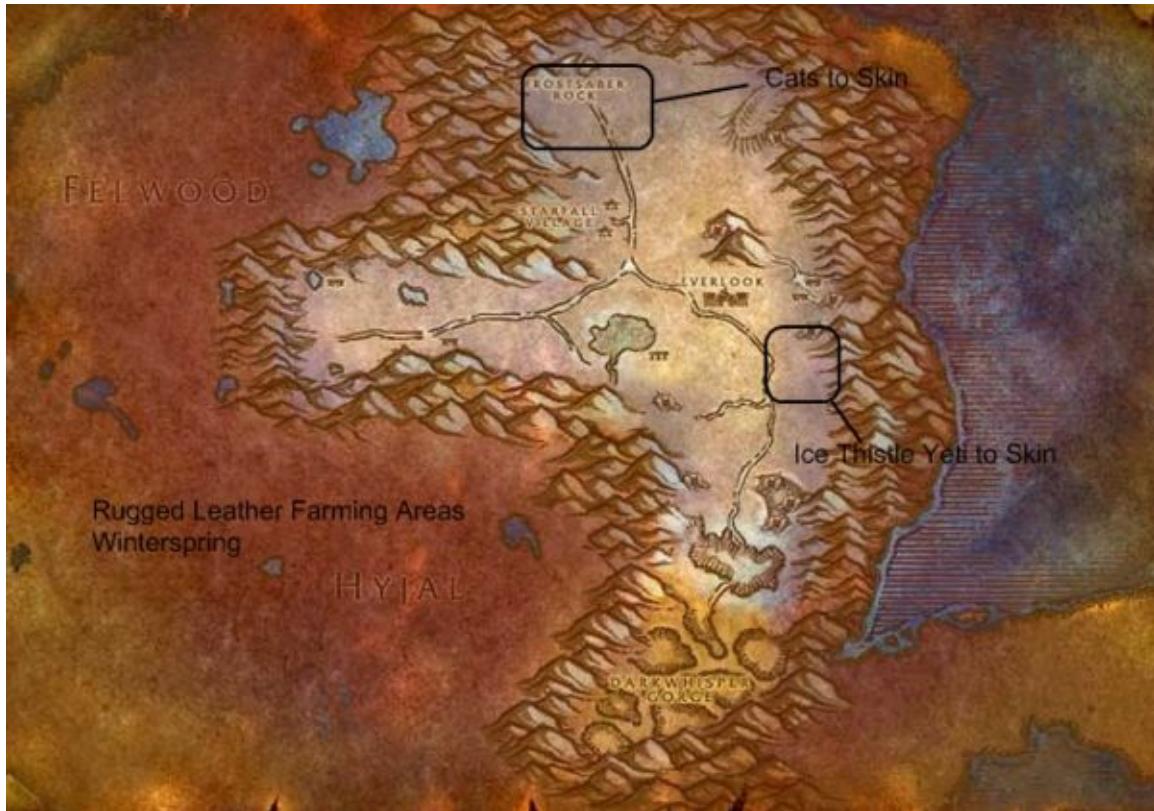


Rugged Leather

As with all gathering professions, old world regular components are worth more than some of the new ones. The reason for this is simple, everyone wants to power level their professions but do not want to go farm the components themselves. Since less people are doing the farming, they get paid higher for each item, thus making Rugged Leather the most profitable leather to farm.

Cats & Yeti - Winterspring

These are the best places to gather Rugged Leather. You can go to either location in case one or the other is farmed, they are near identical. You will want to be 55+ for this area.



Other Locations for Rugged leather

Un'Goro Crater - Entire western part of zone has higher drop rate than eastern

Jormungar Scale

There are two major locations to get Jormungar Scales from, The Storm Peaks and Dragonblight. If you don't know what a Jormungar is, it's one of those ugly looking big worms that tries to eat you. These are good to kill and skin because they drop Worm Meat as well which can be used for cooking.

Jormungars - The Storm Peaks

Jormungars are all over this zone, so I'll highlight the areas on the map the different Jormungars can be found. They are all basically equal drop rates, about 25%, so where you go is up to you. You should be 76+ for this part because the NPCs will be around level 80.



Jormungars - Dragonblight

The drop rate on these is about 15% but the advantage is you can do them at level 70 or so, which is a great for people needing gold and just starting in Northrend.

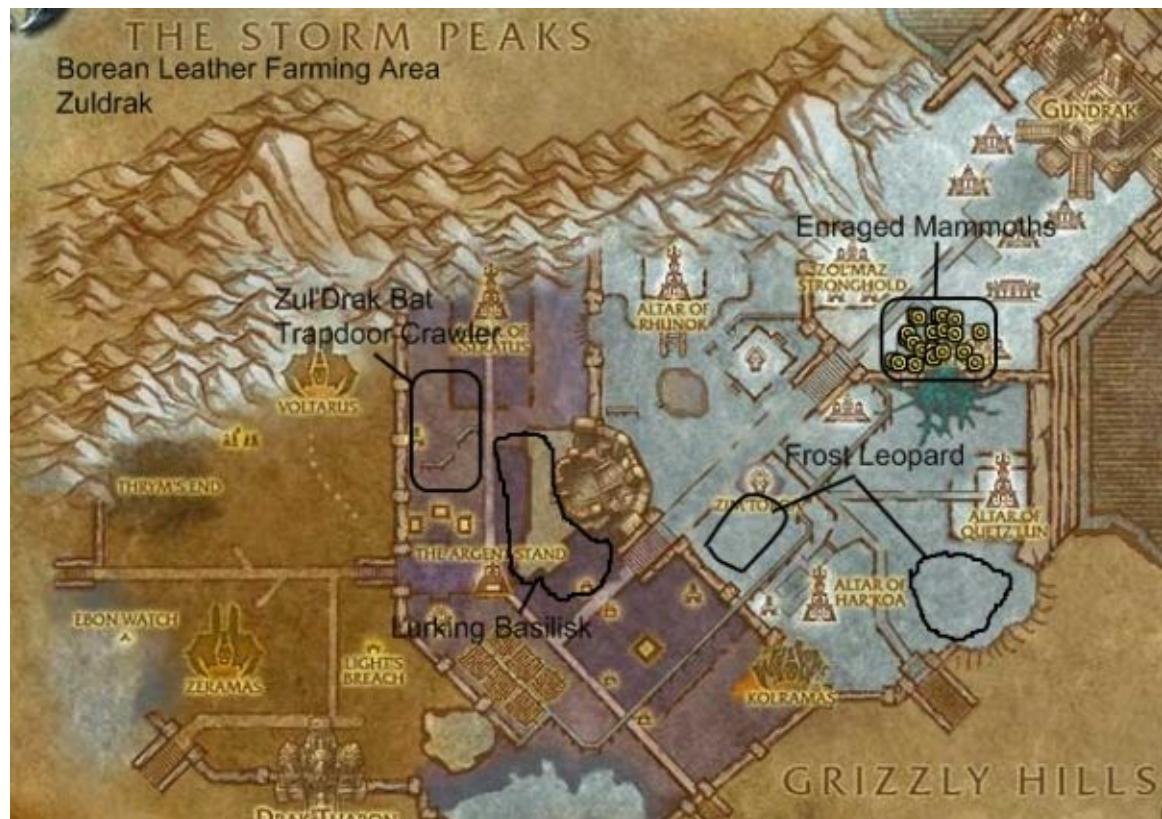


Borean Leather

Borean Leather is a leather that was introduced with Wrath of the Lich King. The advantage to farming Borean Leather is you can farm a number of other things off of mobs anywhere in Northrend where those beasts or skinnable mobs to get it. You only have to be 68+ to efficiently collect Borean Leather, the higher the level you are the faster you'll collect it. You can get a lot of this stuff out of instances like Violet Hold, Gundrak, and Zul'Drak also, in case you're looking to do an instance.

Skinnable Mobs - Zul'drak

There are so many mobs you can farm in this zone for Borean Leather. The ones in this map have some of the highest drop rate in the game, near 100% when averaged out. You may also run into [Gondria](#) in easter Zul'Drak, he is a rare spirit beast like Loque'Nahak and drops a randomly enchanted finger slot item.



Skinnable Mobs - Sholazar Basin

There are very few things that cannot be skinned in Sholazar, you can basically walk around drunk with a skinning knife and if you manage to kill something it's probably skinnable. But I highlighted the areas that have near 100% drop rate anyway. I recommend you be level 74+ to do this area.



Knothide Leather

People still need Knothide Leather from the Burning Crusade to level from 300-350 Leatherworking or for other miscellaneous things. Just for your information, if you are level 85 or so you will want to just go ahead and start a regular instance of Black Morass and kill and farm the mobs there and then reset when you are done, it's the best place to farm Knothide Leather. You may be able to just do it in the high 60s effectively since most of the stuff is non-elite anyway.

Otherwise, you can head to Nagrand and slaughter the beasts in the northern part of the zone. The Talruk Thorngrazers are grouped up around the lakes and trees and are an easy target for farming Knothide Leather.



Medium Leather

People still need Medium Leather and what you'll learn is everyone is busy farming the high demand leathers but then when you go to the Auction House you'll see those prices are beaten down and things like Medium Leather cost more per stack. The Mottled Raptors are probably the better area but they can be in camps as many as 5 that may all aggro you so be ready.



Heavy Leather

People still need Heavy Leather to level leatherworking or for other miscellaneous things. The same

thing happens to these old and forgotten supplies, no one has them in stock and no one wants to farm them, so they are worth a lot of gold coming from the players who are getting them just by leveling. The supply is low and the demand exceeds it, even though the item doesn't transact in masses across the Auction House.



Mistvale Gorilla

How to Make Gold with Herbalism

There are between 60 and 70 different herbs in World of Warcraft. Including obscure herbs that are no longer used, low level herbs that fluctuate in value and high level herbs that are used in huge volume everyday by alchemists and inscriptionists (scribes). We'll take a look at how the herbs are used, I'll show you how to pick ones to farm and then you choose from the collection of tested farming routes below.

When a new scribe levels Inscription, they will need various types of pigment which is extracted from herbs using an ability called milling. They will need many stacks of herbs for each type of pigment. Level 1-10 herbs (Peacebloom, Silverleaf and Earthroot) give 1 pigment, while Level 10-20 herbs (Briarthorn, Bruiseweed and Mageroyal) give another. This continues all the way to level 80-85 herbs and then there is a group of Mists of Pandaria herbs (85-90). A new scribe will look for the cheapest and most abundant herb to buy large quantities of for each level range and buy that herb out.

For instance, for the level 1-10 herbs listed above they might be able to buy Peacebloom for 10s each and Mageroyal for 30s each. There will be a ton of Peacebloom but not much Mageroyal. They are not going to buy the Mageroyal for 30s, they will buy all the Peacebloom for the cheaper price and never look back.

Alchemists also use herbs as they level Alchemy. However they use such a small quantity that it doesn't really have long-term or predictable impact on the market. They won't need anymore than 3-4 stacks of any given herb.

Level 1-85 Herbs

To determine if lower level herbs are worth farming you want to make sure that the herbs are both in the demand and priced high enough to make it worth farming. To do this, check the other herbs in their level range and keep in mind that most scribes will buy the cheapest of them. Also keep in mind that not all players know what they are doing and might buy the more expensive herb for reasons no one knows.

Here are the most popular herbs of each level range:

Level 1-10 herbs: Peacebloom, Silverleaf and Earthroot

Level 10-20 herbs: Briarthorn, Bruiseweed and Mageroyal

Level 20-30 herbs: Wild Steelbloom, Kingsblood, and Liferoot

Level 30-40 herbs: Fadeleaf, Goldthorn, Khadgar's Whiskers, and Dragon's Teeth

Level 40-50 herbs: Purple Lotus, Sungrass, Blindweed, and Gromsblood

Level 50-60 herbs: Golden Sansam, Dreamfoil, Mountain Silversage, Sorrowmoss, and Icecap

Level 60-70 herbs: Felweed, Dreaming Glory, Netherbloom, and Ragveil

Level 70-80 herbs: Goldclover, Tiger Lily, Adder's Tongue, Icethorn and Lichbloom

Level 80-85 herbs: Whiptail, Cinderbloom and Twilight Jasmine

Level 85-90 Herbs

There are 6 new herbs in Mists of Pandaria:

- Rain Poppy
- Green Tea Leaf
- Silkweed
- Snow Lily

- Fool's Cap
- Golden Lotus

With the exception of Golden Lotus, which is ultra-rare and valuable, the 5 other herbs are about the same in scarcity and value. Early in Mists of Pandaria they will all be extremely valuable since they will be needed to create Ink of the Dream and Starlight Ink (inscription) and to craft any of the new Alchemy recipes.

Farming Golden Lotus

The most valuable herb in Pandaria is Golden Lotus, it's required in several recipes including all of the alchemy flasks, meaning that each time someone raids with a flask they will need have consumed a Golden Lotus.

The best way to farm Golden Lotus is to select another herb and farm it, or to pick a zone and head there to farm the herbs that are there. This is because Golden Lotus spawns anywhere that other herbs spawn. Below we'll take a look at each other herb.

Farming Green Tea Leaf & Rain Poppy (level 85-90)

Green Tea Leaf and Rain Poppy are both valuable herbs because they are required by alchemists and scribes use them often to mill for pigment. Both of these herbs are found in Jade Forest and can be farmed by returning with your flying mount and circling the zone as shown in the map below:



Farming Silkweed (Farming 86-90)

Silkweed is another valuable herb that you can farm either while leveling or with a flying mount at 90. Head to Valley of the Four Winds and Krasarang Wilds and look by inland water ways including rivers

and lakes:



Farming Snow Lily (Level 90)

Snow Lily can only be found in a few specific places in Kun-Lai Summit. You'll want to have a flying mount if you're going to farm this, since it involves flying over a lot of mountains and over a lot of other obstacles.



Fool's Cap (Level 90)

Similar to Snow Lily, Fool's Cap can only be found in a few select places in Dread Wastes & Townlong Steppes. It's best to farm both zones at the same time:



Whiptail (Level 80-85)

Whiptail is used in Cataclysm flasks, potions but more often milled by scribes. It can only be farmed in Uldum on the edge and mouth of the river. It's the most plentiful Cataclysm herb, so it's still worth to farm since people look for it and buy it since it's usually so damn cheap.



Twilight Jasmine and Cinderbloom (Level 80-85)

Twilight Jasmine is only found in Twilight Highlands, it's an important herb for alchemists to make level 80-85 flasks as well as some potions and elixirs. People may still be looking for Twilight Jasmine by name since it has some unique and specific uses. Cinderbloom is also a decent herb to go back and farm and you can find it in Twilight Highlights as well. Farm them both using this route:



Gathering Icethorn and Lichbloom (lvl 80)

Icethorn and Lichbloom are used for leveling Alchemy and Inscription through level 425. You should check the prices and demand of these herbs before spending time farming them. If you find these herbs desirable the best place to get them is between Storm Peaks and Icecrown using the following route.

Icecrown



The Storm Peaks



Farming Adder's Tongue, Goldclover and Tiger Lily from Sholazar Basin

No one wants to go back to Northrend to farm herbs, however there will still be demand for them as they are needed to level Alchemy and Inscription. Check prices and demand before you decide to collect these herbs (same with any herb). Sholazar is rich with these herbs and you will gather tons very quickly.

Sholazar Basin



Farming Felweed & Golden Sansam in Hellfire Peninsula (lvl 60+)

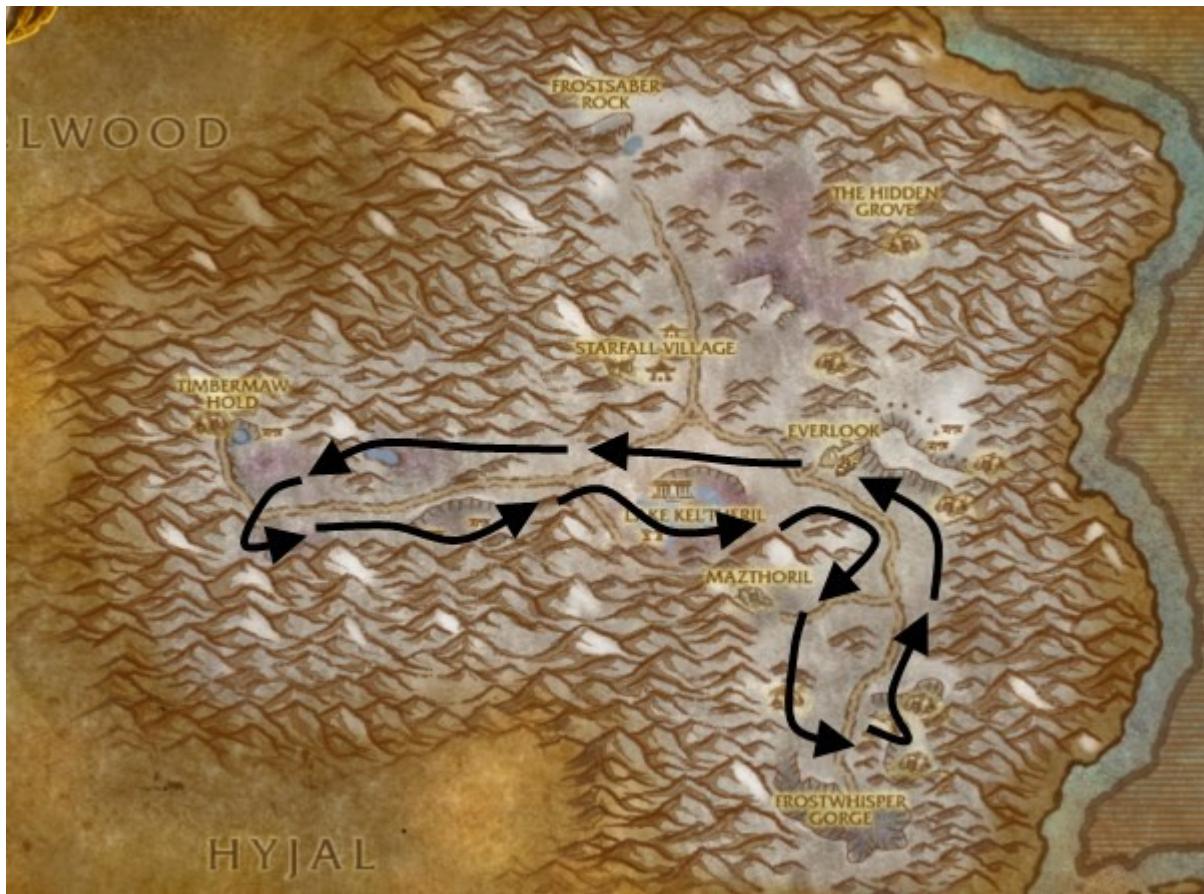
Felweed and Golden Sansam are used a lot while leveling Alchemy and Inscription. With Inscription, Felweed is the only herb worth milling to get Nether Pigment, so it sells in high volume every time a new Inscriptionist levels from 300 to 350. Golden Sansam is used a lot in Alchemy, but sells in low volume. You'll be able to move tons of Felweed but you'll find yourself sitting on a lot of Golden Sansam after running this route (but it will sell very high). If you have a flying mount you can widen the circle a little bit around Thrallmar and head through the Pools of Aggonar.

Hellfire Peninsula



Icecap and Mountain Silversage (Level 50-60 herbs)

Icecap and Mountain Silversage are used when leveling Alchemy and by scribes looking for Silvery Pigment (from level 50-60 herbs). Winterspring is loaded with these two herbs and will make it really easy to stock up on them to supply alchemists and scribes.



Gromsblood, Purple Lotus Dreamfoil and Golden Sansam (Level 40-50 herbs)

These herbs are used by alchemists to level and milled by scribes to Violet Pigment (Level 40-50). This is another great zone with very high density of herbs. It's also right next to Hyjal so you can take the portal there and fly down if you're level 85.



Kingsblood, Liferoot, Khadgar's Whiskers, Sungrass (Level 20-40 herbs)

This group of herbs is highly concentrated in the Eastern and Western Plaguelands. You can focus on one zone or the other or just connect the two zones to make a huge circle. These herbs are used in decent quantities by alchemists leveling and milled to Golden and Emerald Pigment.





Briarthorn and Mageroyal (Level 10-20 herbs)

These two herbs are used a lot in leveling alchemy and for milling Dusky Pigment. The loop below covers a ton of the herbs, notice the area inside the Ruins of Alterac where you can find Frozen Herbs. This is an extremely high density area to herb where you'll find next to no competition and no obstacles.



Peacebloom, Silverleaf and Earthroot (Level 1-10 herbs)

Sometimes these herbs are worth farming, even at level 85. The best place to find them is right outside Orgrimmar in Durotar. If you're in Stormwind you can go right outside to Elwynn Forest.



Module 4: Crafting Your Way to Thousands A Day

Making gold with your crafting professions is the easiest and least time consuming method of making gold in Mists of Pandaria. The basic idea behind making a profit crafting is that, as long as the item being crafted is useful, it will sell for more than the materials are worth. However there are some exceptions, for instance when an item is crafted a lot by players while they are leveling a profession; these players will gladly post their items for a loss on the Auction House dropping the price down. Another example is when an item is crafted by so many people that the profit you can make crafting it is very low.

If it's as easy as buying materials, crafting items and posting them on the auction house why isn't everyone doing it and making tons of gold? There are a few pitfalls that make this process challenging, we'll overcome them, but first let's identify them.

In order to make a significant profit, you have to craft and sell a lot of items; for a normal person the complexity of buying the needed materials, crafting the desired items, managing the inventory of items that you crafted and finally posting them on the Auction House for the right price is a TON of work. We'll overcome all 4 of these problems using addons and automation, this will give us the edge over the normal player and allow us to make A LOT of gold with a system that is almost completely automated.

The System

Here's a brief step by step overview of how our system will work:

- 1) Determine what items we want to craft.
- 2) Buy the materials and craft the items
- 3) Post the items on the Auction House by undercutting competition WITHOUT going below the price it cost to craft the item.
- 4) Go through your mail and repost items that didn't sell and undercut people who undercut you.

Determine What Items To Craft

The first step will involve doing math, observing market prices, using addons or just guessing. We want to find items that have a good markup so we can craft and sell them. In the following sections of this chapter I will cover each profession, but keep in mind that each realm is different so you will have to evaluate profitability before you do anything else. Although, you can just guess, the system is built to prevent you from losing money. Instead of just losing gold, you'll craft a bunch of extra stuff you may never sell. It's no big deal if you craft something that isn't profitable.

If you want to determine if something is profitable, there are two basic factors to consider: cost to produce and estimated value. If the value of the item is more than the cost then you can make a profit. The cost is easy to calculate, it's just the sum of the market-prices of the materials needed to craft it. If an item requires 4 Green Tea Leaf and 1 Golden Lotus to create then it's 'cost to produce' is:

Price of 4 Green Tea Leaf + Golden Lotus

You can determine how much materials are worth with several methods. You can use your own scan

data from Auctionator or Auctioneer (this will show in the items tooltips). You can use your scan data from Market Watcher or even TradeSkillMaster, or you can use an online price database like The Undermine Journal (<http://theunderminejournal.com/>). You want to calculate the cost based on the lowest price of items, since you're going to buy in bulk and shop around for good prices.

The next thing to do is calculate the value of the item you're crafting. You can use the same methods described above. Once you have both the cost and the value you can calculate the potential profit and then determine if you want to craft the items. Don't be shy, the system we're going to use is robust and can handle a lot of items.

LilSparky's Workshop

If you have enough scan data from Auctioneer, you can use LilSparky's Workshop and GnomeWorks to calculate the cost and value of all the items in your profession's spell book. See the following screen shot for an example.

To see this yourself, ensure you have GnomeWorks installed (you can install with Curse Client or from: <http://www.wowace.com/addons/gnomeworks/>). Make sure that LilSparky's is installed and enabled. Make sure you have ran at least 1 scan with Auctioneer on the account you are using and open up your profession spell book as if you were going to craft something. You should see the GnomeWorks interface along with the value column that you see below. If you don't see a value column it's probably because you haven't ran a scan or because LilSparky's is not installed or enabled. Don't worry though, this step is optional and its only purpose is to help you determine what to craft.

A screenshot of the GnomeWorks Blacksmithing interface. At the top, there are two red arrows pointing to the "Set Organization to Group Flat/* ALL*" button and the "Sort by Value" button. The main window displays a table of recipes:

Level	Recipe	Craftable	Inventory	Value	Cost
73	Honed Cobalt Cleaver	19		75 37a	6 11
73	Saronite Defender	19		30 12a	6 11
73	Saronite Protector	19		29 88a	6 11

Under the 'value' column LilSparky's workshop will show you the estimated value of the item on the market, and under cost it will add up the costs of all the materials. **This is only beneficial if you have a ton of scan data with Auctioneer**, otherwise the results will be very inaccurate and potentially misleading. You can right click the Value column to change the location it gets the scan data from.

Eventually our goal will be to make a list of items we want to craft, a big list.

Buying Materials and Crafting

This is the biggest and most involved step. You'll need to install the following addons: KTQ, Alcoholic, Gnomeworks and LilSparky's Workshop. For basic information on these individual addons read the introduction to this guide.

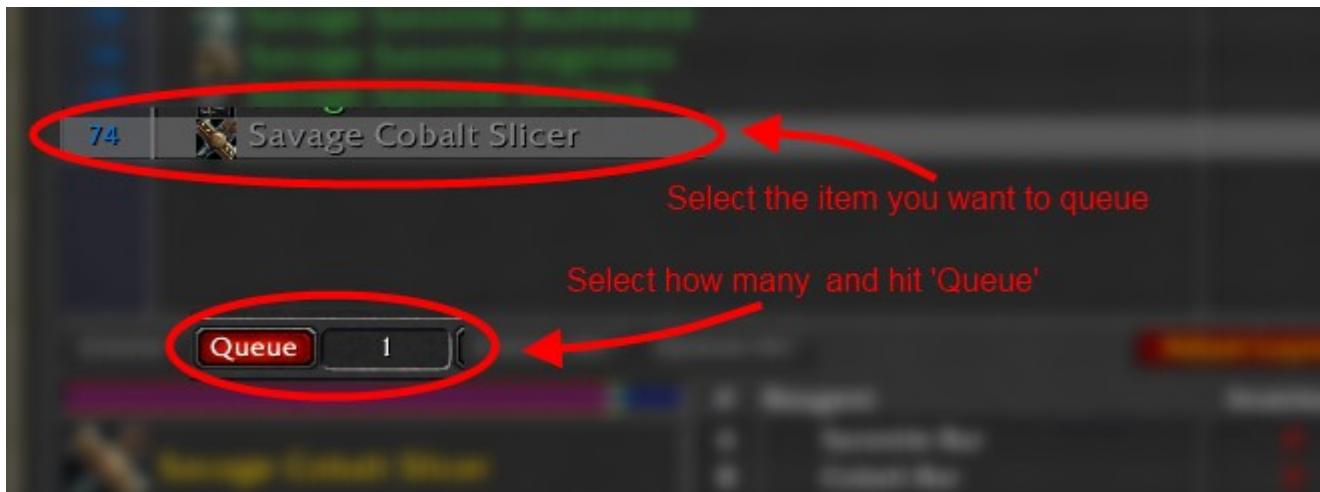
GnomeWorks

First, log into your crafting character and open up their crafting spell book. This should load up the GnomeWorks interface. Notice the button with the right arrow on it on the right side of the interface. This will expand your crafting queue.



Once you expand the crafting queue, you should see an empty queue. If it has something in it, you can hit the 'Clear' button to clear it out.

At this point, what you could do is go through the list of craftable items on the left click 'queue' for each item you want to craft. To demonstrate, I chose to queue 1 of each of the Savage items, including Savage Cobalt, Savage Saronite, etc.



This will fill up our crafting queue and reagents* list up very quickly. Here's what mine looked like after queuing up 9 items and expanding them in the queue.

*reagents is another word for materials



The best part about GnomeWorks is that it will give us a list of materials that we are short in order to craft everything in the queue. I won't start crafting until I have all the materials. Notice it organizes it by guildBank, auction, and vendor. Also notice that some of the #s in the Queue are red, meaning there are insufficient materials to craft these items. I will load up on materials at the lowest prices I can find.

I have enough materials to craft my Savage Saronite Skullshield, so I can go ahead and click the 'Process' button in the middle of the queue. But like I said, I want to wait until I have all the materials I need so that I can close my eyes, cross my fingers and mash the process key over and over until everything is crafted. During this process, consider watching a movie, talking on vent or playing ping pong against the wall with an extra cordless mouse.

Okay, so that's a brief explanation of how GnomeWorks works. We won't actually manually queue up items like we just did; that was way too much work, instead we'll create macros and use an addon called KevTool Queue (KTQ) to do this for us.

KevTool Queue (KTQ) and Altoholic

The next step is to make sure we have Altoholic installed and setup, which is pretty simple. We won't ever have to configure or even look at it. It will sit in the background and keep track of how many of each of our items our characters have.

Next, we will use KTQ by typing really simple commands. The point of KTQ is to queue up items for us, so that we don't have to. It's as easy as typing (**load up GnomeWorks clear your queue first**).

```
/ktq queue 3 Savage Saronite Pauldrons
```

This will queue up no more than 3 Savage Saronite Pauldrons. If all of your characters combined have 1 Savage Saronite Pauldrons already, then it will only queue up 2. If you already have 2, it will queue up 1. If you already have 1, it will queue up 2, and if you already have 3, it will do nothing. This will

allow us to mindlessly refresh our stock of the items that we want to sell.

We can also use this command to queue up more than 1 item. If we just use the command:

```
/ktq queue 3 Savage Saronite
```

It will queue up all the items that your character can craft that start with 'Savage Saronite.' In my case this will include all 8 Savage Saronite pieces (Skullshield, Legplates, etc). **It's very important you understand how these wildcards work, since it will make queuing up Tailoring PvP gear (for example) really easy.**

There are also some shortcuts built into KTQ. For example:

```
/ktq queue 3 Glyphs
```

This will queue up 3 of each glyph, if you're a scribe. There are also shortcuts for RareGems and EpicGems. You can also use a threshold, which will use your scan data to exclude any item that isn't selling above that threshold. In action, this would look like this:

```
/ktq set threshold 5g  
/ktq queue 3 RareGems
```

This would queue 3 of each rare quality cut that you have as long as it's selling for more than 5g.

By now we have a really good idea how to queue up a large # of items. But we're not actually going to type these commands every time, that'd be insane. We just want to click a button, right?

Finally, we'll create a macro dedicated to queuing all the items for a given professions. Sometimes you'll even need more than 1 macro, I've used 3 macros for a single profession. Once they are setup, you just click 1 at a time and watch your queue fill up.

To create a macro, type /macro. Here's an example of a macro I used on my Blacksmith during Wrath of the Lich King:



Notice my use of abbreviations. I used /ktq queue 2 Savage Saronite to craft 8 items.

* The most important part of this entire system is to create the right set of macros for your character. Each crafting profession has potential to be profitable if you queue up the right items on a regular basis, craft them and then use TSM to post them.

Buying Materials

Now that you know how to queue everything up and generate a shopping list of materials. All you need to do is shop around for a few days or even weeks and build up a large inventory of the materials you need. Pick them up whenever they go really cheap or negotiate low prices in chat.

Keep notice of character names that are selling really cheap materials in the Auction House. If you see them more than once they might be a serious farmer and you can contact them via in-game mail and set it up so they send you materials CoD at their best price. It's essentially that you buy at the cheapest price, because there's no rush to get materials you shouldn't pay more than you have to.

We make our profit at every step of the process, buying materials cheap, crafting items efficiently and selling them for fair prices. Don't pay more than you have to for materials or you'll be losing 1/3 of that equation.

Crafting

Once you've queued everything up and bought the materials, all you need to do is hit the 'Process' button over and over. Like I mentioned above, you can do this while watching a movie, talking on vent, playing ping pong or even using another program on your computer. If you use windows mode inside World of Warcraft you can alt-tab in and out of WoW very quickly to click Process when the current process completes.

Distributing and Organizing Your Items

The final step in crafting is to use TradeSkillMaster (TSM) to setup an auto-mailer to send all these items to the character that you will post them on the auction house with.

Auto mailing is another extremely powerful feature of TSM. To create an auto mailer, type /tsm and select the 'Mailing Options' in the bottom right. Create an mail target and assign it items exactly like you did when you created the item group above. Once setup and assigned items, all you have to do is visit the mailbox and select 'Auto-Mail' and it will fire off all the mail to that target. This makes managing trade materials and crafted items very easy.

If you don't play your crafter, you could just leave them on that character. In most cases I send all the items to a dedicated bank alt who will sell them.

I also use auto-mailers to send materials from my primary bank alt to my crafters. This is completely optional though, you can just as easily buy materials directly with the crafters.

Post Items Competitively

This next step involves setting up Trade Skill Master (TSM) to do all our work for us. Make sure you have TSM installed and load up the character with all your crafted items. Keep in mind, TSM is covered in detail in the Introduction to this guide, so please read that before continuing (make sure you have all the TradeSkillMaster_ add-ons installed).

What you need to do now is group the items into logical groups based on how much they cost to craft. In the example above where I crafted Savage Saronite, each of these pieces cost about the same to craft: 12-14 Saronite Bars and 1 Eternal. With this information I will calculate the minimum price I would sell the most valuable of these items, and then round up. Imagine Saronite Bars cost me 2g and the most expensive Eternal is 10g.

This would put me at 28g for the Saronite Bars and 10g for the Eternal, add those together and we're at 38g. I would round up to 45 or 50g and consider that the cheapest I would sell any of the Savage Saronite pieces for. We'll use this value as our threshold. In Mists of Pandaria look for profit margins between 50-150 gold on most items.

You can do this by leveraging the TSM addon explained in the introduction of this guide. Create item groups for each logical group and price them accordingly. More information will be provided on the exact #s to use when doing this throughout the guide.

Reposting

This is what I do when I log onto my auction characters. The first step is optional, and that is canceling your auctions. You might not want to cancel auctions since it can take a lot of time (minutes) and also cost you deposits. It will depend on the type of item that you are selling. Once you've cancelled, or if you didn't, head to your mailbox and collect all your sales, expired auctions and cancelled auctions. Return to the Auction House and use the 'Post' button in the 'Auction' tab to repost everything. It's that simple!

System Overview

This is the entire 'system' that you should use to make gold with crafting professions. Setup KTQ macros, bank alts, auto-mailers and item groups. Collect materials, send them to crafters, load up your queue with your macro, make sure you have all needed materials, process all items, auto-mail them to

your bank alt, log into your bank alt, post/repost and finally collect your profits. The great part about this system is that we'll never craft unnecessary items (beyond the first few), it is a self correcting system that guarantees a profit and is mostly automated.

Spirit of Harmony

Spirits of Harmony (SoH) are a new type of trade good introduced at the beginning of Mists of Pandaria. These are required by every profession to create some of their best items. The downside is that they are Bind on Pickup and a random world drop, making them very difficult to acquire if you don't actively play this character.

This definitely puts a hamper on our automated and multi-profession crafting system, since it forces us to play characters with each profession to accumulate SoH. However, there are still plenty of crafts that don't require SoH, so we'll have to be mindful of what we expect to craft on each character.

You may remember Chaos Orbs during Cataclysm, they were only Bind on Pickup for the first year of the expansion. Can we expect Blizzard to lift the BoP requirement on SoH later in MoP? Probably; but until then there's little we can do about it.

Alchemy

You can definitely use 'The System' with Alchemy, it's a great candidate for making gold. You can make potions, elixirs and flasks as well as transmute Primal Diamonds, Living Steel, Trillium and rare gems from uncommon gems + a Golden Lotus.

With Alchemy, you'll want to craft massive quantities of items because they sell quickly and in larger stacks than normal. You'll want to hold several stacks of the potions, flasks and elixirs that you're selling and post them in stacks of 5, 10 or 20.

Plus Jewelcrafting and Enchanting

Pairing Alchemy with Jewelcrafting allows you to prospect ore and get massive green and blue quality gems. These gems can be shuffled into various other things. Green, orange and purple gems can be transmuted into Primal Diamonds and then those can be cut into any of the 14 specific cuts. The remaining red, yellow and blue gems can be utilized by crafting Ornate Bands and Shadowfire Necklaces which can then be sent to your Enchanter to disenchant, combine and sell the enchantments as Sha Crystals. Otherwise you can use enchanting to create scrolls and post them on the auction house.

Transmuting Primal Diamonds & Living Steel

The Primal Diamond is the primary uncut meta gem in Mists of Pandaria, it can be cut into about 14 different specific meta gems. It should be in good demand on your realm's auction house, so if the materials are available to you at the right prices you should transmutes as many of these as you can.

Living Steel is used by Engineers and Blacksmiths to craft high quality end-game items. Unlike in Cataclysm, the materials for Living Steel consist of only Trillium Bars. Keep in mind that, regardless of whether you're an Alchemist or not, you can advertise in chat and get other people to combine Trillium into Living Steel for you. As an Alchemist, you can only transmute a Living Steel once a day.

You can also transmute 10 Ghost Iron Bars into a single Trillium Bar. This is a pure numbers game, if the Trillium is selling faster than the Ghost Iron and for the right price, you can make a lot of gold. However, most of the time this opportunity is not available.

You can also transmute any green quality gem into the same color blue quality gem by adding a Golden Lotus. Golden Lotus prices on your realm are going to help you determine if this is profitable or not. If you can come up with a bulk source of Golden Lotus you can and probably should transmute green gems into their blue counter parts. Not a lot of Alchemists take the time to do this or even realize they can do it.

Item	Materials
Transmute: Primal Diamond	2 Wild Jade (green) 2 Vermillion Onyx (orange) 2 Imperial Amethyst (purple)
Transmute: Living Steel	6 Trillium Bars
Transmute: Trillium Bar	10 Ghost Iron Bars

Flasks

There are 5 general and 1 alchemist only flasks in Mists of Pandaria (exactly like in Cataclysm). The alchemist only flask is BoP so we can not trade it. The general flasks require 1 Golden Lotus and an assortment of Pandarian herbs.

Whether or not you can consistently make money with these flasks will depend on the raiding community on your realm and whether or not you can get the herbs at a low enough price. Sometimes you'll find yourself competing against Herbalism/Alchemist combos who will gather their own herbs, make flasks and sell the flasks below the price the herbs cost because they think that's a good idea.

Either way, I recommend using The System and queuing up all the tradable flasks, just make sure you set the right threshold and buy the herbs at the best possible prices.

Item	Materials
Flask of Falling Leaves (Spirit)	1 Golden Lotus 4 Green Tea Leaf
Flask of Spring Blossoms (Agility)	1 Golden Lotus 4 Snow Lily
Flask of Winter's Bite (Strength)	1 Golden Lotus 4 Fool's Cap
Flask of the Earth (Stamina)	1 Golden Lotus 4 Rain Poppy
Flask of the Warm Sun (Intellect)	1 Golden Lotus 4 Silkweed

Potions

All of the potions are super cheap to make except the Potion of Luck. There's no telling how well the Potion of Luck actually works, but people are buying it; so you should make them! Create the cheap potions and crank your threshold up so that you make a suitable profit every time a stack sells. Sell them in stacks of 5, 10 and 20. If no one else is selling stacks small than 10, make people buy stacks of 10! Don't sell small stacks unless you have to.

Item	Materials
Vermen's Bite (Agility)	1 Green Tea Leaf 1 Snow Lily
Master Healing Potion	1 Green Tea Leaf
Potion of the Jade Serpent (Intellect)	1 Green Tea Leaf 1 Silkweed
Potion of the Mountains (Armor)	1 Green Tea Leaf 1 Rain Poppy
Potion of Mogu Power (Strength)	1 Green Tea Leaf 1 Fool's Cap
Darkwater Potion (Movement Speed)	3 Desecrated Oil (3 Spinefish each)
Master Mana Potion	1 Snow Lily 1 Green Tea Leaf 1 Fool's Cap
Potion of Focus (mana regen)	2 Snow Lily
Potion of Luck *	3 Golden Lotus

Elixirs

There are Guardian and Battle elixirs which, similar to potions, are very cheap to make requiring only 2 herbs each. The same applies for elixirs as does for potions. Sell these, but at a high markup so it's worth your time to craft them.

Item	Materials
Elixir of Weaponry (Expertise)	2 Silkweed
Mad Hozen Elixir (Critical Strike)	2 Rain Poppy
Mantid Elixir (Armor)	2 Green Tea Leaf
Monk's Elixir (Mastery)	1 Rain Poppy 1 Silkweed
Elixir of Mirrors (Dodge)	1 Silkweed 1 Fool's Cap
Elixir of Peace (Spirit)	1 Rain Poppy 1 Fool's Cap
Elixir of Perfection (Hit)	1 Silkweed 1 Snow Lily
Elixir of the Rapids (Haste)	1 Rain Poppy 1 Snow Lily

Bonus

There are a few obscure things you can make as an alchemist that sell well on the Auction House. Both

Elixir of Giant Growth and Swiftness potions. They are both really cheap to craft and sell to people because they are fun to have and use. Both of these recipes are a random world drop, so you'll either need to get lucky and find them yourself or buy them off the Auction House. Most people who sell these on the Auction House don't realize they are actually valuable, so you can get them pretty cheap.

*Swiftthistle is gathered from Briarthorn and Mageroyal. If you're an alchemist the best place to gather this is in Hillsbrad Foothills. See the Herbalism routes in Chapter 2 for details.

Item	Materials
Elixir of Giant Growth	1 Deviate Fish 1 Earthroot
Swiftness Potion	1 Swiftthistle* 1 Briarthorn

Blacksmithing

You will make most of your gold in Blacksmithing from making gear. You'll also make gold by making a few consumables and items like Shield Spikes, Weapon Chains and Belt Buckles.

There are 3 level 85 uncommon leveling sets that Blacksmiths make, but the only one worth crafting is the Spiritguard set. This set is perfect for characters who load up old level 85 tanks and want to get new gear so they can tank from level 85-90. There are also PvP sets, the Contender's Revenant and Contender's Spirit sets are the Patch 5.0 and 5.1 PvP sets. These are iLvl 450 pieces but probably won't sell on the auction house. The iLvl 458 sets, the Crafted Gladiator's ..., are the pieces that sell post Patch 5.2.

There is a level 90 tanking set that will also sell to tanks who just reached level 90 and want to be able to dive into heroics as a tank. This is the Masterwork Spiritguard set, it's also iLvl 450 so it will help players get into heroics a little faster.

Most of the Ghost-Forged equipment has <Random Enchant> so I avoid this in the System. Masterwork Lightsteel will sell to new level 90 paladins who want the caster stats.

Finally, there are an assortment of epic items from iLvl 476 to iLvl 522. These are all separated below depending on whether they require Spirit of Harmony, Blood Spirits or Haunting Spirits.

Consumables / Enchants

The Living Steel Belt Buckle is probably the most popular item purchased in Mists of Pandaria. Almost every time a level 90 gets a belt upgrade they will load up the auction house and buy the cheapest Living Steel Belt Buckle. You should craft these by the dozens and post them at the next competitive price whenever you're online.

Shield Spikes and Weapon Chains also sell, but much less often than Belt Buckles.

Item	Materials
Living Steel Belt Buckle	1 Living Steel
Living Steel Weapon Chain	1 Living Steel
Ghost Iron Shield Spike	12 Ghost Iron Bars

Spiritguard (Level 85 Tanking Gear)

A lot of people overlook this set of gear. It's level 85 tanking gear and it's relatively cheap. This is very helpful to the player who loaded up a level 85 they never raided with and who wants to tank through dungeons to level 90. I've been in this position in the past and what I do is load up wowhead, find the tanking gear and then find it on the auction house and pay whatever it costs. It's always a huge upgrade from what I had anyway.

You can queue up crafting all this gear using `/ktq queue # Spiritguard` and use The System to craft and sell it. Start with 3 of each piece.

Item	Materials
Spiritguard Bracers	5 Ghost Iron Bars
Spiritguard Belt	7 Ghost Iron Bars
Spiritguard Gauntlets	7 Ghost Iron Bars
Spiritguard Boots	7 Ghost Iron Bars
Spiritguard Legplates	12 Ghost Iron Bars
Spiritguard Shoulders	7 Ghost Iron Bars
Spiritguard Shield	9 Ghost Iron Bars
Spiritguard Breastplate	12 Ghost Iron Bars
Spiritguard Helm	12 Ghost Iron Bars

There is also a Lightsteel set at level 85. While it might be worth producing and testing on your realm, I have not had good results with this type of gear. The same goes for the Ghost-Forged gear, which comes with random enchantments.

Masterwork Spiritguard (Level 90 Tanking)

This tanking gear is also overlooked. It will sell to most new level 90s who want to tank heroics. You can literally buy a set of this and instantly queue up for heroics. You can queue up crafting all this gear using `/ktq queue # Masterwork Spiritguard` and use The System to craft and sell it. I recommend 3 of each piece to start.

Item	Materials
Masterwork Spiritguard Belt	1 Trillium Bar 7 Ghost Iron Bars
Masterwork Spiritguard Boots	1 Trillium Bar 7 Ghost Iron Bars
Masterwork Spiritguard Bracers	1 Trillium Bar 5 Ghost Iron Bars
Masterwork Spiritguard Breastplate	1 Trillium Bar 12 Ghost Iron Bars
Masterwork Spiritguard Gauntlets	1 Trillium Bar

	7 Ghost Iron Bars
Masterwork Spiritguard Helm	1 Trillium Bar 12 Ghost Iron Bars
Masterwork Spiritguard Legplates	1 Trillium Bar 12 Ghost Iron Bars
Masterwork Spiritguard Shoulders	1 Trillium Bar 7 Ghost Iron Bars
Masterwork Spiritguard Shield	1 Trillium Bar 12 Ghost Iron Bars

Masterwork Lightsteel (Caster Plate)

This gear is also overlooked, it will sell to new level 90s who are looking for the plate, intellect and spirit. It is iLvl 450, so it will help new characters queue up for heroics as soon as possible.

You can queue up crafting all this gear using */ktq queue # Masterwork Lightsteel* and use The System to craft and sell it. I recommend starting with 3 of each piece.

Item	Materials
Masterwork Lightsteel Belt	7 Ghost Iron Bars
Masterwork Lightsteel Boots	7 Ghost Iron Bars
Masterwork Lightsteel Bracers	5 Ghost Iron Bars
Masterwork Lightsteel Breastplate	12 Ghost Iron Bars
Masterwork Lightsteel Gauntlets	7 Ghost Iron Bars
Masterwork Lightsteel Helm	12 Ghost Iron Bars
Masterwork Lightsteel Legplates	12 Ghost Iron Bars
Masterwork Lightsteel Shield	12 Ghost Iron Bars 2 Trillium Bars
Masterwork Lightsteel Shoulder	7 Ghost Iron Bars

Crafted Gladiator's ... (PvP Starter Set)

Blacksmiths can craft a total of 32 different pieces of iLvl 458 PvP starter gear. You won't get to pick which pieces you discover, though. You'll have a chance to discover one of these crafts everytime you create a Lightning Steel Ingot.

Once you have discovered a few of these pieces add them to your system and craft whatever ones are available. These pieces sell quickly to new players who want to put PvP gear onto their character.

You can queue up this gear with */ktq queue 3 Crafted Gladiator* and sell it using the system described above.

Item	Materials
Crafted Gladiator's Wrist	8 Ghost Iron Bars

Crafted Gladiator's Legs	15 Ghost Iron Bars
Crafted Gladiator's Helm	15 Ghost Iron Bars
Crafted Gladiator's Chest	15 Ghost Iron Bars
Crafted Gladiator's Feet	10 Ghost Iron Bars
Crafted Gladiator's Shoulders	10 Ghost Iron Bars
Crafted Gladiator's Hands	10 Ghost Iron Bars
Crafted Gladiator's Waist	10 Ghost Iron Bars

Epic Gear (iLvl 476 and iLvl 496 <- Blood Spirit Gear)

There are about 12 pieces of epic gear. Each one fits a certain niche within the game and will bring a customer searching for them to help them get their raiding gear together. They are a bit more difficult to macro with KTQ, but you can do it with about 8 lines.

Even after Patch 5.2 went live these items continued to sell very well. The value of Blood Spirits dropped so the price of these pieces also dropped, but that means that more players are willing to spend the gold to buy these.

Item	Materials
Breastplate of Ancient Steel	8 Living Steel 8 Spirit of Harmony
Gauntlets of Ancient Steel	5 Living Steel 8 Spirit of Harmony
Ghost Reaver's Breastplate	8 Living Steel 8 Spirit of Harmony
Ghost Reaver's Gauntlets	5 Living Steel 8 Spirit of Harmony
Living Steel Breastplate	8 Living Steel 8 Spirit of Harmony
Living Steel Gauntlets	5 Living Steel 8 Spirit of Harmony
Bloodforged Warfists	6 Living Steel 6 Blood Spirit 2 Spirit of Harmony
Chestplate of Limitless Faith	8 Living Steel 8 Blood Spirit 3 Spirit of Harmony
Gauntlets of Battle Command	6 Living Steel 6 Blood Spirit 2 Spirit of Harmony
Gauntlets of Unbound Devotion	6 Living Steel 6 Blood Spirit 2 Spirit of Harmony

Ornate Battleplate of the Master	8 Living Steel 8 Blood Spirit 3 Spirit of Harmony
Unyielding Bloodplate	8 Living Steel 8 Blood Spirit 3 Spirit of Harmony

Patch 5.2 Epics (iLvl 522 Haunted Steel <- Haunting Spirit + Spirit of Harmony)

In Patch 5.2 new iLvl 522 crafts were added. These require the valuable Haunting Spirit and are discovered by crafting Lightning Steel Ignots. Depending on the price of Haunting Spirit you may want to lock down a buyer before you craft these.

Item	Materials
Haunted Steel Greathelm	8 Living Steel 8 Haunting Spirit 3 Spirit of Harmony
Haunted Steel Greaves	6 Living Steel 6 Haunting Spirit 2 Spirit of Harmony
Haunted Steel Headcover	8 Living Steel 8 Haunting Spirit 3 Spirit of Harmony
Haunted Steel Headguard	8 Living Steel 8 Haunting Spirit 3 Spirit of Harmony
Haunted Steel Treads	6 Living Steel 6 Haunting Spirit 2 Spirit of Harmony
Haunted Steel Warboots	6 Living Steel 6 Haunting Spirit 2 Spirit of Harmony

How to Make Gold with Enchanting

Enchanting is a very expensive profession to level and most players stay away from it unless they already have it. You can make very easy gold disenchanting items off the Auction House as well as selling enchant scrolls in trade. However, the best way to make gold is to post them on the Auction House as scrolls.

Disenchanting

One way to make gold with enchanting is to use Auctioneer and Enchantrix to search the Auction House and find items that are posted with a buyout or bid below their average disenchant price. To do this you need at least several days of Auctioneer scan data but over a week is better. If you have the Auctioneer Suite installed (from <http://auctioneeraaddon.com/> or via the Curse Client) you can run a

'quick scan' by opening up a window the Auction House and hitting the fast-forward button at the top of the Browse tab:



After running several days worth of scans and immediately after one of those scans you can use Auctioneer's SearchUI, found in the Search tab. Inside it, if you're searching with a bank alt instead of an enchanter select 'use custom levels' so that it won't guess that you're not an enchanter. Finally, hit the search button and it will scan your most recent auction house data for profitable purchases.



What just happened? Auctioneer checked all of the current auctions based on your most recent scan and found items with a buyout or bid price below the average disenchant value. The most profitable item in my search was a Honed Stiletto of the Bear. There are two values that are calculated by Auctioneer: Disenchant (AucAdv) and Disenchant (Baseline). The AudAdv is based on the average price of the average results of disenchanting. For this item it would be calculated like this:

Greater Astral Essence: $75\% * 1.5 * \text{average price of Greater Astral Essence}$

+

Soul Dust: $20\% * 1.5 * \text{average price of Soul Dust}$

+

Large Glimmering Shard * average price of Large Glimmering Shard

The Baseline price is based on the least expensive results, ie) the worst case scenario.

If you have Auctionator installed and if you have scanned the enchanting materials with Auctionator, it will calculate a Disenchant value, seen at the top. This is calculated in the same way except it uses the latest low prices of the items; so it's a bit more pessimistic.

The screenshot shows the Auctionator tooltip for the item 'Honed Stiletto of the Bear'. The 'Profit' column header is highlighted with a red box. The tooltip displays various details about the item, including its stats, disenchantment requirements, and market values. It also includes sections for Disenchanting and SimpleAuction calculations.

Item	Pct	Profit	Stk	Buyout	Bid	Reason	Seller
[Honed Stiletto of the Bear]	5	10.50.23	1	60.00	60.00	Disenchant:buy	
[Polished Zweihander]	6	10.40.23	1	70.00	58.15	Disenchant:buy	
[Bronze Battle Axe]	8	10.15.19	1	95.04	61.30	Disenchant:buy	
[Bronze Battle Axe]	8	10.14.23	1	96.00	96.00	Disenchant:buy	
[Bronze Battle Axe]	8	10.14.23	1	96.00	96.00	Disenchant:buy	
[Skeletal Longsword]	8	10.12.16	1	98.07	78.46	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Greatsword]	9	10.10.23	1	100.00	80.00	Disenchant:buy	

You can sort the search results by 'Profit' by left clicking that column header:

The screenshot shows the Auctionator search results table for items that can be disenchanted. The 'Profit' column is sorted in descending order. The table includes columns for Item, Pct, Profit, Stk, Buyout, Bid, Reason, and Seller. The 'Profit' column is highlighted with a red box.

Item	Pct	Profit	Stk	Buyout	Bid	Reason	Seller
[Honed Stiletto of the Bear]	5	10.50.23	1	60.00	60.00	Disenchant:buy	
[Polished Zweihander]	6	10.40.23	1	70.00	58.15	Disenchant:buy	
[Bronze Battle Axe]	8	10.15.19	1	95.04	61.30	Disenchant:buy	
[Bronze Battle Axe]	8	10.14.23	1	96.00	96.00	Disenchant:buy	
[Bronze Battle Axe]	8	10.14.23	1	96.00	96.00	Disenchant:buy	
[Skeletal Longsword]	8	10.12.16	1	98.07	78.46	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Battle Axe]	9	10.10.23	1	100.00	80.00	Disenchant:buy	
[Bronze Greatsword]	9	10.10.23	1	100.00	80.00	Disenchant:buy	

Notice that the buy out of the Honed Stiletto of the Bear is only 60s, this is a great buy. So are the Bronze Battle Axes. The Reason column will tell you whether the Profit column is calculated by using the buy or the bid price of the auction.

With this method you can run periodic scans and searches to find really great "free money." If you use Auctionator to post the disenchanted materials, you'll generate extremely accurate data for the Auctionator tooltip and be able to better refine your purchases.

Selling Enchanting

The classic way for selling enchantments is to advertise your Enchanting book in the trade channel and hope that some one will message you with an enchanting request. A long time ago, before you could even

link your entire enchanting book you would have to link individual enchantments in trade.

Either way, the main problem with this approach is that it is time consuming. It's still a good thing to do while you're on your enchanter but using Enchanting Vellums is much more efficient, it allows us to use "The System" to rapidly produce lots of scrolls and post them to the AH at competitive prices.

You can use 'The System' as described at the beginning of this chapter with Enchanting, the big difference is that when you are processing your queue you have to click on the Vellum in your bag after you select 'Process.' Blizzard doesn't make many random or useless enchantments, they all have their place. The material cost of enchantments is pretty low, so there's really no excuse if you're not posting the majority of these enchantments especially since most of them are available from the trainer.

Level 1-85 Enchants

You will notice that older enchantments are still in the list below. Some of them are there for specific reasons, such as they are good for a certain level character. Others are there simply because they are often cheaper than the level 90 option. If you're hardcore and want to maximize the amount of gold you make with Enchanting, create these level 1-85 enchantments and post them so that players have a cheaper option to get stats on their leveling gear.

Enchant Chest

Item	Materials	Source
Mighty Stats	2 Lesser Celestial Essence	Trainer
Stamina	5 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Mighty Resilience	9 Hypnotic Dust	Trainer
Exceptional Spirit	10 Hypnotic Dust 2 Greater Celestial Essence	Trainer
Stamina	10 Hypnotic Dust 4 Heavenly Shard 2 Maelstrom Crystal	Twilight Highlands
Peerless Stats	3 Heavenly Shard 3 Maelstrom Crystal	Twilight Highlands
Level 90:		
Mighty Spirit	4 Spirit Dust	Trainer
Super Resilience (PvP)	3 Spirit Dust 1 Mysterious Essence	Trainer
Superior Stamina	4 Spirit Dust 1 Mysterious Essence	Trainer
Glorious Stats	2 Spirit Dust 3 Mysterious Essence	Trainer

Enchant Boots

Item	Materials	Source
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Earthen Vitality	2 Hypnotic Dust	Trainer
Haste	2 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Major Agility	4 Hypnotic Dust 2 Lesser Celestial Essence	Trainer
Precision	2 Hypnotic Dust 2 Lesser Celestial Essence 1 Elixir of Impossible Accuracy	Trainer
Mastery	10 Hypnotic Dust 3 Lesser Celestial Essence	Trainer
Assassin's Step	5 Hypnotic Dust 7 Lesser Celestial Essence 2 Heavenly Shard 1 Maelstrom Crystal	Twilight Highlands
Lavawalker	10 Lesser Celestial Essence 2 Heavenly Shard 1 Maelstrom Crystal	Twilight Highlands
Level 90:		
Greater Precision (Hit)	2 Spirit Dust 1 Mysterious Essence	Trainer
Blurred Speed (+Speed & Agility)	2 Ethereal Shards	Trainer
Greater Haste	2 Spirit Dust 2 Mysterious Essence	Trainer
Pandaren's Step	4 Spirit Dust 3 Mysterious Essence	Trainer

Enchant Bracer

Item	Materials	Source
Speed	2 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Critical Strike	4 Hypnotic Dust 2 Lesser Celestial Essence	Trainer
Dodge	5 Greater Celestial Essence 1 Volatile Air	Trainer
Precision	12 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Exception Spirit	9 Hypnotic Dust 3 Lesser Celestial Essence	Trainer
Greater Expertise	4 Hypnotic Dust 3 Lesser Celestial Essence	Trainer

Greater Critical Strike	15 Hypnotic Dust 3 Lesser Celestial Essence 2 Heavenly Shard 1 Maelstrom Crystal	Twilight Highlands
Greater Speed	12 Hypnotic Dust 4 Lesser Celestial Essence 2 Heavenly Shard 1 Maelstrom Crystal	Twilight Highlands
Level 90:		
Mastery	4 Spirit Dust	Trainer
Major Dodge	8 Spirit Dust 2 Mysterious Essence	Trainer
Exceptional Strength	3 Sha Crystal	August Celestials - Revered
Greater Agility	3 Sha Crystal	August Celestials - Revered
Super Intellect	3 Sha Crystal	August Celestials - Revered

Enchant Gloves

Item	Materials	Source
Agility	12 Hypnotic Dust 2 Maelstrom Crystals 15 Volatile Air	Random Drop
Major Strength	6 Hypnotic Dust 2 Maelstrom Crystals 25 Volatile Earth	Random Drop
Mighty Intellect	4 Hypnotic Dust 4 Greater Celestial Essence 2 Maelstrom Crystals 15 Volatile Water	Random Drop
Mastery	1 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Haste	4 Hypnotic Dust 1 Lesser Celestial Essence	Trainer
Exceptional Strength	3 Hypnotic Dust 2 Greater Celestial Essence	Trainer
Greater Expertise	5 Hypnotic Dust 2 Greater Celestial Essence	Trainer
Greater Mastery	10 Hypnotic Dust 5 Greater Celestial Essence	Twilight Highlands

	2 Maelstrom Crystal	
Mighty Strength	4 Hypnotic Dust 8 Greater Celestial Essence 2 Maelstrom Crystal	Twilight Highlands
Level 90:		
Greater Haste	4 Spirit Dust	Trainer
Superior Expertise	2 Mysterious Essence	Trainer
Super Strength	3 Spirit Dust 1 Mysterious Essence 1 Ethereal Shard	Trainer
Superior Mastery	3 Mysterious Essence	Trainer

Enchant Cloak

Item	Materials	Source
Greater Spell Piercing	3 Hypnotic Dust	Trainer
Intellect	6 Hypnotic Dust	Trainer
Critical Strike	8 Hypnotic Dust 2 Greater Celestial Essence	Trainer
Protection	8 Hypnotic Dust 3 Greater Celestial Essence	Trainer
Greater Intellect	9 Hypnotic Dust 4 Greater Celestial Essence	Trainer
Greater Critical Strike	5 Maelstrom Crystal	Twilight Highlands
Level 90:		
Superior Critical Strike	1 Mysterious Essence	Trainer
Superior Intellect	3 Spirit Dust 3 Mysterious Essence	Trainer
Accuracy	7 Spirit Dust	Trainer
Greater Protection	2 Ethereal Shards	Trainer

Enchant Off-Hand

Item	Materials	Source
Superior Intellect	6 Hypnotic Dust 4 Greater Celestial Essence	Trainer
Level 90:		
Major Intellect	3 Mysterious Essence	Trainer

Weapon Enchants

Item	Materials	Source
Enchant Weapon - Agility	4 Large Brilliant Shard 4 Essence of Air	Timbermaw Hold - Honored
Enchant 2H Weapon - Agility	8 Large Brilliant Shard 4 Essence of Air	Timbermaw Hold - Friendly
Enchant Weapon - Lifestealing	4 Large Brilliant Shard 4 Essence of Undeath 4 Living Essence	Random drop: Scholomance
Enchant Weapon - Mongoose	6 Void Crystal 10 Large Prismatic Shard 8 Greater Planar Essence 40 Arcane Dust	Drops off Moroes in Karazhan. Binds on Pickup
Avalanche	4 Hypnotic Dust 6 Greater Celestial Essence	Trainer
Mending	11 Hypnotic Dust 3 Greater Celestial Essence	Trainer
Elemental Slayer	7 Hypnotic Dust 2 Greater Celestial Essence 1 Heavenly Shard	Trainer
Hurricane	6 Heavenly Shard 6 Volatile Air	Trainer
Heartsong	9 Hypnotic Dust 3 Greater Celestial Essence 3 Heavenly Shard 3 Volatile Life	Trainer
Landslide	6 Hypnotic Dust 5 Greater Celestial Essence 5 Heavenly Shard 5 Maelstrom Crystal	Twilight Highlands
Power Torrent	14 Hypnotic Dust 8 Heavenly Shard 4 Maelstrom Crystal	Twilight Highlands
Windwalk	4 Greater Celestial Essence 6 Heavenly Shard 6 Maelstrom Crystal	Twilight Highlands
Mighty Agility (2H)	3 Hypnotic Dust	Trainer

	3 Greater Celestial Essence 3 Heavenly Shard	
Level 90:		
Elemental Force + Elemental Damage	3 Mysterious Essence	Trainer
Windsong Crit, Haste & Mastery Proc	12 Spirit Dust 1 Ethereal Shard	Trainer
Colossus Absorb DMG Proc	3 Ethereal Shards	Trainer
Dancing Steel + Strength or +Agility Proc	12 Spirit Dust 10 Sha Crystals	Shado-Pan Revered
Jade Spirit + Intellect & +Spirit Proc	4 Mysterious Essence 10 Sha Crystals	Shado-Pan Revered
River's Song + Dodge Proc	1 River's Heart 50 Mysterious Essence	Shado-Pan Revered

Shield Enchants

Item	Materials	Source
Protection	1 Greater Celestial Essence 15 Volatile Earth	Trainer
Blocking	12 Hypnotic Dust	Trainer
Level 90:		
Greater Parry	3 Mysterious Essence 1 Ethereal Shard	Trainer

How to Make Gold with Engineering

Engineers have the least number of things to craft. But this also means there will be less people crafting Engineering items and posting them on the Auction House. If you're an Engineer, you should take advantage of your unique abilities and craft all the various level 85-90 items and as many other obscure items that can sell on your realm.

Crafting Ranged Weapons, Scopes, Trinkets and Gears

There is a single ranged weapon worth crafting, the Long-Range Trillium Sniper, which is a decent piece of equipment for players who just hit level 90. There are also 2 scopes (enchants) worth posting: the Mirror Scope and Lord Blastington's Scope of Doom. These items will sell primarily to players who just reached level 90 or who are still leveling (in the case of the scopes).

There is a neat looking trinket, the Ghost Iron Dragonling, which does nothing on its own but you can put 3 cogwheels into it. These are Engineer crafted "gems". There are 8 different Tinker's Gears:

- Flashing Tinker's Gear (+600 Parry)
- Fractured Tinker's Gear (+600 Mastery)
- Precise Tinker's Gear (+600 Expertise)
- Quick Tinker's Gear (+600 Haste)
- Rigid Tinker's Gear (+600 Hit)
- Smooth Tinker's Gear (+600 Critical Strike)
- Sparkling Tinker's Gear (+600 Spirit)
- Subtle Tinker's Gear (+600 Dodge)

Considering you can put 3 of these into a Dragonling trinket, the trinket itself is going to be really powerful. You might even want to advertise the trinket and the gears in trade chat. Each gear costs 2 Ghost Iron Bars to create. **Use "The System" to keep these posted on your auction house!**

Item	Materials
Mirror Scope (+Crit Proc)	4 Ghost Iron Bolts 2 Lapis Lazuli
Lord Blastington's Scope of Doom (+Agility Proc)	18 Ghost Iron Bolts 2 Primordial Ruby 1 Spirit of Harmony
Long-Range Trillium Sniper	12 Thorium Bars 1 Spirit of Harmony 1 Lord Blastington's Scope of Doom (see above)
Ghost Iron Dragonling	12 Windwool Cloth 8 Ghost Iron Bolts 4 High-Explosive Gunpowder

Crafting Mounts

There are the Wrath of the Lich King mechanical passenger mounts. They cost at least 12,500 gold to buy the materials for and then some. **Always find a buyer before you try to make one of these.** If you have the schematic you should periodically advertise in trade because if you can find a buyer, you can charge at least 1,000g as a markup.

There are also two new mounts introduced in Mists. Both rocket looking things. Check your market on your realm before crafting these, you might even want to find a buyer before you actually craft them. They cost a lot of Spirit of Harmony and Trillium.

Item	Materials	Notes
Depleted-Kyparium Rocket	12 Living Steel 200 Kyparite 3 Orb of Mystery 12 High-Explosive Gunpowder 12 Spirit of Harmony 20 Ghost Iron Bolts	consider finding a buyer first!

Geosynchronous World Spinner	12 Living Steel 12 Trillium Bars 12 Spirit of Harmony 20 Ghost Iron Bolts 3 Orb of Mystery	consider finding a buyer first!
Mekgineer's Chopper	12 Titansteel Bar 40 Handful of Cobalt Bolts 2 Arctic Fur 1 Salvaged Iron Golem Parts 8 Goblin-machined Piston 1 Elementium-plated Exhaust Pipe	This is the Alliance version of the hog. It can only be obtained from the Alliance Vanguard vendors and you must be exalted reputation with them. It is very very expensive to craft and very hard to find someone to sell too.
Mechano-hog	12 Titansteel Bar 40 Handful of Cobalt Bolts 2 Arctic Fur 1 Salvaged Iron Golem Parts 8 Goblin-machined Piston 1 Elementium-plated Exhaust Pipe	This is the Horde version of the Chopper. It can only be obtained from the Horde Expedition vendors and you must be exalted reputation with them. It is very very expensive to craft and very hard to find someone to sell too.

Companions

Companions (non combat pets) are collected by a lot of players in WoW. Some people collect them for achievements, others collect them just for fun. Either way, when there is a pet that they really want and there are only a few sources to get it, they will pay hundreds of gold. Most of the schematics for these pets drop in obscure locations. You should be aware of them because if you have one of them they are usually worth selling on your auction house.

Farming Gnomergan will get you Schematic: Lil' Smoky and Schematic: Pet Bombing. Watch the auction house for Schematic: Lifelike Mechanical Toad and Schematic: Mechanical Squirrel. If you're above level 55, head to Un'Goro and complete the quest: Are We There Yeti for Schematic: Tranquil Mechanical Yeti.

The De-Weaponized Mechanical Companion schematic is available to Gnomish Engineers and the Personal World Destroyer schematic is available to Goblin Engineers.

In Mists Engineers can learn the Mechanical Pandaren Dragonling, really there's no reason you shouldn't try to sell these.

Item (Required Level)	Materials	Notes
Mechanical Pandaren Dragonling	4 Ghost Iron Bats 6 Trillium Bars 2 Spirit of Harmony	
De-Weaponized Mechanical Companion	12 Obsidium Bar 4 Handful of Obsidium Bolts 8 Electrified Ether	Trainer

	2 Jasper	
Personal World Destroyer	10 Obsidium Bar 8 Handful of Obsidium Bolts 8 Electrified Ether	Trainer
Lifelike Mechanical Toad (265)	1 Living Essence 4 Thorium Widgets 1 Gold Power Core 1 Rugged Leather	This schematic is a very rare world drop. You should check the auction house periodically if you want to make these pets.
Tranquil Mechanical Yeti (250)	1 Cured Rugged Hide 4 Thorium Widget 2 Globe of Water 2 Truesilver Transformer 1 Gold Power Core	Must complete quest line Are We There Yeti from Umi Rumplesnicker in Everlook, Winterspring. Then once you are 250+ Engineering and at least level 55 talk to her again and she'll give you a quest that teaches you how to make them.
Lil' Smoky (205)	1 Core of Earth 2 Gyrochronatom 1 Fused Wiring 2 Mithril Bar 1 Truesilver Bar	This schematic drops in Gnomergan, most often off Arcane Nullifier X-21. It drops only for Engineers and has a pretty high drop rate.
Pet Bombing (205)	1 Big Iron Bomb 1 Heart of Fire 1 Fused Wiring 6 Mithril Bar	The schematic for this drops from Mekgineer Thermaplugg if an Engineer is in the group. It can only be looted by an Engineer and has a pretty high drop rate.
Mechanical Squirrel (75)	1 Copper Modulator 1 Handful of Copper Bolts 1 Copper Bar 2 Malachite	This schematic is a random world drop. You can usually find it on the Auction House though.

Extras

These are a few extra items that you might enjoy making and posting on your realm's Auction House. The Mist-Piercing Goggles, for example, are a miner must-have. Sell these! They should sell if you make them available on a regular basis and they are pretty easy to make.

Item	Materials
Mist Piercing Goggles	8 Ghost Iron Bolts 2 Spirit of Harmony
Authentic Jr. Engineer Goggles	8 Obsidium Bar 2 Hessonite 2 Savage Leather

	4 Handful of Obsidium Bolts
2 Heat-Treated Spinning Lure	1 Handful of Obsidium Bolts 4 Elementium Bar 1 Volatile Fire

How to Make Gold with Inscription

Scribes can use 'The System' to make useful relics and books as well as tons of glyphs. This profession has one of the highest potentials for profit since a successful glyph system can make thousands of gold a day without much work. However, it has become one of the most used systems to make gold, so it can get competitive. Persistence will pay off.

Scroll of Wisdom

You can create a Scroll of Wisdom every day by combining 3 Ink of the Dreams, this will give you a Scroll of Wisdom which can be used in several crafts. Since you're limited to 1 a day, use them wisely. You will also discover a new glyph each time you craft a Scroll of Wisdom. Make sure you start doing this on the first day you reach level 525.

Off Hands

There are a few high level off hands that will sell well on the auction house. Each of these require 5 Scrolls of Wisdom, so you won't be able to craft them using the system but that also means their value will be much higher and there will be less competition selling them.

Item	Materials
Inscribed Jade Fan	1 Inscribed Fan 3 Starlight Ink 5 Scroll of Wisdom
Inscribed Red Fan	1 Inscribed Fan 3 Starlight Ink 5 Scroll of Wisdom

Companions

Blizzard gave scribes some unique companions that only they can sell. These are great candidates to add to your crafting system. Each of them only require 4 Ink of Dreams so you can craft them in larger quantities and use TSM to post them.

Item	Materials
Chi-ji Kite	4 Ink of Dreams
Yu'lon Kite	4 Ink of Dreams

Inscriptions (Enchants)

Also new in MoP, scribes can create 'Inscriptions' which are the equivalent to shoulder enchantments. They are BoE meaning you can trade and sell them on the auction house. There are 2 quality tiers of 4, making 8 total. They are actually really cheap to craft, so you're going to want to make these things in

volume and out automate your competition.

Item	Materials
Crane Wing Inscription (+Int, +Crit)	4 Ink of Dreams
Ox Horn Inscription (+Stam, +Dodge)	4 Ink of Dreams
Tiger Claw Inscription (+Agi, +Crit)	4 Ink of Dreams
Tiger Fang Inscription (+Str, +Crit)	4 Ink of Dreams
Greater Crane Wing Inscription (+Int, +Crit)	4 Starlight Ink
Greater Ox Horn Inscription (+Stam, +Dodge)	4 Starlight Ink
Greater Tiger Claw Inscription (+Agi, +Crit)	4 Starlight Ink
Greater Tiger Fang Inscription (+Str, +Crit)	4 Starlight Ink

Glyphs

Glyphs can provide substantial profit but it is highly dependent how many people and who else is selling the glyphs on your realm. New characters will often buy all the glyphs they need off the auction house at whatever the lowest price is. This is why reposting is important if you're selling glyphs, you want to have the lowest price during peak play time.

You can use "The System" described at the beginning of this chapter to sell glyphs. You can use the 'all glyphs' command with KTQ:

```
/ktq queue 5 Glyphs
```

This command will queue up to 5 of each glyph that you know how to make. Unfortunately, there are about 200 glyphs and many of them are discovered opposed to trained. While you can use this method and setup 2 auction characters to each sell half of these glyphs, you'll find yourself logging in doing monotonous crafting, posting, canceling and emptying your mailbox for 10+ minutes per round. You can make a ton of gold doing this, but you might find being more specific about what glyphs you craft more effective.

You can setup a specialty market by picking a class and making all of their glyphs. You can pick either Minor or Major glyphs only to craft, you can pick glyphs based on their current market price or you can select glyphs one by one using a tool like wowpopular.

Picking Glyphs Based on Average Auction Price

If you have sufficient scan data you can use KTQ to queue glyphs that are selling above a specified market price. To do this you just set a threshold and then run the queue Glyphs command:

```
/ktq set threshold 50g  
/ktq queue 5 Glyphs
```

These two commands will queue up to 5 of each glyph that is priced above 50g (based on your scan

data). This is a great way to limit the # of glyphs you're crafting.

Picking Glyphs One-by-one

Head to <http://www.wowpopular.com/> and check 'Glyphs' and then Major on the right. This will show you the most popular Major glyphs currently in use in Mists. You can literally go through these one by one and select as many as you want based on their popularity. Just put them into your macros like this:

```
/ktq queue 5 Glyph of Lay on Hands  
/ktq queue 5 Glyph of Steady Shot  
...
```

There is a character limit per macro, so you may have to create several macros. This will keep the # of glyphs you craft down to a minimum while also keeping your profit per glyph optimal. If you've got a scribe I strongly recommend setting up a glyph system like this.

Milling Herbs

You will have to mill a ton of herbs to run a glyph selling system. Here's a macro that should be very helpful:

```
/cast Milling  
/use Fool's Cap  
/use Snow Lily  
/use Silkweed  
/use Green Tea Leaf  
/use Rain Poppy
```

* under no circumstance should you mill Golden Lotus!

Darkmoon Cards of Mists

Darkmoon Cards are turned in for an epic trinket during the Darkmoon Faire. However, you need to collect an entire deck, ace through eight, before being able to turn it in for the epic trinket. The trinkets are very valuable, but you have no say in which card you get. It costs a lot of money to craft a single random Darkmoon Card and you can be continually shafted on cards that are only worth a few hundred gold.

In Mists there are two ways to craft a card, either you use 1 Scroll of Wisdom and 10 Starlight Ink or 10 Spirits of Harmony and 10 Starlight Ink. Ten SoH is **a lot**, so I don't see that being an efficient way to make cards. You can create a SoW everyday, making this the more likely route to make cards.

Making cards is a gamble, but considering the other uses of SoW you might want to just get in the habit of making a card and selling it everyday.

How to Make Gold With Jewelcrafting

Jewelcrafters make a lot of money by buying or prospecting ore into uncut gems and cutting them into the patterns that they have acquired. The biggest change in Mists to Jewelcrafting is the fact that now you will be able to 'discover' 1 new gem cut per day so long as you perform a "Pandarian Research."

To perform one of those, you need to use one of the following spells:

- River's Heart - costs 3 River's Heart
- Sun's Radiance - costs 3 Sun's Radiance
- Vermilion Onyx - costs 3 Vermilion Onyx
- Wild Jade - costs 3 Wild Jade
- Imperial Amethyst - costs 3 Imperial Amethyst
- Primordial Ruby - costs 3 Primordial Ruby
- Secrets of the Stone - costs 3 Spirit of Harmony

Depending on which craft you use to research, you will receive [Facets of Research] which will contain 2 cut gems of the color you used and you will learn one random cut for that color. For the Secrets of the Stone, you will learn a random cut and receive random colored cut gems in the facets.

The first 6, all of which consume 3 uncut gems, can be used once a day but they all share the same timer. This allows you to learn at least 1 new cut per day and another cut for every 3 Spirits of Harmony you are willing to use.

Once you accumulate a fair amount of rare quality cuts you can queue them up using KTQ by running the command:

/ktq queue 3 RareGems

KTQ will queue up to 3 of each rare gem cut that you have. You may find it more advantageous to customize macros based on the popularity and color distribution of your cuts. So that you are cutting about the same of each color and only cutting the best cuts.

You can use WoW Popular (<http://www.wowpopular.com/>) to view gem cuts sorted by popularity and you can use Wowhead (<http://www.wowhead.com>) to track down the source of desired gems. Use 'The System' as outlined above to queue cuts, collect raw gems from AH or prospecting, post and repost whatever cuts you have. This is one of the most lucrative professions since it has such a large barrier to entry.

Prospecting

You can make gold prospecting by buying ore cheap enough and selling the gems high enough. Because prices from realm to realm vary so much you will have to determine the price you're willing to spend on the ore. A stack of Ghost Iron Ore prospects into about 6 uncommon gems, 5 Sparkling Shards, and has about a .75 rare gems. You'll be based on early beta testing and will likely be refined as time goes by.

Sparkling Shards

While prospecting you will find Sparkling Shards. Ten of these shards can be combined into a single Serpent's Eye which can then be cut into epic Jewelcrafter-only gems. They can also be used in some of the recipes below. You should accumulate a fair amount of these while prospecting.

Primal Diamonds

Primal Diamonds are created by Alchemists (no cooldown) by combining 2 Wild Jade, 2 Vermillion Onyx and 2 Imperial Amethyst. They are used to create metas. If you have your own Alchemist it would be wise to send a load of Wild Jade, Vermillion Onyx and Imperial Amethyst to it and return your own stash of Primal Diamonds.

Once you have your own Primal Diamonds, start cutting them into as many meta cuts as you can find. There are 14 different cuts which all look like BoP random world-drops.

Jewelry (Necks & Rings)

Besides cutting gems and metas, Jewelcrafters can make some nice entry-level jewelry for new level 90s. These are all iLvl 450, which are good for heroics, and cost an assortment of gems and diamonds. You can queue these up individually and they will sell to players who just reached level 90. You'll probably notice no competition in this market, so more easy gold.

Item	Materials
Band of Blood	2 Vermillion Onyx 6 Serpent's Eye
Golembreaker Amulet	6 Pandarian Garnet 6 Serpent's Eye
Heart of the Earth	2 Wild Jade 6 Serpent's Eye
Lionsfall Ring	2 Sun's Radiance 6 Serpent's Eye
Lord's Signet	2 Primordial Ruby 6 Serpent's Eye
Reflection of the Sea	2 River's Heart 6 Serpent's Eye
Roguestone Shadowband	6 Roguestone 6 Serpent's Eye
Skymage Circle	2 Imperial Amethyst 6 Serpent's Eye
Tiger Opal	6 Tiger Opal 6 Serpent's Eye
Widow Chain	6 Sunstone 6 Serpent's Eye

Companions

Jewelcrafters are also the exclusive source of two non-combat pets. Players collect these for various reasons so there's no reason you shouldn't be posting them on the auction house.

Item	Materials
Jade Owl	3 Wild Jade 3 Spirit of Harmony
Sapphire Cub	3 River's Heart 3 Spirit of Harmony

Mounts

Jewelcrafting is the sole source of some pretty epic panther flying mounts. There are four rare quality flying mounts: Jade Panther, Ruby Panther, Sapphire Panther and Sunstone Panther. If you combine all four of them you'll get the epic quality Jeweled Onyx Panther. These should sell great on your realm.

Item	Materials
Jade Panther	1 Orb of Mystery 20 Wild Jade 4 Living Steel 2 Serpent's Eye
Ruby Panther	1 Orb of Mystery 20 Primordial Ruby 4 Living Steel 2 Serpent's Eye
Sapphire Panther	1 Orb of Mystery 20 River's Heart 4 Living Steel 2 Serpent's Eye
Sunstone Panther	1 Orb of Mystery 20 Sun's Radiance 4 Living Steel 2 Serpent's Eye
Jeweled Onyx Panther	1 Jade Panther 1 Ruby Panther 1 Sapphire Panther 1 Sunstone Panther

How to Make Gold with Leatherworking

In Mists Leatherworkers have about a half dozen different armor kits and leg armors they can sell on the auction house. They can also craft 3 sets of iLvl 450 PvP that will sell on the auction house to players gearing up for heroics and PvP. They also have 8 total pairs of gear for raiding, each with a hand piece and a chest piece. Half the sets are iLvl 476 while the other half are iLvl 496. While these require a lot of Spirit of Harmony and Blood Spirits, they are very valuable on the auction house and will command a price worth earning.

Armor Kits (enchants)

Similar to the leg armors of the past, Leatherworkers are the sole source of imbuing your leg equipment. There are three types each with two tiers: +Strength & +Crit, +Agility & +Crit and +Stamina & +Dodge. There is also a generic Armor Kit that adds stamina to a variety of types of equipment. Craft all of these and get them on the auction house as often as possible:

Item	Materials
Sha Armor Kit (+Armor)	4 Exotic Leather

Brutal Leg Armor (+Strength & +Crit)	12 Exotic Leather
Sha-Touched Leg Armor (+Agility & +Crit)	12 Exotic Leather
Toughened Leg Armor (+Stamina & +Dodge)	12 Prismatic Scales
Angerhide Leg Armor (+Strength & +Crit)	1 Magnificent Hide 1 Spirit of Harmony
Ironscale Leg Armor (+Stamina & +Dodge)	1 Magnificent Hide 1 Spirit of Harmony
Shadowleather Leg Armor (+Agility & +Crit)	1 Magnificent Hide 1 Spirit of Harmony

Crafted Gladiator's Gear (PvP gear)

The new Patch 5.2 PvP starter set is iLvl 458 and sells fast. The only problem is that you need to discover each of these recipes by creating Magnificent Hides everyday (1 per day).

These PvP pieces sell to players who have just reached level 90 and want to start doing PvP right away. While the gear isn't great, it's a lot better than iLvl 410 leveling gear or iLvl 463 heroic gear.

There are several different sets of gear but it doesn't really matter, you can queue everything you have up with /ktq Crafted Gladiator. I recommend you start selling these as soon as you have them, it doesn't matter which ones or how many. There are 74 total, all requiring 1 or 2 Magnificent Hides.

Raiding Gear

Leatherworkers can also craft 16 different pieces of epic gear (Patch 5.0-5.1). Eight pieces are iLvl 476 (pre-raid) and the other eight are iLvl 496 (post-raid). The former requires Magnificent Hides and Spirits of Harmony while the latter require Magnificent Hides, Spirits of Harmony and Blood Spirits. This stuff is pretty high quality and will fetch a huge price. Your best bet is to try to sell these before you actually craft them. Otherwise watch your auction house carefully and see if other people are actively selling these. Check what the price is and decide whether its worth your time and investment to add these to the system.

Item	iLvl	Materials
Gloves of Earthen Harmony	476	2 Magnificent Hide 6 Spirit of Harmony
Greyshadow Gloves	476	2 Magnificent Hide 6 Spirit of Harmony
Lifekeeper's Gloves	476	2 Magnificent Hide 6 Spirit of Harmony
Wildblood Gloves	476	2 Magnificent Hide 6 Spirit of Harmony
Chestguard of Earthen Harmony	476	3 Magnificent Hide 8 Spirit of Harmony

Greyshadow Chestguard	476	3 Magnificent Hide 8 Spirit of Harmony
Lifekeeper's Robe	476	3 Magnificent Hide 8 Spirit of Harmony
Wildblood Vest	476	3 Magnificent Hide 8 Spirit of Harmony
Fists of Lightning	496	2 Magnificent Hide 3 Spirit of Harmony 6 Blood Spirit
Liferuned Leather Gloves	496	2 Magnificent Hide 3 Spirit of Harmony 6 Blood Spirit
Murderer's Gloves	496	2 Magnificent Hide 3 Spirit of Harmony 6 Blood Spirit
Raven Lord's Gloves	496	2 Magnificent Hide 3 Spirit of Harmony 6 Blood Spirit
Chestguard of Nemeses	496	3 Magnificent Hide 4 Spirit of Harmony 8 Blood Spirit
Nightfire Robe	496	3 Magnificent Hide 4 Spirit of Harmony 8 Blood Spirit
Raiment of Blood and Bone	496	3 Magnificent Hide 4 Spirit of Harmony 8 Blood Spirit
Stormbreaker Chestguard	496	3 Magnificent Hide 4 Spirit of Harmony 8 Blood Spirit

Patch 5.2 Gear (iLvl 522, requires Haunting Spirits)

The new craftable raiding epics in Patch 5.2 are iLvl 522 and require Haunting Spirits and Magnificent Hides. These are extremely valuable so you should consider finding buyers before crafting them.

I wouldn't use the system for these items, they should be crafted and sold with care since they require a massive up front investment.

Item	iLvl	Materials
Cloud Serpent Helm	522	14 Magnificent Hide 8 Spirit of Harmony
Cloud Serpent Sabatons	522	7 Magnificent Hide 6 Spirit of Harmony

Dreadrunner Helm	522	14 Magnificent Hide 8 Spirit of Harmony
Dreadrunner Sabatons	522	7 Magnificent Hide 6 Spirit of Harmony
Quilen Hide Boots	522	7 Magnificent Hide 6 Spirit of Harmony
Quilen Hide Helm	522	14 Magnificent Hide 8 Spirit of Harmony
Spirit Keeper Footguards	522	7 Magnificent Hide 6 Spirit of Harmony
Spirit Keeper Helm	522	14 Magnificent Hide 8 Spirit of Harmony

How to Make Gold With Tailoring

Making Imperial Silk

Tailoring is built around Imperial Silk, which can be created in 1 of 2 ways. Either by combining 8 Windwool Cloth, but limited to once a day, or by combining 5 Windwool Cloth and 3 Spirit of Harmony.

Imperial Silk is Bind on Pickup, so it must be used by the same Tailor who made it. It's used to craft the higher tiered Spellthreads, the 4 pieces of iLvl 476 gear (pre-raid gear) and the 4 pieces of iLvl 496 (post-raid) gear. The point is that you should create an Imperial Silk everyday!

Spellthread

There are two varieties of Spellthread in Mists: Pearlescent (+Int & Spirit) and Cerulean (+Int & Crit). There are two tiers of each, one requiring only 4 Windwool Cloth to make and the other requiring an Imperial Silk. This is a huge bummer because it caps the number of rare quality spellthreads you can make each day while also making the lower quality spellthread really cheap.

Item	Materials
Pearlescent Spellthread	4 Windwool Cloth
Cerulean Spellthread	4 Windwool Cloth
Greater Cerulean Spellthread	1 Imperial Silk
Greater Pearlescent Spellthread	1 Imperial Silk

Crafted Gladiator's ... (Starter PvP Set)

In patch 5.2 Tailors can now craft 36 pieces of cloth PvP gear. It's iLvl 458 so it's appealing to both players who want to iLvl to get into heroics sooner and players who want to jump into PvP right away at level 90.

You need to craft Imperial Silk, which you should be doing anyways, to discover these patterns. Regardless of which patterns you discover, you should craft everything you can in your system for sale

on the auction house. Each piece costs between 4 and 6 Bolts of Windwool Cloth.

Raiding Gear (Patch 5.0-5.1)

Tailors don't have a lot to offer in terms of raiding gear, just 2 pieces (chest and gloves) for each niche at tier; that's 8 pieces total. The iLvl 476 stuff, which is for gearing up for raids costs anywhere from 4-6 Imperial Silk while the iLvl 496 stuff, which is raiding gear itself, requires a similar amount of Imperial Silk along with 5-8 Blood Spirits for each piece.

The iLvl 476 stuff is the type of gear you should put up when you have the Imperial Silk available and the iLvl 496 you should only craft if you have a buyer.

Item	iLvl	Materials
Gloves of Creation	476	4 Imperial Silk
Spelltwister's Gloves	476	4 Imperial Silk
Robes of Creation	476	6 Imperial Silk
Spelltwister's Grand Robe	476	6 Imperial Silk
Touch of Light	496	4 Imperial Silk 5 Blood Spirit
Imperial Silk Gloves	496	4 Imperial Silk 5 Blood Spirit
Legacy of the Emperor	496	6 Imperial Silk 8 Blood Spirit
Robe of Eternal Rule	496	6 Imperial Silk 8 Blood Spirit

Raiding Epics (Patch 5.2, Haunting Spirits)

There are exactly 4 pieces of raiding gear that Tailors can craft in Patch 5.2. These patterns are discovered randomly by crafting Imperial Silk. If you have them, and if you have the materials to craft them you should look for buyers first since they are extremely valuable.

They are a great way to make anywhere from a few thousand gold to 5,000 gold in one sale.

Item	iLvl	Materials
Falling Blossom Cowl	522	6 Imperial Silk 8 Haunting Spirit
Falling Blossom Hood	522	6 Imperial Silk 8 Haunting Spirit
Falling Blossom Sandals	522	4 Imperial Silk 6 Haunting Spirit
Falling Blossom Treads	522	4 Imperial Silk 6 Haunting Spirit

Bags

Almost every new character buys 4 Netherweave Bags as soon as they can. These are hot and there is no reason you can't be selling them using The System. The two big bags to make are the Netherweave Bag, which costs 4 Bolts of Netherweave, and the Royal Satchel, which is the new bag in Mists that requires 12 Imperial Silk to make. There are some other bags that people sell, but they don't sell often enough to craft.

Crafting Miscellaneous Items

Believe it or not but those seemingly useless shirts that you can make with Tailoring can actually be profitable to sell on the Auction House. Check your realm's prices before beginning a large shirt making operation.

The trick in selling shirts is that you might only sell one of a shirt every month. You have to make sure that the shirts are always posted on the Auction House. The best way to do this is by setting up a Trade Skill Master group for each group of shirts you want to keep posted and auto sending them to a dedicated bank alt. This will ensure that you're always listing the shirts at the lowest price and don't have to think about the item until it sells.

Required Skill	Item	Materials	Source
500	Black Embersilk Gown	8 Bolt of Embersilk Cloth 8 Volatile Fire 8 Eternium Thread 1 Chaos Orb	Twilight Highlands
230	Lavender Mageweave Shirt	2 Bolt of Mageweave, 2 Purple Dye, 2 Heavy Silken Thread	Borya, The Drag â€“ Orgrimmar (H) Outfitter Eric Ironforge (A)
185	Rich Purple Silk Shirt	4 Bolt of Silk Cloth, 1 Purple Dye, 1 Heavy Silken Thread	Rare World Drop
155	Dark Silk Shirt	2 Bolt of Silk Cloth, 2 Gray Dye, 1 Fine Thread	Mallen Swain, Tarren Mill â€“ Hillsbrad Foothills (H) Sheri Zipstitch, Darkshire, Duskwood (A)
400	Blue Workman's Shirt	4 Bolt of Frostweave, 1 Blue Dye	Rare Drop in Northrend

400	Blue Lumberjack Shirt	4 Bolt of Frostweave, 1 Blue Dye	Rare Drop in Northrend
400	Red Lumberjack Shirt	4 Bolt of Frostweave, 1 Red Dye	Rare Drop in Northrend
240	Tuxedo Shirt	4 Bolt of Mageweave, 2 Heavy Silken Thread	Millie Gregorian, The Magic Quarter â€“ Undercity (H) Outfitter Eric Ironforge (A)
250	Tuxedo Jacket	5 Bolt of Mageweave, 3 Heavy Silken Thread	Millie Gregorian, The Magic Quarter â€“ Undercity (H) Outfitter Eric Ironforge (A)
245	Tuxedo Pants	4 Bolt of Mageweave, 3 Heavy Silken Thread	Millie Gregorian, The Magic Quarter â€“ Undercity (H) Outfitter Eric Ironforge (A)
250	Dress Shoes	4 Bolt of Mageweave, 2 Thick Leather	Haughty Modiste, Steamwheedle Port - Tanaris

Module 5: Fishing and Cooking Your Way To Prosperity

How to Make Gold with Fishing & Cooking

Let's face it, making gold with fishing and cooking is done by farming fish and meats. The Anglers faction and even a hardcore progression with Nat Pagle were added to Mists, making Fishing more fun. You'll want to take on those challenges to unlock the Anglers' rewards, like the Anglers Fishing Raft, Dragon Fishing Pole and Sharpened Tuskarr Spear. These rewards will help you catch more fish in less time later, helping you earn more gold with fishing.

Fishing Buddy

The first thing you should do, if you plan to make gold fishing, is grab the Fishing Buddy addon. This addon will track catch rates and other helpful statistics to help you figure out if what you're doing is working for you.

The Anglers

The Anglers are the fishing faction in Miss of Pandaria. By earning faction with them you will unlock a few useful fishing rewards as well as access to a fishing raft. You'll also unlock access to a water strider mount at exalted.

Here is the rewards that are available from the Anglers Quartermaster:

- Exalted: [Reins of the Azure Water Strider](#)
- Exalted: [Anglers Tabard](#)
- Revered: [Anglers Fishing Raft](#)
- Revered: [Dragon Fishing Pole](#)
- Revered: [Sharpened Tuskarr Spear](#)
- Honored: [Pandaren Fishing Pole](#)
- Honored: [Tiny Goldfish](#)
- Friendly: [Recipe: Viseclaw Soup](#)
- Friendly: [Krasarang Fritters](#)

If you already have a Mastercraft Kalu'ak Fishing Pole, from Northrend, you won't need the Dragon Fishing Pole since they are both +30 fishing skill. Although the Sharpened Tuskarr Spear at revered may be helpful since it adds another 15 to fishing.

You can find the Anglers and all of their daily quests at the Anglers Wharf in south eastern Krasarang Wilds. You won't really need to go anywhere else to gain faction with the Anglers and their daily quests can be completed with level 1 fishing. You will earn fishing skill, faction, gold, valor points and charms of good fortune for doing their dailies.

What to Farm

The next question you might be asking is, what should I farm? There are about a dozen fish and about the same number of raw meats available in Pandaria. Some of them are nearly useless while others are used in the highest quality food buffs. Others are used in obscure quests and might sell here and there. Fish and meat prices fluctuate a lot and can vary from realm to realm depending on how many raiders there are, whether they farm their own stuff and whether or not there are already people supplying the market already or not.

To figure out which fish and meats to look at first, let's take a look at the available cooking food buffs in Mists. There is one +300 (+450 in the case of Stamina) food available for each stat. Each of these recipes requires 5 fish and 5 meats. There is also the banquets which require 10 and 20 of each Jewel Danio and Raw Tiger Steak. Highlighted below are the important recipes:

Strength Buff

Charbroiled Tiger Steak	250	Tiger Steak
Eternal Blossom Fish	275	Jade Lungfish
Black Pepper Ribs and Shrimp	300	5 Giant Mantid Shrimp, 5 Mushan Ribs

Stamina Buff

Wildflower Roast	375	Wildfowl Breast
Twin Fish Platter	415	2 Krasarang Paddlefish
Chun Tian Spring Rolls	450	5 Redbelly Mandarins, 5 Raw Tiger Steak

Intellect Buff

Swirling Mist Soup	250	Jade Lungfish
Braised Turtle	275	Raw Turtle Meat

Mogu Fish Stew	300	5 Emperor Salmon, 5 Raw Crocolisk Belly
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Spirit Buff

Shrimp Dumplings	250	Giant Mantis Shrimp
Fire Spirit Salmon	275	Emperor Salmon
Steamed Crab Surprise	300	5 Jewel Danio. 5 Raw Crab Meat

Agility Buff

Sauteed Carrots	250	2 Juicycrunch Carrots
Valley Stir Fry	275	Reef Octopus, Wildfowl Breast
Sea Mist Rice Noodles	300	5 Tiger Gourami, 5 Raw Turtle Meat

Hit Buff

Wildfowl Ginseng Soup	275	Wildfowl Breast
Spicy Salmon	300	5 Emperor Salmon

Expertise Buff

Rice Pudding	275	n/a
Spicy Vegetable Chips	300	n/a

Raid Banquets

Pandaren Banquet	10-man	10 Jewel Danio, 10 Raw Tiger Steak
Great Pandaren Banquet	25-man	20 Jewel Danio, 20 Raw Tiger Steak

From this table we can say that certain meat and fish are going to be used in higher volume than others. You can check these out on your realm and determine which ones are worth farming and which ones are not. Here is a list of the important meats from the above table:

- Tiger Gourami
- Giant Mantis Shrimp
- Emperor Salmon
- Redbelly Mandarin
- Jewel Danio
- Mushan Ribs
- Raw Tiger Steak
- Raw Crocolisk Belly
- Raw Crab Meat
- Raw Turtle Meat

Below are tips and farming locations that should help you make gold from these professions.

Tiger Gourami

Tiger Gourami is found only in Kun-Lai Summit. The best place to fish these is from the schools in the north eastern part of Kun-Lai, around the Peak of Serenity, White Tiger Temple and around Zouchin

Village. You will catch Tiger Grouami almost 100% of the time from their pools and about 20% from open water.

These are a secondary ingredient in **Sea Mist Rice Noodles**, which is the +300 Agility buff food.



Giant Mantis Shrimp

Mantis Shrimp are in high demand because they are needed in both Banquet of the Wok and Great Banquet of the Wok, which is a raid ready buffet. The best way to find Giant Mantis Shrimp is to find Giant Mantis Shrimp Swarms located around the coast of Pandaria. You'll find more of these around the southern coast, though.

In any southern coastal water you are likely to catch these shrimp about 30% of the time, while you'll catch them 100% of the time from swarms.

Giant Mantis Shrimp are used to cook: **Black Pepper Rib and Shrimp (+300 Strength)** and **Shrimp Dumplings (+250 Spirit)**.



Emperor Salmon

The best way to catch Emperor Salmon is by finding Emperor Salmon Schools on the river banks of Valley of the Four Winds and Krasarang Wilds. You will also be able to catch them in non-schools at a rate of about 20%.

Emperor Salmon are valuable because they are used in the **Fire Spirit Salmon (+275 Spirit)**, **Mogu Fish Stew (+300 Intellect)** and **Spicy Salmon (+300 Hit)**.



Redbelly Mandarin

There are two ways to farm Redbelly Mandarin. Their pools spawn in both Vale of Eternal Blossoms

and in Jade Forest. If you just want Redbelly Mandarin you should go to Jade Forest. If you want to farm Jewel Danio, one of the more valuable fish in Mists, then you should go to Vale. You'll find Redbelly Mandarin Schools in both zones within inland lakes and rivers.

If you want to catch Redbelly Mandarin without hunting down schools, fish in open waters within Jade Forest, avoid the coast.

Redbelly Mandarin is valuable because it's used to craft **Chun Tian Spring Rolls (+450 Stamina)**

Redbelly Mandarin Schools share the same spawn locations as Jade Lungfish in Jade Forest:



You will also find Redbelly Mandarin in Vale:



Jewel Danio

The Jewel Danio is fixing to be one of the most valuable fish in Pandarian because of the difficulty to find it. Schools spawn in Vale of Eternal Blossoms, but you'll want to deplete all the pools you find since Jewel Danio shares their spawn points. You can catch it almost all the time from schools or about 25% of the time from open inland waters.

Jewel Danio is used in the best raid buff available, the **Great Pandaren Banquet, the Pandaren Banquet and Steamed Crab Surprise (+300 Spirit)**.

Jewel Danio Schools spawn in the same locations as Redbelly Mandarin Schools:



Spinefish

Spinefish isn't used in any dishes like some of the other fish, but it might be valuable on the auction house since players need a lot of it to complete the Spinefish Alpha quest with Nat Pagle. Due to the way schools spawn it's best to cast into inland lakes and rivers in Jade Forest, and Dread Wastes. Both of these zones will yield a 25% catch rate of Spinefish. If you really want to hunt for schools, you will find them in the interior of Dread Wastes and in Sha-Touched lakes in Kun-Lai Summit.



Mushan Ribs

Mushan are the big dinosaurs similar to the Thunderbellys that roam South Barrens. They exist throughout Pandaria but most of the spawn locations are within Valley of the Four Winds. You'll find a big group in the southwest and a big group in the northeast. You can fly from one group to the other, slaughtering all of the Mushan, AoE looting and then return to the other group to do the same.

Here is a map showing where the Mushan spawn in Valley of the Four Winds:



Raw Tiger Steak

Raw Tiger Steak is in big demand as its used in several of the high-tier recipes. There are two decent

places worth checking out. The first one is in Jade Forest, in the north central area called the Waxwood. Here you will find Waxwood Matriarchs and Hunters. They have a decent drop rate and are only level 85. The second place is in Krasarang Wilds, in the ruins in the north east you will find Krasari Huntress, Prowlers and Maulers. These are only level 86 and also have a decent drop rate of Tiger Steak. Here is a map showing the locations in both Jade Forest and Krasarang Wilds:



Raw Crocolisk Belly

This one is pretty easy because there is really only one place worth collecting Crocolisk Bellies. Head to the southern tip of Pandaria, to the Nayeli Lagoon and clean the entire northern island out of Mortbreath Skulkers and Mortbreath Snappers. These have a great drop rate and there are a lot of them around the island. They are level 87 and should drop a Crocolisk Belly 50% of the time. Here is a map showing the island I'm talking about:



Raw Crab Meat

I've found two decent places to farm crab meat. The first is on the northern coast of Kun-Lai summit

near Zouchin Village. Here you'll find level 88 Azure Prickly Crawlers that drop crab meat. The second place (as seen in the map below) is the southern coast of Krasarang Wilds. The problem here is that you might find small areas where there are no crabs so you just have to keep moving down the coast. Here is a map showing you the coast and how far to travel east and west.



There is a third place that has potential if you can manage the water. That is the western coast of Townlong Steppes. This is directly north of the southwestern island and to the west of the small islands that connect the southwestern island to the mainland. Check it out if the other locations don't work for you.

Raw Turtle Meat

There are two really good places to farm turtle meat. The first is in Townlong Steppes around Kri'vess. Here you will be looking for Rankbite Ancients and Rankbite Tortoise. They are both level 88 and drop a decent amount of turtle meat. The second place is south of the gorge in Dread Wastes, just west of the broken wall. Here you will find level 90 Chillwater Turtles. Don't get too excited because this is a very slow dropping meat.

Here are maps of each location:





Module 6: Farm and Grow Rich

The word farming often conjures up images in players minds of someone sitting for hours trying to grind out on mobs in one spot in order to make a few gold. Others think of mass numbers of people sitting at computers for 12 hours at a time grinding on mobs for 25 cents an hour. Whatever image farming brings to your mind, discard it. I've included some of the most popular items to farm right now and the best places to get these items so that you don't need to spend hours getting the items you need or items you want to sell.

Farming Spirit of Harmony in Pandaria

One of the challenges in Pandaria is to come up with more Spirits of Harmony for your main crafting character. So naturally, players ask where they can farm Spirits of Harmony (SoH). The problem is, SoH is a random Pandaria-world drop. This means that there isn't any particular type of mob or place that you can go to collect more SoH than another. However there are a few principles that you can follow if you want to find more SoH per hour than otherwise.

Always be Killing: This is the same principle discussed in my Leveling Secrets guide. Don't stop, always be killing something. The longer you spend looting, typing, flying around, etc the less likely you are to kill something that is going to drop a Spirit of Harmony. Once you're level 90 start logging out in areas where there are things to kill, that way right when you load up you can continue farming, killing or doing whatever it is you were doing when you logged off.

Higher Level Mobs: Obviously higher level mobs, and elites, have a higher chance to drop Spirit of Harmony than lower level mobs. Running heroics, raids, and doing daily quests for level 90 factions are all great ways to increase the number of SoH you collect.

Farming in Pandaria: So long as you're doing something in Pandaria you have a chance to find SoHs. If you like to farm cloth, farm cloth. If you like to farm meat, farm meat. Probably the best way to get SoH is to run heroic dungeons, but there will be a lot of down time in between runs.

Farming Cloth

Selling cloth on the Auction House is a good way to make gold. There is usually a stable market for it and from my experience cloth is one of those items that will usually sell fast the first time you post it on the Auction House. One thing to be careful of when selling cloth on the Auction House is to not flood the market with tons of cloth or continually post auctions undercutting other prices because you will drive the price of the cloth down.

The chart below shows the various types of cloth you can farm for gold. The profitability of different cloth types varies, this is due to the fact that some cloth is very easy to get and some cloth has a very high demand. Felcloth has a very high selling price but one thing to keep in mind is that Felcloth is hard to get and there is a limited demand for it since it is an old world cloth that is used by very few recipes. In fact, I wouldn't advocate farming it, but it can be a bonus if you happen to loot some while farming Runecloth.

Cloth Types That Can Be Farmed
Linen Cloth
Wool Cloth
Silk Cloth
Mageweave Cloth
Runecloth
Felcloth
Netherweave Cloth
Frostweave Cloth
Embersilk Cloth

Below you will find maps for some of the best places to farm cloth. When farming for cloth it's important to consider not only the drop rate of the cloth off of the mob but the number of mobs in an area. It's better to have 30 mobs in an area with a 50% drop rate than having 10 mobs in an area with a 75% drop rate because with fewer mobs it's likely that you will have to wait for mobs to respawn.

Farming Linen Cloth

In addition to the zones below, you can also loot Linen Cloth from Shadowfang Keep and Stockades.

Westfall is a good place to farm Linen Cloth. There are six main areas (and some more scattered areas on the coastline) that offer decent areas for collecting Linen Cloth. This zone offers a good route you can follow going from one camp to another with little down time.



Darkshore is another good zone to find Linen Cloth in. There are four main areas in the zone that you can choose from, although the top two large circles shown on the map are probably the best locations to farm at. You might also find Wool Cloth while farming here.



Loch Modan has four main Linen Cloth farming locations which are all conveniently located on the left side of the zone so that you don't have to make huge zone sized loops while you are farming.



Northern Barrens has five main areas for farming Linen Cloth and one small area (the small circle on the bottom left of the map). You can try to run a loop between these camps, although if you have one major camp to yourself you might find the mobs respawning back quickly before you can make it out anywhere else.



Azshara has seven areas with mobs that drop Linen Cloth you might also get some Wool Cloth if farming here.



Tirisfal Glades has two large Linen Cloth farming areas and three smaller ones. When farming in this zone I would stick to the left side of the zone and ignore the small area to the right.



Farming Wool Cloth

In addition to the zones below, you can also loot Wool Cloth from Wailing Caverns, Stockades, and

Shadowfang Keep.

Ashenvale has eight Wool Cloth farming areas. This zone is packed with humanoids waiting to be farmed.



Duskwood is teeming with groups of humanoids, which makes this zone great for farming Wool Cloth.



Hillsbrad Foothills Wool Cloth farming locations are on the map below.



Northern Stranglethorn has many camps of humanoids to kill for Wool Cloth. I would ignore the two small camps (which also drop Silk Cloth) to the bottom right of the map unless I was in the area already. You'll also likely pick up Silk Cloth in other locations in the zone, especially in the left most circled area on the map.



Redridge Mountains is a decent Wool Cloth farming zone, with five major areas to choose from.



Farming Silk Cloth

In addition to the zones below, you can also loot Silk Cloth from Shadowfang Keep and Scholomance.

One of the best places to farm Silk Cloth is in Scarlet Monastery, if you have a high level character I strongly suggest you try Scarlet Monastery because of the high amount of mobs and good drop rate of silk.

Southern Barrens a decent amount of Silk Cloth farming locations as show on the map below.



The Cape of Stranglethorn has a good amount of humanoids in the southern parts of it.



Farming Mageweave Cloth

In addition to the zones below, you can also get Mageweave Cloth from Scholomance, Stratholme: Crusader's Square, Stratholme: The Gauntlet, and Zul'Farrak. I would recommend you attempt to farm

in Zul'Farrak or Stratholme if you can, otherwise try out the zones below.

Eastern Plaguelands is full of areas to farm Mageweave. You can start off by farming in the zone as you make your way to Stratholme to collect even more cloth.



Tanaris has several Mageweave Cloth farming locations, but they are more spread out than in Eastern Plaguelands and if possible you should try to instance farm some cloth as you will likely have an easier and faster time collecting it.



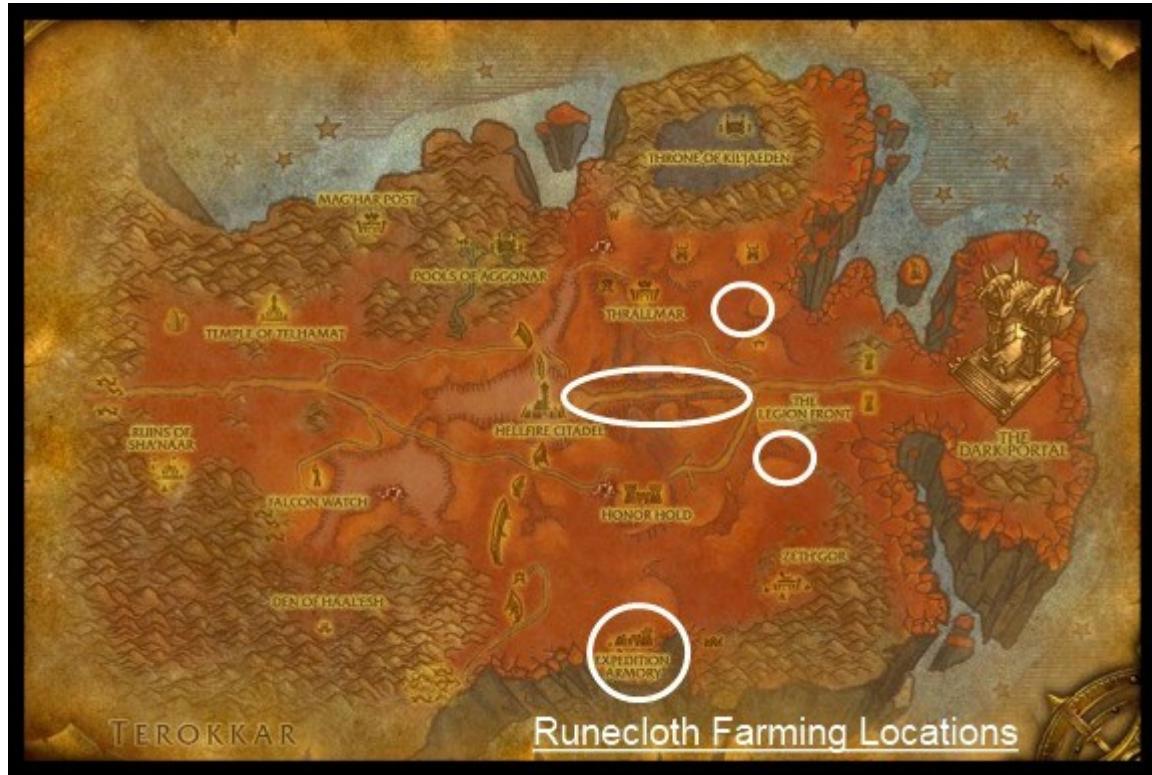
Farming Runecloth

In addition to the zones below, you can also loot Runecloth in Stratholme: Crusader's Square, Stratholme: The Gauntlet, and Hellfire Ramparts.

In the Blasted Lands there are three main humanoid camps to get Runecloth.



Below you'll find areas to farm for Runecloth in Hellfire Peninsula. The areas on the map have a drop rate of 40-44%.



Farming Netherweave Cloth

In addition to the areas below, you can also loot Netherweave in Hellfire Ramparts.

Shadowmoon Valley is a great place to get cloth because there are so many humanoids with good drop rates throughout the zone. The areas circled on the map have a drop rate of 39-51%.



Nagrand is also a great place to farm for cloth. One thing to note is that some of the mobs in Forge Camp Hate and Forge Camp Fear are elites. The areas circled on the map have an average drop rate of 40-49%.



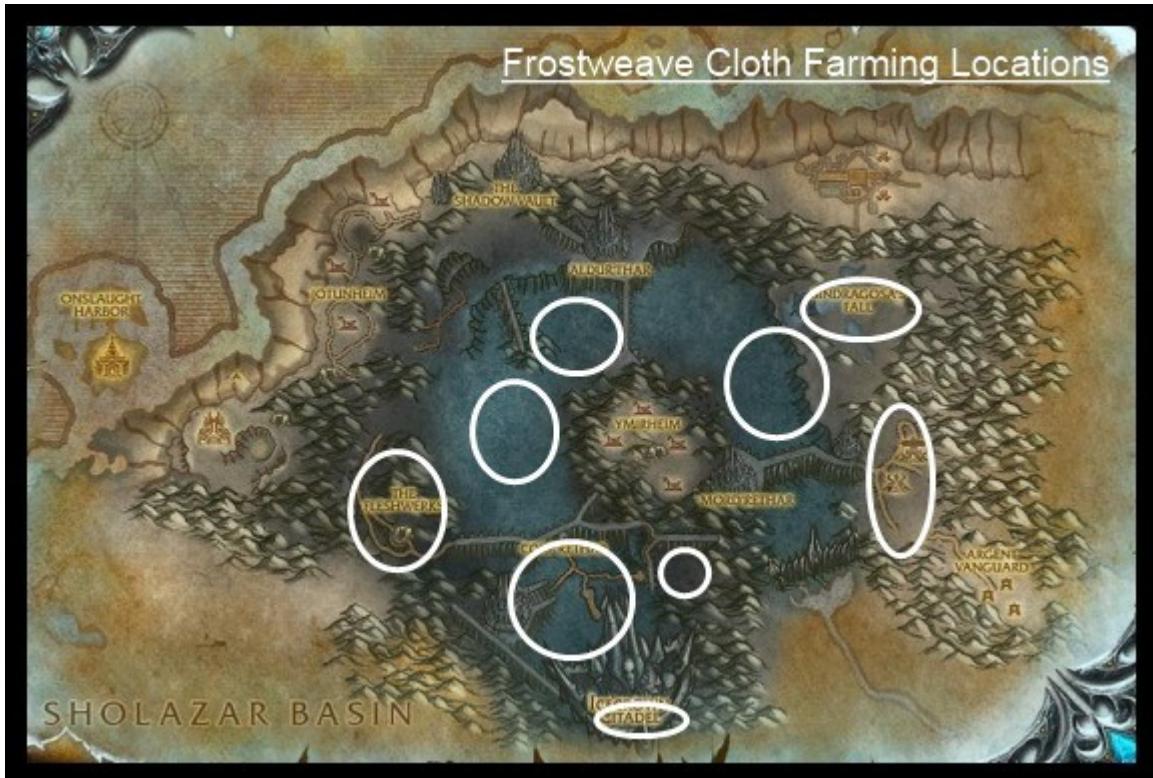
Farming Frostweave Cloth

In addition to the zones below, you can also loot Frostweave Cloth from Utgarde Keep and Violet Hold.

Below you will see cloth farming locations in Sholazar Basin. The areas circled on the map have an average drop rate of 39-45%.



Below you'll find locations for farming Frostweave Cloth in Icecrown. The areas that are circled in the map below have an average drop rate of 35-48%.



Farming Embersilk Cloth

Embersilk is found throughout the high level Cataclysm zones and is found in high level 85 instances. Below are several good zones for farming it.

Deepholm is a good place for farming Embersilk, there are lots of humanoid camps located within a close distance of each other.



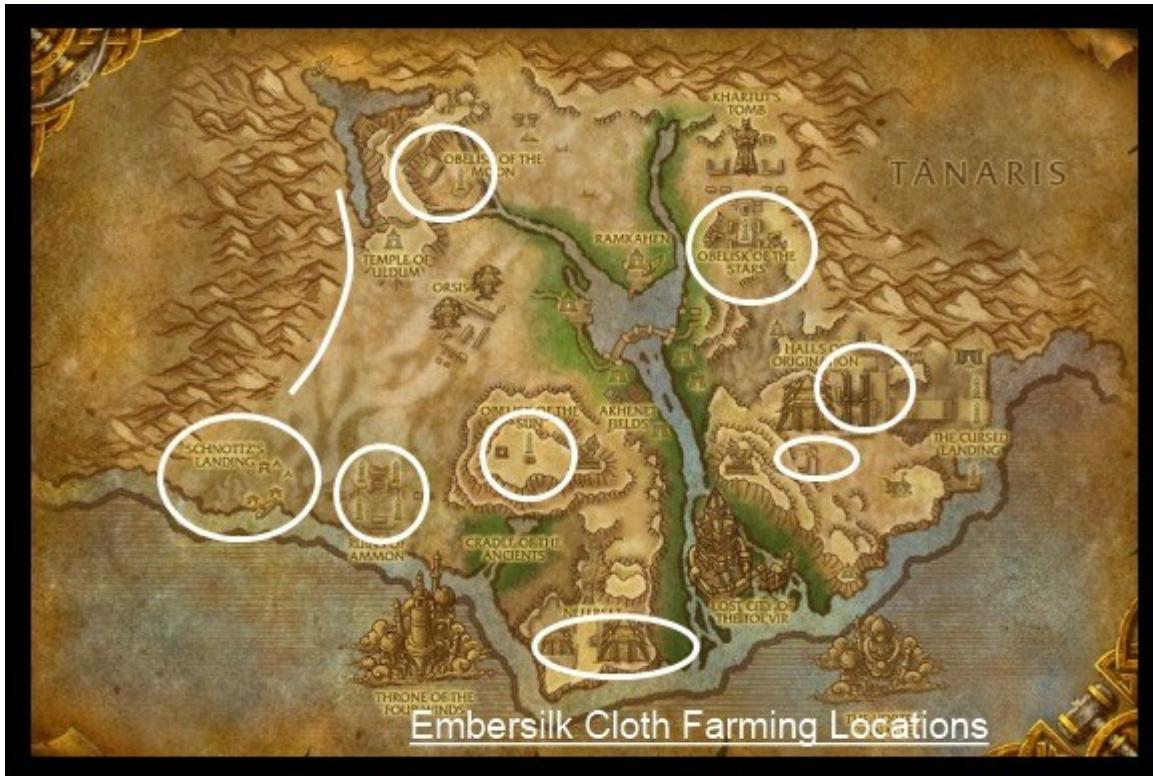
Tol Barad Peninsula is a good place to pick up some Embersilk Cloth if you are in the zone doing dailies. Circled below are the general areas to farm it.



Twilight Highlands is full of Embersilk Cloth (as you can see by the ridiculous amount of areas circled on the map below). Farm wherever makes sense to you based on whether you are Horde or Alliance and how many other people are in the zone.



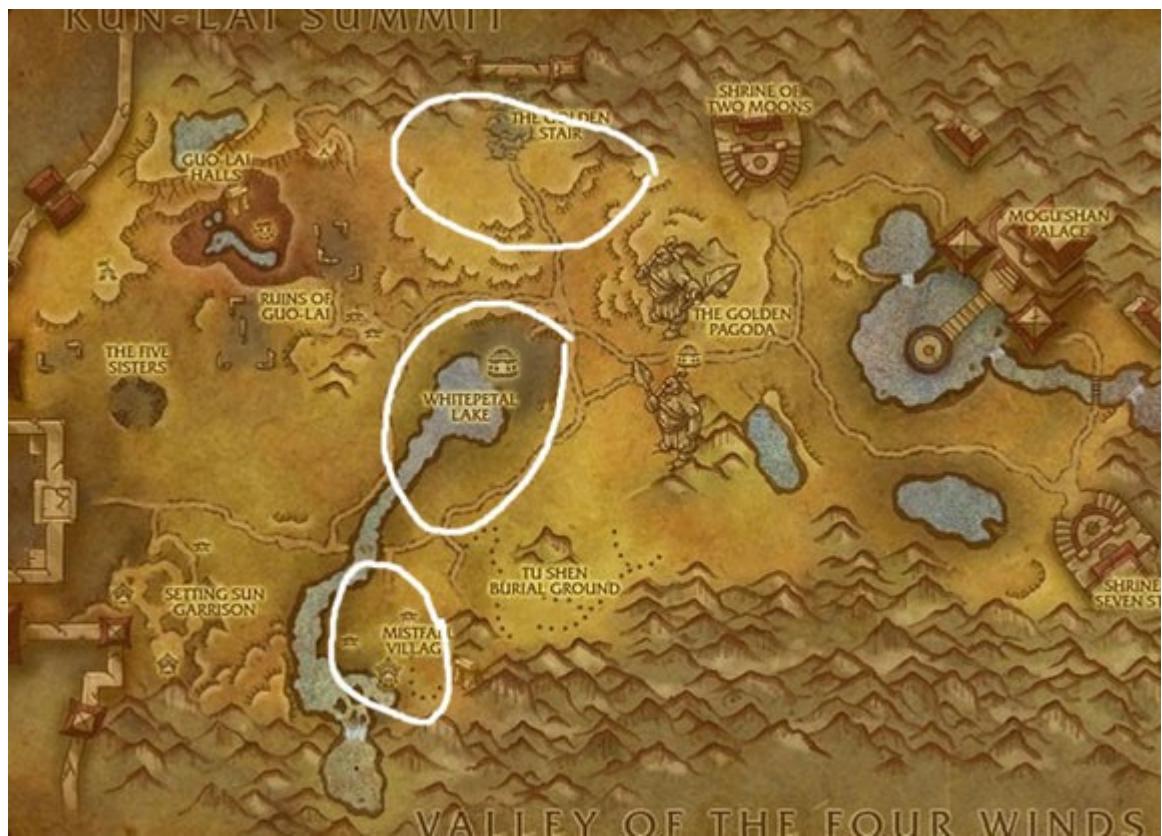
Uldum is a good zone to farm Embersilk in with lots of locations to choose from.



Farming Windwool Cloth

Windwool drops off humanoids in Pandaria. Our best bet to farm it is to find big packs of humanoids with low hp, level 87+, fast respawn and not too many people.

Vale of Eternal Blossoms is a good place to farm Windwool, and since it's a level 90 area you'll find a good drop rate of Spirit of Harmony as well. There are packs of Shao-Tien in the central and north and packs of Slateskin in the south:



You can find packs of Humanoids in Dread Wastes, all around Set'vess you'll find Shek'zeer humanoids who drop a fair amount of cloth. Along the southern shore you will find Ik'thik humanoids as well.



If you're not yet level 90, no worries. There are also great places to farm Windwool in Valley of the Four Winds. There are more Ik'thik humanoids in the west, at the end of the path in Stoneplow. There is also a large group of Springtail diggers and such who drop Windwool in the north:



Farming Meat

As we discussed in the last chapter, there are five really popular meats that might be worth farming:

- Mushan Ribs
- Raw Tiger Steak
- Raw Crocolisk Belly
- Raw Crab Meat
- Raw Turtle Meat

These are used in the highest level stat buff foods and banquets as well as when leveling cooking. Check the prices on your auction house to see how valuable they are on your realm.

Mushan Ribs

Mushan are the big dinosaurs similar to the Thunderbellys that roam South Barrens. They exist throughout Pandaria but most of the spawn locations are within Valley of the Four Winds. You'll find a big group in the southwest and a big group in the northeast. You can fly from one group to the other, slaughtering all of the Mushan, AoE looting and then return to the other group to do the same.

Here is a map showing where the Mushan spawn in Valley of the Four Winds:



Raw Tiger Steak

Raw Tiger Steak is in big demand as it's used in several of the high-tier recipes. There are two decent places worth checking out. The first one is in Jade Forest, in the north central area called the Waxwood. Here you will find Waxwood Matriarchs and Hunters. They have a decent drop rate and are only level 85. The second place is in Krasarang Wilds, in the ruins in the north east you will find Krasari Huntress, Prowlers and Maulers. These are only level 86 and also have a decent drop rate of Tiger Steak. Here is a map showing the locations in both Jade Forest and Krasarang Wilds:



Raw Crocolisk Belly

This one is pretty easy because there is really only one place worth collecting Crocolisk Bellies. Head to the southern tip of Pandaria, to the Nayeli Lagoon and clean the entire northern island out of Mortbreath Skulkers and Mortbreath Snappers. These have a great drop rate and there are a lot of them around the island. They are level 87 and should drop a Crocolisk Belly 50% of the time. Here is a map showing the island I'm talking about:



Raw Crab Meat

I've found two decent places to farm crab meat. The first is on the northern coast of Kun-Lai summit near Zouchin Village. Here you'll find level 88 Azure Prickly Crawlers that drop crab meat. The second place (as seen in the map below) is the southern coast of Krasarang Wilds. The problem here is that you might find small areas where there are no crabs so you just have to keep moving down the coast. Here is a map showing you the coast and how far to travel east and west.



There is a third place that has potential if you can manage the water. That is the western coast of Townlong Steppes. This is directly north of the southwestern island and to the west of the small islands that connect the southwestern island to the mainland. Check it out if the other locations don't work for you.

Raw Turtle Meat

There are two really good places to farm turtle meat. The first is in Townlong Steppes around Kri'vess. Here you will be looking for Rankbite Ancients and Rankbite Tortoise. They are both level 88 and drop a decent amount of turtle meat. The second place is south of the gorge in Dread Wastes, just west of the broken wall. Here you will find level 90 Chillwater Turtles. Don't get too excited because this is a very slow dropping meat.

Here are maps of each location:





Farming Volatiles

Believe it or not but level 85 Volatiles still hold a decent amount of value. While you wouldn't want to farm this stuff everyday, if you gathered a stacks of 100 or so once every few months you could sell them slowly on the auction house for really good profit. Check the prices on your realm first before you start flying back to Cataclysm zones.

Volatile Fire/Air/Earth/Life in Mount Hyjal



This is one of the beginning zones in Cataclysm. There are only a few Howling Riftdwellers for Volatile Air. The wailing weeds may be heavily camped but is a good area for Volatile Life. The Fiery Tormentors are a pretty decent spot. The Scalding Rock Elementals might be one of the easiest places to get Volatile Earth as the guards help you out and you can just peg a lot of them at once.

Volatile Air in Uldum



This is a pretty decent spot to farm Volatile Air and definitely the best spot of the spots listed in all of these maps.

Volatile Fire/Air/Water in Twilight Highlands



The enslaved tempests in the southwest are scattered and may not be worth farming unless it is as a last resort. The Enslaved Inferno's have a small camp that is only good for one person to farm at. A lot of Enslaved Waterspouts are actually in the water and slow farming.

I recommend for Volatile Fire that you do the Unbound Emberfiends and Bound Fleshburners and for Volatile Water you do the Muddied Water Elementals.

Module 7: Quick and Easy Instance Farming

Instance farming is one of the most fun ways to make gold and as an added bonus you can take lower level characters with you, either other players and charge them for the free ride, or your own and level them up while making lots of gold.

In this section of the guide I have highlighted some of my very favorite instances to farm to make lots of gold in. I've personally done the instances I have listed hundreds of times and have made thousands of gold off of them.

Before doing any of these instances please make sure you identify how you are going to make gold. If it is primarily off disenchants and items you're looting, check your Auction House prices to make sure it's worth doing if you plan to sell these.

Also keep in mind, total potential gold per hour is dependent upon filling groups. Filling your group of people who are paying for run throughs is a primary method of earning gold while instance farming, without a full group, your potential gold per hour will be significantly less.

Wailing Caverns (16-20)



This instance is located in southwestern Northern Barrens. You may be able to get a group together for run throughs but if you do make sure you have a Skinner come with. Skinning is where you will probably make the most gold. Light Leather and Medium Leather is found all over in this instance, especially on the west side and can sell from 6-20g a stack depending on your server.

Gold Making Info

Level Range	16-20
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Disenchanting Reagents from Items	Small Glimmering Shard, Strange Dust, Lesser & Greater Magic Essence
Cloth Type Dropped	Linen and Wool Cloth (not much)
Number of Bosses	6
Number of Rare Spawns	n/a
Amount to Charge for Run Throughs	5-10g per person
Estimated Time for Level 80 To Run Through	< 20 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	20-40g per run x 3 runs per hour, 60-120g per hour
Treasure Chests?	Yes
Rare BoE Drops?	n/a
Unique Items	n/a
Skinnable Mobs?	Yes, lots of leather
Mines?	No
Total Gold Per Hour Potential	60-200g per hour

The main focus of Wailing Caverns is to get someone in your run through group to do skinning so you don't have to. Make sure all the stuff they skin they give you at the end of the run. You should end up with loads of Light and Medium leather which usually does well on the Auction House. An added bonus is the green items will turn into Strange Dust, and you can also get money from running people through.

Shadowfang Keep (18-21)



This instance is located in southern Silverpine Forest. It will be more commonly ran by Horde since it's in Horde territory but Alliance will run it a lot too. It may be hard to find people to fill your run through group because it may be hard to travel too. It is advised that you have 2 characters or a friend help you summon people to the instance in order to get people into your group for run throughs.

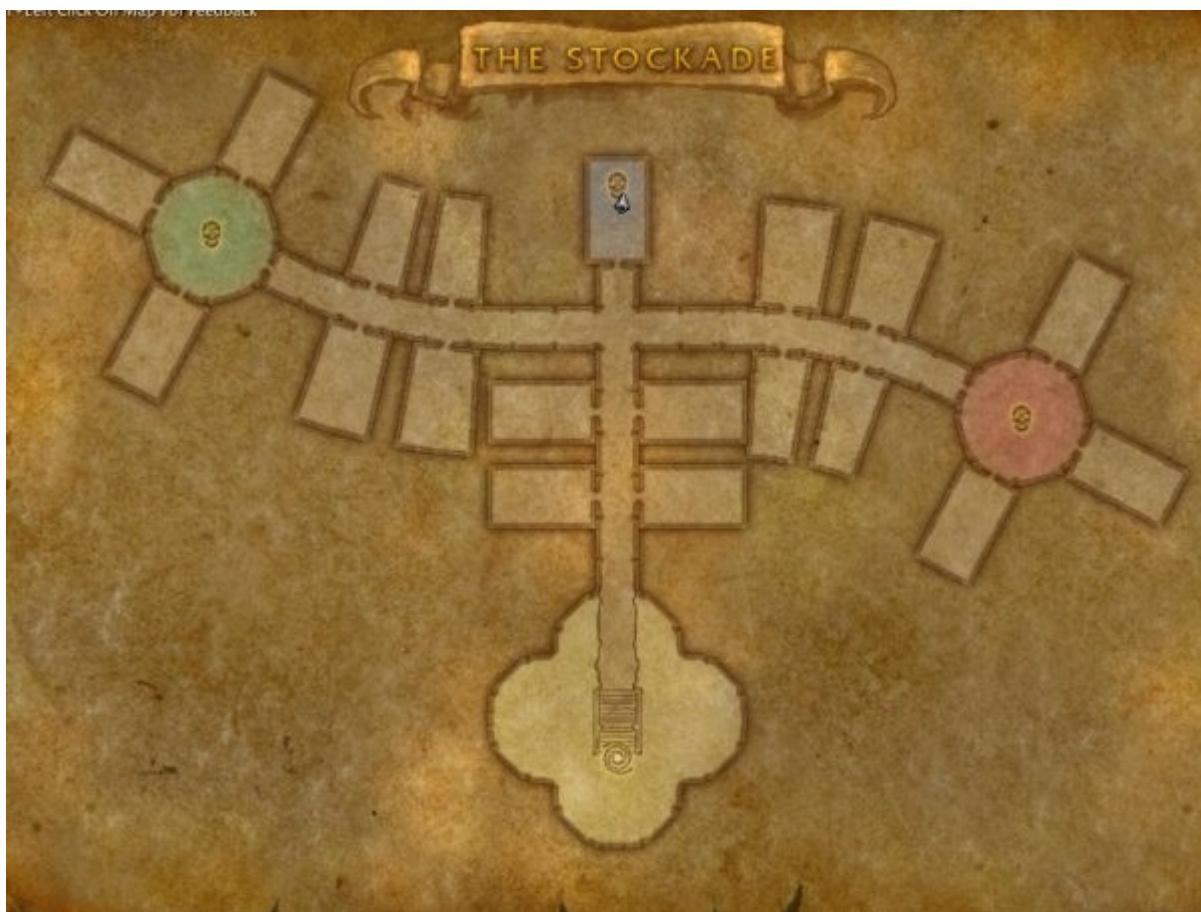
Gold Making Info

Level Range	18-21
Disenchanting Reagents from Items	Small Glimmering Shard, Strange Dust, Lesser & Greater Magic Essence
Cloth Type Dropped	Linen Cloth, Wool Cloth, Silk Cloth
Number of Bosses	5
Number of Rare Spawns	n/a
Amount to Charge for Run Throughs	5-10g per person
Estimated Time for Level 80 To Run Through	< 10 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	20-40g per run x 4 runs per hour, 80-160g per hour

Treasure Chests?	Yes
Rare BoE Drops?	n/a
Unique Items	n/a
Skinnable Mobs?	No
Mines?	No
Total Gold Per Hour Potential	200-300g

The main focus of Shadowfang Keep will be to get people for run throughs and to farm Wool Cloth. Wool Cloth usually sells well on the Auction House, sometimes as much as 10g per stack, depending on the server it could be more.

The Stockade (22-25) Alliance



Located in Stormwind City this is primarily an Alliance farming area, even though Horde characters of the appropriate level will be able to get into this instance with the /LFD tool and high levels may try to sneak into Stormwind. It will be best farmed by Alliance, especially since the Auction House is nearby.

Gold Making Info

Level Range	22-25
Disenchanting Reagents from Items	Small & Large Glimmering Shard, Strange Dust, Lesser & Greater Astral Essence

Cloth Type Dropped	Linen Cloth, Wool Cloth
Number of Bosses	3
Number of Rare Spawns	n/a
Amount to Charge for Run Throughs	5-10g per person
Estimated Time for Level 80 To Run Through	< 5 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	20-40g per run x 4 runs per hour, 80-160g per hour
Treasure Chests?	No
Rare BoE Drops?	n/a
Unique Items	Elemental Earth/Fire possible from Elementals
Skinnable Mobs?	No
Mines?	No
Total Gold Per Hour Potential	200-300g

The main focus of making gold from The Stockade is to make sure you fill a run through group. The other side of it will be collecting Linen and Wool cloth to sell on the Auction House, the beauty of The Stockade is lower level players will be able to do it solo.

Scholomance (40-43)



Located on an island in the lake in the eastern portion of Western Plaguelands, this dungeon was completely revamped in Mists of Pandaria. It can still be farmed and you can still run players through it really fast at level 85-90.

Gold Making Info

Level Range	40-43
Disenchanting Reagents from Items	Small Radiant Shard, Lesser Nether Essence, Vision Dust, Large Glowing Shard, Greater Mystic Essence
Cloth Type Dropped	Silk Cloth, Mageweave Cloth
Number of Bosses	5 main
Number of Rare Spawns	n/a
Amount to Charge for Run Throughs	25g per person
Estimated Time for Level 80 To Run Through	< 25 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	100g per run x 2 runs per hour, 200g per hour

Treasure Chests?	No
Rare BoE Drops?	n/a
Unique Items	Essence of Undeath, Bone Fragments, Ichor of Undeath
Skinnable Mobs?	Some, Thick Leather
Mines?	No
Total Gold Per Hour Potential	200-400g

The main focus of making gold from Scholomance is to fill a run through group, since there are so many quests this might not be hard to do. The gold from disenchanting items will be nominal; however, the gold from Mageweave Cloth gathered should help you net a decent gold per hour amount.

Zul'Farrak (46-49)



Located in northwestern corner of Tanaris, Zul'Farrak has long been a farmers dream zone. The levels were raised in Cataclysm to 46-49 making it slightly higher, but it still drops Mageweave Cloth and people want to run through it. This zone has 4 quests available right at the start.

Gold Making Info

Level Range	46-49
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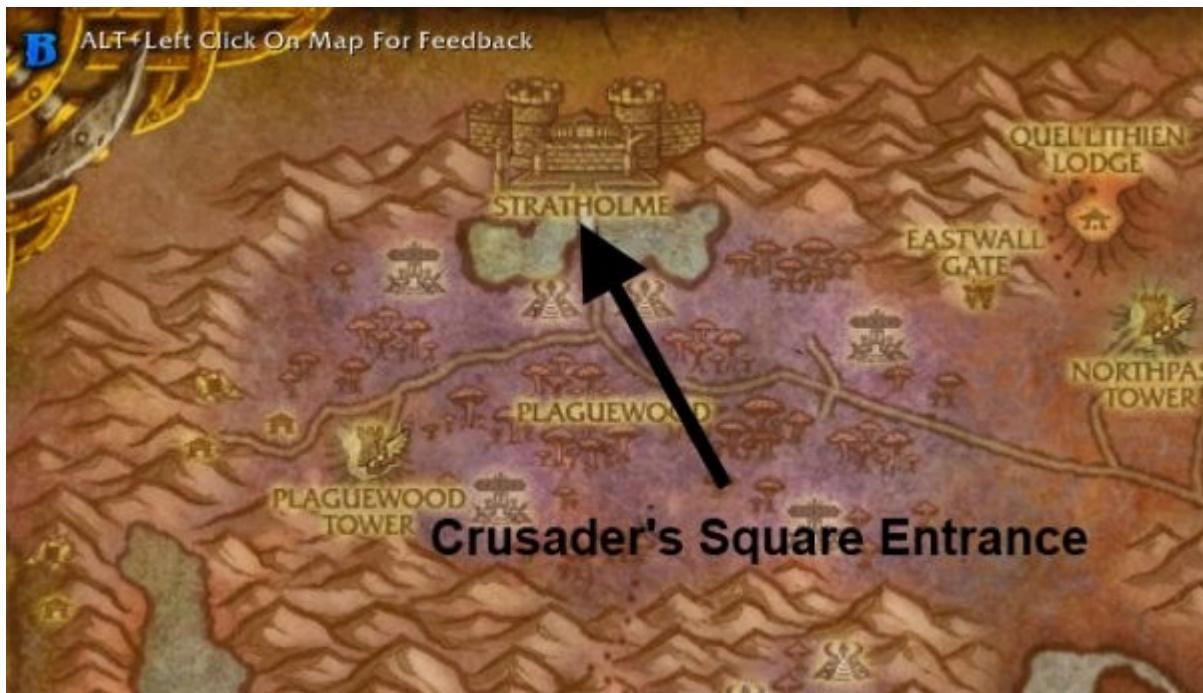
Disenchanting Reagents from Items	Large Radiant Shard, Vision/Dream Dust, Greater Nether Essence
Cloth Type Dropped	Mageweave Cloth (lots)
Number of Bosses	5 main, 1 rare
Number of Rare Spawns	1
Amount to Charge for Run Throughs	25g per person
Estimated Time for Level 80 To Run Through	< 20 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	100g per run x 3 runs per hour, 300g per hour
Treasure Chests?	n/a
Rare BoE Drops?	n/a
Unique Items	n/a
Skinnable Mobs?	Few
Mines?	No
Total Gold Per Hour Potential	300-400g per hour

The main focus of making gold from Zul'Farrak is to find a full group for run throughs. Then collect Mageweave Cloth, of which you should get a healthy serving per run. What I recommend is you have other players in your group collect it for you that you can trust and have them trade it to you at end. You could also disenchant greens and unused blues for a little bit extra gold.

Stratholme Crusader's Square (48-51)



Located in northwestern Eastern Plaguelands, Crusader's Square comes loaded with 5 quests of its own, many valuables, and lots of bosses. This should prove to be a very good farming area for lower level players.



Gold Making Info

Level Range	48-51
Disenchanting Reagents from Items	Small Brilliant Shard, Large Radiant Shard, Vision/Dream Dust, Greater Nether Essence
Cloth Type Dropped	Mageweave Cloth (lots), Runecloth
Number of Bosses	4 main, 2 side, 1 triggered, 1 rare
Number of Rare Spawns	1
Amount to Charge for Run Throughs	25g per person
Estimated Time for Level 80 To Run Through	< 20 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	100g per run x 3 runs per hour, 300g per hour
Treasure Chests?	Yes
Rare BoE Drops?	n/a
Unique Items	Essence of Undeath, Bone Fragments, Ichor of Undeath, Righteous Orbs
Skinnable Mobs?	Rare
Mines?	No
Total Gold Per Hour Potential	400-600g per hour

The main focus of making gold from Stratholme is to fill a group for run throughs. You may be able to sell Large Radiant Shards for 5 gold or more per and some bosses drop 2 blues so you could gain a little bit of gold there. The thing that's insane about this zone is the Mageweave Cloth, which sells for as much as 15g per stack or more. You should have 4 or more stacks per run. Then Righteous Orbs can sell for 20g or more, depending on the demand on your server. Check the prices before you go.



Stratholme The Gauntlet (48-51)



Located in north Eastern Plaguelands at the Eastwall Gate, The Gauntlet comes loaded with 6 main bosses and a rare boss. Lots of Mageweave and lots of gold to be made.



Gold Making Info

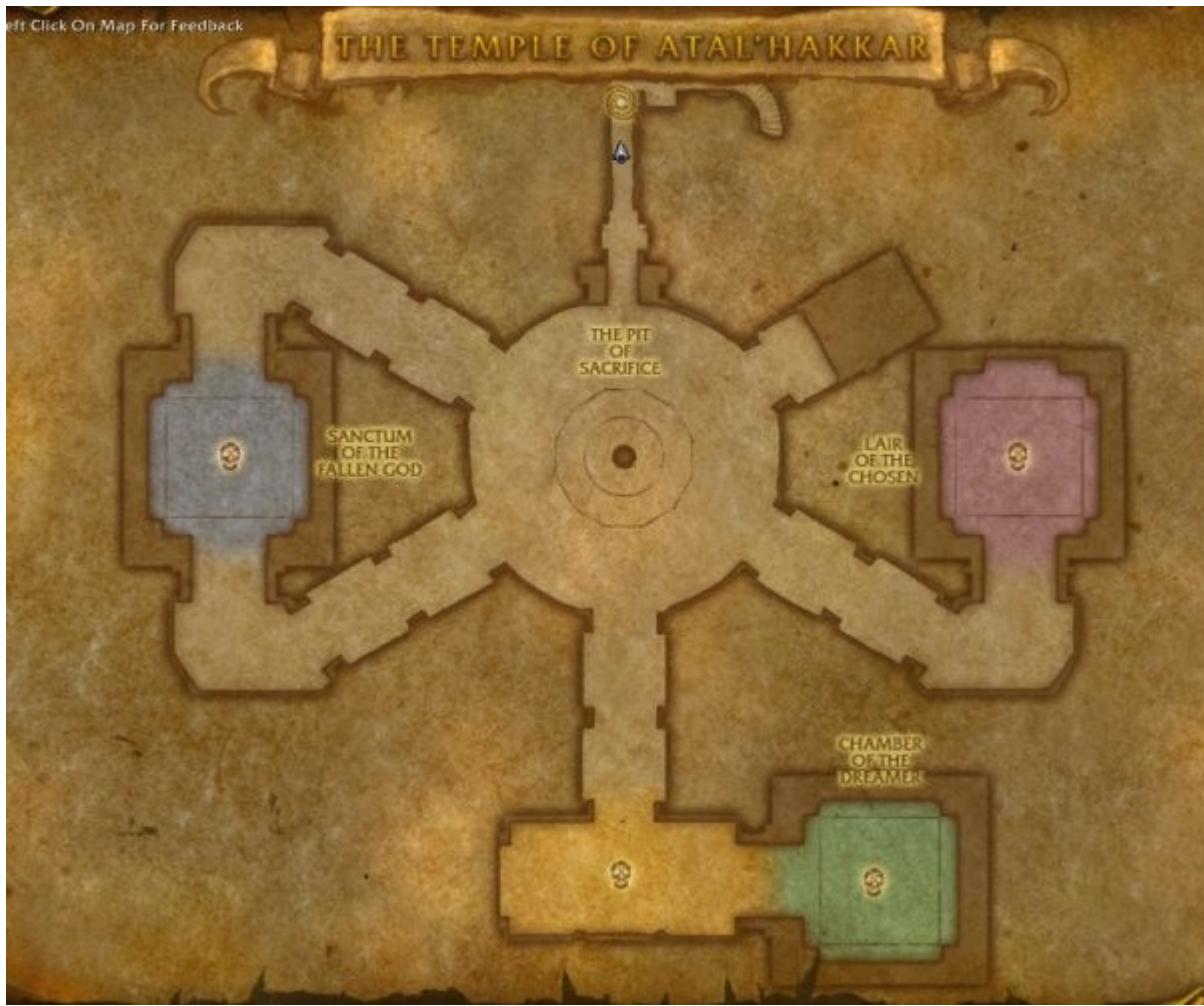
Level Range	48-51
Disenchanting Reagents from Items	Small Brilliant Shard, Large Radiant Shard,

	Vision/Dream Dust, Greater Nether Essence
Cloth Type Dropped	Mageweave Cloth (lots), Runecloth
Number of Bosses	6 main, 1 rare
Number of Rare Spawns	1
Amount to Charge for Run Throughs	25g per person
Estimated Time for Level 80 To Run Through	< 20 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	100g per run x 3 runs per hour, 300g per hour
Treasure Chests?	Yes
Rare BoE Drops?	n/a
Unique Items	Essence of Undeath, Bone Fragments, Ichor of Undeath, Righteous Orbs, Cryptfiend Parts, Abomination Stitching
Skinnable Mobs?	Some
Mines?	No
Total Gold Per Hour Potential	400-600g per hour

The main focus of making gold from Stratholme is to fill a group for run throughs. You may be able to sell Large Radiant Shards for 5 gold or more per and some bosses drop 2 blue so you could gain a little bit of money there. The thing that's insane about this zone is the Mageweave Cloth, which sells for as much as 15g per stack or more. You should have 3 or more stacks per run. Check the prices before you go. Keep in mind some weapons that are blue might sell for more to a vendor than the item you get when you disenchant.

Temple of Atal'Hakkar (52-55)

This is a nice area to get a lot of Rugged Leather. The instance is very short, under 10 minutes, you may be able to get people to pay you for run throughs but this one will be a lot harder to find people to fill the group.



Gold Making Info

Level Range	52-55
Disenchanting Reagents from Items	Small Brilliant Shard, Illusion Dust, Dream Dust, Lesser & Greater Eternal Essence
Cloth Type Dropped	Rune cloth (very few)
Number of Bosses	4
Number of Rare Spawns	n/a
Amount to Charge for Run Throughs	25g per person
Estimated Time for Level 80 To Run Through	< 10 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	25g per person x4, 100g every 10 minute run, 500g per hour
Treasure Chests?	No
Rare BoE Drops?	n/a
Unique Items	n/a
Skinnable Mobs?	Yes, lots of Rugged Leather

Mines?	No
Total Gold Per Hour Potential	600g+

The focus of making gold in the Sunken Temple is off Rugged Leather which can sell for 10g+ a stack depending on your server, make sure you check the Auction House before you go here.

Hellfire Ramparts (59-62)



Hellfire Ramparts is the first instance in the Outland located in Hellfire Peninsula. The mobs range from level 60-62. It is easily soloable by any level 80 and can be soloed by as low as level 65 if you go slower and are really good, but you want to be as high of a level as you can to maximize gold output. In one run there are 3 bosses and from these 3 bosses you will get 4 blue drops which can be disenchanted for gold. There will also be greens and cloth to sell. This is also a very good instance to power level alts through.



Level Range	59-62
Disenchanting Reagents from Items	Arcane Dust, Small Prismatic Shard, Planar Essence
Cloth Type Dropped	Rune cloth, Netherweave Cloth

Number of Bosses	3
Number of Rare Spawns	0
Amount to Charge for Run Throughs	25g+
Estimated Time for Level 80 To Run Through	< 15 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	400g/hr
Treasure Chests?	Yes
Rare BoE Drops?	Just World Drops
Skinnable Mobs?	Very Few
Mines?	No
Total Gold Per Hour Potential	500g+

Strategy to Make Gold

The most important thing to make money out of an instance is to always loot every corpse, then you will want to find a group of people you can charge for a run through, this might be hard. Even if you only get one person to run with you, tell them they loot everything and give it to you and you'll run them for free, it's worth it. You'll end up with a bunch of greens, some blues to disenchant from bosses, and a bunch of cloth to sell. These runs can go very fast so it's best you get as many people as you can lined up for a run through even if you have to reduce the rate you are charging. There should be a good amount of people needing to do Ramparts during the prime time hours of your server because everyone wants a Death Knight or alt.

Utgarde Keep (69-72)



Utgarde Keep is the first instance in Northrend for the Wrath of the Lich King expansion. Soloing it to farm will be slow unless you're on a level 85-90. Farming this one is completely dependent on what the Northrend supplies do on the Auction House and you should check the Auction House to see if this is even worth doing.

Level Range	69-72
Disenchanting Reagents from Items	Small Dream Shard, Infinite Dust
Cloth Type Dropped	Frostweave Cloth
Number of Bosses	3
Number of Rare Spawns	0
Amount to Charge for Run Throughs	25g+
Estimated Time for Level 80 To Run Through	< 30 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	200g/hr
Treasure Chests?	No
Rare BoE Drops?	Just World Drops
Skinnable Mobs?	Very Few
Mines?	No
Total Gold Per Hour Potential	200g+ (depends on how Northrend items Sell)

Strategy to Make Gold

The strategy to make gold here is completely dependent on how much Infinite Dust, Small Dream Shards, and Frostweave Cloth sell for on your server. Check these things before you even try to come out here. You will get at least 3 Dream Shards from blues, a random amount of Infinite Dust from greens, and a few stacks of Frostweave Cloth per run.

Violet Hold (75-77)



Violet Hold is a level 75-77 dungeon located in Dalaran, the main city of Northrend. The main focus of this instance is not necessarily run throughs because those might be hard to find, but to be a Skinner and Disenchanter so that you can get Infinite Dust, Dream Shards, and Borean Leather off the NPCs. All of the NPC's are dragonkin and skinnable so you will be able to pick up Arctic Fur occasionally too which could sell for an okay amount on your server.

You absolutely will have to be 85-90 to have this be efficient and may need some decent gear to do this and kill the enemies fast enough.

Level Range	75-77
Disenchanting Reagents from Items	Dream Shard, Infinite Dust
Cloth Type Dropped	Frostweave Cloth
Number of Bosses	3
Number of Rare Spawns	0
Amount to Charge for Run Throughs	Unknown

Estimated Time for Level 80 To Run Through	< 30 minutes @ Level 85 or higher
Potential Gold Per Hour for Run Throughs with Full Group	Unknown
Treasure Chests?	No
Rare BoE Drops?	Just World Drops
Skinnable Mobs?	Yes, lots of Borean Leather
Mines?	No
Total Gold Per Hour Potential	150g+ per hour from selling items

Strategy to Make Gold

Be a Skinner and Disenchanter. Infinite Dust may sell for 20g or more a stack. Borean Leather may sell for 14g or more a stack. You'll also get Dream Shards from blues, Frostweave Cloth, and have a chance to get an Arctic Fur. Lots of opportunity here for farming items out of here. It may be hard to find people for a run through but if you can get someone that'd be even more money. The enemies also drop around 1 gold each on average.

Module 8: A Guide To Making Gold Before Level 90

Introduction

Most of the other gold guides out there focus on end game gold farming as if level 85 players are the only people who need gold. What they don't understand is most of the people who buy these guides are not level 85 and are having problems getting gold for their mounts or even their skills. Now there are leveling guides out there that can get you to 85 in days like [Zygor's Leveling Guide](#) but you're not going to be rich just using a guide like that.

There are gold making opportunities as you level as well as places to go if you need gold based on your level. While a lot of this information is already throughout the guide I've put it in this chapter for people who are not level 85 so that they can quickly find places to go and what to do if they need gold.

Things that Can be Done Regardless of Level

Auction House

The Auction House is a great place to make money where anyone can get started right away. I won't repeat everything in this chapter that is already in my Auction House Chapter, instead take a look at it before you get started here.

Crafting

There is potential to make gold with almost every crafting profession even at lower levels. However, most of the items are useless or have very low demand. Check your crafting profession in my Crafting Professions Chapter.

Levels 1-30

Leveling from 1-20 might feel like the longest segment of the game because you have to do it all on foot, once you reach level 20 you get to purchase your first ground mount (or learn Running Wild as a Worgen). Until then, you're stuck questing with few options to make gold. Luckily there are several items that sell for a large amount on the Auction House that you can effectively gather while at the same time earning experience killing mobs. The zones and mob groups below have been selected to be close to home cities and in areas where you don't have to run around too much. I suggest leveling to 20 as quickly as possible to get your mount, but you don't need to.

Before you go out and gather a bunch of something, make sure its price is high enough on your Auction House. Prices can vary significantly from one realm to another and while these items are generally valuable enough to justify farming, they may not be on your realm.

Linen Cloth (Level 10-20)

If you're strapped for gold and still low level you can collect Linen Cloth in Westfall or Tirisfal Glades. You can make several gold per stack of Linen Cloth.

There are six main areas (and some more scattered areas on the coastline) that offer decent areas for collecting Linen Cloth. This zone offers a good route you can follow going from one camp to another with little down time.



Tirisfal Glades has two large Linen Cloth Farming areas and three smaller ones. When farming in this zone I would stick to the left side of the zone and ignore the small area to the right.



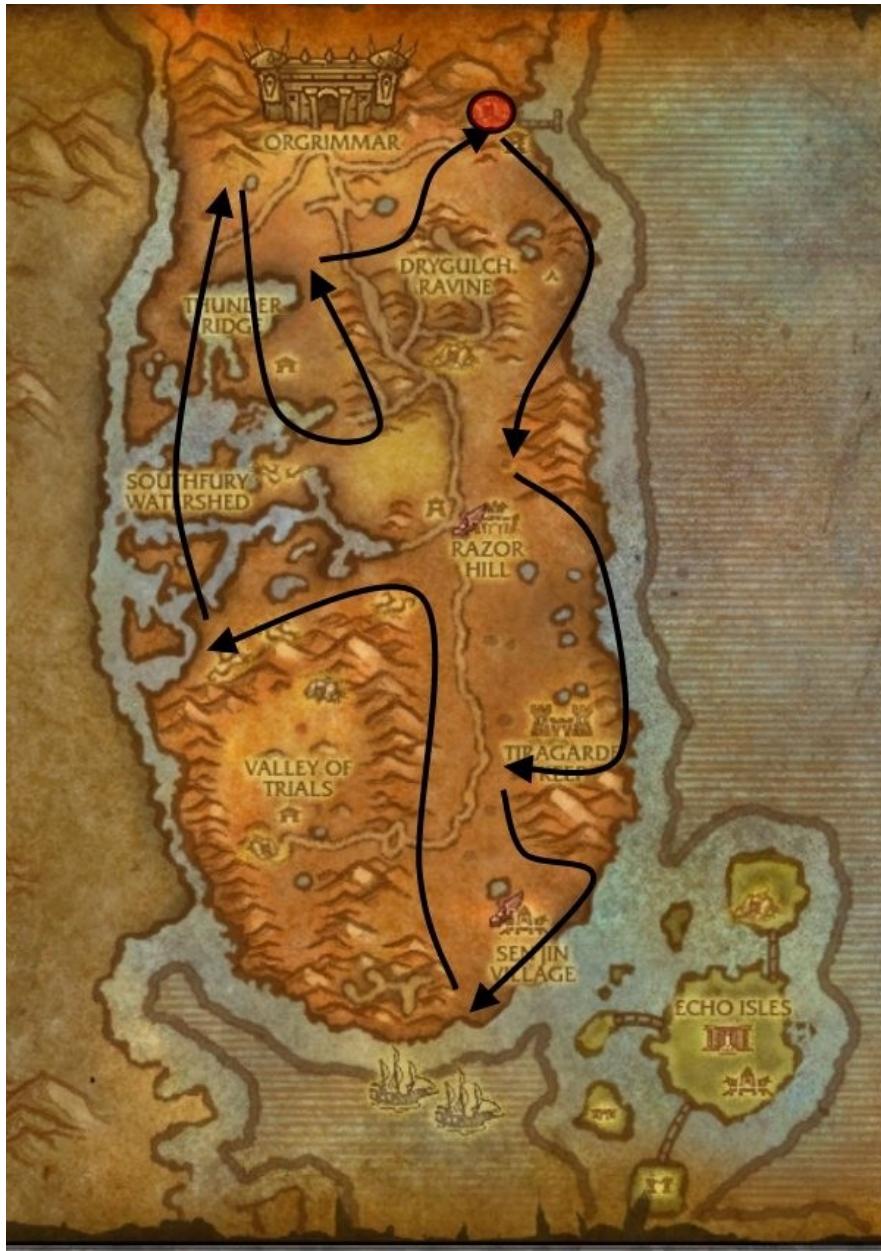
* There are more Linen farming locations in the farming chapter.

Mining Copper (Level 10-30)

Copper Bars sell for a surprising price on the Auction House considering how accessible it is to low level players. You can find it in any level 1-20 area in large amounts. If you're Alliance you can just leave Stormwind into Elwynn Forest and head south and follow this path. This is a great thing to do if you just reached level 20, have your mount and are strapped for gold. Go into both caves marked on the map:



The best place for the Horde is to run around Durotar. Here's the loop I follow (go into the cave, there are usually Copper Veins in there).



Skinning Medium Leather (Levels 25-35)

Medium Leather goes for a good price on the Auction House. You can skin it off of any level beast that is level 20-30 (roughly). The higher the level the more likely it is to give you Medium Leather. The Mottled Raptors and Ebon Whelps in Wetlands are a great place to gather Medium Leather and other useful stuff at level 22 and higher.



Wool Cloth (Level 20-35)

Wool is worth about twice as much as Linen and can be found between level 20-30. If you're in need of some extra gold to get started on these farming locations should help you get started.

Ashenvale has eight Wool Cloth farming areas. This zone is packed with humanoids waiting to be farmed.



Duskwood is teeming with groups of humanoids, which makes this zone great for farming Wool Cloth.



Hillsbrad Foothills Wool Cloth farming locations are on the map below.



* There are more Wool Cloth locations in the farming chapter.

Briarthorn and Mageroyal (Level 20-30)

If you're an herbalist and want to gather herbs between 20 and 30, this is the place to go. There is a ton

of Briarthorn and Mageroyal on the outside of the Ruins of Alterac. There's a circle of Mageroyal around the south eastern area and a bunch of Frozen Herb (higher level) in the Ruins of Alterac. Note this is similar to the map above, you can gather both Wool and herbs at the same time.



Levels 30-60

At level 20 you finally have your ground mount, your next upgrade is at level 40 and will cost about 50g. At level 60 you will be able to learn to fly, this will cost you several hundred gold. Here's some routes to help you stay rich enough to buy your mounts at level 40 and level 60.

Silk Cloth (Level 30-40)

Silk Cloth sells for even more than Wool Cloth but check your realm's Auction House before spending too much time collecting it.

Southern Barrens a decent amount of Silk Cloth farming locations as show on the map below.



The Cape of Stranglethorn has a good amount of humanoids in the southern parts of it.



Kingsblood, Liferoot, Khadgar's Whiskers (Level 36+)

Western Plaguelands is a great place to gather herbs. There is a ton of them in a small area. You just need to be around level 36-37 or higher so that you can defend yourself.



Khadgar's Whiskers and Sungrass (Level 41+)

If you're in your mid 40s or so Eastern Plaguelands is a great place to farm Sungrass and Khadger's Whiskers. It's all over the place.



Mageweave (Level 40-50)

Mageweave can cost quite a bit on the Auction House and be very lucrative to farm. Take a look at your prices and you might not be just making a few gold but a lot instead.

Eastern Plaguelands is full of areas to farm Mageweave. You can start off by farming in the zone as you make your way to Stratholme to collect even more cloth.



Tanaris has several Mageweave Cloth farming locations, but they are more spread out than in Eastern Plaugelands and if possible you should try to instance farm some cloth as you will likely have an easier and faster time collecting it.



Farming Mithril Ore (Level 40+)

Here is another great ore that can be farmed for some profits. The reason people want this ore, is the same reason they want Thorium Ore. It takes awhile to farm and they'd rather pay for it to power level their professions.

Mithril in Felwood

You don't need to be high level for this mining route, level 44+ will suffice. Obviously, it's always better to be higher level than the highest mob you're going to be near but it's doable regardless.



Mithril in Badlands

If you didn't like Felwood for some reason, try out the reshaped Badlands in Cataclysm.



Heavy Leather (Level 42+)

Leatherworkers need 100s of Heavy Leather to level up, you can find a lot of it in Southern Stranglethorn Vale:



Mistvale Gorilla

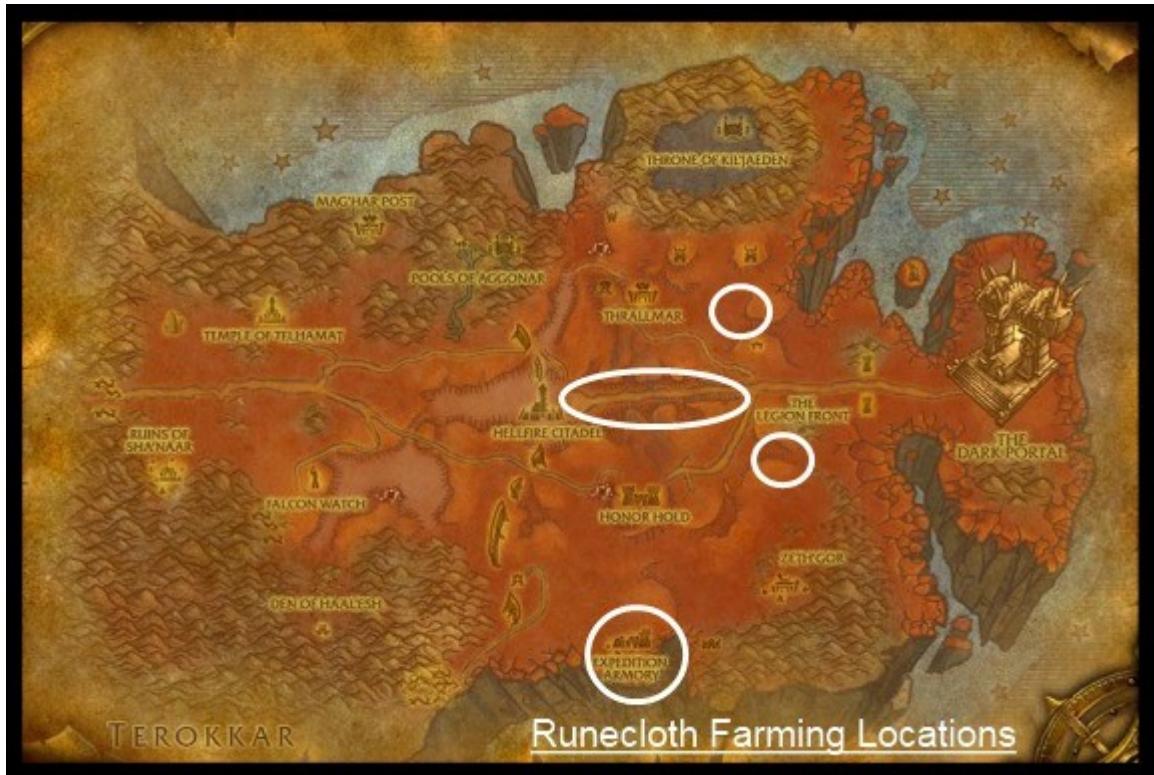
Rune cloth (50-60)

Since a lot of players are rushing through level 50 content they will not collect a lot of Runecloth, increasing its value. This can be a very valuable cloth to farm.

In the Blasted Lands there are three main humanoid camps to get Runecloth.



Below you'll find areas to farm for Runecloth in Hellfire Peninsula. The areas on the map have a drop rate of 40-44%.



RuneCloth Farming Locations

Rugged Leather (Levels 55+)

Rugged Leather can go up in price quiet a bit if people aren't farming it. This is because players only spend a short amount of time at the levels needed to gather it and it's still needed in the 100s to level Leatherworking. To find it, head to Winterspring and kill yetis and cats.



Other Locations for Rugged leather

Un'Goro Crater - entire western part of zone has higher drop rate than eastern

Thorium Ore (Level 55+)

Believe it or not, the most profitable non-rare spawn ore is Thorium which is from the original World of Warcraft. The reason behind this is simple, more and more people are power leveling their professions to 525 to get awesome epic items in Cataclysm but none of these people want to go out and farm Thorium and most people would rather just buy it in the Auction House. This is bad for them, but good for those who want to make some gold. So below I will give you the best 2 routes to get Thorium. Remember there are Rich Thorium Veins (required skill 275) and Small Thorium Veins (required skill 245).

Thorium in Silithus

You will most likely want to be around level 55 or higher to farm this route without getting killed frequently. Don't forget there are Ooze covered Rich Thorium Veins in this zone to be mined just like regular Rich Thorium Veins. Most of the nodes are around the hives where the bugs are.



Thorium in Blasted Lands

Ensure you are high enough mining before heading out here. The new Blasted Lands now has Thorium Deposits, especially in the southwestern area, but you will find them all along this route. The eastern area might contain less nodes toward the water.



Levels 60-70

Gathering stuff from Outland is valuable because no one wants to travel there to get what they need. But, they still need this stuff to level their professions. So while you're in Outland leveling, you should definitely consider farming up some of this stuff and bringing it back to Azeroth.

Farming Felweed & Golden Sansam in Hellfire Peninsula (lvl 60+)

Felweed and Golden Sansam are used a lot while leveling Alchemy and Inscription. With Inscription, Felweed is the only herb worth milling to get Nether Pigment, so it sells out every time a new Inscriptionist levels from 300 to 350. Golden Sansam is used a lot in Alchemy, but sells in low volume. You'll be able to move tons of Felweed but you'll find yourself sitting on a lot of Golden Sansam after running this route.



Mining Fel Iron Ore (lvl 60+)

Fel Iron is on the same par as Adamantite for making gold off of it, but it's probably easier to get because it's most prevalent in the beginning zone once you enter Outland, Hellfire Peninsula.



Mining Adamantite Ore (lvl 64+)

Adamantite Ore can be farmed for a moderate profit.



Knothide Leather (Level 65+)

Knothide Leather is another great thing you can gather and sell to people leveling through Leatherworking. The best place is right around Garadar, the Clefhoof Bulls and Talbuk Thorngrazers have a high drop rate and are plentiful.



Netherweave Cloth (Level 64+)

Netherweave is a great way for a mid 60 to start saving money for their flying mounts. Not a lot of people want to go to the Outland to farm this stuff, so you won't have a lot of competition.

Shadowmoon Valley is a great place to get cloth because there are so many humanoids with good drop rates throughout the zone. The areas circled on the map have a drop rate of 39-51%.



Nagrand is also a great place to farm for cloth. One thing to note is that some of the mobs in Forge Camp Hate and Forge Camp Fear are elites. The areas circled on the map have an average drop rate of 40-49%.



Levels 70-79

Northrend is old news, there are no longer portals in Dalaran to make traveling to and from Northrend any easier. If you're leveling through Northrend you're going to collect a lot of materials that are highly sought after. Take the opportunity while you're there to gather some extra.

Mining Cobalt Ore (Level 68+)

There is a mix of Rich Cobalt Deposits and Cobalt Deposits in Howling Fjord. You will also want a flying mount to complete the route effectively but you don't need one just watch out for parts of the route that don't use bridges and make sure you ride across them instead of following the route in some places.



Adder's Tongue, Goldclover and Tiger Lily (Level 75+)

Sholazar Basin is jam packed with Adder's Tongue, Goldclover and Tiger Lily. No one wants to go to Northrend and farm this stuff, so if you're here already, run at least a few loops around the basin to get some herbs.



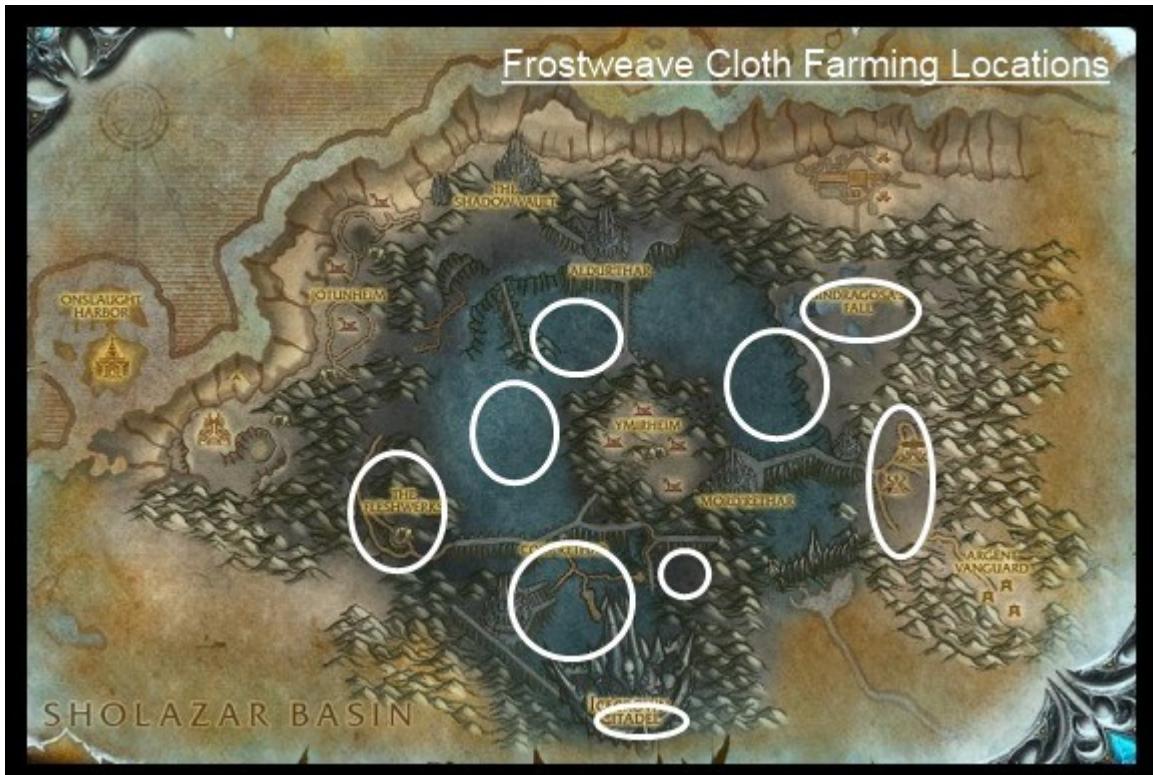
Frostweave Cloth (Level 75+)

There are no good spots in the pre 75 areas to farm Frostweave Cloth, the first opportunity is Sholazar Basin and the next best is Icecrown.

Below you will see cloth farming locations in Sholazar Basin. The areas circled on the map have an average drop rate of 39-45%.



Below you'll find locations for farming Frostweave Cloth in Icecrown. The areas that are circled in the map below have an average drop rate of 35-48%.



Borean Leather (Level 75+)

Borean Leather is great to farm, the best place is western Sholazar Basin where there are tons of beasts

including Dreadsabers, Cobras, and Rhinos.



Levels 80-84

From levels 80 to 84 you're going to find yourself in Mt. Hyjal, Vashj'ir, Twilight Highlands, Deepholm and Uldum. Make the best use of your time by farming some of these valuable trade goods.

Obsidium (Level 80)

You can head straight to Hyjal at level 80 and gather Obsidium, there's a lot of it here; bring your flying mount:



Embersilk (Level 82+)

Deepholm is a good place for farming Embersilk, there are lots of humanoid camps located within a close distance of each other.



Embersilk Cloth Farming Locations

Heartblossom and Cinderbloom (Level 82+)

Like I mentioned above, Deepholm is a farmer's paradise and it's especially an herbalist's paradise. This is a perfect route that is jam packed with Heartblossom and Cinderbloom, two high end herbs in Cataclysm.

Heartblossom and Cinderbloom are used in a variety of flasks, potions and elixirs but because of their availability and the quantity that they are collected, they are also used as a cheap herb by scribes when milling for pigment. The best place to farm both of them is by doing this extremely herb-dense route in Deepholm.



Elementium Ore (Level 82+)

Deepholm is littered with Elementium Veins and almost anywhere you fly you won't be able to avoid them except in the Northern area.



Level 85-89

Not level 90 yet? No worries, there are a few interesting opportunities to farm while you're leveling.

Ghost Iron Level 85-87

Ghost Iron is found a lot in Jade Forest and Valley of the Four Winds, which is exactly where you will be for the first few levels in Pandaria. Stay off the main path and stick near the edges of the map near mountains/cliffs, lakes and rivers to find the most deposits of Ghost Iron.

Windwool Level 85+

As discussed in the farming chapter, you can farm Windwool in Valley of the Four Winds along the western edge by the wall by Stoneplow. You can also find easy to kill humanoids north of The Heartland who drop plenty of Windwool Cloth.



Module 9: Making Gold For Fun and Profit

There are actually a lot of miscellaneous ways to make gold in WoW. You can partake in holiday festivities, help out lower level characters, or even beg for gold if you are really looking for an interesting time. In this section of the guide I have highlighted some other good ways to make gold if you want to do something outside of the ordinary.

Running Lower Level Players through Instances

Even before recruit a friend became popular, there was always a high demand for lower level players to receive "run throughs". A run through is basically someone with a high level character running one or more low level players through an instance that is the level of the lower level players. For example, a level 30 player may have problem finding a group to go through Scarlet Monastery so they may come into trade channel and ask for someone that is higher level to run them through. This is where you come in, you don't always have to be the max level to do run throughs, a level 40 can easily run through Stockades or other instances that are significantly lower.

So take your character and start going through the instances starting from the lowest to highest all by yourself. Figure out which instances you can solo and run people through fast and figure out which instances you can run through say if one of the people you are running through can heal.

Usually a level 60 character can run up to Zul'Farrak unassisted, a level 70 character can run up to Stratholme without much assistance, and a level 80 player can run most of the Outland instances without too much assistance, an 85 can even solo some of the level 80 instances in Northrend and a 90 can run level 85 instances, but it depends on your class, gear, and skill so figure that out, make a list and then start advertising. See chapter 6 for more details on running dungeons for gold.

To advertise make social keys that talk in trade chat. If you don't know how to do this very simply, type /macro, click new, select any icon and name you wish, and then in the Macro Commands box type "/2 Doing Scarlet Monastery run throughs 25g per person, ps". Make sure you don't put the quotes in there, then drag the button to your hotbar and press it when you are in cities. This will announce in /2 which is trade chat that you are offering to run players through Scarlet Monastery for 25g per person. You can tailor the message to whatever it is you would like to do and you can make multiple buttons and put them on a separate hotbar if you want. You can also change the channel you are advertising in, /1 is general, etc.

Begging for Gold

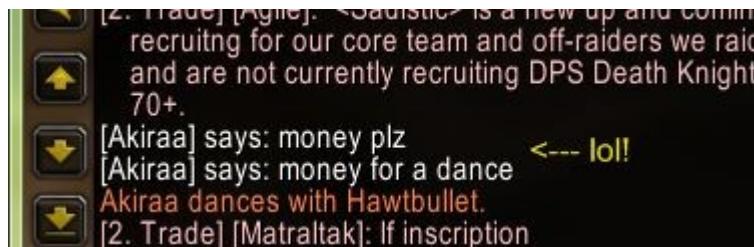
Yes, begging for gold works. It's also a great way to get started on a new server without leveling. These people are both the entertainment and disgrace of Stormwind and Orgrimmar. Create an alt with an emo anime name and level it to 7 or higher, then start chatting it up with people in Ogrimmar or Stormwind. Don't expect to become rich but do demand results. I've experimented with this a little bit and actually found myself in a giving mood enough times to know it works. Here are a few tips that can help a lot:

1. Asking for gold for a specific reason (talents or a specific item on the Auction House)
2. Start a conversation about something else first, "Where's the mining trainer?"
3. Find people in isolated areas near profession trainers. The bystander effect is applicable in WoW, if you're in a mix of 20-30 people near the Auction House and mail box people are much

more likely to ignore you.

4. If you find someone who responds, keep talking to them. Most people will ignore you, so the ones who respond are rare potentials.

Here's a bad example of how to beg for gold:



Lol, good luck and have fun begging for gold!

Questing at Level 90

If you level straight to 90, you might hit 90 as you enter Townlong Steppes, leaving Dread Wastes, Vale of Eternal Blossoms and the rest of Townlong Steppe quests unfinished. If you leveled that way, you probably left several quest hubs unfinished in Kun-Lai, Valley, Krasarang Wilds and in Jade Forest. Load up your achievement menu and find out which zones you didn't complete all the quests in, go back and complete them. You will find many engaging and interesting story lines throughout Pandaria. You'll make a surprisingly large amount of gold, gain some achievements, get some faction and discover new places in Pandaria you didn't know existed.

You can also go back to Cataclysm, Northrend and even Outlands zones to finish up quests. You won't make a ton of gold doing them, but you will have a lot of fun.

Scan Public Test Realm for Changes

This can give you a serious upper hand against other players if you take an active role in scanning for upcoming game changes. There are a few ways you can do this. You could just play on the public test realm, read the public test realm patch notes, or read the forums at worldofwarcraft.com. The way I recommend you do it to save yourself the most time is to just read the Public Test Realm Patch Notes, you can see updated version of the [patch notes here](#).

What you want to look for is changes to anything in this guide that I talked about and not only changes to the above material but new ways that could be coming up to make money. If you've read this guide you are already far more aware of the possible ways to make money more so than any average player. Use this knowledge to look for things in the patch notes that you can make gold from.

Browse Profession Forums for Ideas

There are specific profession forums you can browse to see if you can figure out what people are looking for or what the next item in demand is.

[Here is a link to the profession forums](#)

Keeping up with the Holidays

If you have the extra time, you can make a good amount of gold around the various holidays that exist

within World of Warcraft. People will pay very high amounts of gold for low level items just so they can complete holiday quests and achievements or just to simply participate in the holiday fun with their characters. One important key point of making gold during the holiday season is that you need to have a head start and begin listing items related to various quests and achievements within at least the first few days of the holiday. For example, during the Feast of the Winter Veil a lot of players look to the Auction House to buy Small Eggs so that they don't need to farm them in a low level zone in order to complete the quest for Greatfather Winter for an achievement. If you prepare for this by farming Small Eggs before the holiday you can put them up on the Auction House the night before the holiday goes live and make some decent gold.

Another tactic you can take is to farm holiday items during the season and then sell them on the Auction House later in the year. This can be somewhat profitable as the random player decides he'd like to buy some snowballs to throw at people during a raid in July. Some of the most common items to sell on the Auction House from the holidays are Snowballs, crafted clothing, Preserved Holly, Holiday Spices, Mistletoe, Small Eggs, holiday crafting formulas, and pets. Pets like the Jingling Bell, Red Helper Box, Green Helper Box, and Snowman Kit can sell for a few hundred gold in the off season to players looking to complete the Shop Smart, Shop Pet...Smart achievement or to players who just like collecting pets.