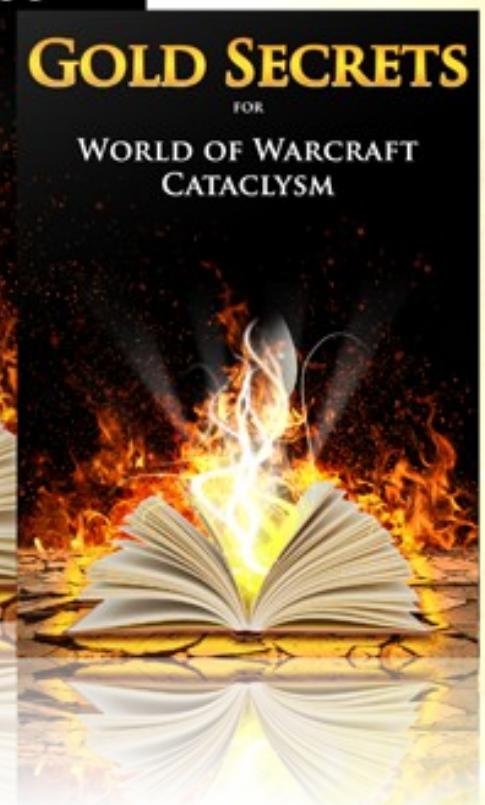
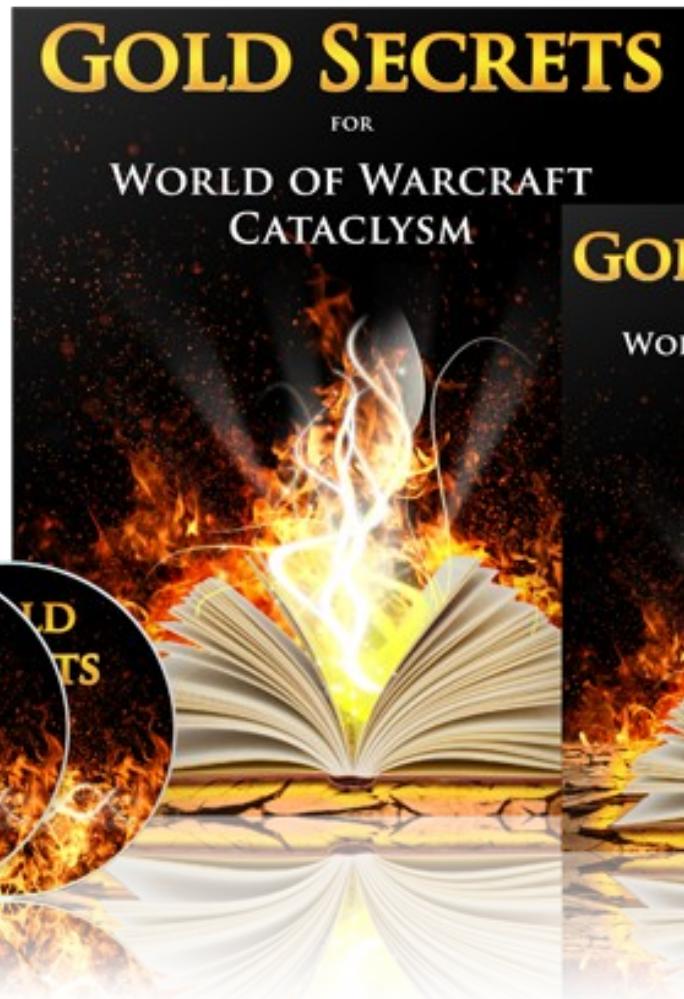


Gold Secrets



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Congratulations!

You now have in your hands the premiere guide for legal WoW gold generation. We have been publishing the Gold Secrets guide for six years now and thousands of players have used these strategies to their advantage to generate massive amounts of gold.

Before you begin there a few things that are good to keep in mind before starting your journey through the guide. These points will help you use the guide to your maximum advantage and avoid some common pitfalls.

First off, the tips revealed in this guide work across many realms whether you are on a PvP or PvE server...but some may be better suited to your server than others. This depends on many things from the number of raiding guilds on a server, to the popularity of certain professions and even the popularity of PvP. In short, too many variables to count. The only way to determine what works on your realm is to research your own server and its auction house and to test on your own. Obviously, researching via the auction house and talking to others is better than spending your own time and gold testing but sometimes it must be done.

We have had people tell us that a tip is "stupid and never works" and sure enough, only hours later we get an email from a player thrilled with the gold they've made using the same "stupid" tip. It can vary from day to day and server to server- research is the key. Once you find your "gold groove" it can be amazing how quickly you generate gold for your characters. Remember, the most successful people take time to do things that others will not do.

In addition, the auction house is one of the easiest ways to price your market. You should never dive into a market unless your auction house supports it. This means that if you expect to get 10 gold for an item then you shouldn't be mad when you spend 2 hours getting 30 of them...only to return to the auction house and find out that they are only selling for 5 gold each. Maybe that's temporary or maybe it's the price they always go for- but you should check before you set off in hopes of gold. If in doubt, check over the course of a day or two. Prices can even vary by



day of the week...on one server we've made plenty of gold supplying raiders with last minute potion reagents on Mondays- their big raid night after a weekend off. Prices and demand increase during the week, but the casual players depress the prices and flood the market on weekends in this case.

Additionally, don't be put off by "old" tips. Just because a strategy was featured during the Burning Crusade does not mean that it won't work in Cataclysm or future expansions. In fact, some of the "old" tips work even better now because no one else is using them. This is especially true if you are a low level player making your first pass through the game...even though you can't profit from the high level stuff right away there is plenty of gold to be made on what might appear to be "old" content. In a perfect example, we just sold a stack of items for 9 gold each...a year back these seemingly old items were selling for half that or less. Even better, I now have no competition while I gather them up.

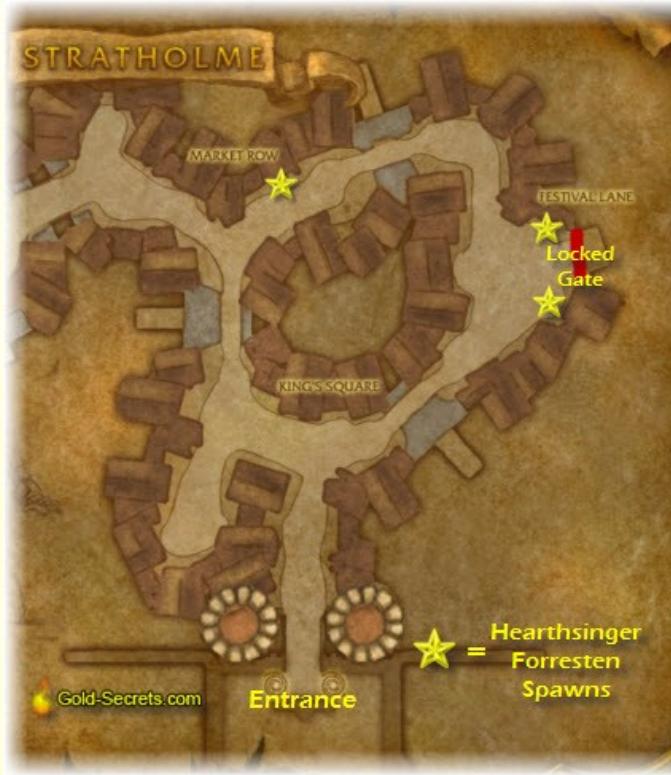
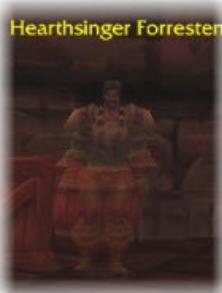
Keep the above in mind, and you will go far. When you've made your first thousand gold or so please let me know. We love hearing about your successes!

-Luke & Chai
www.gold-secrets.com



I want that Dancin' Flute!

I've decided to start the guide off with a fun classic tip that lots of people love. This item cannot be sold, but it's a lot of fun! Since you'll be spending a lot of time listing your goods at the AH, everyone level 42+ needs to have the [Piccolo of the Flaming Fire](#) in their arsenal to keep your AH time as fun as possible. The item will make any nearby friendly players dance. I'm sure you can see the potential of this at the AH. It only drops off of Hearthsginer Forresten in the [main gate](#) of Stratholme. He is a rare spawn, but lucky for us he's a very common "rare" spawn.



First I recommend making a macro that will allow you to easily target him. This can be done quite simply if you go into the Game Menu, then click on Macros. Select New, then name and pick any icon you like. Then type /Target hearthsinger forresten. Drag that icon onto your action bar and now this will allow you to simply click to target him!

Once you enter the [main gate](#) of Stratholme, click your macro just to make sure he is up. There are at least three different spawn

points for him. One of them is in Market Row and the other two are in Festival Lane. Since you won't be able to tell from the entrance where he is spawned, pick either the right or left and follow the path through the first gate. If you went to the right, then Hearthsginer should be standing against one of the buildings. If you went to the left, he will be to the slight right standing against the building. Since he is a neutral, stealthy mob, it may be a little difficult seeing him. Make sure you've got him targeted to make it easier!

The mobs in Stratholme are now mid level 40's, so I believe even a level



60 could pull this off. Stealthed classes will have it even easier in here!



With any luck he will drop your flute. If you aren't lucky on your first shot, then you will have to leave the instance, right click on your character's portrait and click on "Reset all Instances". Then jump back through the portal and repeat this all over again until you get that dancing flute!

If you are an enchanter you can always disenchant the drops and sell those shards on the AH, so there is some gold making here too!

Playing the market



This probably seems like a no brainer, but I have made the most money in this game by using this technique. It simply consists of the most basic economic principal- buy low and sell high. I have bought a ton of stuff from the AH and then re-listed it for a higher price (sometimes much higher) and raked in serious gold. It is amazing what you can find just by looking through your AH! Most people have no idea what an item is worth if there isn't one already posted for them to compare with. This can be a risky business so start small and work your way up. For example, if you purchase all the Thorium, Adamantite, Cobalt or Obsidium on your AH, then re-list just a couple of stacks at a time at a higher price you'll find they sell quite nicely. If someone tries to undercut you don't panic, either buy them out and re-list their items or wait for a day or two when the market is better to sell them.



Certain items that are needed for raiding like flasks, potions and herbs are best to re-sell at the beginning of the raid week immediately following reset. However items like ore and crafted items are best to resell on the weekend when more casual players are buying.

Keep in mind when you do this you are going to lose some money to the AH fees as well as the listing fees when some

auction expire. Because of this one of the absolute best things to buy and re-list is enchanting supplies because it only costs 1 silver to list them. You can buy them cheap and re-list them until they sell without dumping a lot of gold into the listings. My favorites are small radiant shards, greater eternal essence, infinite dust, greater cosmic essence and greater nether essence. All of these have done quite well for me. They are in high demand but fairly low supply so they'll move fast. Over time you'll learn what is a good price for these and you can buy accordingly.

There are a lot of strategies here that will get more into the specifics of what items will bring you the most cash. As above, I always recommend enchanting supplies as a great place to start because the AH fee is so small that it shouldn't hurt your bottom line as you learn the reins.



Vendor Purchased recipes

There is a large number of crafting recipes that are purchased from vendors located throughout the game world. Most players either don't realize where these recipes come from or don't want to be bothered traveling to the vendors (especially for the recipes sold on limited supply), so they are willing to purchase the items off the AH at a markup. Any time I visit one of the vendors listed below and he/she has a limited supply recipe, I purchase it and list it on the AH for an increased price. You may want to park an alt at some of the locations to make gathering these recipes a lot easier for you. Below is a list of recipes that I have found to be quite profitable on various servers. Be sure to check your AH before heading out.

Here is a list of some recipes:

- [Pattern: Mooncloth](#) ,[Formula: Enchant Chest- Major Health](#) and Pattern: Runecloth Bag is sold from Qia at Everlook in Winterspring. The enchanting formula and runecloth bag pattern is on limited supply and can be quite helpful to those leveling in that level range as it requires easier to acquire materials compared to other things available.



- [Pattern: Admiral's Hat](#) is sold from Cowardly Crosby found in the center of a Bloodsail camp on the southern shore of Stranglethorn Vale. This pattern is on limited supply and you'll have to kill the pirates in the camp.



- [Formula: Rune Arcanite Rod](#) is sold by Lorelae Wintersong at Nighthaven in Moonglade. This recipe is on limited supply and is needed by enchanters in order to level up. This pattern can sell for quite a bit on the AH, so you might want to park an alt at this vendor.



- [Pattern: Mooncloth Robe](#) is sold from the Shen'dralar Provisioner in the Library area of Dire Maul West. The demand for this one is not as high as it used to be, but recipe collectors can't resist. This recipe is purchased for 4G and only one is sold per instance run.



- [Pattern: Dress Shoes](#), [Pattern: Haliscan Jacket](#) and [Pattern: Haliscan Pantaloons](#) is sold from Haughty Modest found in Gadgetzan. The Haliscan patterns are unlimited supply. The Dress shoes are limited, but the refresh timer is fairly fast. The outfit created by these patterns is great for roleplaying and just for vanity.



- [Pattern: Pink Mageweave Shirt](#), [Pattern: Lavender Mageweave Shirt](#) and [Pattern: Blue Overalls](#) are sold from Borya near the Tailoring trainer in Orgrimmar and Outfitter Eric near the Tailoring trainer in Ironforge. All of these recipes are on limited supply. The mageweave shirts are some of the best sellers, so tailors will be looking for them!

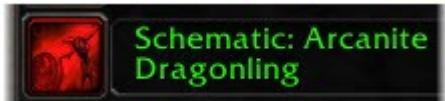


- [Pattern: Tuxedo Shirt](#), [Jacket](#) and [Pants](#) is sold by Millie Gregorian near the Tailoring trainer in Undercity. Outfitter Eric sells these in Ironforge too. All of them are limited supply!



- [Schematic: Arcanite Dragonling](#) is sold by Kaye Toogie found in the “Underground” of Dalaran. This area of Dalaran can only be accessed by an engineer with the Wormhole Generator: Northrend.

This is where it gets even more tricky... The chance of even being able to port to the “Underground” with the worm generator is quite rare. On top of that-- *the recipe is also on limited supply*. This will be the only known source for this recipe once Cataclysm is released since the Blue dragonkin are removed from Winterspring. This vendor also sells 2 other recipes you should buy if you are lucky enough to see her. Players report this schematic has sold for 3000G or more on some servers!



- [Schematic: Delicate Arcanite Converter](#) is sold by Xizzer Fizzbolt at Everlook in Winterspring. He's in the small building on the right as you enter Everlook. It is on Limited Supply and sells for 2 Gold.



- [Recipe: Transmute Primal Might](#) is sold by Skreah found in a tree hut in the Lower City portion of Shattrath City. This recipe is colored like a green common drop, so it appears that it is a “rare” recipe of some kind. It is on Limited Supply and costs 8 Gold, so make sure you check your auction house first to see if it is worth buying. I've sold this recipe for 15-20 gold! Not bad for clicking on a vendor.



Gathering Professions=Profit

Even though a crafting profession can be an excellent way to make gold at high level, my best advice for someone looking to make serious gold low to mid level is to avoid them. It is best to pick up two gathering professions such as mining and herbalism or mining and skinning, then sell



everything you collect on the AH. Believe it or not but even low to mid level gathering materials go for a considerable amount of gold these days because no one wants to be bothered to farm up Thick leather, Mithril Ore or Mageroyal as examples. The majority of players are always focusing their efforts at the high-end materials and do not even think about the fact players are still leveling professions and need gems, ore and herbs from all levels and areas. Basically you will be supplying the players who decided they wanted to have a crafting profession.

Once you've made serious gold, then you can go back and decide whether or not you really want a crafting tradeskill. Often times they will not make nearly as much gold as the gathering professions. If you are in the top tier of raiding guilds, then it probably is profitable for you since you will be able to make new epic items before anyone else. This is a huge advantage because you will be able to charge crafting fees for items.

The good news with all of this is you are now able to track both "Find Minerals", "Find Fish" and "Find Herbs" on your minimap at the same time without having to switch back and forth! This means even more profitability. There are addons that can be used as well to place icons on your minimap and world map to help you get started. I suggest the best mod in the world for this- Gatherer. It can be found here at Curse gaming.

<http://wow.curse.com/downloads/wow-addons/details/gatherer.aspx>



Skinning is also excellent for gold-making IF you are a high DPS/quick kill class that will allow you to farm a lot of mobs quickly (this is where dual spec comes in handy too if you are a healing class). Otherwise there is too much downtime for it to be really profitable.

Areas where I feel are the strongest to farm will be listed further down in the guide.



Pre-level 60 Grinding Spots

I'm going to share with you my favorite grinding spots in the low to mid level areas of Azeroth. Now I'm certain others have their own but these are my favorite and have all been updated for Cataclysm!



Un'goro Crater has been one of my favorite areas for gold-making since Classic WoW. I know that it's a rather frustrating area for leveling, so lots of players tend to stay the heck out of there even at level cap. If you are a



skinner, I recommend checking out is Fungal Rock. This cave is on the northeastern side of Un'goro and is FULL of gorillas. These gorillas are an excellent place to grind for Thick and Rugged Leather, which still sells amazingly well on the AH. Their trash items sell pretty well to a vendor too, which makes it even better! Miners will also find a few Thorium nodes in here too.

There are several areas in Burning Steppes that I simply must tell you about! If you aren't a skinner, then check out Black Tooth Hovel found southwest of the town, Chiselgrip. Here you will find a large amount of humanoids that drop coin, Mageweave Cloth and green items. The mobs here could be rounded together and AOE farmed.



Another area in Burning Steppes you will find northwest of the town, Chiselgrip, called Fields of Honor outside of the Blackrock Stronghold. Here you will

find 3 large groups of about 25 Blackrock humanoids along with patrolling mobs. These groups have full loot tables dropping a mixture of Runecloth and Mageweave Cloth and can be AOE'd down. The groups take about 5 minutes to respawn, so you can alternate killing here and Black Tooth Hovel as well as kill the Blackrock inside the Stronghold. If you go inside the Stronghold watch out for General Thorg'izog who is level 51 elite. Be sure to look out for Solid Chests spawned in the camps too.



The last grinding area in Burning Steppes is only good for those of you who are skinners. In Terror Wing Path on the eastern side of BS, you will find a very large number of Black Dragons. These dragons are no longer elite so anyone levels 50+ can farm this area easily. The dragons drop a mixture of Thick and Rugged Leather which will sell quite well. Even on a 80+ character, I could not kill, loot and skin the dragons fast enough to run out of mobs. If the mid-level leathers are profitable on your server, definitely check this area out.

Another great place to grind is at the troll temple, Zul'Mashar in the Eastern Plaguelands. These mobs are not as high level as they used to be, so even a level 40-45 can try this area out. The special thing about this area are the graves on the ground. If you walk over top of them lots of trolls will spawn, allowing you to AOE farm. The respawn time on the graves is about 5 minutes, so you can clear out the other portions of the temple while these respawn. The trolls drop mostly Mageweave cloth and green items. You will also find Mithril Deposits in the area too!



In Tanaris you will now find a non-instance section of Zul'Farrak that can only be reached with a flying mount. This means you'll have to be at least level 60 and have purchased Flight Master's License to allow Azeroth flying. To farm the non-instanced portion



of Zul'Farrak you do NOT want to go through the instance portal, but rather you want to fly over it. The best place to farm in this area is where the troll event takes place near the large temple in ZF. There is a large number of dancing trolls from the base of the stairs all the way up to the top. If you have AOE, you'll be able to burn these mobs down very quickly.

They have a full loot table dropping some coin, a mixture of Silk and Mageweave Cloth and level 35+ greens. The respawn rate on them is fairly fast, but you can kill other trolls in the area while you wait.



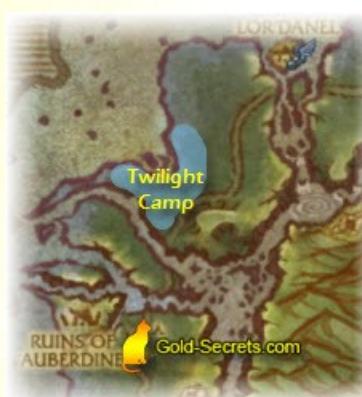
Deadwind Pass located on the Eastern Kingdoms between Swamp of Sorrows and Duskwood is also great for grinding. It's pretty empty of players, so you will likely be all by yourself! You will find several camps of high level 50 ogres that drop some coin, Runecloth and green items.

If you are at least level 68, then you can also venture further west towards the raid instance, Karazhan and kill the ghostly humanoids too for Netherweave cloth.

Not all of you are at level cap, so I wanted to put in a few grinding areas in the 10's, 20's and 30's level ranges too!

In Silverpine Forest, a great place to grind is on the western shoreline at the North Tide's Beachhead. Here you will find

a large number of Bloodfang Scavengers levels 11-12 that drop some coin and a good amount of Linen Cloth. Just watch out for the wandering level 13 elite Ettin! Check to see what Linen Cloth is selling for on your server because it might surprise you.

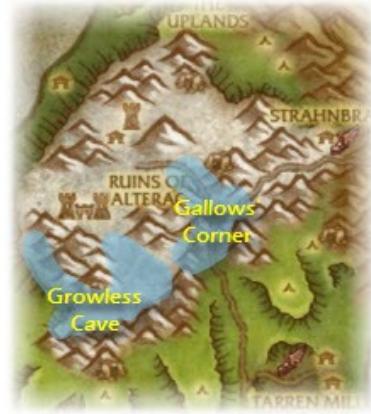


For low level Alliance players there's an excellent



place to grind in Darkshore. There are two small Twilight fanatic camps north of the Ruins of Aberdine. The fanatics are levels 11-12 and drop lots of Linen Cloth and respawn very quickly.

If you are a low level Skinner (125+) then I recommend checking out the Growless Cave area outside of the Ruins of Alterac, which is now part of Hillsbrad Foothills. There are a ton of level 25-26 Yetis that drop a mixture of both Light Leather and Medium Leather. Since these mobs are also considered "humanoids" they also drop cloth as well!



If you aren't a Skinner, you can check out the area to the east called Gallows' Corner. Here you will find a large number of level 25-26 ogres. You'll be hard pressed to run out of mobs and if you do, then just proceed into the Ruins of Alterac for even more mobs!



In the Arathi Highlands there are two areas that I think are worth mentioning. Go'shek Farm and Dabyrie Farmstead are both amazing places to grind for both Wool and Silk Cloth. Alliance can only attack the mobs in Go'Shek Farm and Horde can only attack the mobs at Dabyrie Farmstead because the mobs in the other farm are friendly and unable to be killed. There are so many mobs in these areas, that you won't even be able to kill them all before they start respawning. You can grind nonstop as long as you want if you are alone.



If there are not enough mobs due to competition, then you can also head to Witherbark Village southeast of Go'Shek Farm.



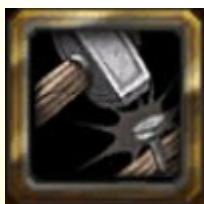
Another great area are the islands on the northeastern coast of Dustwall Marsh. You will find a large number of level 35-36 Murlocs that can be rounded up and



AOE'd. They drop a mixture of Mageweave Cloth and Silk Cloth!

Tips For Making Gold At Low Levels

Many low level players get frustrated trying to make gold. You see some nice item on the auction house and you simply must have it! It's okay I'm still guilty of that. Here are some general tips on how to help you make gold as you are leveling up to fund your bad AH habit. It's ok I won't tell anyone!



Picking a Profession

First of all, when it comes to gold-making you are better off picking up two gathering skills. Mining, Herbalism or Skinning are all extremely profitable as mentioned above. Crafting professions will not provide you with much potential gold-making until you reach much higher skill and character level. Once you get high level, you can always drop one of your gathering skills and pick up something else. It's best not to get hung up on being an armocrafter at level 15. It's just going to cause you a lot of grief and cost you a lot of gold.

The great thing about gathering skills is that even the low level ore and herbs sell for a decent amount of gold. On my server the going rates for a stack of Copper Ore is about 4-8 Gold. Stacks of Tin Ore sell for about 5-8 Gold and Stacks of Iron Ore sell anywhere from 10-25 Gold. Even certain low level herbs sell pretty well too. Stacks of Mageroyal sell for about 15-20 Gold, stacks of Kingsblood sell for about 15-20 Gold and stacks of Sungrass sell for about 30-45 Gold. As you level, you will still be able to make gold with the gathering professions. Ironically as you reach max level, the price of herbs will go down.



Farming Different Mob Types

If you are looking to grind out some mobs, I recommend focusing on humanoids or beasts.

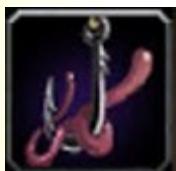
If you are a Skinner, then beasts are a better choice. You will be able to skin their corpses for leather, which can be sold on the AH for good gold. Now if you aren't a Skinner, then I don't recommend beasts. Typically



their loot tables aren't all that good! They usually drop pieces of their carcasses or decaying bodies, which can only be vendored.

Now Humanoids on the other hand, will always drop a few coin, some cloth and the occasional green item. Even in the starting areas, there will likely be some type of humanoid whether it be imps, froggs, defias, orcs, murlocs or yetis. Any area with a large number of humanoids can become a great area to grind out some experience and you'll get some nice loot too.

Yetis are one of the best mobs to farm because they are classified as a humanoid, but can also be skinned! If you are a Skinner definitely be on the look out for yetis.

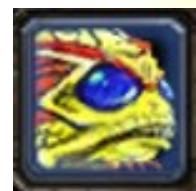


Low-level Fishing Opportunities

Fishing is another great opportunity for lower levels. I know not many people seem to enjoy fishing, but trust me it can provide a lot of cash if you gather up the fish that are needed by others to level their crafting professions, such as Oily Blackmouth, Firefin Snapper and Stonescale Eel.

The best way to level up fishing is to also pick up cooking at the same time. Rather than sell raw fish in the AH, you can sell the cooked foods that have stat increases. Players of all levels use these while leveling, questing or once you reach high level in raiding.

Another great way to make A LOT of gold while fishing to by gathering Deviate Fish from the oasis in Northern Barrens. I have an entire section dedicated to this in the guide a little further down. You can use the bookmarks to the side to be taken to that section.



If you are having a hard time understanding how to fish, then be sure to read the Fishing Facts guide that was included for Free with the purchase of this gold guide. It will give you the knowledge to level your fishing extremely fast and help you make gold while you do it!

When you are waiting in a Battleground or Dungeon queue, you can



leisurely fish in any capital city. This will help you to raise your fishing skill in no time!

Working the Auction House at Low Level



Once you have some start up capital around 20-45G, then you can begin “working” the auction house to make even more gold. If you picked up any one of the gathering skills, you should make this gold rather fast!

I recommend installing the addon Auctioneer to help you out on the auction house because it can be a little intimidating at first. I have written a Free guide, which was included with the purchase of this gold guide, that talks about how to use Auctioneer. Be sure to read this if you want to become a pro!

A great place to start on the auction house is with enchanting supplies. I like this market because even if you make some bad decisions, it is very forgiving. Enchanting materials only cost 1 Silver to list, so you won't lose a lot of gold to the listing fees in case your auctions expire repeatedly. I recommend looking at Small Radiant Shards, Large Radiant Shards, Greater Eternal Essence and Greater Nether Essence.

Rarity	Lvl	Time Left	Seller	Current Bid
18	Copper Ore	1	Very Long	Buyout 11 0 35
20	Copper Ore	1	Very Long	Buyout 8 50 0
20	Copper Ore	1	Very Long	Buyout 11 10 0
20	Copper Ore	1	Very Long	Buyout 8 50 0
20	Copper Ore	1	Very Long	Buyout 11 10 0
20	Copper Ore	1	Very Long	Buyout 11 40 50
20	Copper Ore	1	Very Long	Buyout 11 40 50
20	Copper Ore	1	Very Long	Buyout 11 40 50
20	Copper Ore	1	Very Long	Buyout 11 40 50
20	Copper Ore	1	Very Long	Buyout 11 40 50

You can also check out the Ore market and buy any stacks of ore that are way underpriced and sell it much higher. Sometimes a low-level will farm up copper ore and put it on the auction

house for 90S not realizing it is actually worth much more!

There are a lot of tips in the other portion of the guide that can be done by low levels too. Don't think since something isn't listed in this section that you can't take advantage of a gold tip on another page. Low-mid level items sell VERY well since high levels don't want to be bothered farming for it. As you level up through these zones, you'll be able to make



good amounts of gold off of the green items, cloth, ore, herbs and other drops from mobs. Be sure to LOOT all corpses and sell everything of value on the AH.

Once you start making some serious gold, be sure to spend it wisely and not all at the same place. :) Good luck and most importantly, have fun!

Silithus Gold making potential even at 85

With Cataclysm, Silithus has become a staple area for levels 55-60 to level through since many other level 50-60 areas have been converted to lower level regions. Silithus has always been a great place to farm for Thorium, Herbs, Runecloth, Essences and Leather. It really is a “one-stop-farming” zone for mid-level tradeskill materials.

Some of you may be asking, why the heck do people want or need mid-level tradeskill mats? Well there are always new players leveling up in this game and switching professions. Often times these are alts so they are being funded by a wealthy max-level character willing to spend whatever gold it takes to get their tradeskill leveled as fast as possible. Another use for some of these items are enchantments on the Heirloom gear (i.e weapons and chest). Only level 60 enchantments can be placed on the Heirloom items due to their i-level restrictions creating a huge demand for those mats.



With all of that, here are the areas that I recommend farming.





In the northwestern corner of Silithus, you will find a large number of Dust Stormer and Desert Rumbler. The air elementals will drop Essence of Air, Breath of Wind and Elemental Air. The rock elementals will drop Essence of Earth, Core of Earth and Elemental Earth. A high level player can rip through these mobs making farming them extremely easy and profitable. You will also find greens, blues and the occasional epic if you are lucky! Even the vendor trash sells fairly well, so you are making gold no matter what.

If you don't want to farm elementals, then there are also humanoids too. There are three large Twilight camps in Silithus. There are two camps west of Cenarion Hold, one a little further west from the other and one camp in the southwestern corner of the zone. The mobs range from level 54-60 and drop a large amount of Runecloth, Encrypted Twilight Text, Twilight trapping pieces, greens and blue items. The large amount of mobs coupled with their fast respawn makes these camps one of the best places to farm for Runecloth in the game. Lots of other areas that used to be great for Runecloth have been removed from the game or nerfed substantially with the changes made in Cataclysm.



The Twilight Cultists drop their trapping pieces consisting of the Cowl, Mantle and Robes used to summon the larger elementals from the Wind Stones in these camps. These pieces drop fairly often off of the mobs there and sell for anywhere from 50s-4g a piece. Be sure to check your server though! The Encrypted Twilight Text can be a good gold maker for



those players who like to be exalted with every reputation in the game in order to collect recipes for their tradeskills or just for bragging rights. Players turn in these texts in stacks of 10, so remember to list them accordingly.

If you spend an hour or two in this area of Silithus farming the Twilight mobs you will pleasantly surprised how much gold you can make. Any green items that drop can be DE'd into Illusion Dust and Greater Eternal Essences. These are used extensively in the old-world enchants and are



quite the gold maker these days!

Professional gold farmers used to consistently farm these areas in the past, so that should tell you how good it is!

Those of you with Skinner and/or Mining will be able to make even more gold in Silithus. There are a large number of skinnable creatures (worms and scorpids) throughout Silithus that drop a mixture of both Thick and Rugged leathers as well as Heavy Scorpis Scales. Miners will find both Small Thorium and Rich Thorium veins around the perimeter of Silithus. You should also check out the Silithid Hives where a larger concentration of Rich Thorium veins spawn. The silithid bugs are no longer elite, so anyone level 58+ should be able to farm these hives fairly easily. The bugs in these hives are skinnable, but at this time I am unsure whether their Silithid Chitin are really worth much to players. Check your server to see if there's a market for them any more. These bugs do not drop Rugged leather though.



Herbalists will find a good amount of Sungrass, Dreamfoil and Mountain Silversage.

Bandage for Cash

Lots of people have told me they find themselves selling stacks of cloth to vendors. It seems like most people don't want to be bothered to sell it on the AH, so they just vendor it. What they don't realize is that by first turning that cloth into a bandage it will vendor for more than the normal price!

Here are two detailed examples:



2 Runecloth is worth 8 silver to a vendor. However, One Heavy Runecloth



Bandage is worth 10 silver to a vendor. You gain 2 Silver from simply clicking a button!



2 Netherweave Cloth is worth 16 silver to a vendor. However, One Heavy Netherweave Bandage is worth 30 silver to a vendor. This one you gain 14 silver from simply bandaging the cloth.

This little trick works great with Silk Cloth, Mageweave Cloth, Runecloth and Netherweave cloth. It **DOES NOT** work for Wool Cloth, Linen Cloth, Frostweave Cloth or Embersilk Cloth.

With this information, you don't go out and farm cloth to bandage. No that would be pointless and way too time consuming! What you do is check your auction house on a daily basis for stacks of cloth with a low bid price. I can't tell you how many times I've seen people just throw all of their cloth up there with ridiculously low bids! You won't win them all, but over time this little trick will make you some gold.

Bid on stacks according to their vending prices.

- Runecloth any stacks with a bid of under 1 Gold.
- Netherweave Cloth any stacks with a bid under 3 Gold.
- Mageweave Cloth any stacks with a bid under 80 Silver.
- Silk Cloth any stacks with a bid under 40 Silver.

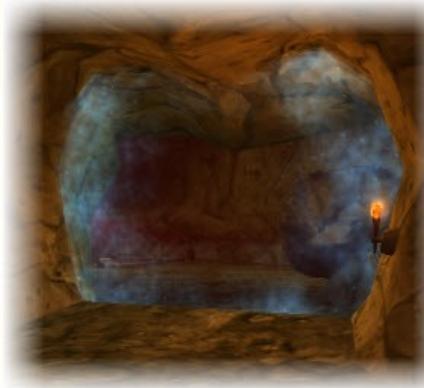
Yes these are small profits, but over time you'll be amazed at how much you've made by simply making and vending bandages. You don't even have to leave the comfort of Stormwind or Orgrimmar.

Be My Tour Guide or Rent-a-tank/Rent-a-heals

It is becoming increasingly popular for players to hire one another for their tanking, healing or high DPS skills to make dungeon runs go more smoothly. Sure one can just jump into queue for a random dungeon, but all of you know how dreadful some PUGs can be...Especially in heroics.



Selling your services can be quite profitable if you make it known on your server and are a good, fair business person.



In Trade Chat it is not uncommon to see a group that only needs a tank or healer to complete their heroic group. You can whisper this person and offer your services with a price to see if they agree. If they've been waiting around long enough, they will likely take you up on your offer! I've seen fellow players, tanks and healers offering their services for a set fee for a specific number of dungeon runs or X

amount of gold per run, so you will need to figure out what you want to do.

With Cataclysm I suspect there will be a shortage of healers due to the change in mana regen and healing output along with the increased need for crowd control. All of you healers out there, be on the look out for players looking to buy your l33t healing skills!



In addition, low to mid-level characters are also looking for assistance from high level characters as tour guides through dungeons. One night I was whispered by a player looking for full back-to-back Scarlet Monastery runs with his "Recruit-A-Friend" partner until they both dinged level 40. I was offered a specific amount of gold per run and was able to keep anything that dropped. It seemed like a really good offer so I took them up on it.

If you are willing to help lower level characters out in the mid-level dungeons, you can start your own business. As a high level character you'll have to know what your limits are as far as pulling mobs, but this idea could bring in quite a bit of gold if you are dedicated. Certain classes without AOE capabilities will likely have a hard time with this such as warriors, rogues and even hunters. At level 85 who knows what instances can be soloed, so do not be surprised if players are looking for quick runs through anything as high as level 80 dungeons.



The last area where you can offer your services are to those characters who consider themselves Twinks. For those of you who do not know, Twinks are characters who collect the best-in-slot gear for their level and then queue up for Battlegrounds to fight one another. With the grouping of all Battlegroups, XP-off twinking is now back. Twinks will be looking for high level players to run instances to get specific drops for them. Twink characters are almost always funded by high-level characters, so they won't have any trouble paying for your services.



Deviate Fishing

These little fish have made it through multiple expansions, never having lost their gold-making power. If you've ever seen someone dressed up as a Ninja or Pirate, they likely ate a Savory Deviate Delight. This item will change the appearance of your character for an entire hour and won't break even if you mount up or attack mobs. This item is always a favorite for players to use when entertaining their friends. If you have the recipe to make these fish (which is a rather common drop in the Barrens now)

you can make a lot of gold selling them for about 1-2 gold each.

The few places you can gather Deviate fish are from the waters in the oasis in Northern Barrens. What I do is pick one of the oasis, for example, The Forgotten Pools. Start off, by fishing out all of the Schools of Deviate Fish. Once they stop spawning in this area, you move on to the next oasis. Fish out the Deviate schools here and then proceed to the last oasis. Once the



schools stop spawning, that is when you will need to start open-water fishing. This will require you to have relatively "high" fishing skills in order to catch the fish. The ideal skill you will need to not catch junk items is 100. Anything under 100 and you will be fishing up Sickly Fish and other gray items. Remember you can use lures to reach this level, so it shouldn't be too difficult.



You can collect quite a few of these in about an hour and either use them to make your own delights or sell them on the AH for a profit to other cooks. If you enjoy fishing, then this is the perfect gold maker for you as these fish are worth quite a bit.

For those of you who are at least level 23, you can enter Wailing Caverns and fish from the water inside too. This may be more suited for Alliance on Horde heavy pvp servers.

Un'goro Crater Thorium Mining



Even though we are on the third expansion for World of Warcraft, there is still a good market for Thorium Ore, Arcane Crystals and the gems prospected from this ore which are Blue Sapphire, Azerothian Diamond, Large Opal, Star Ruby and Huge Emerald. With the changes made to most of the other high level zones, Un'goro Crater has become the best place to farm for Thorium hands down. There is no other zone that even comes close to comparing to the vast number of spawn points.

Back in the day, Un'goro Crater is where I did most of my farming when I was trying to obtain an Arcanite Reaper for my warrior. Since then, Blizzard has added a huge number of Rich Thorium and Small Thorium spawn points making it even better than before (if you can imagine that).



Rather than list every single coordinate of their spawns, below I have included a full-color map of Un'goro Crater that shows exactly where **BOTH** Rich Thorium Veins and Small Thorium Veins



spawn. The reason I am showing the spawn points of both types are because a Rich Thorium Vein can now spawn anywhere a Small Thorium Vein spawns. Also Small Thorium Veins can drop gems and Arcane Crystals like the Rich Thorium Veins, so they are worth mining too. I'm sure that I have missed some spawns, but this gives you the general idea of where most of them are located on the western side of Un'goro and around the perimeter of the zone. You'll find more Mithril Deposits on the eastern side of Un'goro so if you want, you can farm that up too.

There are two potential routes you can farm with these spawns. You can take the shorter route that goes through Terror Run, up around Fire Plume Ridge and then west or you can just fly around the entire perimeter of Un'goro. You will find a large amount of Thorium with both routes and if you are on a flying mount, it is easy to include bits and pieces of both routes into your routine. I do not recommend going into the hive in the Slithering Scar because it will just slow you down far too much.

Here's the map below with the spawn points of both, Rich Thorium Veins and Small Thorium Veins:





Stealth Farming Runs



Stealth classes have a huge gold-making potential right at their fingertips. Stealth instance runs have been going on since Classic WoW. Back then players were forming groups to team up to kill bosses in LBRS to obtain gear, various types of cloth and enchanting materials from the BOP drops off of the bosses. The only difference today are the instances in which are now being farmed. Rather than farm LBRS, rogues and druids can head into many level 70 and even some level 80 dungeons.

We'll have to wait to see if any level 85 dungeons can be stealthed

through as well!

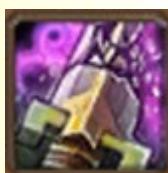
Now at level 85 with the huge increases in HP and damage, rogues and druids will be able to stealth into many high level dungeons, kill the bosses for their drops and disenchant both BOP and BOE items into valuable enchanting materials to sell on the auction house. With the ability to queue randomly, if you get a full group of stealthies you can run back-back instance runs without stopping or having to run out of the instance to reset it. Just as long as you have two druids willing to simply "check" the Tank and Healer roles, this should be no problem at all! It's a sneaky way of getting around having to travel to and from the instances.

The most important thing is to make sure that at least **one** of you in the group is a high-level enchanter, so that everyone gets a chance to roll on the sharded gear. Remember that in dungeons, when the

Need/Greed screen pops up, players can choose to Disenchant the item. Even if you personally aren't an enchanter as long as you bring someone who is with you, then everyone in the group can roll on the shards to make gold.



Some instances have mobs that can see through stealth so you will need to be cautious of those areas. We will have to wait and see if any new dungeons can be chest-farmed by rogues and druids like the Mechanar back during Burning Crusade.



Shard Farming

The previous tip was aimed mostly at stealth classes, but anyone with enchanting can kill mini-bosses and end-bosses for their drops. The only difference is that non-stealth classes won't be able to solo some of the higher level dungeons and may have to stick to the level 50-70 dungeons instead! Often times it is the large trash pulls that make soloing dungeons impossible.

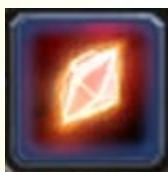
Shard farming has been profitable since the day this game was released. Players will always need enchanting materials of all level ranges in order to level their own enchanting as well as for enchanting gear. The very



low level enchanting mats are not worth much of anything though, so I don't recommend farming any instances under level 40.

Here are some instances that I find are extremely profitable to shard farm.

Scholomance



This is now a level 40-43 dungeon and in order to DE the items in here you will need have an enchanting skill around 100-125. I have always found this instance to be a bit confusing on where you have to go next, but now it is worth the hassle. Why? It is the only dungeon whose bosses drop blue items which disenchant into Small Radiant Shards. I am predicting that Small Radiant Shards will go up in price substantially. There's only one other way that you can get them reliably found here in the guide.



In Scholomance you will find a large number of humanoids, so if you don't mind killing trash mobs during your shard farming runs, there's potential to gather lots and lots of Silk Cloth, Mageweave Cloth and other level 35+ greens.

The important thing to remember in Scholomance is you must kill the 6 mini-bosses and their trash mobs around the Headmaster's Study in order to spawn the final boss, Darkmaster Gandling. If you don't spawn Darkmaster Gandling you miss out on two shards.

As an 85 warlock I had no problems whatsoever with any rooms in this instance and it was a fast run (as long as you don't get lost haha). Having an AOE ability of some type will make farming much easier.



Zul'Farrak

The level range on this dungeon is now level 46-49. In order to DE the items in here you will need to have an enchanting skill of 150. You can mount up in this instance, but Blizzard has put a Dismounting ability on the mobs. Therefore you won't be able to round up gigantic groups of mobs



without being pulled from your mount. Even with this anti-farming ability put into place, you can still mount up and AOE down decent sized groups of mobs.



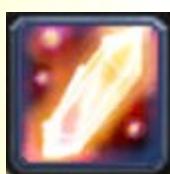
All of the blue items from the bosses disenchant into Large Radiant Shards. Admittedly, these are not nearly as popular as Small Radiant Shards, but I think on some servers there is still a lot of gold-making potential here.

Before you head here to shard farm, I first recommend checking to see how much Large Radiant Shards are going for on your server.

I should mention (just in case you get really lucky) that the very rare cloth BOE pants, the Spellshock Leggings have a chance to drop in this instance. If twinking comes back (which I strongly think will happen when they combine all Battlegroups) these could be worth thousands of gold.



Stratholme

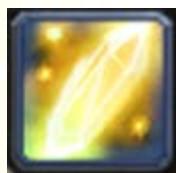


This is now a level 44-47 dungeon and in order to DE the items in here you will need have an enchanting skill around 100-125. This dungeon is drastically different because the “front of strat” and “back of strat” are no longer connected together. The gate in Festival Lane is permanently closed, so you can't farm both sides of Strat without having to leave the main gate and go to the back entrance. It is important to note that you no longer need the Key to the City to gain access through the back entrance. Because the instance is now essentially divided into two, you will have to pick which side you wish to clear for shards. I personally recommend doing the main gate because the Risen scarlet still drop Righteous Orbs, which are used in the weapon enchant Crusader.



The bosses in this dungeon now drop Large Radiant Shards, so make sure they are a good seller before farming like crazy.

Blackrock Spire (Upper and Lower)



The level range on this dungeon has not changed, so it is still a level 57-60 dungeon. You will need an enchanting skill at least 200 to disenchant the boss drops. With all of the changes made to the other level 55+ dungeons, BRS is now the only place where bosses drop items which disenchant into Large Brilliant Shards. Because of this change, I am predicting that Large Brilliant Shards will go up in price substantially. Not many players run this dungeon these days and I don't really see that changing much.

It's important to note you no longer need the Seal of Ascension to get into UBRS and you only need 1 person to release Pyroguard Emberseer from the channeling casters. In both UBRS and LBRS there is a total of 14 bosses. Some of these bosses drop multiple pieces of loot, so this will add up to a good number of shards!



Both dungeons are within the same instance, so if you reset UBRS you are also resetting LBRS. Unless you have no intention of running both, be sure to do a full clear before resetting.

The humanoids in LBRS drop a ton of Runecloth and other green items. This is one of the few places you can farm for Runecloth, so that is highly significant.

Level 60+ Dungeons

There are a ton of available dungeons in Outland and Northrend that will be soloable at level 85. Some of the Northrend dungeons may still be a bit of a challenge for some classes. In the Outland dungeons you will need to have an enchanting skill of at least 275 to disenchant items. In the Northrend dungeons you will need to have an enchanting skill of at



least 350.



The Outland enchanting materials (Large Prismatic Shards and Greater Planar Essence) will likely have more gold-making potential than the Northrend enchanting materials (Dream Shard and Greater Cosmic Essence) at least for the time being.

Right before each expansion, players always dump their old materials on the AH which floods the market with a ton of product. This causes the going prices of the materials to drastically fall for at least a few weeks. Once the stockpiles of enchanting materials run out, that is when the prices start to make a rebound.

Another thing to consider when shard farming is that the demand for Northrend enchanting materials will always be drastically lower than Classic WoW enchanting materials. The Classic WoW materials are used extensively by players on Heirloom gear. The Northrend enchants cannot be used until a player reaches level 60 and since most alts have Heirloom weapons and gear, I don't see much demand for Northrend enchants at this time.

Obviously it is very important to check your own server. Just because there is little demand on my server doesn't mean you can't make gold on yours.

Smart Bidding and Listing



In the North American region, there is server maintenance almost every Tuesday morning. The game is down for an extended period of time (most often 7 hours or longer) and during this time, auctions are in limbo. If a seller has an auction expected to end around maintenance time, as soon as the server comes back up the auction time starts ticking. This means medium and short auctions begin to expire quickly after servers go online.

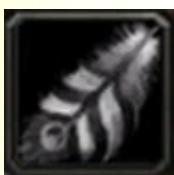


If you made a bid on these items **PRIOR** to server maintenance you have a good chance of winning the item at a huge discount.

This little trick has helped me get some killer deals on rare pets, items for disenchanting and cloth for bandaging. I won a Hyacinth Macaw with a 100G bid with this trick and I was laughing all the way to the bank!

This brings us to the next point of this tip. You should NEVER list your items due to end near maintenance time. If you use the 48 hour auction house listing option, this means any auctions listed early morning Sunday are affected. If you use the 24 hour auction house listing option, this means any auctions listed early morning Monday are affected. It's safe to put 24-48 hour auctions up on late Monday evening though.

The only exception to this is if you are trying to preemptively take hold of a new market that will be available after a patch. For example, if a new raid encounter is coming out, you may want to load the AH with Flasks the night before and risk the idea some auctions may expire without being purchased.



Light Feather Farming

The use of Light Feathers has changed a lot over the years. Before Blizzard introduced minor glyphs which removed the reagent costs of Levitate and Slow Fall, priests and mages needed these anytime they wanted to use those spells. Even though most players will likely use the glyph, there will always be some that don't and they will still need Light Feathers in order to use these abilities.

With the release of Cataclysm most of the lower level mobs that dropped Light Feathers have been removed from the game. This includes the harpies in Stonetalon and the buzzards in Loch Modan. The mobs that have been left in the game, the drop rates are not nearly as good as before. This could be a good or bad thing for Light Feather farming. If you are a low level, you won't be able to farm these up as easily as before. However the ones you do find could sell for far more than what they use to in the past.



Larger stacks of Light Feathers tend to go for more gold than singles. If you are short a few Light Feathers, you could purchase a few cheap singles to complete the stack. This is a market you could practically monopolize if you wanted.

There are a couple low level areas I can recommend for Light Feather farming.

Wildkin Spirit-Darkshore



In the Moontouched Den just east of the Ruins of Auberdine, you will find a good number of Wildkin Spirit. These mobs are level 15 and 16. The respawn rate a bit slow on these, but it's the largest concentration of mobs at low level that drop Light Feathers!

Fleshrippers-Westfall



Throughout all of Westfall you will find varying types of carrion birds flying around. All of these Fleshrippers have a chance to drop Light Feathers. The birds are spread out pretty far, so it would be helpful if you at least had a ground mount when farming them.

The other areas to farm Light Feathers will require one to be moderately high level starting around level 60+.

Arakkoa-Terokkar Forest

There are several areas within Terokkar Forest that are excellent places to farm for Light Feathers.

In Terokkar there are four Arakkoa camps on the main level and one only reachable with a flying mount. The drop rate on the Light Feathers is very very good



here and there are tons of available mobs to kill. If you have a flying mount, Skettis is probably the best area since you can gather entire camps together and AOE them down.



Playing the Transmute Market

This is a market that everyone, whether you are an alchemist or not, should immediately start tapping into. There's a huge amount of gold that can be made by buying mats off the AH and transmuting them to an item that is worth substantially more than the materials. You should never sell your transmute timers to other players, unless the materials costs more than the finished product. This does happen from time to time, but normally only after a major patch release when something has changed. Once things settle down, material costs return to their normal price and all is well again.

Note: There is one major change that has occurred with transmutations. ALL transmutations reset at Midnight server time regardless of when you last transmuted. You could theoretically transmute an item at 11:58PM and then transmute another at 12:01AM. A bulk of the transmute business will be taking place at Midnight, so make sure you are on to take advantage of it!

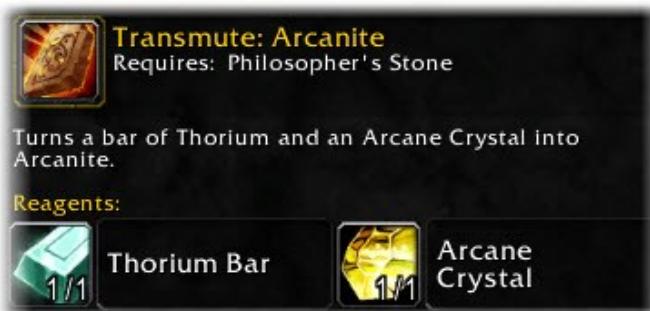
Even if you are an alchemist, you should also be purchasing other player's transmute timers too. Simply advertising in trade chat can net you a handful of willing players looking to sell them. Typically if you are simply selling your transmutes timers to other players, YOU are the one losing out. Well don't tell those alchemists your little secret or you will have more competition... If you've ever sold your transmutes in the past, the players buying them were likely selling your finished product on the auction house for many times more than the cost of the materials. That's why it's important to charge crafting fees, but that's a whole other can of worms.



You should always be looking at what materials are selling for on the AH versus what their transmuted results are selling for. Oftentimes you will find a large profit gap between the two.



Here is an example from Classic WoW that is still relevant today because there is no longer a transmute timer on it! On my server there's about a 15-20G profit on each Arcanite Bar sold.

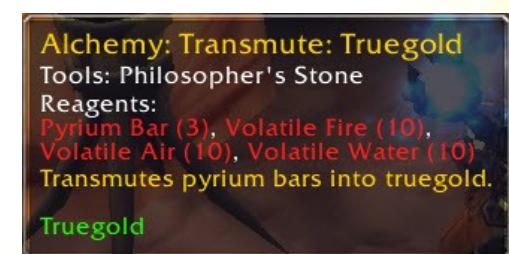


Arcane crystals sell for about 21G on my server, but arcanite bars sell for about 40G. Nowadays, most alchemists will “sell” their arcanite transmutes for free because it **does not** trigger the cooldown timer on their other available transmutes. You can make as many arcanite bars as you want. What I've done is purchase arcane crystals and then have all of them transmuted by my alchemist. If you don't have an alchemist friend willing to help you out, then you can simply ask in the trade channel.

If you are lucky some of the alchemists may get extra procs off the transmutes (if they have transmute specialization) and you'll get 2 for the price of 1! Be sure to see if the alchemist is willing to give you any extra procs. They may not, so you need to iron out these details beforehand.

With the release of Cataclysm there are now a whole bunch of new transmuted items. There are three that players should pay close attention to, to see their profit potential. In previous levels of alchemy, each essence could be transmuted to another essence with guaranteed results. Now in Cataclysm there is an element of chance when it comes to essence transmutes. For 15 Volatile Life you will get a random Volatile. Will this be the most profitable transmute? We will have to wait and see.

The other transmute that I am particularly interested in is Truegold. This item is the equivalent of what an Arcanite Bar was in Classic WoW or what a Titansteel bar was in WoTLK.



These bars are VERY material heavy and I suspect the costs of transmutes



will be quite high for many months. It takes 3 Pyrium Bar, 10 Volatile Air, 10 Volatile Fire and 10 Volatile Water to transmute **1 Truegold bar**. As soon as you get your alchemy maxed, start buying cheap Pyrium Bars, Volatile Air, Fire and Water to begin transmuting for profits.



Preferred Transmutes

Just a bit of advice on getting transmutes since they are sometimes tough to find because of their long cooldown time. When I buy a transmute from someone, I offer to buy their next transmute from them for slightly above the going rate. For example, let's say the average Truegold transmute is 50 gold. I will purchase a transmute from someone and say, "Hey, if you message me next time your timer is up I will pay you 60 gold for it." 90% of the people I offer this to, agree. **Why not?** It's a great deal for them and you get a list of people who are guaranteed to transmute for you all the time. Yes it will cut profits slightly, but in the big picture of the AH game, spending 10 extra gold to get a quick transmute is way better than spending an hour looking for someone to do it for you.

You won't need to look for transmutes anymore because people will be contacting you instead!

Crafting for Cash



Even if you don't have a crafting tradeskill, you can take advantage of this market! All you need is to find someone who has those rare, hard to find recipes to create items for you. Just like transmutes you always need to look at what crafted items are selling for versus what their ingredients are selling for

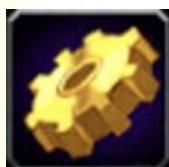
and then look for profit opportunities.

At the release of Cataclysm, the rare and epic quality items made by Leatherworkers, Tailors and Engineers can be extremely profitable if you use both the transmute market and crafting market to your advantage. As time goes on and the expansion ages, these items will lose profitability but there's no reason to let the gold-making opportunity to slip away now.



Since dungeons are a lot more difficult in Cataclysm compared to what we saw in WotLK, I suspect players will be more willing to purchase the BOE blue and epic items from the auction house. Players will be locked out of heroic dungeons if their ilevel is not at least 333, requiring players to have more than just questing greens.

Here is a list of items I think will be extremely profitable for the time being:



Engineering

There are several craftable weapons in Engineering which will be quite powerful (perhaps even BiS?) until raid and heroic encounters are learned.

These weapons include the Overpowered Chicken Splitter, Finely-Tuned Throat Needler and Kickback 5000. All of these items will require you to have Truegold bars transmuted, so be sure to get on top of that market as soon as possible.

A few non-weapon items in engineering that may be profitable is the Lure Master Tackle Box and the Goblin Barbecue. The tackle box is a large bag for fishing I know I'll be buying for sure! The Goblin Barbecue will be used by raiding guilds for its food buff.



Blacksmithing

There is one item in Blacksmithing I believe will prove to be quite profitable. Like in WotLK, there is a new belt buckle called the Ebonsteel Belt Buckle that can be placed on belts to add a socket slot. Everyone is going to be adding these to their belts, so you have a huge potential customer base. The materials for this item are 4 Volatile Earth, 4 Elementium Bar and 4 Pyrium Bar. You will have to check your auction house to see if the materials for the buckle will net you a decent profit when crafted.



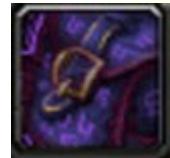
Tailoring

The most profitable item in tailoring has always been bags. You can have tailors create Runecloth, Netherweave, Frostweave, Abyssal or Embersilk Bags for you and then resell them on the



auction house for more than the materials! Remember that lots of low level characters need bags too, so do not limit yourself to the largest slotted bags. A level 25 character doesn't have the funds to buy an expensive Embersilk Bag!

This is a VERY competitive market with much smaller profit margins, so you must be very careful. Do not keep a lot of back stock or you might lose gold as prices seem to fluctuate a lot. Keep a close eye on this one because it can quickly go from being profitable, to the materials selling for more on their own.



I talked to one player who made thousands of gold just by simply buying the materials for weapons and rare items, then having other players craft them. Now I must caution you to be very friendly to the crafter making the items for you. Be sure to tip them just enough to keep making good profits, but also keep him happy. If you burn bridges with your crafter, then your business will dry up overnight. I recommend selling the crafted items on an alt where you have no connection or relation with the crafter. Perhaps this could be considered sneaky, but if you found out someone was using your tradeskill to make thousands of gold, wouldn't you be just a little upset?

Knowing How to Sell Your Goods



Just throwing your items up on the auction house all at once, in any amount or stack size is a good way to lose out on business. You may be thinking I have lost my mind, right? There is a right way to put things on the auction house and a wrong way.



Let me show you exactly what I mean.

Listing Rare Items By Themselves



I see lots of bank characters make this mistake all the time on the auction house. It's sort of become a pet peeve of mine. If you manage to gather multiple items that are hard to obtain or are of extremely high value, **never list them together**. I cannot stress that enough!

When I see someone selling a large number of items, I tend to go look up where they are getting this item. I've learned many new ways to make gold because of other players listing too many items at once. Not only did this person lose a customer, but he also got some new competition too.

Another problem that occurs when you list multiple items is you begin to compete with yourself and drive down prices. You also are at the mercy of an undercutter too. If you list 1 item and some other player comes in and undercuts you by a few gold, you've only lost out on that 1 auction listing fee. If you had put up 10 items, not only are you missing out on sales now, but you've also lost auction listings for 10 auctions. When this happens over and over again, you will start to lose a good amount of gold over time.

Here's an example I saw on my server just recently. There were a few Black Tabby pets on the auction house for really good bid prices. A player decided to bid on all of them in hopes to sell them for much more gold, which was very smart on his part. He must have won most of them because the next day, there were 5 Black Tabby pets on the auction all from the same seller at the exact same price. **This is the absolutely worst thing you could do!** He took a great idea and nearly ruined it. /shrug



He has taken a rare item with good value and turned it into a common item on the auction house. Players now see there are 5 Black Tabby pets on the AH by the same seller. Most players realize when those auctions begin to expire, you will lower your asking price. If you had only placed 1



Black Tabby on the auction house, that buyer probably would have jumped the gun and bought it ASAP without hesitating.

Do not put yourself in this position. If you win or create multiple rare or highly valuable items, list 1 of them at a time. If you cannot restrain yourself and want to list more, then put them on other alts at slightly different prices so the seller names aren't the same. There's a tip about this a little further below.

Below is a screenshot of an example of what I am warning about! I've removed seller names to keep them anonymous. ;)

Rarity	Lvl	Time Left	Seller	Current Bid
		Very Long	Buyout	3499 99 99 99
		Very Long	Buyout	15000 0 0 0
	I	Long	Same Seller	299 99 99 0
	I	Long	Same Seller	299 99 99 0
	I	Long	Same Seller	299 99 99 0
	I	Long	Same Seller	299 99 99 0
	I	Very Long	Buyout	275 0 0 0
				325 0 0 0

What's In A Name?



When you are creating a character that will list items on the auction house, it is important to pick a good name. I know it may seem like a small detail that does not matter because it isn't a character you will be playing. However, people who are looking to buy your items will be seeing this name a lot! Picking names like "mybank", "blueitems", "garagesale" "selltotoyou", or "buymystuff" may be witty, but are not good choices. Whenever I see a name like this, my first reaction is that this person is trying to make gold off of me rather than sell items that they have farmed up along the way.

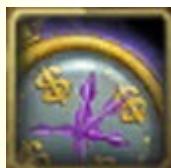
Can you ever recall seeing a name on the AH and thinking that it was a pretty stupid name? Well do not be that person with a dumb name.



Choose names that sound like real characters, so that no one questions your items or pricing of items. Whatever name you choose, **never** make it your character's name with the word bank at the end like "Alyanabank". First off that gives people too much information about your character in my opinion. When I see the word "bank", I immediately think that this person probably has a lot of inventory to sell off too. This further delays me buying his product because if these ones do not sell then he will most likely lower his price on the next listing.

Dealing With Undercutters

No matter what you do, players are going to undercut your auctions. It is an unfortunate truth and you just have to deal with it. Players feel the need to constantly undercut to get their auctions to the front page in order to sell quick.



Even though we have all done it before, try not to undercut your competition. 75 Silver here, 2 gold there all begins to add up over time. As the Goblins say, Time is money friend! They are absolutely right here. Your time is valuable even if it's in a video game. When you undercut, it starts a battle between sellers to see who will be the lowest. Your customers do not care if there's a 5 silver difference in a stack of Obsidium Ore. If they need 25 stacks of ore, they already know they are spending the gold and will buy them regardless.

I've seen the prices of flasks, ore and cloth drop 2-10 gold on the average night due to undercutting. Just be careful and if the market is getting out of hand, then hold on to your stock and wait until the undercutters log off for the evening.

Keep Your Secrets To Yourself

I've been writing this guide for years and I don't just tell anyone ways to make gold. Here is a true story of what happened to a friend I know. They were in a large guild and one of their guild officers were having trouble getting gold for an epic flying mount on an alt. Well my friend (being thoughtful and nice) told his guild officer a unique area to farm that was also making him good gold. **HUGE MISTAKE!** My friend came to me a few days



later and was complaining that him and his guild officer were fighting over mobs in this area! AND His guild officer would wait to list items until after he did to deliberately undercut him. Can you believe the gull?

When friends of mine in-game complain about needing gold, I only give generalities. Never give your super-duper secret farming spot out because your friend might become your competition.

Another important thing to note is never tell anyone how easily you make gold. They might start watching where you go and seeing what it is you are doing. Perhaps this sounds paranoid to you, but I've had several characters whisper me "what are you farming here". I made the mistake of listing some of my product on my main character, which leads me into my next point.

Don't List Items On Your Farming Character



Unless you want to be bombarded with whispers and asked a lot of questions about your auctions, **DO NOT** place items on the auction house with the character you do most of your farming on. Make multiple bank alts if you have to, to list everything you sell. Here a picture of one of my bank alts with Ruby Shades and the Formal Dangui. ;)

One time I had got a killer deal on the Pattern: Girdle of Ruination back during Burning Crusade. I mistakenly relisted the item on my main warlock and was just going about my business when I started to get whispers about the item. People were wanting me to take it off the AH to sell it to them for half-price and I had other characters asking me where it dropped etc. Ugh! It put me in a weird position and I learned from that experience to refrain listing anything on your main to avoid situations like this.

Sell Items In Appropriate Stack Sizes



In order to get the most out of stackable items, you need to sell it in the appropriate stack sizes.

Here's a very obvious example of this that most players know.



If you list Elementium or Obsidium ore in random stacks of 3, 7 or 12 ore, it's not going to sell as well than if you just listed in a full stack. Ore should be sold in singles, 5's and 20's. The stacks of 5 ore can be used by Jewelcrafters to prospect for gems. Singles are good to throw up there in case someone is short 1 or 2 to create a smelting bar.



With Volatiles, they can stack up to 200 so full stacks are not going to be very common. In fact, it would be detrimental to your gold-making to list a stack that large. You are best selling them in singles, 5's and 10's as that's what most recipes will use.

With Leather, it's impractical to list them in anything other than full stack sizes unless it is a rare leather type. Common leather types such as Light leather, Borean Leather or Savage leather should all be listed in full stacks. Uncommon leather types such as Cobra Scales, Deepsea Scale and Blackened Dragonscales can be listed in smaller stacks or even in singles. Rare leather types such as Arctic Fur and Pristine Hide should be listed in singles.

Just be sure you use common sense when listing stackable items. Odd amounts usually don't sell as well unless they are specifically needed for a quest or crafted item.

Creating a False Choice



This is a concept that I use on a regular basis because it has been working exceptionally well! Whenever you list an item on the Auction House it will place the seller's name right next to the item. Well as I have stated above, one of the worst things you can do is place a lot of product on the auction house at the same time. This will cause someone else to undercut you, which will make you lose your deposits if it doesn't sell. It also makes people wonder how you are getting so much of that specific item and they will try to find out how you do it. I have even done "/who's" on players to see where they are farming at.

So how do you get around wanting to list more product on the Auction House without sending any red flags to those purchasing? You list the



same items on multiple characters. I have 4 player names that I list my commodity items on (ore, herbs, glyphs), so that I can put more of my product on the Auction House. I make sure **not** to make the prices the exact same. In fact, I may undercut my one banker alt by 1 silver just to see if someone will purchase it. Then I will list a stack for much higher than my other alts. Often times when I list product, it will sell on all of my banker alts because they think they are actually buying from different people when it is just me!

It will take some time getting used to logging onto different characters and needing to mail items to multiple characters, but it is well worth it. You can also choose to set up a guild with all of your bank alts to allow easy transferring of goods. There is more on this below.

Here's a great example of this tip in action. If I were to list Copper Ore stacks my one alt would list it for 10 gold start and 10 gold 50 silver buyout. My next alt would come in and list hers for 11 gold 97 silver and 12 gold 50 silver buyout. Then yet another alt comes in and does a starting bid of 10 gold 25 silver and 10 gold 49 silver buyout. Is this devious? Yes. Effective? Most certainly!

Creating a Bank-Alt Guild



One of the best ways to keep your gold-making business as organized as possible is by creating a guild that only houses your bank alts. Guilds now only need 4 unique signatures and cost 10 Silver to create. Since guilds now come with a lot of perks, you won't want to put your main characters in this guild.

With your banker alt guild, you will be able to use the guild vault as a way to move product around as easily as possible. Mail all of the items you farm up to one of your bank alts, then throw all of your items in the guild bank and then divide it up accordingly there! Depending upon how much stuff you have, you may need to purchase tabs. Remember they are not cheap and start to go up in price exponentially.



In my opinion, you shouldn't have enough backstock to fill more than 2 guild tabs of items. Everything you buy or create should be sold right back into the market so you don't lose gold especially on enchanting materials, ore, herbs and other commodity-type items.

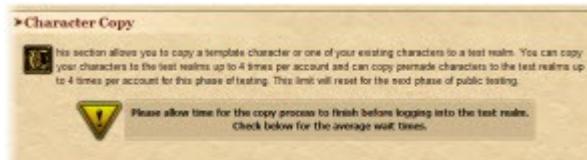
"Secrets" from the Official WoW Website



On the Official World of Warcraft website, you will find an invaluable tool that can help you make more gold than any other method. Where is this you ask? It is the Public Test Realm patch notes, Public Test Realm itself and the profession forums!

Blizzard has been offering public test realms for every major patch for quite a few years now. When a new patch needs tested, it is released early for players to try out, break and report bugs on the test realms. It also gives players a look at the new content before it is actually released, which can become rather important when it comes to gold-making.

Some patches Blizzard nerfs ways to make gold and other times they create new ways to make gold by adding new items or changing recipes.



By playing in the PTR and reading the PTR Forum you can learn what will happen to the WoW economy after the next patch. This gives you time to prepare by either stocking up on a certain item or preparing to dump items that will become useless.

Here's an amazing example of how important it is to read the patch notes and to take advantage of playing on the PTR's. When the Darkmoon Faire comes to town, you can turn in various items to gain



faction with them to gain access to new rare and epic items. The players on the test server discovered that one of the items needed to turn in was a green firework.

Now usually green fireworks require heavy leather and heavy blasting powder to make. This makes them somewhat expensive and time consuming to farm for and create. But for the 4th of July, Blizzard spawned a special NPC in the main cities that sold fireworks *dirt-cheap*. Players who knew about this change, bought hundreds of Green Fireworks in hopes to have an advantage over the other players who weren't paying attention to the test realm.

Another great example of this is when Blizzard implemented the Runecloth turn-in quest for reputation increases a few years back. People saw this coming and bought stacks and stacks of Runecloth for dirt cheap prices. Once the patch went live, Runecloth was selling nearly triple the price before the server and the players (myself included) who bought the cheap Runecloth made serious gold reselling.

It's reasons like these you should ALWAYS play on the test server, read the test forums and patch notes. People who do have discovered things that make a lot of gold.

Profession Forum Gold-Making



Another great place to look for new gold selling tips is on the official WoW Profession Forums. On the forums, people discuss the spawn points of herbs, minerals, and the drop rates of certain items needed for all tradeskills.

Even though it may not seem like a great place to make gold, this forum will give you some ideas on what items are hard to find. If something is tough to find, but is needed for all of the professions, then you have just found yourself a great gold making idea.

These fellow WoW players, usually have very accurate information and

do not realize that their idea could net themselves a ton of gold! Do not let these opportunities slip by you! Be sure to note which herbs, items, or minerals are in need at the moment and get on the move to farming them.

These forums also change as the economy changes, so the information is always being “updated” by regular posters. I am sure that these forums will become another invaluable tool in your gold making business as much as it has in mine!

Dark Iron Mining

Dark Iron Ore is a valuable material that is used to gain reputation with the Thorium Brotherhood. Even though this is an classic WoW faction, lots of players like to gain exalted reputation with older factions. There are two nice weapon enchants at Revered with this reputation, that can bring in some serious gold.



Dark Iron Ore is only found in Blackrock Depths and Molten Core. Molten Core while soloable by some classes can still be a challenge if you are poorly geared, so that leaves us with BRD.

Upon entering the BRD instance, head through the Shadowforge Gate on your left. You no longer need the Shadowforge Key to open it. Once through there walk straight ahead to the area called the Dark Iron Highway. Here you will see large groups of Anvilmar humanoids and hounds. This is where you are going to find the most easily accessible Dark Iron Deposit spawns!

There are numerous dark iron spawn points in this area and on each run you should be able to get to one or two of them. Simply mine the ore, leave and reset the instance to do it all over again. If you are high level character (70+), you will be able to kill the mobs near the spawn points without any trouble. If you are lower level though (~60), then you will need a couple of people at least for this or if you are a rogue or druid you can stealth in. Also, hunters can run in and feign death to escape the mobs around the ore.





In certain areas, you will need to clear some mobs around the ore in order to mine it. When you are lucky, the deposits will all be clear for you. Other times it will be behind so many mobs you won't be able to reach it without killing a large group of Anvilmar. If you are level 60 you will just have to reset the instance right away. Everyone else can just slaughter the mobs in your way.

A word of warning about the mobs in that area. The Bloodhounds can see through stealth from a large distance for their level. Also, they hit very hard but fortunately don't have much health. You may have to fight a few of these to get to the ore, but they can easily be soloed at 60 if you are careful.



Back at level 60, I averaged about 20-40 dark iron ore per hour using this technique. At level 70+, you will be able to gather even more Dark Iron ore. Considering that dark iron ore sells for anywhere from 1 gold to 5 gold a piece it is easy to see that this is insanely profitable EVEN at level 85!

As an added bonus, the dark iron ore points also have a chance to drop the Blood of the Mountain, a component for rare recipes. These can also be turned in to increase your reputation with Thorium Brotherhood and should sell quite well too. Sometimes I get two Blood of the Mountain of per day and other times none. If you see one just consider it an extra bonus.



Rare Item Market Values



We have all made mistakes when it comes to predicting what a rare, hard to find or vanity item is truly worth. When I first started getting into farming gold, I made some really really dumb mistakes listing an item for far too low. I am sure all of you can say the same. Nowadays if I am unsure of what an item may sell for, I will check around several different WoW fansites to get a feel for its value.

There are so many WoW sites these days, but there are a few I still come back to time and time again. The first website is <http://wow.allakhazam.com/>. Their market value information is the most accurate I have ever seen. The 2nd best website for market value is <http://us.auctioneerdb.com/>. The last website you can check for market value is <http://www.wowhead.com/>, but their market value data can be wrong at times. Allakhazam and AuctioneerDB are the two best and highly recommend plugging in the name of your rare items and giving it a shot.

The screenshot shows the AuctioneerDb website interface. At the top, there's a search bar with dropdowns for 'decadal' and 'Any realm'. Below the search bar, there are tabs for 'Information', 'Dates', 'Days', 'Stacks', 'Factions', and 'Baseline'. The main content area displays statistics for the item 'Decahedral Dwarven Dice'. It includes three sections of statistics: 'Simple statistics', 'Intermediate statistics', and 'Advanced statistics'. Under 'Simple statistics', the mean price is listed as 30359G 40G 67G /unit. Under 'Intermediate statistics', the median price is 260G 50G 77G /unit. Under 'Advanced statistics', the geometric mean is 257G 76G 29G /unit. At the bottom of the stats section, there's a link: 'Click one of the above tabs to see graphs and more detailed information about this item.'

I was pickpocketing some mobs one day and came across the white item, Decahedral Dwarven Dice. I had never even heard of this item before so I went searching on all three websites to get an average. Allakhazam told me it had a median price of 250G, AuctioneerDB suggested the same and WoWhead said it was only worth 48G. Thank goodness I checked around because I ended up selling it for over 300G and could have probably gotten even more for it if I had tried.



When using these websites, I do not recommend looking up commodity-type items like leather, ore, herbs or gems. The prices on these types of items fluctuate too often and there is no way the data can be kept current at all times. You really only want to use these websites when you find a peculiar item since it will give you a ballpark figure on what you should be listing the item for.



In addition to using these sites to find the price to list items, you can also see if an auction is undervalued as well. I've seen a few rare Jewelcrafting patterns with no Auctioneer data in the AH that were listed for a mere 50G. Within a few clicks, I realized that I found an amazing deal to buy and resell! What was 50G should have been listed at 500G!

That was quite the find and I owe it to those websites for making me that extra gold.



Non-Combat Pet Extraordinaire: How to Make Large Amounts of Gold

Rather than have random sections with the different types of non-combat pets, I have decided to create one gigantic section detailing everything you need to know about how to make gold selling non-combat companion pets.

The number of WoW players who now consider themselves pet collectors has grown exponentially since Blizzard changed the way non-combat pets are handled. Non-combat pets are now learned and the item is then removed from your inventory and arranged alphabetically in a special companion tab within the UI. You then summon any of your non-combat companion from this window! Since these pets no longer take up any inventory space, gathering pets has become a popular hobby. Once you gain a specific number of pets, Blizzard has placed achievements in the game that will reward you with special non-combat pets too. This has made the demand increase for all pets.



You can make thousands of gold from the tips in this section alone, so please don't overlook this as a stupid "old" tip. Just because a non-combat pet comes from a Classic section of Azeroth doesn't mean it is not worth hundreds or thousands of gold to one of these pet collectors. I've made well over 25k gold on non-combat pets and that's without much effort on my part.

Not all of the gold making from non-combat pets requires you to farm mobs. In fact some of it doesn't require more effort than buying them from vendors to list on the neutral AH. Please take a look to see if any of these tips can help you make the gold you are looking for!



Vendor Pet Dealer

People love the novelty of collecting non-combat companions that are cross-faction. This means a Horde with an Alliance vendor purchased pet or an Alliance with a Horde vendor purchased pet. It's always fun seeing a Tauren with a cute white kitten or a Gnome dragging a prairie dog beside them. You can make a LOT of gold buying non-combat pets like cats, snakes, owls, moths, snakes and dragonhawks from faction vendors and then simply listing them at the Neutral auction house.

Here is a listing of the pets purchasable on vendors separated by faction.

Alliance Faction Vendor Pets

- Cats (Bombay, Cornish Rex, Orange Tabby, Silver Tabby, White Kitten)



The first four cats are sold by the Crazy Cat Lady, Donni Anthania in a small house just outside of Northshire in Elwynn Forest. They cost 40 Silver each and are on unlimited supply.

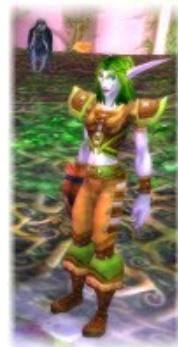
The White Kitten is sold by Lil' Timmy who is a rare spawn in Stormwind. He patrols through various portions of Stormwind as seen on this map. The White Kitten sells for 60 Silver and is also on limited supply, so even if you see him someone else may have already purchased



the cat!

- Owls (Great Horned Owl, Hawk Owl)

These two owls are sold by Shylenai outside of the Warrior Terrace in Darnassus. They cost 50 Silver each and are on unlimited supply.



- Moths (Blue Moth Egg, White Moth Egg, Yellow Moth Egg)

These three moths are sold by Sixx in the The Crystal Hall section of Exodar. They cost 50 Silver each and are on unlimited supply.



- Rabbit (Snowshoe)

This rabbit is sold by Yarlyn Amberstill at the Amberstill Ranch in Dun Morogh. They cost 20 Silver each and are on unlimited supply.



- Argent Tournament Pets (Teldrassil Sproutling, Mechanopeep, Elwynn Lamb, Dun Morogh Cub, Ammen Vale Lashling)

These pets are vendor purchased from the faction vendors at the Argent Tournament. You must be exalted with the faction in order to purchase them. They also cost 40 Champion Seals which are obtained by completing the daily quests in Icecrown. It should be noted you must be at least level 77 in order to complete these quests.



Horde Faction Vendor Pets

- Prairie Dog (Brown Prairie Dog)

This prairie dog is sold by Halpa found in a small hut on the top level of Thunder Bluff. He is sort of hidden. The



prairie dog costs 50 Silver each and are on unlimited supply.

- Dragonhawk (Golden, Red, Silver)



These Dragonhawk are sold by Jilanne at Fairbreeze Village in Eversong Woods. They cost 50 Silver each and are on unlimited supply.

- Snakes (Black Kingsnake, Brown, Crimson)

These snakes are sold by Xan'tish found in the Valley of Spirits in Orgrimmar. They cost 50 Silver and are on unlimited supply. It should be noted that the Crimson Snake is available to Alliance through a neutral vendor too.



- Argent Tournament Pets (Sen'jin Fetish, Tirfal Batling, Mulgore Hatchling, Enchanted Broom, Durotar Scorpion)



These pets are vendor purchased from the faction vendors at the Argent Tournament. You must be exalted with the faction in order to purchase them. They also cost 40 Champion Seals which are obtained by completing the daily quests in Icecrown. It should be noted you must be at least level 78 in order to complete these quests.



Neutral Vendor Pets

There are also Neutral vendors that sell non-combat pets too. These pets can be sold on your local AH to players who are too lazy to make the trip to the vendors to purchase them themselves. Some players don't realize these are purchased from vendors and just buy them because they think it's a dropped item.

Here is a listing of the pets purchasable on Neutral vendors separated by Vendor Name.

- Narkk is found at Booty Bay in Stranglethorn Vale. He



sells two types of Parrots (Cockatiel, Senegal). Each costs 40 Silver and are on unlimited supply.

- Dealer Rashaad is found at the Stormspire in Netherstorm. He sells various types of pets including (Blue Dragonhawk Hatchling, Brown Rabbit Crate, Siamese Cat, Cockroach, Crimson Snake, Mana Wyrmling, Senegal Parrot, Red Moth Egg). There's a wide range of pricing on these pets, ranging from 50 Silver to 40 Gold and are on unlimited supply. If you buy a more expensive pet, make sure you can still make a good profit off of it.
- Breanni is found at the Pet Store in Dalaran. She sells a few different pets including (Obsidian Hatchling, Albino Snake, Calico Cat). All of these pets cost 50 Gold a piece and are on unlimited supply.
- Flik is found at the Darkmoon Faire. He spawns at the Elwynn Forest, Mulgore or Terokkar Forest faire when it is in town. He sells two types of frogs (Tree, Wood). Each of them costs 1 Gold. The Tree frog is on unlimited supply, but the Wood frog is limited. The respawn timer on it is not very long (30 minutes or there about).



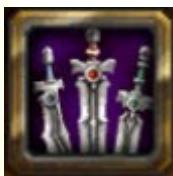
Typically you can sell a cheap vendor purchased cross-faction pet for 20-50 times their purchase price. There are of course exceptions like with the White Kitten which I've seen sell for as much as 400G on the Horde AH. The great thing about selling vendor pets is you can sell tons of them with little to no effort. Since there are no longer any restrictions on making characters on opposite factions (regardless of server type), you can create an alt to help you gather together faction pets to sell at your home AH.

However you will need a friend to help because you cannot purchase your own auctions even if it is cross-faction. You will also need to fund this



character some start up gold, so you can buy the pets. This can all be done through the neutral auction house.

If you are really adventurous, you could contact someone on the opposite faction and simply trade faction pets through the neutral AH. This can be a little risky because there are snipers always looking at the neutral AH for deals. However this way you won't need to run around to the vendors with an alt.



Farming for the Non-Combat Pets

There are some non-combat pets that have very low drop rates on mobs. Their rarity is what makes them popular and worth lots of gold. Not everyone wants to kill mobs over and over again, but I know there is a percentage of you who don't mind doing this. This next section will detail some of the non-combat pets that can only be obtained by farming mobs.

Whelps



With the massive changes to the world since the Shattering, the existence of these cute little pets were in limbo. I am glad to say that all of the whelps survived through the Shattering and can now be found on new mobs throughout Azeroth.

Deathwing has nothing on these whelplings! Perhaps a 25 man raid group will be able to bust out their whelplings mid raid and take him out. ;)

Two of the four whelplings are now zone-wide drops. This means it can drop off of any type of mob in the entire zone. I suspect this will make all of them much more common because players simply leveling up through the zone will now have a good chance of obtaining them as they quest. They were so rare in the past because you had to specifically seek out the exact mobs to loot the whelplings.

The other two whelplings still require you to farm specific mobs to obtain them!

There are 4 different types of Whelpings that can be farmed to sell:

- Tiny Crimson Whelping



- Azure Whelping
- Tiny Emerald Whelping
- Dark Whelping



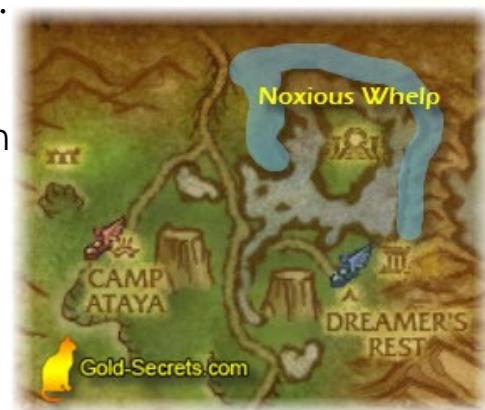
The first one, Tiny Crimson Whelping can now be found as a zone-wide drop in Wetlands. There is no real secret or trick to this now. Just start slaughtering everything you see and hope you get lucky.

The Azure Whelping is now a zone-wide drop in Winterspring. Any type of mob in this zone can drop the pet now, so there's no real secret or trick to finding it. Just start killing everything in sight and hope for the best.

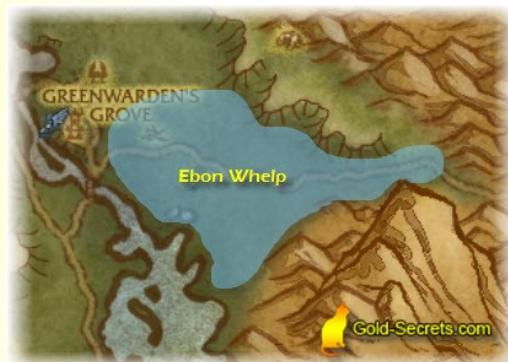


The Tiny Emerald Whelping is not a zone-wide drop which may make some of you happy. This particular Whelping is dropped from the Noxious Whelping found on the eastern side of the Jademir Lake in Feralas.

There are a lot of available spawns here, but they are spread out from one another. You will not be able to AOE farm and will likely need to mount up in between each kill.



The good news is that the respawn rate is very fast and skinners will be able to skin them for Medium and Heavy Leather as well as Green Whelp Scale.



Lastly, the Dark Whelping is also not a zone-wide drop but it can be gathered from specific mobs in multiple zones in the game. This particular Whelping can drop off of the Ebon Whelp in Wetlands, Scalding Whelp, Raging Whelp and Nyxondra's Broodling in Badlands, Flamescale Broodling in Burning Steppes and the Searing Whelp and Searing



Hatchling in Dustwall Marsh. Because it is available in multiple zones, players of a wide level range can farm for this if you choose.

First, the Ebon Whelp in the Wetlands are found east of the Greenwarden's Grove. There are a large number of spawns available and the mobs are only in their mid 20's. You will need to mount up in between kills because they tend to be spread out from one another.

Secondly, the Scalding Whelp are located at Lethlor Ravine in the Badlands. This is on the eastern side of the zone and are a decent number of available spawns. They are spread out though and will need to mount up in between kills which can be annoying!



The Nyxondra's Broodling can be found in the Ruins of Kargath. The terrain can be sort of frustrating here without a flying mount, but the mobs are so close together. I actually prefer this place because you don't have to mount up in between each and every kill. The Broodling can be skinned for both Thick and Rugged Leathers. The Raging Whelp can be found east of New Kargath in the Dustbowl. These mobs are much more spread out so you will need to mount up in between each kill.

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Third, the Flamescale Broodling are found at the Whelping Downs on the southwestern side of Burning Steppes. There are a decent amount of spawns available, but they are rather spread out from one another. Be sure to go up the mountain side as you will find more there! These can be skinned for both Thick and Rugged leathers too for those of you who are skinners.



Lastly the Searing Whelp and Searing Hatchlings are located all throughout the Wyrm bog. They are spread out pretty far from one another so you will likely need to mount up in between kills.



Black Tabby Cat



Since the removal of the Dalaran mages in Ambermill, it appears they have now added this as a zone-wide drop in all of *Hillsbrad Foothills*. It is being reported of dropping off of mobs of all types in this zone!

The good news with it being a simple zone drop, is that now Alliance can farm for this non-combat pet too. The bad news is that it may be a lot more common than it used to be, so the going rate may begin dropping.

Keep an eye on your AH and if you have any of these in your backstock, I would try selling them now while their whereabouts are still a mystery to your average pet collector.

Captured Firefly



This non-combat pet drops from the Bogflare Needler in northern Zangarmarsh. I really like this pet because it hovers above your character and looks pretty cute! If you are into killing one mob over and over, you should try your luck at this pet because it will make you a very good amount of gold. The Bogflare Needler spawn on the northern shores of Serpent Lake.



Personally I have been trying to get one of these for myself and haven't had any luck. However, perhaps you will and be 1500G+ richer.



Disgusting Oozling



This is one of the most unique non-combat pets. It is the only one that reduces your character's stats and it also places a green aura around your character! Players like this one because of the cosmetic effect it has on the character.

There are several areas you can farm for this, but only one reliably. In Felwood you will find ooze in the green slimy waters around the Ruins of Constellas and Bloodvenom Falls. The ooze

will drop Oozing Bags and inside the bag is where you will find the Disgusting Oozeling pet.



Of all the pets to farm, this is probably one of the worst.
Haha!



A new potential area players can farm for Disgusting Oozling is in Deepholm. In the Lower and Upper Silvermarsh sections you will find a large number of Mercurial Ooze. These ooze drop the Oozing Bags found on the Felwood ooze. This makes me think that you WILL be able to farm for the Disgusting Oozling here as well. As more data is gathered, we will have to see if my hunch is correct!

Hyacinth Macaw



If you are ever really bored and want to try your luck on a non-combat pet, this is the one I'd go for. The Bloodsail Pirates in Stranglethorn Vale have a very rare chance of dropping the Hyacinth

Macaw. The Hyacinth Macaw has an unique model and is quite beautiful! This item used to be a white item and many players thought it was a common item selling them cheaply in STV or on the AH. Well that

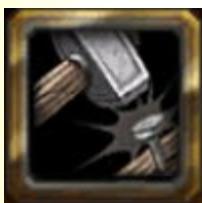
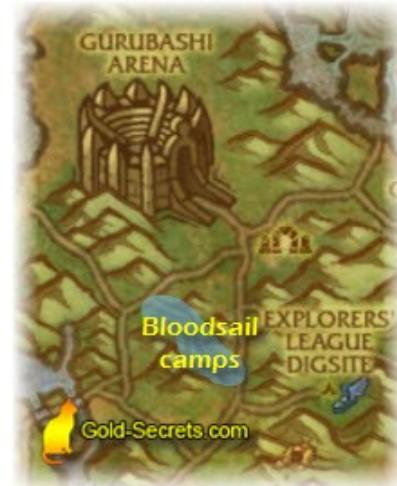


unfortunately won't happen anymore because the item is of epic quality.

This pet sells for 8-20k gold on most servers. On RP servers you might get closer to the 20k range while on regular servers closer to 11k.

I've known a few players who were farming for it and in the end decided to keep it. I had one stored away on a character and I personally couldn't resist the 12k I made from it. Haha!

There is one camp in particular that I recommend farming for this. In the Cape of Stranglethorn south of the Gurubashi Arena, you will find a small Bloodsail pirate camp with a very fast respawn rate. As long as you keep killing all of the pirates in this area, they will nearly respawn immediately after death. Players who are level appropriate here will have a very difficult time, so I only recommend this for players level 45+.



Profession-Made Non-Combat Pets

Engineering and Enchanting can create non-combat pets which may be sold to players. They are going to be quite popular since they have unique models.

Engineers can now create up to seven non-combat pets to sell to collectors.

- Pet Bombing
- Lil Smoky
- Lifelike Mechanical Toad
- Mechanical Squirrel Box
- Tranquil Mechanical Yeti
- De-Weaponized Mechanical Companion
- Personal World Destroyer

The Pet Bombing and Lil Smoky schematics drops off of mobs in Gnomeregan. The Pet Bombing schematic specifically drops off of the final boss in Gnomeregan. With



the changes made to Gnomeregan we'll have to see how this affects players from obtaining these if you didn't get it before the Shattering hit. As far as I can tell, there's no longer any way to run this dungeon as a Horde once you level out of its appropriate range (unless you want to corpse run whole lot).

The Lifelike Mechanical Toad schematic is a random world drop off of any mobs in Classic WoW zones levels 45-60. This schematic is not cheap on the AH, so you'll have to see if it's worth the initial investment!

The Mechanical Squirrel Box schematic is a fairly common drop and can be found on the AH for under 30G on most servers.

The Tranquil Mechanical Yeti schematic is learned directly from Umi Rumplesnicker in Everlook. You must first complete the quest , Are We There Yeti and then she will offer it to engineers only. It is BOP and cannot be sold to other engineers. These yetis sell really well on my server. Perhaps players don't know how easy it is to obtain the schematic?



The De-Weaponized Mechanical Companion and Personal World Destroyer are new in Cataclysm. It is unknown at this time where these schematics come from. The De-Weaponized Mechanical Companion is a robotic rabbit and the Personal World Destroyer is a miniature Fel Reaver. Both of these are quite material heavy and will be selling for A LOT of gold.

Enchanters can now create two new non-combat pets to sell to other players.



- Enchanted Lantern
- Magic Lamp



These non-combat pets will not only be made by enchanters, but they will also be desired cross-faction too. The Enchanted Lantern can be created only by Horde and the Magic Lamp can be created only by Alliance. This means not only will your own faction be wanting them (because they look really cool), but there will be a market for them on the Neutral AH too.

At the time of writing, it is unknown how these formulas are obtained. I assume at this time that they are "Smart Loot" BOP drops off of any mob in the game. That means only players with enchanting will be able to see the drops. When I find out more information, this will be updated!

The Rest of the Non-combat pets

In this section you will find all of the pets that do not fit in the two sections above. These pets are gathered through questing and/or scavenger hunting.



Raptors

First on the list are the raptor vanity pets! I didn't want to separate any raptor pets, so there are two here that are farmed off of mobs.

Two of the seven pets are drops off of specific mobs in the game. Four of the pets come from special nests on the ground in specific areas of the game. I have included maps below. The last one is an easy vendor purchase, which was addressed above. Since Dalaran no longer has city



portals, this could be a good seller!

Here's a table showing the name of each pet and who/where it drops:

Name of Raptor Pet	Where it drops	Who drops it?	Approximate Drop Rate
Leaping Hatchling	The Barrens Northeastern, East of the Sludge Fen	Found in Nest	100%
Darting Hatchling	Dustwallow Marsh Northern, North of North Point Tower	Found in Nest	100%
Razormaw Hatchling	Wetlands Raptor Ridge, Inside Cave	Found in Nest	100%
Razzashi Hatchling	Zone Drop in Stranglethorn	Any mob	1%?
Deviate Hatchling	Wailing Caverns (Inside Instance)	Deviate Raptors (Elite only)	1%
Gundrak Hatchling	Zul'Drak (Area around Gun'drak instance)	Gun'drak Raptors	1%
Ravasaur Hatchling	Un'goro Crater, In Marshlands	Found in Nest	100%
Obsidian Hatchling	Breanni in Dalaran Pet Store	Vendor Purchased for 50G	N/A

The drop rate on the pets that come from the nests is 100%, so if you are lucky enough to see the nest, then you are guaranteed to have the vanity pet drop. The drop rate on the raptors in Wailing Caverns and around Gun'drak is quite low around 1%.



The Razzashi Hatchling has been removed from the raid instance Zul'Gurub and is now a zone drop in Stranglethorn. It can drop off of any mob as far as I can tell from recent reports. If you bought any before the Shattering in hopes it strike it rich later on, I recommend unloading your stock before it becomes

more known that it is still in the game. The drop rate may be much higher than 1% too, but only time will tell.

The Ravasaur Matriarch Nest is the hardest one to find in my opinion. The areas in which it spawns provides it a lot of coverage and you must look very close at the trunks of trees. As you can see the picture above, it can spawn with a lot of green foliage around the base of it, making it blend in exceedingly well with its surroundings.



Each of these pets have a unique look (different skins) and will help quite a few players reach the [75 companion](#) pet achievement. The Darting and Leaping Hatchlings have unique movements, so they are typically the most sought after by the collectors.

Below I have included maps that show where each specific raptor nest and/or raptors can spawn. With the raptor nests, it is important to look all around the tree trunks. It is easily missed if you don't look very close. The Razormaw Raptor Nest is located inside the Raptor Ridge cave on the eastern side of the Wetlands. The map below are the four possible spawn points within the cave.

Northern Barrens:



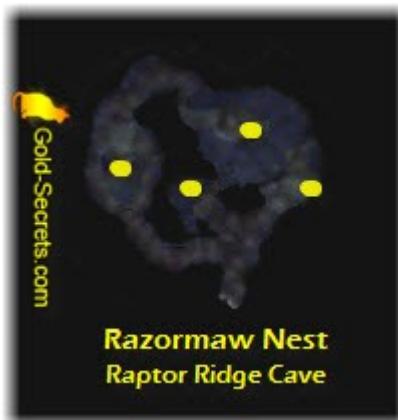
Dustwallow Marsh:



Zul'Drak:



Wetlands:



Un'goro Crater:



The Oracles' Mysterious Eggs Companion Pets

Now that few players will be in Northrend, I think these pets will go up in price substantially! Here's a great way to make some gold and you'll have a chance of obtaining the Green Proto-Drake flying mount too!



Mysterious Eggs can be purchased by those with revered reputation with the Oracles for 2G 55S from the quartermaster located at Rainspeaker Canopy in Sholazar Basin.

Note: If you are allied with the Frenzyheart Tribe, then you will be unable



to do this. Don't worry though, you may switch to the Oracles at any time by killing the wolvar during the fight with Artruis the Heartless. The quest, Hand of the Oracles will become available to you which effectively switches your reputation. You'll have to gain your way up to revered reputation through the available daily quests.

Once you purchase one of the Mysterious Eggs, it will take 3 days for it to hatch. After 3 days it will turn into a Cracked Egg.

Inside of this Cracked Egg you can find 4 different vanity pets. These vanity pets are not Bind on Pickup, so you can sell them! All of the pets from the Cracked Egg sing the baby Murloc song.

- Tickbird Hatchling
- White Tickbird Hatchling
- Cobra Hatchling
- Proto-Drake Whelp

The drop rates vary on each of the vanity pets. The Proto-Drake Whelp is the rarest of them all. You will have to see what these are worth on your server. Remember to check allakhazam, AuctioneerDB or wowhead to get a better idea of their new pricing!



You can only hatch 1 egg a week, so this keeps the market from being flooded with vanity pets.



There is more to this than just getting some gold. With each egg hatched, you have about a small chance to obtain an epic flying Green Proto-Drake mount! It is BOP, but this should give you reason to keep trying week after week. This mount looks incredible because of its very bright green and purple color.



Beacon Quests-Mechanical Chicken Pet



As you leveled through the Hinterlands, Tanaris and Feralas many of you likely came across at least one of the OOX-Beacons. You may not have realized what it was for at the time and threw it in your bank. Now I will tell you exactly what those beacons are for and what it will reward you with!

There are 3 beacons, 1 from each area listed above. Each Beacon offers an escort quest that involves a mechanical chicken completed in the zone it dropped in.

The OOX-Beacons are static drops from any mobs in these zones, so they can be farmed for at any time and any level.

Here's the name of the beacons and the zone they drop in:

- OOX-17/TN Distress Beacon—Tanaris
- OOX-09/HL Distress Beacon—The Hinterlands
- OOX-22/FE Distress Beacon—Feralas



If you complete the quests from each of the Distress Beacons, another quest will become available to you in Booty Bay called, An OOX of Your Own. It will reward you with a Mechanical Chicken vanity pet! This Mechanical Chicken pet does not bind on pickup, so you can sell this on your local Auction House. You can only complete this quest series **ONCE**, so once you sell it, that's the only one your character will be able to obtain.

The Mechanical Chicken pet sells anywhere from 1000-3000G or more depending upon your server. This is a nice chunk of gold for those players leveling through and have found all 3 beacons!

Westfall Chicken Pet



Unfortunately you can't sell this non-combat pet, but I thought some of you would like this as a little bonus. The best part is that players of any level can obtain it! This used to only be available to Alliance, but Horde can get it now too!



First you will need to set up a macro that allows you to quickly spam the /chicken emote. You can do this by going into the Game Menu, then click on Macro. Select new, name it and select any icon. Then type in the macro box /chicken. Place this icon on your action bar and now you will be able to click this!



There are two different locations where you can purchase the Special Chicken Feed.

For Alliance, you will need to head out to the Saldean Farm in Westfall and talk to Farmer Saldean. Horde will need to head out to Brill in Tirifal Glade and talk to William Saldean.

Purchase the Special Chicken Feed for 25 Copper. Find any chicken in the area. Horde should check the graveyard in Brill for a chicken. Target the chicken and begin spamming your /chicken macro. Eventually the chicken will look up at you quizzically, becomes friendly and offers the quest, CLUCK! You should have already purchased the feed, so just turn in the quest. The Chicken will then lay a Chicken Egg on the ground. Loot this and you will now have your very own Westfall chicken companion!



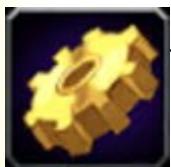
Profession Made Vanity Items and More

Players **love** to deck-out their main and banker alts with cool vanity items. My banker alt has nearly every single costume, shirt and hat available to her because I like to collect outfits. There is a huge potential market here as I've been known to drop quite a bit of gold on some unique items even if it's for my level 1 bank alt! As an example, my bank alt wears the SUPER rare vendor purchased Formal Dangui which set me back a lot of gold a few years ago. There are others out there like me too.



The new Official Blizzard Forums now show your in-game character's real picture as the avatar. This will make vanity items even more profitable. Many forum trolls will want to give their posting character a cool hat or shades to wear for everyone on the forums to see!

There's more than vanity clothes available, but this makes up a large chunk of this section. First we will discuss what Engineers can create to make gold.



Engineering Vanity Items

Most of the items engineers create, you are required to be an engineer to use it. However there is one exception and it can bring in some gold.

The Steam Tonk Controller is a small, player controlled Steam Tonk that can be used to battle other Steam Tonks. It has 50 charges, so your customers can get multiple uses out of them.

You can sell these for about 20-25G a piece. Be on the look out for large battles in your cities, which could create a buying frenzy. I've bought one during a huge Steam Tonk battle in Orgrimmar. It was fun!

You can obtain this Schematic in two different ways. It can be purchased from the Engineering Supplies vendor Gearcutter Cogspinner in Ironforge or Sovik in Orgrimmar. It is on limited supply though and binds on pickup, so make sure you buy it on your Engineer. It can also be purchased from the Darkmoon Faire for 40 Tickets.



In Cataclysm, Blizzard has added a new vanity item that can be sold to players other than Engineers. The Authentic Jr. Engineer Goggles has a similar model to the popular Ruby Shades that were once available in Shattrath City during BC. We'll have to wait to find out more information on these, but I know they will be a great seller to banker alts and forum posters.





Leatherworking Vanity Items

There is one item that is always a hit during the Winter Veil Celebration and that's the Winter Boots! These boots have a unique model and if any banks like to wear the Winter Clothes around, they will be wanting these to complete the look too.



This pattern is only available for a short time during the Winter Veil Celebration. It is mailed to all leatherworkers and is also purchased at the Smokywood Pasture vendors in Ironforge and Orgrimmar during the event. It is an unlimited supply so you won't have to fight over it.

Be sure to price these high enough to make a decent profit off of them!

The other vanity items Leatherworkers can create are the sexy Stylin' hats.

Here's a list of the hats available:

- Stylin' Adventure Hat
- Stylin' Purple Hat
- Stylin' Crimson Hat
- Stylin' Jungle Hat

Even though these hats look fantastic, the market isn't as large because they are a level 69 item AND they require a player to have Leather or Mail armor proficiency. This means a banker alt won't be able to wear this helm and neither would any caster regardless of their level.

All of the recipes for these items are BOP and found on various bosses in Outland dungeons. You can find the patterns on either regular or heroic modes. Since only Leatherworkers can see the patterns drop, their drop rates may be a lot higher than suggested on the WoW fansites. At level 85, players should be able to run these dungeons solo to obtain the recipes if desired!

The Stylin' Adventure Hat pattern drops in the Old Hillsbrad Foothills instance off of any Durnholde Rifleman.



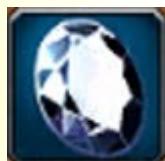
The Stylin' Purple Hat pattern drops off of Blackheart the Inciter in Shadow Labyrinth instance.

The Stylin' Crimson Hat pattern only drops from the Sethekk Ravenguards in Sethekk Halls. This is my favorite hat by far!

Lastly, the Stylin Jungle Hat pattern drops off of the Rift Keeper and Rift Lord inside The Black Morass.

These recipes are considered “Smart Loot” which means only Leatherworkers can see these recipes drop, so you won't have to worry about being out-rolled by another player.

Here's a preview of what these hats look like:



Jewelcrafting Vanity Items

One day I logged into my character and about 50 players were using Dark Jade Focusing Lens, Shadow Crystal Focusing Lens and Shadow Jade Focusing Lens on one person in between the bank and auction house area. It was the most amazing thing seeing players from all over using these items. Making these isn't going to make you rich, but I think it is something worth looking into!



In Cataclysm Jewelcrafting is getting more vanity shades and monocles.

Here's a list of what we can look forward to seeing. These items will be worth A LOT of gold because they are quite material heavy.

- Rhinestone Sunglasses
- Jeweler's Emerald Monocle
- Jeweler's Ruby Monocle
- Jeweler's Sapphire Monocle

We'll just have to wait to hear more information on where the recipes drop, but I suspect they are also "Smart Loot". This means only JC of a certain skill level can see them drop. The Rhinestone Sunglasses are absolutely amazing looking! They sparkle which cannot be seen in the picture below, but trust me they will be quite popular! Every banker alt and forum troll are going to want these!

The Monocles all look the same, but the materials are slightly different. The monocles are BOE, so after they are equipped once you won't be able to pass it along to another alt.

Here's a preview of what these new items look like:



Inscription Vanity Items

There are three new items Inscriptionists can create and sell to players.

Origami Beetle, Origami Rock and Origami Slime are one time use items and are created with the vendor bought Resilient Parchment. This makes them dirt cheap to create and hopefully sell for a nice profit.



When a player uses one these items, it sets out a rock, a swarm of beetles or a pack of Slimes. It's just one of those, "oh that's neat" type of items, so some players won't be able to resist. I admit that I am one of those players. Haha!

These Techniques are considered "Smart Loot" which means only inscriptionists of a certain skill level can see them drop off of mobs. The techniques themselves are BOP but the items they create are not.

The Origami Rock technique drops off of mobs in Deepholm. The Origami Slime technique drops off of mobs in Vashj'ir. The Origami Beetle technique drops off of mobs in Uldum.



Tailoring Vanity Items

Tailors get most of the really cool vanity items in-game.

This might seem totally stupid, but all you have to do is create some of the colored shirts and cooler looking vanity items to make A LOT of gold! I have made gold by creating different colored shirts, dresses, suits and anything else that is available to me through tailoring. There are some new items in Cataclysm I will be including in this section too!

The most popular shirts include:

- [Pink Mageweave Shirt](#)
- [Lavender Mageweave Shirt](#)
- [Orange Mageweave Shirt](#)
- [Tuxedo Shirt](#)
- [Rich Purple Silk Shirt](#)
- [Red Lumberjack Shirt](#)
- [Green Lumberjack Shirt](#)
- [Blue Lumberjack Shirt](#)

The most popular vanity outfits include:

- [Admiral Hat](#)
- Tuxedo Set ([Jacket](#), [Pants](#))
- [Red Winter Clothes](#) and [Green Winter Clothes](#)
- Haliscan Set ([Jacket](#), [Pantaloons](#))
- [Dress Shoes](#)

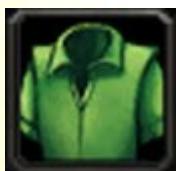


- [Festival Dress](#) and [Festival Suit](#)
- [High Society Top Hat](#)*
- [Black Embersilk Gown](#)*

Check your auction house prior to making a whole bunch because there may already be someone supplying items on your server. On my high population server, no one seems to supply the nice looking colored shirts other than me! However I do have some competition when it comes to the winter clothes and tuxedo set.

In this guide I have already talked about listing items one at a time to give the illusion of scarcity. You MUST do that with these items or you'll find yourself with a lot of expired auctions.

First let's talk about the shirts listed above including their pricing and where you can get their recipes. Then we'll get into the vanity outfits and discuss their pricing and recipe availability.



Not all of the shirts are equal, so I tend to list them for different prices. Some of the shirt patterns are more rare than others or the materials are much higher in costs. For example, all of the Lumberjack shirt take Frostweave Cloth to create which can get costly on my server at times. Now depending upon the price of Mageweave Cloth, it may actually be more expensive to make Mageweave shirts than the Lumberjack Shirts. Be sure to list everything high enough, so you make a decent profit off of them. Some of you may want to farm the cloth, but that defeats the whole purpose of shirt selling. You use this as a way to make gold without having to leave town. Farming for cloth is rather time consuming and in the end you aren't getting enough in return. Simply buy the cloth off of the Auction House and then make it into shirts.

Here's how much I charge roughly for each shirt. It will change as the price of cloth fluctuates over time.

- Pink, Lavender, Orange Mageweave Shirts 20-25G
- Tuxedo Shirt 30G
- Rich Purple Silk Shirt 35-40G (good profits on this one)



- Red, Green, Blue Lumberjack Shirt 45-50G

This might seem outrageous for a shirt, but with the costs of cloth you **NEED** to sell your shirts for at least this much. If you don't, you will not be in business for very long. Every once in a while a lowbie may come along (leveling up tailoring) and put a few Mageweave Shirts up for 2-3 G. You buy those and relist them! They've already done the work for you.

Where To Get These Shirt Patterns

This factors into the costs of the shirts too. Some of them are vendor purchased which is easy, but others are rare random world drops!

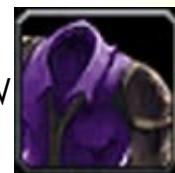


The Lavender Mageweave and Pink Mageweave patterns are both purchased in Limited Supply from Outfitter Eric in Ironforge and Borya in Orgrimmar. Both are tailoring suppliers and can be found with the tailoring trainers. Outfitter Eric is upstairs.

The Orange Mageweave is learned from your tailoring trainer at skill 215.

The Tuxedo Shirt is purchased in Limited Supply from Outfitter Eric in Ironforge or Millie Gregorian in the Undercity. Both are tailoring suppliers and can be found with the tailoring trainers.

The Rich Purple Silk Shirt pattern is quite difficult to come by these days. I bought mine many years ago during Classic WoW for about 300G. At that time though, that was very expensive, probably equating to about 3500G these days. This pattern is a rare world drop off of any mobs in the level 35-45 range. Just keep your eye on the AH, as it does tend to pop up from time to time and most people don't have any clue how much it is really worth. You could get really lucky! I wouldn't be surprised to see this pattern selling for 2000-3000 Gold.



Lastly, all of the Lumberjack Shirt patterns (Red, Blue, Green) are random world drops in Northrend. It is best to buy them now than wait a few months down the road when Northrend content is no longer being



farmed. Prices on these patterns will start to go up drastically as Cataclysm ages.

Here's a preview of what the shirts look like:



Now onto the vanity items. The information with shirts can be applied to the vanity items as well. Not all of them are equal, so I price them differently according to the demand, rarity and costs of cloth.



Some of the vanity items take a decent amount of materials to create such as the Festival Dress and Suit. You don't want to be charging so little that you aren't making any gold from them. The new vanity items added in Cataclysm are very material heavy, so these will need to be priced much higher than everything else. The demand will be quite high too since they have new unique models, so be sure to take advantage of that!

Some of the items needed for the vanity items might need to be farmed depending upon availability on the AH. If you have characters with skinning and herbalism, then it might be worth while to farm up a whole bunch of the leather and herbs used in the patterns. You'll have to check the prices on the AH compared to how much you can farm in a



short amount of time. Remember you want this to be profitable, but also allow you to do other things in the game while you make gold.

Here's how much I charge roughly for each vanity item. It will change as the price of cloth fluctuates over time. The pricing on the Cataclysm vanity items is all speculation on my part.

- Admiral's Hat 50G
- Tuxedo Set (30G per item)
- Red Winter Clothes-Alliance 50G Horde 75G
- Green Winter Clothes-Horde 50G Alliance 75G
- Haliscan Set (35G per item)
- Dress Shoes 20-25G (watch your bottom line on this one)
- Festival Dress and Suit 50G
- High Society Top Hat 150G+
- Black Wedding Dress 250G+ (very material heavy)

Where To Get These Vanity Item Patterns

This factors into the costs of the vanity items too.



The Admiral's Hat pattern is purchased in Limited Supply from Cowardly Crosby standing in the middle of a Bloodsail pirate camp on the southern side of the Wild Shore in the Cape of Stranglethorn. The respawn timer on this pattern does seem to be at least a few hours, so you could always purchase it off of the AH.

The Tuxedo set (Jacket and Pants) patterns are both purchased in Unlimited Supply from Outfitter Eric in Ironforge and Millie Gregorian in Undercity. Both are tailoring suppliers and can be found with the tailoring trainers.



The Red Winter Clothes and Green Winter Clothes patterns are available for a short time during the Winter Veil Celebration in December. All tailors are mailed the Winter Clothes pattern designated for their faction; Alliance receive Red and Horde receive Green. Here's the real kicker! It is also purchasable from the Smokywoods Pastures vendor in Orgrimmar and Ironforge. Since this a



neutral vendor, Horde and Alliance who are crazy enough to venture into their enemy's city can obtain the Winter Clothes pattern of the other faction. This is how a player can create both Green and Red Winter Clothes on their local AH! I did this a few years ago and have really good profits selling the Red Winter Clothes on the Horde AH and Green Winter Clothes on the Alliance AH. It is worth the few deaths and graveyard runs to get this. Trust me!



The Haliscan set patterns are both purchased in Unlimited Supply from Haughty Modiste found in Gadgetzan. She also sells the Dress Shoes pattern on Limited Supply but the respawn timer is only a few minutes!

The Festival Dress and Festival Suit patterns are only available for a short time during the Lunar Festival. Each pattern is purchased from Valadar Starsong in Moonglade with 5 Coin of Ancestry. These coins are obtained by visiting Elders found throughout the world. The patterns are bind on pickup, so make sure you gather them on your tailor!

At the time of writing, it was not fully known where the patterns for High Society Top Hate and the Black Embersilk Gown come from. They are considered "Smart Loot" which means only tailors of a specific tailoring level can see it drop. I'll update this when more information is known.

Here's a preview of what the vanity outfits look like:





I truly hope you can take advantage of some of the tips in this section. Trust me, players will spend a lot of gold on these items just to show off!



More Vanity Items-Blood Elf Bandit Mask



The [Blood Elf Bandit Mask](#) may not have any stats on it, but it is sought after for low level, twink and bank alt characters. This item has a unique look and can be worn by any character level 5+. There aren't many helms available at this level, which increases its popularity. Another great benefit of this mask is that it does not bind after equipping it. This means you can choose to wear the item for a while and then sell it to another player when you get bored with it.

The mask only drops off of the Blood Elf Bandits found on Azuremyst Isle. The Blood Elf Bandits can be found stealthed in various locations within Azuremyst Isle and mostly attack unsuspecting lower levels in this area. Considering that this item drops in a starting area, most new players do not realize the value of the item when it does drop. Therefore you may find them on the auction house for less than their real value.



Since Azuremyst Isle is the Draenei starting area, this item usually sells for much more on the Horde side. This is more true than ever before. It is now VERY difficult to get to Azuremyst Isle as a Horde. Since Deathwing destroyed Auberdine, the boats to Rut'theran Village and Exodar in Darkshore have been removed. The only boat to Exodar is on Rut'theran Village. This puts Horde in quite the predicament. The only way to get to Rut'theran Village is by riding on an epic mount across the water with an Elixir of Water-Walking or with the help of a friendly Death Knight who will give you Path of Frost. You must start from the new Alliance town Lor'Danel in the northern section of Darkshore.



Even with an Elixir of Water-Walking or Path of Frost you will be dangerously close to running out of fatigue. It is best to turn up your view distance so you know exactly where you need to be heading. If you die, you will be ported back to Darkshore, so no matter how close you get you will not be able to resurrect on Rut'theran Village.



Once you are on Rut'theran Village, the boat to Exodar is located on the western side. Ride around on the water. Do not attempt to go on shore or you will die and end up back in Darkshore.



Unfortunately the dock is guarded by several level 85 elites. On the one side there is a small rock that will allow you to jump onto the dock without aggroing those guards (unless you are really really low level with a large aggro radius). If you successfully make it on the dock, then you safe. The NPC's on the boat will not attack you so as long as you do not attack them!

Below I have included a map that shows every single spawn point of the Blood Elf Bandit. Some of these spawn points are more rare than others, but I personally have verified every single spawn on this map. You will see the route I have used to farm for this mask over the years. Within a few hours I've left with about 6 masks which net me 1500G on the Horde auction house (this was prior to Cataclysm)! Horde players will need to take the alternative route around Exodar or you will be attacked and killed by guards. Also I recommend going in a clockwise motion so you can jump off of the large cliff north of Azure Watch into the lake below. Just make sure you jump far enough, so you don't accidentally hit the shore or hit shallow water and die.

I recommend creating a macro to make farming for this item much more efficient. Go into the Game Menu (Escape), then click on Macros. Create a new one, pick any icon you like and name it Blood Elf Bandit. Then in the Macro Command box simply type /target Blood Elf Bandit. This will help you to target the bandits much easier! The drop rate is fairly low on this item, so do not expect to have a bag full of them in an hour's time. The official WoW armory states a 3%-14% drop rate for the mask. I would guess it is more like 5 or 6%.



After you kill one of the bandits, a new one will spawn within 30 seconds, so it is best to wait 30 seconds after each kill just to make sure it doesn't respawn in the same place. I have had this happen to me at least a handful of times. Imagine how frustrating it would be to do an entire route and realize it was at the same point all along! Eek!

If you find yourself doing multiple loops without a single bandit spawn, then you are either not checking all of the spawn points or someone else



is farming it alongside you. **You cannot skip checking any of the spawn points.** Only 1 Blood Elf Bandit is spawned at a time, so if you continuously skip the same spots and it spawns in one of those places you will never find any bandits.

Each server will be different in pricing, but it sells on average for 100G a piece and I have sold them on Horde side for over 250g each. Horde players should charge a higher premium for this item since it is dropped in an Alliance starting area and it is exceedingly more difficult to reach since the Shattering (remember flying mounts won't work here).

Always check your server's auction house before listing items. It could be selling for far more than 250G on Horde side now!

BLOOD ELF BANDIT



More Vanity Items-Formal Dangui



It may be hard to believe, but this item is actually sold from a vendor. The [Formal Dangui](#) (not to be confused with the Royal Dangui) is an extremely rare dress that players want for vanity reasons.

It is sold by Geenia Sunshadow in Moonglade and is only available in a single quantity very infrequently. In fact, players can only guess at it but some people state that it spawns on the vendor only once every few days, weeks or even months. I suspect that the item will spawn randomly on the vendor and will despawn even if no one has purchased it or has checked the vendor.



It does cost about 50g from the vendor which is of course quite a bit, but it can easily sell for hundreds of gold (anywhere from 500-800g in my experience). On Roleplaying servers it has been reported to sell for 3000-4000G!



Since it is located in Moonglade, here is the most simple way to get one of these. Create an alt druid character and level them up to around level 15. Right at this level all druids get a spell that teleports them to Moonglade. You can now teleport your character to Moonglade and “camp” yourself in front of the vendor and check frequently to see if the Dangui is available. You can mail this alt some money from your main character and then buy it when it appears...it is not exactly the easiest thing, but the payoff could be big!

More Vanity Items-Farmer's Broom



The Farmer's Broom is exactly what its name suggests. It is a staff with a level 3 requirement that looks like a broom. It can be enchanted with Demonslaying or Fiery to make it appear like it is on fire.



Taking advantage of its looks...

During the in-game event Hallow's End, the graphic of this item changes into the same model as the broom mounts. Therefore, you will be able to bring in more gold with these during that festival. Unfortunately the model change is not permanent and is removed once Hallow's End is over. Your customers might be unpleasantly surprised to see this.



The Farmer's Broom only drops off of the Tiristal Farmhands at Solliden Farmstead in Tiristal Glades. The Tiristal Farmhands are only level 5 and 6, so players of all levels can farm for this one!

On the official armory, it states the drop rate is 3-14%. I personally would guess it closer to 5%. In an hour's time, I was able to gather 6 brooms. This was on my level 70 and I was killing the Farmhands and Farmers one after another. It is best to kill both mob types since they share spawn points.

The price on the auction house will vary drastically especially during the Hallow's End event. On a normal day, these will sell for about 25-50G each. If the model changes again during Hallow's End, they may sell in upwards of 100+G. If you are willing to purchase or enchant Demonslaying or Fiery on the weapon, then they will be worth much more gold.



Even More Vanity Items- Gold Wedding Band/Antique Silver Cufflinks/Noble's Monocle

All 3 of these items come from the Bag of Fishing Treasures, which is the reward for completing the fishing daily quest outside of Shattrath City. You must be level 70 in order to pick up the quests.



These items vendor for quite a bit of gold, so most fishermen



simply vendor them. I have also seen them mistakenly sold for a few gold above the vendor price. One fisherman's mistake means more profit for you! Buy any items that are listed cheaply and then relist them for their true value.

Take for instance, someone was selling the Gold Wedding Band in trade. I offered 20G and he accepted. What he didn't realize was that this item is worth about 100G, but all he cared about was that he got the 15G vendoring value out of it.



The Antique Silver Cufflinks and Noble's Monocle are excellent roleplaying items to give to a bank alt or to just simply have fun with! Both of these items match well with the Tuxedo outfit, which completes the look.

The selling price of the Noble's Monocle will be different with each server. However, I have seen it as high as 300G and as low as 75G. The typical price is probably closer to 125G, which completely blows away its 11G vendoring price.

Now the selling price of the Antique Silver Cufflinks is not quite as high. These will typically sell around 60G. Their vendoring value is a low 11G.

Just watch the auction house deposits on these items because they are extraordinarily high due to their vendoring prices. A few expired auctions could cost you, so I recommend using the trade channel when possible!



Even More Vanity Items- Diamond-Tipped Cane

This item is sought after by many low level alts and bankers to complete the tuxedo set. The Diamond-Tipped Cane can rarely be found in the Bag of Fishing Treasures from the Fishing daily quests in Dalaran. You must level 70 with a minimum fishing skill of 225 in order to pick up these quests from Marcia Chase standing next to the Eventide Fountain. The Diamond-Tipped Cane is one of the less common rewards inside the Bag of Fishing Treasures. This is a great item to both farm for by doing the dailies, but also to check on your AH. Often times players get these items and do



not realize their true value.

Currently these Diamond-Tipped Canes sell anywhere from 50-200G. Once Cataclysm begins to age and players are no longer completing the Dalaran fishing quests, the price of these will start to go up exponentially as the supplies dry up!



Making Mad Gold Off Twinks

For those unfamiliar with the term Twink, WoWWiki says “Twinks are player characters who have gained the best powerful gear for their level with enhancements such as expensive weapon enchants, leg patches and BoE/BoP greens, blues or epics. ”



With this definition, it is important to distinguish the fact that there are two different types of twinks. There are twinks who intend to reach max level and those that do not. Twinks that intend to reach max level are alts of high level players who are willing to purchase expensive enchants and any gear that will make leveling easier for them. Most of you can probably say you've “twinked out” at least one alt at some point with enchanted BOA gear.

The twinks that do not intend to reach max level and cap themselves at one of the Battleground brackets (19, 29, 39 etc) also purchase the most expensive enchants and gear. However it is to make battleground play more exciting.

Twinks intending to reach level cap are generally accepted as a good thing by the WoW Community. This vastly differs to the twinks not intending to reach level cap as they are generally hated by the WoW community for various reasons.



Well it's time to get over that hatred and start looking at the bright side of things! Twinks can help you bring in lots of gold on Classic WoW and BC enchants, lowbie weapons, lowbie armor and even low level potions, cooked foods and more! There's



ways for every player (of all levels) to get in on the Twink gold-making business.

Here's a little bit of history on what's happened to battleground twinking over the last few years.

Twinks have been around since Classic WoW. They weren't nearly as popular then, but a small niche community began to form. In Burning Crusade with the introduction of new weapon enchants, the twinking community started to take off. Lots of players began researching twink gear, weapon enchants and the best quest rewards for their characters in each level bracket. Blizzard saw how powerful twinks were becoming and restricted the ability to enchant leggings as well as enchant helms and shoulder slots. While this took a chunk out of the twink community, many continued to play on even in their less powerful form.

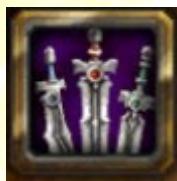
There was still outcry by players in BG's that twinking was ruining the game for them, so Blizzard came up with a solution. It is now possible to turn all experience gains off on characters. Then Blizzard decided to place the XP-gaining characters and non-XP gaining characters in their own bracket to make things more fair. The problem? Since a full 10 players are needed for a game to pop, non-XP battlegrounds queues were unavailable on nearly on Battlegroups.



Now in Cataclysm this problem has been resolved because all Battlegroups have been linked together! You know what this means? Twinking will be back, full-force and probably more popular than ever before. Currently there are still some issues with the queues, but it appears that twinking is making a comeback.

You come into this equation because you will want to sell to these players. They have LOTS of gold to burn and have no problems spending it even on a level 29! Read below to find ways you can take advantage of this upcoming twinking frenzy!





Profitable Weapon Enchants

You need to know a few basics to understand why these enchants are popular. In some twink brackets the best weapons available are the Heirloom weapons. The Heirloom weapons have an ilevel of 1 meaning you can **only** place Classic WoW weapon enchants on them. Now, sometimes the best weapon in a particular bracket is a quest reward with a ilevel of 35+. This would allow the user (regardless of the character's level) to place a Burning Crusade enchant on the weapon. This is how some level 29's have BC weapon enchants.



Not many people who originally played WoW are left on most servers, so it's extremely difficult to find enchanters with the Classic WoW formulas. However, those of you who already have them and/or willing to farm for them will be able to make a lot of gold! Unfortunately some of them are not easy to farm for, but that's why this is a potential gold-maker!

With these enchants, you should be creating scrolls and placing them on the AH. You'll have a larger profit margin this way rather than advertising in trade anyway. Let's be honest, players just don't hand out large enough tips these days. You are lucky to get 20G from most players even on an enchant that took you 3 weeks to farm. When you create scrolls, this requires YOU to get the materials together, but you can set the price! This is where you need to use your AH skills to get the best deal on shards.

Be sure that you are listing any of these scrolls with a large enough profit margin to continue your business. You don't want to get into an undercutting battle with another enchanter and accidentally sell them for less than materials! Keep track of what each enchant is costing you and stick to at least a 10% profit margin.

The following weapon enchants are the most sought after for the Heirloom weapons:

- [Enchant Weapon-Mighty Intellect](#) (+22 Intellect)
- [Enchant Weapon-Spellpower](#) (+30 Spell Power)
- [Enchant Weapon-Agility](#) (+15 Agility)



- [Enchant Weapon-Crusader](#) (Procs + 100 Strength & heal)

The first two enchantments are very difficult to get/farm for. You will have to put some initial gold investments into these enchantments, but in the long run you'll be able to make your gold/time back many times over.



First, Enchant Weapon-Mighty Intellect is a reward for revered reputation with the Thorium Brotherhood. I've mentioned this reputation earlier in the guide. It's an annoying faction to gain reputation because it requires you to turn-in specific items like Dark Iron Ore, Fiery Core, Lava Core and Core Leather from Molten Core for reputation gains. The turn-in's required will likely cost you hundreds and hundreds of gold, so it's not for the faint of heart. You have to be quite determined to get the formula. The NPC to turn in items as well as to purchase this recipe is located in the Bar section of Blackrock Depths.

For more information on how to best achieve revered reputation with Thorium Brotherhood, please see your favorite wow database website.



The Scroll of Enchant Weapon: Mighty Intellect sell anywhere from 200-400G on most servers.

Second, Enchant Weapon-Spellpower is a drop off of all bosses in Molten Core except for Majordomo Executus and Ragnaros. Yeah, I know it's not an easy one to farm! The good thing about this formula is it is BOE, so you can buy it off the AH if you don't feel like farming MC. I have seen this pattern go for about 3-4k gold on my server. This might sound like a lot, but you can make that gold back very quickly.

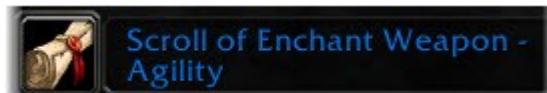


The Scroll of Enchant Weapon-Spellpower sells anywhere from 350-650G!



There are new heirloom wielding caster alts constantly being made who are more than willing to spend 500G on an enchant they will be using for nearly 80 levels! When you are looking at these on the AH do not confuse the Enchant Staff-Spellpower for this enchant. They are two separate and different enchants.

Third, Enchant Weapon-Agility is a reward for honored reputation with the Timbermaw Furbolgs. The recipe is purchased from Meilosh in the Timbermaw Hold tunnel in between Felwood and Winterspring. It is not difficult to gain reputation with them because you can kill to gain reputation and complete a series of quests that start in Felwood. You can also gain reputation from quests in Winterspring too. If you need to find more information, then check out your favorite wow database site.



The Scroll of Enchant Weapon-Agility sells for about 100-175G a piece on my server. Since it's not as hard to obtain, there will be more competition and smaller profit margins.



Lastly, Enchant Weapon-Crusader is a rare drop from the Scarlet Archmage found at Tyr's Hand in Eastern Plaguelands. In Cataclysm the Spellbinders were removed from the game, so it will be even more difficult to find. This formula is BOE so you can most likely find one on your AH. The Crusader formula has been selling for about 500-700G on my server, so you may have to make an initial investment.

The Scroll of Enchant Weapon-Crusader sells for about 75-100G on my server. Just watch your profit margins on this enchant since the Righteous Orbs can be rather costly at times.

The following weapon enchants are the most sought after for the ilevel 35-59 weapons:

- [Enchant 2H Weapon-Savagery](#) (+70 Attack Power)
- [Enchant Weapon-Mongoose](#) (Procs +120 Agility and attack speed)



increase)

- [Enchant Weapon-Major Spellpower](#) (+40 Spell Power)
- [Enchant Weapon-Soulfrost](#) (+54 Shadow/Frost Spell Power)
- [Enchant Weapon-Sunfire](#) (+50 Fire/Arcane Spell Power)
- [Enchant Weapon-Major Intellect](#) (+30 Intellect)
- [Enchant 2H Weapon-Major Agility](#) (+35 Agility)

First, Enchant 2H Weapon-Savagery is a BOP drop from the Shattered Hand Centurion in regular or heroic mode Shattered Halls. This enchant is great for BM hunters and warriors, but that is always debated on forums and way above my knowledge of min/maxing. Haha! Just know that players want this enchant.

The Scroll of Enchant 2H Weapon-Savagery sells for about 175-275G.



Second, Enchant Weapon-Mongoose is probably one of the more powerful enchants in this level bracket. The good news is that it has a 100% drop rate, but the bad news is it only comes from Moroes in Karazhan. I know that some classes are able to solo this boss, but I'm sure there are plenty that cannot or it is extremely difficult. If you can get a few people to help you out at least you know the enchant will drop for you!

The Scroll of Enchant Weapon-Mongoose sells for about 325-400G.

Third, Enchant Weapon-Major Spellpower are for those twinks that don't want to spend the extra gold on the Soulfreeze or Sunfire



enchants. This formula is a BOP drop off of the Bash'ir Spell-Thief and Bash'ir Arcanists found at Bash'ir Landing in northern Blade's Edge Mountains which can only be reached with a flying mount.



The Scroll of Enchant Weapon-Major Spellpower sells for about 300-350G



on average.

Fourth and Fifth, Enchant Weapon-Soulfrost and Enchant Weapon-Sunfire are the best weapon enchantments for pure DPS casters.

Soulfrost is great for Warlocks, Shadow Priests and Frost Mages. Sunfire is great for Destruction Warlocks, Fire Mages and Arcane Mages. It costs significantly more gold than the +40 Spell Power enchant, so this one is desired only by BG twinks. Both of these enchantments are a 100% drop rate off of two different bosses in Karazhan. Soulfrost drops off of Terestian Illhoof and Sunfire drops off of Shade of Aran. If you can't solo it, maybe you can gather up a few friends of yours and make it a "let's get some old enchantments" run. You'll be able to grab all of the available enchantments in Karazhan so long as you are the only enchanter in the group! ;)

Scroll of Enchant Weapon - Soulfrost
Use: Permanently enchant a melee weapon to increase Frost and Shadow spell power by 54. Requires a level 35 or higher item.
LVI Disp Time L

The Scroll of Enchant Weapon-Soulfrost and Sunfire sell for at least 500G on most servers if any are even available. Before making a whole bunch of these make sure there's enough of a market for them to sell.



Next, Enchant Weapon-Major Intellect is great for healers or any caster classes especially now that intellect not only increases your mana pool, but also spell power. This enchant is a BOP drop off of the Sunfury Researchers found mining the rock formations around Manaforge Coruu in



Netherstorm. There are also some inside of the Manaforge itself.



The Scroll of Enchant Weapon-Major Intellect sells for about 125G. When you are looking at these on the AH do not confuse the 2H Weapon-Major Intellect for this enchant. They are two separate and completely different enchantments.

Lastly, Enchant 2H Weapon-Major Agility is great for feral druids. This enchant is a guaranteed BOP drop off of an



Eredar Deathbringer in the instance, The Arcatraz in Netherstorm. You no longer need a key to enter this dungeon, but you will need a flying mount to gain access.

The Scroll of Enchant Weapon-Major Agility sells for 350-400G.



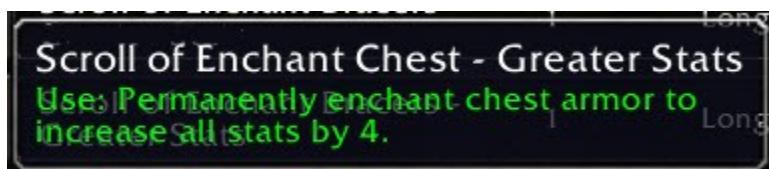
Profitable Armor Enchants

In addition to the weapon enchants, be sure to keep the auction house stocked with the nicest Classic WoW and Burning Crusade chest enchants too.

The following chest enchants are sought after for Heirloom items:

- [Enchant Chest: Greater Stats \(+4 stats\)](#)
- [Enchant Chest: Major Health \(+100 Health\)](#)
- [Enchant Chest: Major Mana \(+100 Mana\)](#)

First, Enchant Chest: Greater Stats is a world drop in both Classic WoW content and Outland content, so if you want this one you'll probably have to check the AH and make the initial investment in it. It won't be cheap though! The materials for the enchant are very light yet this scroll sells quite well as it is the best enchant out there for Heirloom chest pieces. Yes it is even better than +100 health or +100 mana.



The Scroll of Enchant Chest: Greater Stats sells for about 100-125G a piece! If you are lucky enough to have this enchant you will make bank.



Second, Enchant Chest: Major Health is purchased from Qia at Everlook in Winterspring. It is on unlimited supply, so this one is easy to get for your enchanter.

The Scroll of Enchant Chest: Major Health sells for about 25G. What do you expect when something is easy to get, of course it's not going to sell for as much!



Lastly, Enchant Chest: Major Mana is trainable by your Master Enchanting trainer, so you probably already have this one in your arsenal. As expected, it's not going to sell for as much as the harder to come by enchants.

The Scroll of Enchant Chest: Major Mana sells for about 30G.

The following chest enchant is the most sought after for ilevel 35-59 items:

- [Enchant Chest: Exceptional Stats \(+6 Stats\)](#)



The only chest enchant that becomes available with 35+ ilevel gear is a nicer version of the previous +stats enchant. Enchant Chest: Exceptional Stats is a reward for revered reputation with Thrallmar (Horde) or Honor Hold (Alliance). It is purchased from the quartermaster in each city, respectively.

The Scroll of Enchant Chest: Exceptional Stats sells for about 200G. The materials are quite heavy for this enchant, so be careful of material costs compared to the going rate of the scroll.



Rumsey Rum Black Label

This is a type of rum that gives a slight boost to a twink's health. You can obtain them from a vendor inside the instance Old Hillsbrad Foothills, which is one of the wings of Caverns of Time in Tanaris. In order to gain access into this instance you first must be at least level 66. You also must complete the two quests that are found from a large dragon at the entrance. Make sure you dismount first before picking up "[To the Master's Lair](#)" because you will be given a dragon to fly on. Then complete the quest "[The Caverns of Time](#)". You will have to follow around an NPC, which is very boring. Once that is completed now you will be able to go inside the instance.

When you enter the dungeon, it will look like Hillsbrad Foothills. Simply ride over to Southshore and head into the



inn. You can purchase Rumsey Rum Black Label from Barkeep Kelly for 2 silver each. Twink characters drink these constantly usually refreshing it any time after they've died.

A stack of 10 rum sells for about 10-15 gold on my server. That is a huge profit margin!



The Nerfed Green Lenses

A VERY long time ago back in patch 1.3 (March 2005), Blizzard nerfed the engineer created item, Green Lens. Before this when an Engineer created these, it would randomly select one of the following stat suffixes (Stamina, Eagle, Owl etc). In this patch Blizzard removed the ability for any of the stat Lenses to be created in favor of pure damage (Nature wrath, Shadow wrath, Concentration etc). The lenses made before this time were grandfathered in and can still be used.

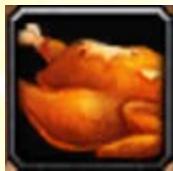
Here is the list of Green Lens that can no longer be created:

Green Lens of Stamina (+24/+25)
Green Lens of the Owl (+15/+16)
Green Lens of the Eagle (+15/+16)
Green Lens of the Wolf (+15/+16)
Green Lens of the Whale (+15/+16)
Green Lens of Intellect (+24/+25)

Now that it's been 5+ years since these items were essentially removed from the game, any remaining Green Lens of Stamina, Owl, Eagle and others have become **extremely** valuable. A few years ago it was not unheard of for someone to pay 3000G. I think now they are probably worth even more in the 10-20K gold range, but you'd have to see what someone is willing to pay.

Even though they are so rare, I recommend checking your AH regularly for them. You just **NEVER** know! Someone could be clearing out their old bags and bank, not realizing how much it's worth and list it for dirt cheap.





Profitable Cooked Foods and Potions

In the PVP brackets of 19, 29 and 39, you are severely limited on the available types of cooked foods and potions. There are no cooked foods even available for players under level 20!

Even though potion and food buffs are lost in death, twinks will still use these potions to buff their characters temporarily. Since they are lost in death, most twinks like to have several stacks on hand so they do not run out mid-fight!

This is a great way for lower levels to make some gold while leveling up! You can collect a lot of the materials needed to create these foods as you are killing mobs in areas for quests.



The cooked foods available at level 29 include:

- Roast Raptor
- Jungle Stew
- Hot Wolf Ribs
- Giant Clam Scorcho

All of these foods give the same buff of 8 Stamina and 8 Spirit for 15 minutes. I left out two due to the changes made to the old world and quests. Their availability is unknown at this time.

The Roast Raptor recipe is found on various vendors in Azeroth. Alliance players can find it on Hammon Karwn at Refuge Point in Arathi Highlands and Corporal Bluth at Rebel Camp in Northern Stranglethorn Vale. Horde can find it on Keena at Hammerfall in Arathi Highlands and Nerrist at Grom'gol Base Camp in Northern Stranglethorn Vale.

The Jungle Stew recipe is purchasable for Alliance from Corporal Bluth at Rebel Camp in Northern Stranglethorn Vale. Horde can purchase this recipe from Nerrist at Grom'gol Base Camp in Northern Stranglethorn Vale.





The Hot Wolf Ribs recipe is purchasable for Alliance from Vivianna at the New Feathermoon Stronghold in Feralas. Horde can purchase this recipe from Sheendra Tallgrass in Camp Mojache in Feralas.

The Giant Clam Scorcho recipe is purchased from Kelsey Yance at Booty Bay in the Cape of Stranglethorn.

I personally would make Jungle Stew. The recipe creates 2 Jungle Stew and only takes 1 Tiger Meat and 1 Refreshing Spring Water. You can farm tigers throughout Stranglethorn and the water is just purchased from a vendor!

The potions and elixirs available at 29 include:

- Elixir of Frost Power (Battle) increases Frost Spell Power by 15.
- Elixir of Ogre Strength (Battle) increases strength by 8
- Elixir of Agility (Battle) increases agility by 15
- Elixir of Fortitude (Guardian) increases health by 120
- Mana Potion
- Greater Healing Potion
- Free Action Potion

The Elixir of Frost Power recipe is only available during the Winter Veil Celebration in either the Ticking Present or from the Smokywood Pastures Special Gift. The Ticking Present is found under the treat after December 25th and is only available to players level 40+. The Special Gift is the reward for completing the entire Greench quest chain. You can also purchase it on the AH during this time as it is not BOP.

The Elixir of Ogre Strength used to drop off of the Mudsnout Shaman at Nethander Stead in Hillsbrad Foothills. However since the Shattering, I have been unable to confirm this. Right now I recommend checking your local AH to see if this is available on there. Once more information is gathered, I will update this with new drop information.

The Elixir of Agility, Elixir of Fortitude, Mana Potion and Greater Healing Potion recipes are all trainable.



The Free Action Potion recipe is sold on Limited Supply from the Alchemy Supplies vendor in Orgrimmar, Ironforge and Darnassus.

Now let's look at the 39 bracket.

The cooked foods available at level 39 include:

- Nightfin Soup restores 10 mana per 5 seconds
- Poached Sunscale Salmon restores 6 health per 5 seconds
- Grilled Squid increase agility by 10
- Cooked Glossy Mightfish increases stamina by 10

In the 39 bracket there are a lot more choices with the cooked foods. Some of the buffs are REALLY nice for this level range especially the mana restore and agility foods.



Raw Nightfin Snapper

In order to farm for and cook these foods, you will need to have fishing skilled up to at least the high 200's and will need to use a lure to reach fishing skill 300. This will ensure you will not gather any junk items. Your cooking skill will need to be at least 250. All of the recipes for these foods are vendor purchased.

The Nightfin Soup, Poached Sunscale Salmon and Grilled Squid recipes are purchased in Unlimited Supply from Gikkix the Fisherman. At the time of writing I was unable to locate this vendor, so I will have to update this with more information once it becomes available.



The Cooked Glossy Mightfish recipe is only sold by Kelsey Yance at Booty Bay in the Cape of Stranglethorn.

Try out the Coastal waters of Tanaris and Feralas as well as inland waters of Feralas (Verdantis River) and Winterspring.

To catch Raw Nightfin Snapper you will need to fish from Mid-night to 6AM server time. To catch Raw Sunscale Salmon you will need to from

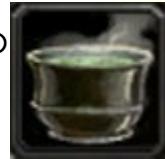


Midday-8PM server time.



Winter squid can only be caught during fall and winter months, so it's good to stock up on this while it is in season. A great place to farm for it is the Coastal waters of Swamp of Sorrows. It requires one to have a fishing skill of 425 in order to not catch junk items.

On my healing 39 twink priest, I absolutely love the Nightfin Soup foods. Any increase in mana regen is quite important since battles can last quite a long time. As long as I have mana to heal my teammates, I can turn a battle from a loss into a win.



You should be charging a good amount of gold for these foods because gathering the fish can be rather time consuming. If you find that someone else is selling these fish on the AH, then be sure to buy them up and create the foods! This will save you A LOT of time and be more profitable in the end.

Now onto the potions and elixirs. Any potion and elixir available to 29's can also be used in this bracket too.

The potions and elixirs available at 39 include:

- Elixir of Giants (Battle) increases strength by 25
- Elixir of Greater Agility (Battle) increases agility by
- Arcane Elixir (Battle) increases spell power by 20
- Elixir of Greater Intellect (Guardian) increase max mana by 250
- Greater Mana Potion
- Superior Healing Potion

The Elixir of Giants recipe is a random world drop. You are best looking on your AH for this one.

The remaining elixirs and potions are all trainable!

Players even low to mid-level can farm for these items (or at least check their AH to see if materials are cheap) and create the foods, potions and elixirs to make gold. We will have to see exactly how profitable this



market will become!

Profitable Twink Items

For the large list of items that are profitable to sell, please see our free guide, Twink Profits included with the purchase of this gold guide. It lists specific items of all popular level brackets that are worth more gold than your average green or blue item in that level bracket. This guide tells you exactly what items you should be searching for on your local AH to resell for massive gold profits.



Throat Piercers/Sinister Scimitar



These two green items are only purchasable on the Horde side. They are sold on limited supply by the poison supplier Eralan at the Horde town Tranquillien in the Ghostlands. The Throat Piercers are sold from the vendor for 6 Silver and Sinister Scimitar for 73 Silver 13 Copper.

Their real value is many times greater than this.

The Throat Piercers is one of the best thrown weapon in the game for a level 19 twink. The Sinister Scimitar is one of the best main-hand swords for a level 19 twink rogue. Knowing this you can make quite a bit of gold with these items.

Since they are only purchasable on the Horde side, Alliance will typically pay premium prices for these items on the neutral auction house. Just remember there is a larger cut taken from items sold here and typically the deposit is much higher too. I would create a thread on your realm's forum letting Alliance know that these are available to buy. You might be able to negotiate the price too.



The respawn timer on these items is not well known because it varies quite frequently. I recommend creating a Blood Elf character with the sole intention of only buying these off of the vendor. Run the character down to Tranquillien in the Ghostlands and mail him some gold.



Tranquillien has a mailbox, so the character can simply stay here indefinitely and mail any items to a character with access to the auction house.

The Throat Piercers sell on the AH for as much as 40G. The Sinister Scimitar sell on the AH for about 13G.

These prices may even be a little low if you sell to an Alliance. The ultimate gold-making potential with these would be to those players capable of listing these items on the Alliance auction house. Transferring goods through the neutral auction house can be risky. Often times there are players who sit looking for items being transferred cross-faction at a low price. They will buy them out as soon as they are listed and there is absolutely nothing that can be done. Be careful!

Simply buying these limited supply greens off this vendor can create a lot of gold for you. Low level characters will find this especially profitable!

Shadowfang (Keep) Farming



If you are the type of person who likes to farm instances and mobs over and over again, then this could be a really good place for you. Shadowfang Keep has been completely redone for Cataclysm. All new mobs and bosses await you!

For anyone level 30+, farming this dungeon can be quite profitable especially if you're one of those players who seems to be really lucky with drops. SFK is a level 19-21 instance that drops a lot of nice blue items sought after by twinks in the level 19 bracket.

You can go about farming this dungeon in two different ways.

The first is where you just kill everything in sight, hoping to get some cloth, nice greens and the occasional blue item. Some of these blue items could sell very nicely on



the AH. There are also chests that spawn throughout the dungeon. Some of them are tucked back in corners and may be locked too.

The second way is to just kill the bosses and immediately run out and reset the instance. Rinse and repeat until you are locked out for the hour. Only the bosses have a chance to drop the infamous Assassin's Blade and Shadowfang. It is important to note that these were slightly nerfed in Cataclysm, so we'll have to see if they are as precious as they used to be.



Either way you decide to farm, be sure to look out for the rare spawn, Deathsworn Captain. He also has a chance to drop the Assassin's Blade and Shadowfang! Some players choose to simply farm this guy as he is close to the beginning of the dungeon. If you want to know whether or not he is spawned, as you enter the dungeon walk straight ahead to the large metal gate. Type /target Deathsworn. If he is spawned, this should target him for you. If nothing happens, then he is isn't spawned!

The fact that this instance can be cleared quite quickly even in the mid levels and farmed without being bothered by the opposite faction makes it an excellent way to make gold.



Be sure to check all around for chests. I got 2 blue items out of unlocked chests, so don't pass them up! Usually there are at least 2 chests in the instance. Make sure you have a ton of bag space open. I can easily fill 3 20 slot bags with 1 run.



Crusader Formula

Even though I already mentioned this in the twink section, I wanted to further expand this tip to those who aren't enchanters. The Weapon Enchant-Crusader has been a staple enchant for melee classes for quite a long time. Even today, it sells well because players place it on Heirloom weapons and then give it to their alts to level up. The proc allows them to kill mobs faster and makes the



leveling experience more enjoyable with less downtime.

With the changes made to Eastern Plaguelands, it has become even more rare than before. The Scarlet Spellbinders have been removed entirely from the game, so it can only be found on the Scarlet Archmage in Tyr's Hand. At this time, I cannot even verify that the Archmages drop this recipe. However since the drop rate is so low, right now I am just hoping it hasn't been seen yet. If the Crusader formula has been removed from the game that would be highly significant, so I don't think this was intentional.

The Scarlet Archmages are only found up the center stairs around the large Cathedral in Tyr's Hand. These mobs are much lower level now (low 40's) and are not elite mobs. The best way to farm for this pattern is to kill all of the other types of Scarlet in this area because they share the same spawn places as the Archmages!



This formula is Bind on Equip, so you can sell it on your local AH for nice profits. Recently it's been selling for anywhere from 500-750G on most servers. This could go up significantly when players realize those easy to farm Scarlet Spellbinders are gone forever.

Fishing for Stonescale Eels



Stonescale Eels are used by alchemists and created into Stonescale Oil. The recipe to make the oil is trainable. Alchemists use these Oils to create flasks and elixirs to help them skill up. You can fish for Stonescale Eels in both Open Water

and schools. If you fish exclusively in schools, no minimum fishing skill is required. If you choose to Open Water fish, then you'll need to be at the most, 425 with lures attached to no longer catch any gray items.



I recommend checking out the Bay of Storms in Azshara, the coastal waters in Tanaris, the Cape of Stranglethorn, Northern Stranglethorn and Swamp of Sorrows. The secret in catching Stonescale Eels is to fish **after dark** from Midnight-6AM server time. Their drop rate during the day is much lower. If you choose to fish in the Bay of Storms in Azshara make sure your minimap actually states "Bay of Storms". If you try to fish in any other area of Azshara, you won't be fishing in the right water type and will be catching the wrong type of fish. I personally like to find one of the small islands with Bilgewater Seals on it. They keep my company as I fish. ;) (Pink Tallstrider not included!)



Before beginning, be sure to fish out any Swarms of Stonescale Eels in the area to get a little boost! Once all of the pools stop spawning, then begin fishing open water.

My favorite place to fish for them is on the Misty Reed Strand in Swamp of Sorrows. Both Alliance and Horde have easy access to this area because of the nearby Goblin town, Bogpaddle. Not only is the drop rate pretty good here, but I absolutely LOVE the

scenery!

Depending upon your server these eels can range from 1-4G a piece. Who would have thought an old fish could be worth so much gold?

Gather the Spider Silk

There are several different types of Spider Silk available in the game. Most of them are used by tailors to create mid to high level items. In Cataclysm a lot of the mobs that used to drop spider silk were even removed or their loot tables were completely changed. We will have to see what Blizzard does or if things will continue on like this.

Here's a list of the different types of Spider Silk you can farm in-game to



make some gold. There is no new Spider Silk added for level 85 content.

- Spider's Silk
- Thick Spider's Silk
- Shadow Silk
- Ironweb Spider Silk
- Netherweb Silk
- Iceweb Spider Silk



Spider's Silk

This is a great silk for low to mid level players to farm for some extra gold. Regular Spider's Silk can be found on level 17-30 spiders found throughout the world. There is one place that I recommend to check as long as you are high enough level to kill them reliably.



That place is Arathi Highlands. Here you will find a large number of Greater Plains Creeper and Plains Creeper roaming throughout the zone. These spiders have the highest drop rate for this silk in the entire game! Be sure to check your AH to see if there's a market for them.

Another great place is Webwinder Hollow in Stonetalon Mountains. This area is completely FULL of Deepmoss Creepers and Venomspitters. The thing I like about this area is that the spiders are very close together, so you don't have to mount up in between kills. Just out watch for Queen Silith. She scared the living....out of me when I saw her for the first time. haha



Spider's Silk is used in only a few tailoring recipes. It is used in the popular Robes of Arcana pattern which is needed for a low level warlock quest in Rachet.





Thick Spider's Silk and Shadow Silk

Thick Spider's Silk can be farmed in various areas from a wide level range of mobs.

Typically Thick Spider's Silk will only drop off of spiders in the 38-60 level range.

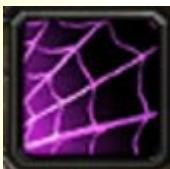


If you are mid-level then I recommend heading to Dustwall Marsh to farm the Darkmist spider found at Darkmist Cavern, just north of Brackenwall Village. Once you've cleared outside of the cavern out, then head inside for even more spiders!

If you are a little higher level, then I suggest checking out Searing Gorge. On the western side of SG, you will find a large number of Greater Lava Spiders. Be

sure to check the sides of the rocky cliffs too because they tend to spawn and creep around a bit.

Lastly for those who are level 60+, then I recommend Silithus the most. In Silithus there is a large number of Sand Skitterer and Rock Stalkers found scattered throughout the zone. These spiders drop both Thick Spider's Silk AND Shadow Silk!



Ironweb Spider Silk

Ironweb Spider Silk has been seriously affected by the changes made to loot tables in Cataclysm. At the time of writing, there were no mobs outside of dungeons dropping it.

The only place that it could be farmed is in Lower Blackrock Spire from the Spire Spiderlings in Mother Smolderweb's room. If this doesn't change, then Ironweb Spider Silk will be worth a TON of gold. If you are high enough level to farm LBRS, then I definitely recommend it. At level 85 it's pretty easy! The Spiderlings also drop Thick Spider's Web and Shadow Silk as a nice bonus.



Netherweb Spider Silk

This spider silk is needed for many tailoring patterns from skills 340-375. The best place to farm for it is outside of Allerian



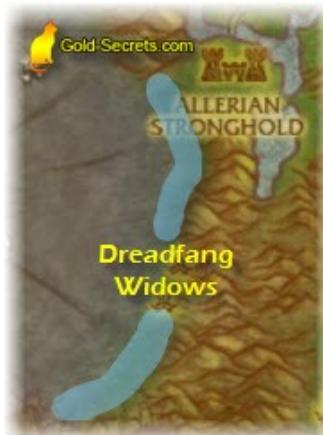
Stronghold in Terokkar Forest. This is an Alliance town but if you're Horde don't worry, this isn't a central town for the Alliance so the number of players here is usually quite low.



This area is full of Dreadfang Widows that drop Netherweb Spider Silk about 15% of the time. There are so many here that you can pretty much kill as many as you want but you'll never get them all before they start respawning. Additionally, they will also drop a ton of vendor trash that will add up!

Additionally, these spiders drop green items too. Of course the quality of these items vary, but it's more gold in the tally for you. You could choose to disenchant these items if enchanting materials are selling well.

In an hour I can easily farm 15-30 Netherweb Spider Silks here and end up with a ton of vendor trash and a few greens. There are also herbalism and mining spawn points close by if you are a gatherer.



Even at the low end of 15 silks selling for around 6 gold this puts me at 90 gold or so just for the silks. Then add in the vendor trash and occasional green and it would be difficult NOT to make at least 100 gold here in an hour. My totals are closer to 150-200 gold but then again it depends on your server and the going rate for the silk.



Iceweb Spider Silk

This is the type of spider silk found in Northrend. If you made a lot of gold with the others, I am sure this one will too. These are needed in large quantities to level tailoring to max level. Iceweb Spider Silk can be farmed in two places.

Trapdoor Crawlers-Zul'Drak

The first place you can farm for spider silk is from Trapdoor Crawlers in



Heb'Valok in Zul'Drak. The drop rate on the silk is actually very good. The spiders burrow into the ground, so you will see a crumbling ground animation, just move towards them in order to aggro them.

Rogues will probably find this place very annoying because it will be difficult getting openers off on them.



The incredible thing about these spiders is that they can be skinned. You can farm for spider silk and leather at the same time!

Crystalweb Spitters/Crystalweb Weavers-Storm Peak



for leather too!

The best drop rate on the spider silks come from the Crystalweb Spitters and Crystalweb Weavers in Storm Peak. They can be found in the cave, Crystalweb Cavern north of the goblin town, K3. I personally like this cave the best for farming the silks.
You can skin these spiders



Profiting on Special Events

Special holiday events only occur in game during their annual preset dates. With the addition of achievements, the special events mean much more to players than just a fun time. There are now unique titles available to any player brave enough to complete all of the achievements listed under each holiday. Many players seek to complete the achievement, What a Long, Strange Trip It's Been which gives the player the Reins of the Violet Proto-Drake which rewards the player with free Master Ride (if it wasn't already purchased) and a unique purple proto drake. This has caused the holiday items to increase in value significantly.



There are many different special events in World of Warcraft which include New Year's Eve, Lunar Festival, Love is in the Air, Noblegarden,



Children's Week, Midsummer Fire Festival, Pilgrim's Bounty, Brewfest, Pirate's Day, Hallow's End, and lastly Winter Veil. Now not all of these events will have ways to make money, but a few of them have some excellent ways I will discuss below!

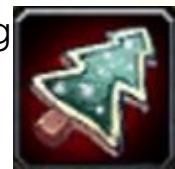
Remember these events only last a short time during specific times, so you must be prepared in advanced!



Winter Veil Festival

There are several ways for a player to make gold off of this event!

For the Winter Veil festival, there is a quest that asks you to bring Greatfather Winter 5 Gingerbread Cookies and 1 glass of Ice Cold Milk. The Gingerbread Cookies take 1 Small Egg and 1 Holiday Spice to create, so what I did was farm up a bunch of Small Eggs for people to buy. I also made a few of the cookies to sell on the Auction House as well. I sold stacks of 5 eggs for 5-10G a piece and I was able to farm up 100 Eggs in about 45 minutes.



There are several places to farm up Small Eggs for this event. For Alliance, I recommend farming the Timberstrider Fledgling south of Azuremyst Isle.

For Horde, I suggest killing the Feral Dragonhawk Hatchling in the area south of Falconwing Square in Eversong Woods.

The Dragonhawks have the highest drop rate in the game for the Small Eggs. Don't wait until after the event starts. Farm and stock up on eggs, a few days before it begins so you can be the first one to sell the Small Eggs and Cookies on the AH.

Who doesn't love snowballs? Snowballs are only available in large quantities during the Winter Veil festival. Now you may choose to just purchase them from the vendor for a few copper or you may farm them up in Alterac Mountain. There are piles of snow on the ground that can be gathered. Now it is best to hold on to these for later months when Snowballs are not available anymore! I know I personally have bought snowballs off of the Auction house for special



guild events.



Another item available during the Winter Veil festival is something called Preserved Holly.

These allow you to turn your ground mount into a grounded Reindeer and your flying mount into a flying Reindeer! What I did last year, was do all of the quest available to me to get as many of these as possible. You can either sell these immediately for some quick gold or choose to keep them for the summer months! I normally keep them for later in the year. It is probably best to advertise these in Trade rather than just placing them on the Auction House. Likely people will not even know they exist and will not know what to search for on the AH. You will get better business potential selling in Trade.



This last tip has already been mentioned in previous sections, but wanted to include here too. During the festival all Tailors are mailed either a Red or Green Winter Clothes pattern depending upon your faction. Alliance tailors receive red patterns and Horde tailors receive green patterns. The first year Blizzard implemented Winter Veil, there was a bug preventing the patterns from being mailed to tailors. They then added neutral faction vendors in Ironforge and in Orgrimmar, so they could purchase the pattern. Unintentionally this has enabled both factions to obtain the opposite faction's Winter clothes pattern. The patterns are BOP, so you must take your tailor into the enemy's city to obtain it.

I recommend walking into the cities completely nude to avoid a large repair bill. Not many players are aware of this, which may make you the only tailor on your faction who can craft both colors of winter clothes! Red winter clothes will sell for more on the Horde side and Green Winter clothes will sell for more on the Alliance side.



They regularly sell for 50+G each on most servers. Be sure to price them accordingly to the going rate of runecloth

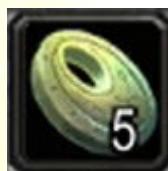


New Year's Eve

New Year's Eve is always a time for celebrating, getting drunk and shooting off fireworks. This is one of the few times in the year, that you can purchase fireworks from a vendor. There are usually a few kinds that are only available at these events. It is great to buy several stacks and hold on to them for later. People like to purchase these during the off times of the year and set them off in the big cities or at an in game guild event. If you have trouble selling them, then you may always have a fireworks display for your friends!



Lunar Festival



The Lunar Festival only has 1 way for a player to make gold. There are special BOP recipes located on the Lunar Festival vendor in Moonglade. In order to purchase these recipes/formulas and schematics, you must trade them Coins of Ancestry. These coins are obtained by speaking to Elders spawned in various places, across all of Azeroth, Outland and even Northrend. When you speak to an Elder he/she will reward you with 1 Coin. These patterns are now BOP, so you cannot sell them on the AH!

Be sure to gather all of the patterns and recipes available at this time! You won't be able to get them again for another year.

Love Is In The Air

Love is in the Air is Blizzard's version of Valentine's Day! With the addition of the achievements, this holiday in particular has changed dramatically.



During this event you can sell the Love Rockets, Bags of Candy, Handful of Rose Petals, Love Fool and Silver Shafted Arrows. These used to be the items that were worth absolutely nothing! Funny how that changes. These are now needed to complete 5 different



achievements during the event. Each player needs 10 Love Rockets, 10 Silver Shafted Arrows, 10 Handful of Rose Petals and at least 1 Bag of Candy. These items are obtained from the Adoration Packs, which can be looted once an hour.

Since these items are conjured, you cannot place them on the AH. All of your sales will need to be through the trade channel. The Love Rockets, Arrows and Roses were selling for about 5G each on my server. Love Fools and Bags of Candy were selling for about 15-25G each.



The last item you can sell during Love Is in the Air are the city Gift Collections and faction Gift Collection packs. In order to put these together, you must visit Darnassus, Ironforge, Stormwind (if Alliance) or Orgrimmar, Undercity, Thunder Bluff (if Horde) and give love tokens to the guards and citizens of these towns. You'll have to collect 5 cards, 5 pledges and 5 items from the citizens. The items from the citizens are different in each city. For example in Undercity, you must gather 5 Romantic Poems, in Ironforge you must gather 5 Cases of Homebrew. Once you gather everything together, just right click the items together to make the packs.

The faction Gift Collections sell for about 50-70G each. These can then be turned into Kwee Peddlefeet (in each city) for a stack of Roses, Arrows or Love Rockets. Make sure you don't sell the Gift Collection for less than what those are selling for!

Children's Week



This holiday usually occurs in the first week of May. A great way to make gold with this event is to sell the foods associated with the achievement, Bad Example. For this achievement players much eat specific foods in front of their orphan.

Below are the foods that need to be consumed:



- Tigule and Foror's Strawberry Ice Cream
- Red Velvet Cupcake
- Lovely Cake Slice
- Dalaran Doughnut
- Dalaran Brownie
- Tasty Cupcake
- Delicious Chocolate Cake

The first five foods on this list are simply purchased from vendors!

Tigule and Foror's Strawberry Ice Cream is purchased from a vendor that spawns during Children's Week in Orgrimmar and Stormwind.



Red Velvet Cupcake, Lovely Cake Slice, Dalaran Doughnut and Dalaran Brownie are all purchased from Aimee the Pie, Pastry and Cakes vendor in Dalaran. She is on the northern side of town near the northern bank.

Everything is sold in stacks of 5 except the Lovely Cake. For this item, you purchase the whole cake, place it on the ground and then loot the 5 slices from the cake. Now you'll be able to sell the individual Slices to players.

Don't shortchange yourself on this particular food. The Lovely Cake is much more expensive, so make sure you are charging enough to cover your costs plus make some extra gold.



The last two items, Tasty Cupcake and Delicious Chocolate Cake are made by cooks. If you aren't a cook then you can farm the ingredients and charge a premium for them on the auction house. If you are a cook, then you can create these foods to sell to players. Either way you can make some gold going this!

The ingredients for the Tasty Cupcake are rather simple to gather. It takes 1 Northern Egg and 2 Simple Flour to make **5** Tasty Cupcakes. The northern eggs can be gathered from the Goretalon Roc in Sholazar Basin



or the Vargul Plaguetailon in Zul'Drak. Simple Flour is just purchased from cooking supply vendors.

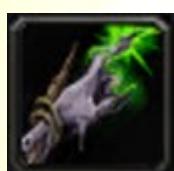
The ingredients for the Delicious Chocolate Cake is not as easy to gather. It takes 8 Simple Flour, 4 Ice Cold Milk, 4 Mild Spices, 8 Small Egg, 1 Flask of Port and 3 Mageroyal. The Simple Flour, Ice Cold Milk, Mild Spices and Flask of Port are all purchased from vendors.



The Small Eggs have been mentioned previously in the Winter Veil section of this guide. You can gather these very easily, but it's just a matter of taking the time to do it. The Mageroyal is more annoying since it requires you to be an herbalist. This is where the gold-making is for this particular item. If you have a mid-level herbalist, I'd farm up a good amount of mageroyal a few days before this event begins so you can sell it at premium prices.

Good places to farm for Mageroyal include Northern Barrens, Silverpine Forest and Westfall. Be sure to list them in stacks of 3 because that's what cooks will need!

Hallow's End



This is my favorite WoW event! Unfortunately the only way to make some money is by selling costumes. With the new achievement requirements, you should be able to sell these pretty easily!

Anytime you Trick or Treat at a local Innkeeper, they have a chance to give you a treat bag. Within those treat bags, you may get a Wand that allows you to target party members. This wand will turn party members into several different costumes such as a Bat, Leper Gnome, Goblin, Wisp, Ninja and Pirate. You will have to advertise this through the Trade channel and then invite players into your group for it to work. Each wand has 5 charges for you to use. I personally have bought these costumes for 20G a piece in order to complete my Hallow's End achievements!



Pilgrim's Bounty

You can make some serious gold with this event simply because most players are too lazy!

For this event players must create several different types of foods. Most of the ingredients are simply purchased from vendors outside of the major cities. For Horde they are Orgrimmar, Undercity and Thunder Bluff. For Alliance they are Stormwind, Ironforge and Darnassus. In each city, there is one ingredient that is unique to that city. This means players are forced to run from city to city, gathering up the materials to be able to complete the daily quests and other achievements involved with this holiday event. Some players won't want to run from town to town and you can sell these vendor purchased materials to players. Since they are considered "conjured items", you cannot list them on the auction house and can only be traded.



The ingredients that are unique to each town are as followed:

- Ripe Pumpkin (Undercity and Stormwind)
- Tangy Cranberries (Ironforge and Orgrimmar)
- Sweet Potato (Thunder Bluff and Darnassus)
- Wild Turkey (Tirisfal Glade and Elwynn Forest)

The pumpkins, cranberries and sweet potatoes can all be purchased in unlimited supply from the Pilgrim's Bounty Vendor. The Wild Turkey are only obtained from killing the Wild Turkeys found in the woods of Tirisfal Glade or Elwynn Forest.



As with most events you will make the most money on the first few days when everyone is trying to complete the quests and obtain the items for the achievements.

Mages have an opportunity to make a lot of gold selling portals to all of the major cities. As long as you don't mind setting up shop, players will be looking to jump from city to city to complete the quests.



Another great thing about this event is it essentially allows players to level cooking up to 350 for only a few gold excluding training. If you have been putting off leveling cooking and Pilgrim's Bounty comes around, be sure to level up until all of the recipes turn gray. I was able to get 345 cooking in a matter of 20 minutes for only a few silver on one of my alts!

Hopefully this will help you to make more gold during these special events. Now that they implemented the Calendar in game, you should never miss out on an in game event and be able to prepare more easily too. The Calendar is located on the upper right corner of your minimap! Remember to keep your eyes on both the in-game calendar and the [Events Calendar](#) on the official WoW site to see what's coming up. They are not always the same dates each year and Blizzard is always adding more events in!

Farming the Different Cloth Types

Cloth has always been a way to make some extra gold on the side. Tailors and all players with First Aid need large amounts to max out both professions. Because of this, it is always in demand in all level ranges.

This section includes ALL cloth types and will tell you where one can farm to get large amounts as fast as possible! Some areas will allow you to gather other valuable items too as a nice bonus.



Linen and Wool Cloth

These are the first two types of cloth you will encounter in this game. Linen typically comes off of humanoids levels 1-12 and Wool drops off of humanoids levels 12-25. There is some overlap because some mobs drop both linen and wool cloth.



For those of you who are Low level Alliance, then I recommend heading to Darkshore. There are two small Twilight fanatic camps north of the Ruins of Aberdine. The fanatics are levels 11-12 and drop lots of Linen Cloth and respawn very quickly!

If you are a low level Horde, then I suggest heading to Silverpine Forest.

On the northwestern shoreline, you will find a large number of Bloodfang Scavengers at the North Tide's Beachhead. They are levels 11-12, drop some coin and a good amount of Linen Cloth. Just watch out for the wandering level 13 elite Ettin!



In Ashenvale, the Thistlefur Furbolgs are a great place to gather both Linen and Wool Cloth at the same time. In the Thistlefur Village and



Thistlefur Hold, just north of Astranaar, you will find a ton of furbolgs. There are so many different camps, that you shouldn't run out of mobs to kill. If you do, then just head into the Hold and start killing in there. By the time you make a full round, everything will have respawned near the road.

You'll even get a few Silk Cloth every so often.

Lastly, in Azshara the Blackmaw Furbolgs and Talrendris Ambassadors are another great source for Linen Cloth. In the Blackmaw Hold on the northwestern side of Azshara you will find several camps of Furbolgs. Don't worry these furbolgs are no longer allied with Timbermaw, so feel free to slay them! There is also a cave you can head into if you run out of spawns. These furbolgs drop a lot of cloth and low level greens!



Silk Cloth

Silk cloth typically drops off of humanoid mobs from approximately levels 30-40. There is some overlap where mobs drop both Wool and Silk or Silk and Mageweave Cloth.





A good place to farm for Silk cloth is at the Rage Scar Hold in Feralas. This area is filled with level 37 Yetis and their respawn rate is fairly fast. If you are a Skinner, then you get a 2 for 1 deal because you'll also be able to skin them for Heavy Leather too.

If that's not good enough then you may also check out the Ruins of Isilidien a little further south in Feralas too. Here you will find a ton of Gordunni Ogres throughout the ruins. There are so many spawns it will be hard to run out of ogres to kill here.



Another good place to farm for Silk cloth is from the Scarlet humanoids outside of the Scarlet Monastery in Tirfal Glade. These humanoids are levels 29 and 30! There are more spawns available behind the monastery in the Terrace of Repose if you run out.



If you are high enough level to solo Scarlet Monastery-Cathedral, then that's the **BEST** place to farm for Silk Cloth.

These mobs can be easily gathered up (especially if you just attack Scarlet Commander Mograine) and AOE'd down very quickly. You must be much higher level than the mobs for this to work however, so I don't recommend someone under level 70 to try this. It likely won't turn out too good for you! They have stuns and interrupts that could be fatal. You can easily gather a few stacks of Silk Cloth in only a matter of minutes here.



Mageweave Cloth

Some of the good places to farm for Mageweave Cloth have been removed from the game in Cataclysm. * shaking fist * If you've found your little secret spot is now gone too, then check out these areas.

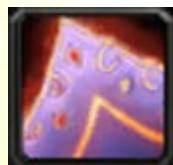


The first place you will find Mageweave Cloth is in Tanaris. At the Dunemaul Compound there are tons of Dunemaul Ogres to kill. They are pretty close together and respawn fairly fast. This is a great place for those in their mid-40's!



One of the best place to gather Mageweave Cloth is in the dungeon Zul'Farrak in northwestern Tanaris. In this dungeon you will find a large number of trolls. They will drop other loot too, which is a nice added bonus. The great thing about Zul'Farrak is you can mount up inside allowing you to travel faster and gather more mobs. One thing you should know though, these mobs have a dismounting ability to keep you from rounding up the entire instance in one pull. You'll have to gather up smaller bunches and AOE them down. As you get higher level, looting the mobs will take longer than killing them!

Another great dungeon to farm for Mageweave Cloth is now the back entrance of Stratholme. This dungeon is much lower level now and drop mostly Mageweave Cloth with some Runecloth. If you are high enough level to solo this whole dungeon, then you can gather quite a few boss drops which sell up to a few gold each.



Runecloth

A great area to farm for Runecloth is at the Winterfall Village in Winterspring. Consider me an expert on this camp since I spent almost 2 full months here farming for the Winterspring mount several years ago.

This area is full of Winterfall Furbolgs that drop a lot of runecloth, some silver, and Winterfall Firewater. They have a chance to drop blues and epics if you are lucky. Aside from the Furbolgs, there are 5 Rich Thorium Vein spawns, 1 Black Lotus spawn and 4 Chest spawns in this camp. I have included a map, which shows all of the spawn points.

You can make a very large amount of gold in this camp. All of the chests in this area have a chance to drop blue items and if you are a miner you will find the RTVs spawn



KEY:

- Rich Thorium Vein — ●
- Chests — ●
- Black Lotus — ●



frequently here. It is very easy to run through this camp to check on the spawn points. Unfortunately a lot of the Furbolgs are linked to the chests and are too close to the mining nodes to get to without killing them. Be prepared to have to take 2 or 3 at a time.



If you are level 70+ then I recommend farming Lower Blackrock Spire for Runecloth. LBRS is FULL of humanoid mobs which can be gathered up and AOE'd down. Even at high level though, you must be careful since the mobs have interrupts, shield bashes and other stunning abilities. If you gather up a HUGE group of mobs, it is likely you'll be stunned for a large portion of the fight, unable to DPS or even move. A full clear of LBRS can net you at least 4-5 stacks of Runecloth along with other great drops along the way. Enchanters can disenchant any drops and sell the shards too as a nice added perk!



Felcloth and Mooncloth

This is another item that has been seriously affected by the changes to loot tables and mobs in Cataclysm. Felcloth is an uncommon type of cloth that is used in many tailoring patterns and also required for the transmutation of mooncloth. Felcloth can no longer be farmed in Azshara nor Felwood. The only place I could find it was in Dire Maul East wing. I'm hoping this is simply an oversight on Blizzard's part and this will be rectified soon. We will just have to wait and see!

Felcloth varies in price according to server, but I have seen it as low as 1G 50S a piece to as high as 3-4G a piece. If the drop rate isn't increased, then it will be extremely expensive.

The only way to make mooncloth is by hiring a tailor. Mooncloth no longer has a cooldown attached to it, so you can make as many as you like. You still have to find a Moonwell which can be rather frustrating for Horde players. There is a moonwell in Darnassus at the Temple of



the Moon, as well as in Stormwind in the park and in Teldrassil. Here are a few that both alliance and horde are available to use. There is one in Silithus, Felwood at the Jaedenar camp (it is called a corrupted moonwell but it works), as well as Moonglade and Nordrassil.

Even though this is “outdated” content some players still buy it to level their tailoring skill. It is at least worth checking on your local AH!



Netherweave Cloth

One of the first areas you'll find as a good place to farm Netherweave cloth is in Hellfire Peninsula. The demons in Forge Camp: Mageddon, Rage, and Annihilator all dropped a decent amount of Netherweave cloth. Now these mobs tend to hit very hard for their level, so take your time if you are close to their level range.

Another great place to farm for Netherweave cloth is at Firewing Point in Terokkar Forest. This area is jammed pack of humanoid Blood Elves, which drop up to 4 cloth per kill. I also got about seven green items while I was farming here too. These blood elves will also drop Firewing Signets that can be sold on the Auction House. These signets are used to increase reputation with the Scryers in Shattrath city.



These Blood Elves were levels 62 to 64 and they are relatively easy for their level. They have a very fast respawn timer and there are a ton of them here. You won't have to wait for respawns!

Next, in Nagrand there is a village called Sunspring Post. It is located just west of Halaa. Within this village, the Murkblood Scavengers have very little health. In fact, they can probably be 1 or 2 shot by most classes. The best part about them having very little health is that they have a full loot table. They drop 10-15 silver on average, Netherweave cloth and greens. A mage would have a blast in here since AoE is their



specialty.

The mobs at this camp also give you reputation with Kurenai for Alliance or The Mag'har for Horde.



There is another great area in Nagrand! In the center of Nagrand you will find the Spirit Fields. In these fields you will come across a lot number of Ethereal mobs called Vir'aani Raiders and Arcanists. They range from level 65-67, so make sure you can easily take on a mob of that level. These guys drop a lot of Netherweave cloth and they spawn extremely fast. I farmed these guys for about an hour and I walked away with 4 stacks of Netherweave cloth. In this area, there are also Oshu'gun Crystal Fragments that can be picked up off of the ground for reputation turn ins for The Consortium. You can turn in 10 at a time for 250 rep. Note that you can only turn these crystals in until you reach friendly and then that option disappears.

I was also getting a lot of green drops from these guys as well. Overall, this is one of the best places I have found for "grinding". What I did was just find one of the large crystals that they spawn around and just made my way around it. By the time I was finished with the last mob in the circle, the first few I killed were already respawned.

For the next two areas, you will need to be at least level 70. Head to the areas found just outside of the raid dungeon, Black Temple in Shadowmoon Valley.

On the right side, at the Ruins of Karabor you will find a large number of Blood Elf Soldiers and Demon Hunter Trainees.

These mobs drop some coin, a good amount of Netherweave cloth and most importantly, they have an overall very healthy drop rate for Sunfury Signets as well as Arcane Tomes. In fact, the best drop rate in the game for these items is this area around Black Temple. You'll have to check your server to see if these are still worth much gold!



Be careful of the patrolling Trainers because they can pull multiple mobs all at once. There are also some elite mobs in this area, so if you aren't level 80+ I'd steer clear of them or you could die very easily.



On the opposite side is the Ata'mal Terrace. Here you will find a large number of Shadowmoon Orcs. These orcs have your typical loot table found on humanoids. They drop some coin, cloth and a chance for green items. They do not drop the Sunfury Signets or Marks of Sargeras.

It is important to note on this side there are 70 elite patrols as well as Eye of Kilrogg. When the eye spots you, it will run over to the nearest mob set and aggro them onto you. If you are already taking out mobs it could be fatal. Anyone level 80+ should have absolutely NO problems killing the mobs in here. In fact, you can likely gather up large groups of them without taking too much damage.



This is just a great area for grinding and gathering Netherweave Cloth. I don't know of any other place in Outland with this many mobs, so close together with this fast of a respawn rate. Rogues will be able to pickpocket the mobs too!



Frostweave Cloth

The drop rate on frostweave cloth is slightly lower than Netherweave cloth in my opinion. Throughout the low to mid 70's you are going to have a tough time having enough for bandages.

If you are a tailor, then I suspect you'll be supplying most of the economy with cloth. There is a new book called, [A Guide to Northern Cloth Scavenging](#), that gives tailors a greater chance of finding cloth on Northrend mobs!

Once you get into the high 70's Frostweave becomes much easier to gather.





The first area you will find a decent amount of Frostweave Cloth is at Shield Hill just outside of the Horde town, New Agamand near the southwestern elevator. Here you will find a large number of Risen Vyrkul that drop Frostweave, some coin and the occasional green! The mobs are low 70's so this can be a great place for those who aren't max level.

The next area, I recommend farming is at Swindlegrin's Dig. This area is found around the Suntouched Pillar in Sholazar Basin. The Venture Co. Goblins have a very good drop rate on cloth and there are so many available mobs here too. You could easily gather them together and AOE them down. The respawn time is very good too.



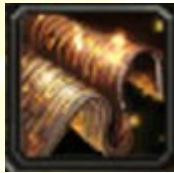
Miners should keep an eye open for Saronite Nodes too!



Another great place to check in Sholazar Basin is the Lost Lands near the Avatar or Freya. Here you will find a large number of Bonescythe Ravager and Blighted Corpse which have a high drop rate for cloth. There are so many available mobs here that you should be able to kill non-stop.

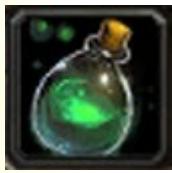
Lastly, this area will require you to be at least level 77 and have Cold Weather Flying. Deathspeaker's Watch is just west of the Argent Tournament Grounds in Icecrown. There are a ton of humanoids that drop a good amount of coin, cloth, greens and the occasional blue item. The mobs are very close together and have a fast respawn time too! If you are level 80+ this is where I'd recommend the most for farming Frostweave cloth. There are also saronite ore spawns in this general area too.





Embersilk Cloth

The drop rate on Embersilk Cloth is pretty low and it seems to be difficult to gather in large quantities. The amount of cloth required to level First Aid is about average, but the amount needed for tailoring is extremely high. Even having leveled multiple characters in beta, I only had about 15-20 stacks of cloth across all of them. Since one of my characters is a tailor, I mailed her everything I had thinking it would put a nice dent into my cloth needs. Boy was I wrong! 15 stacks of Embersilk made 60 Bolts, which only raised my tailoring about 10 skill points! With this experience, I expect cloth prices to be quite high in Cataclysm for at least the first few months.



One way to slightly increase the amount of Embersilk Cloth you gather from mobs is by using a new potion made by alchemists called, Potion of Treasure Finding. When you drink one of these potions, you gain the chance of looting Tiny Treasure Boxes off of any mobs in Mount Hyjal, Vashj'ir, Deepholm, Uldum and Twilight Highlands.

Unfortunately the potions are a bit material heavy and the drop rate on the Tiny Treasure Boxes is quite low, so we will have to see if the amount of extra loot gathered from them offsets the costs of making it. As the expansion ages a bit and herbs are more abundant in the economy, I believe these potions will be a nice addition to any grinding you will need to do.

Below are a handful of areas I recommend farming for Embersilk Cloth.



Vashj'ir is one of the first areas you will be able to farm for Embersilk Cloth. In order to farm properly in this zone you must complete the quests leading up to obtaining the Abyssal Seahorse mount. Without this mount, farming in Vashj'ir will be nearly impossible as traveling through the vast sea will take too much time! To begin this quest chain, you will need to pick up the quest from the Hero Board or Commander Board in Stormwind or Orgrimmar.



At the Biel'aran Ridge in the Shimmering Expanse portion of Vashj'ir you will find the Kvaldir. The Kvaldir have a very good drop rate on Embersilk Cloth. With their fast respawn rate and large amount of available spawns, this will be one of the best places to farm for cloth in the low 80's. This area may be affected by phasing if you are in the middle of a specific quest in Vashj'ir. Otherwise you can farm these mobs whether you've completed Vashj'ir or not!



There is one area in Mount Hyjal, I believe is worth mentioning. In the Verdant Thicket near the Circle of Cinders you will find a large number of Twilight Flamecaller and Twilight Vanquisher. Since these mobs are also for a quest, as you begin killing them the respawn rate increases.

These humanoids drop some coin, Embersilk Cloth and of course the chance for green items.

The next area where you can farm good amounts of cloth is in Deepholm. In order to reach this zone you must be at least level 82 and will need to use the portal that opens up in Orgrimmar and Stormwind after completing the introduction quest.



The first area you should check out is Stonehearth and the Fractured Front on the western side of Deepholm. Here you will find a large number of Stone Troggs which can be gathered up and AOE'd. The nearby NPCs will even help you kill these mobs. As long as you've done some damage to the mob you

will be able to loot them! This area is NOT affected by phasing and can be farmed whether you've completed Deepholm or not.

Also in Deepholm, southwest of the Temple of Earth you



will find the Quartzite Basin. In this area you will find a large number of Rockslice Ripper and Flayers. These mobs are considered humanoids and drop a few coin, cloth and the chance for green items. They are NOT skinnable even though it appears they should be.



The next best place to farm for Embersilk Cloth is at the Tol Barad Peninsula. You must be level 85 to reach this area and can use the portal from Orgrimmar or Stormwind. If a Tol Barad battle is about to begin, you can also queue via the Player Vs. Player window as well. However it is not necessary to PVP to reach this zone.

The Tol Barad Peninsula is full of humanoid and undead mobs that drop Embersilk Cloth. If one area is being farmed too heavily then you can go to another. The places to check out is the Restless Front, Wellson Shipyard, Farson Hold, the Cape of Lost Hope, Rustberg Village and Largo's Overlook. There are tons and tons of available humanoid and undead spawns available in these areas. If you are on a PVP server, this is going to be a rather hostile area! Watch your back.



This concludes the cloth section of the guide. I hope that it has been helpful especially for players leveling up through the content.



One-Stop-Skinning Section

Skinning can be an amazingly profitable profession if you know which types of leather to focus on and where to farm them.

This section lists the most common types of leather available in the game. It begins with the leather types in Classic WoW zones, then discusses Outland, Northrend and lastly the new Cataclysm zones. Each section includes different areas I feel are worth mentioning due to their drop rate or large number of available mobs. I've decided to put all of the leather/skinning stuff in one huge section to keep it all together, which will make it easier for you to refer to!



Just because a skin is found in one of the “old” zones such as Outland or Northrend, does not mean you cannot make gold farming and selling the leather.

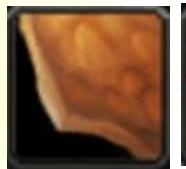


Classic WoW Leather/Skins

Even the old leather types are great ways to create gold. High-level players simply do not want to be bothered farming yetis and bears in the old zones for leather. Because of this, the going rates for these leather types can be quite high especially for those of you who are low to mid-level.

Here is a list of the basic leather types available in Classic zones:

- Light Leather
- Medium Leather
- Heavy Leather
- Thick Leather
- Rugged Leather



Light Leather and Medium Leather

It can be hard to find a good reliable place to farm for Light Leather without getting Ruined Leather Scraps. If you aren't a leatherworker who can turn these leather scraps into pieces of Light Leather, then skinning them is a waste of your time and energy.

I found only a few places where you can gather Light Leather without getting the scraps at low level. Some of the best places to farm for Light Leather were removed in Cataclysm.

Overall, Ashenvale is a good zone for leather in general for both Horde and Alliance. There are a TON of skinnable mobs including bears, stags and wolves. Most of them will drop a nice mixture of Light Leather and Medium Leather. I recommend checking the woods west of Silverwind Refuge. Be aware the refuge is now a Horde town, so Alliance don't go strolling in! Haha

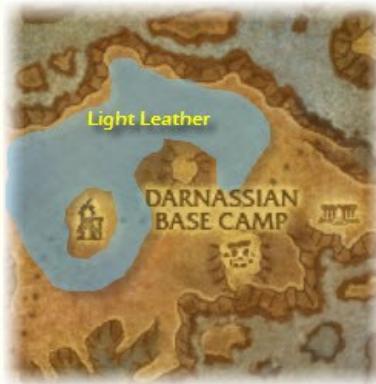


In Azshara there are two places that are worth checking out. Alliance may have a hard time getting here since this is a Horde starting area now.

In the first area, the mobs will skin into both scraps and Light Leather, but it may still be worth it since there's so many mobs close together. In the woods around the Secret Lab, you will find a large number of Mistwing Cliffdwellers and Static-Charged Hippogryphs. Both of these mobs are skinnable and will get you a nice amount of Light Leather, Light Hide and yes unfortunately some scraps. It appears the Hippogryphs drop more scraps than the Cliffdwellers. If you are a leatherworker or know someone willing to turn scraps into leather, then I definitely suggest checking this area out.



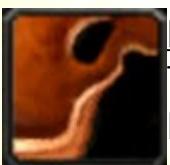
The Hippogryphs also drop Light Feathers and Small Eggs, which can be sold on the AH too!



There is another great place to farm for Light Leather in Azshara. In the woods around the Northern Rocketway Exchange, you will find Hippogryphs and Courser around level 17. These hippogryphs drop a mixture of Light and Medium Leather, but most importantly **NO** scraps! Since the mobs are spread out from one another, I recommend having a ground mount to make farming a lot easier.



Just keep moving around because the hippogryphs and Courser spawn throughout this area. The Courser appear to drop more Light Leather in my experience. I had a few drop 6 Light Leather at a time!



Heavy Leather

The first place I recommend trying for Heavy Leather is Feral Scar Vale in Feralas. The yetis

here are level 37 and they drop a mixture of Heavy and Thick Leather. If you clear the entire outside and proceed to clear the entire cave, by the time you are done, the outside should have respawn for you. This is an excellent area for a player to grind out Heavy Leather without having to wait for respawns. There is an Alliance and Horde town nearby making it an easy area to get to now.

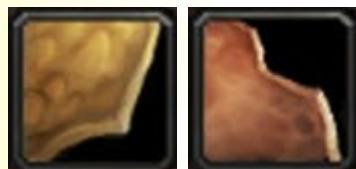


Felwood is a great overall zone for both Heavy and Thick Leather. There are LOTS of skinnable Angerclaw Bears and Felpaw wolves in the southern portion of the zone. If you leave the main path in Felwood, you are practically guaranteed to find a skinnable mob!

As you work your way north, the Angerclaw and Felpaw increase in level slightly and are more likely to drop Thick Leather, so if you are looking specifically for Heavy Leather, stick to the level 43 bears and wolves.

Another great place to farm for Heavy Leather is in Desolace. This zone has been completely reworked and is quite nice these days! At the Cenarion Wildlands, in the center of the zone, you will find a large number of Thunder Lizards, Kodos and Basilisks. These mobs drop a nice mixture of both Medium and Heavy Leather.

There is a Cenarion town nearby, which makes it easy to get to and you'll be able to vendor your trash too!



Thick Leather and Rugged Leather

If you are in need of both Thick and Rugged Leather, have I got the place for you.

At the Ice Thistle Hills, southeast of Everlook, you will find a ton of Yetis. One of the bonuses on killing and skinning yetis is they are considered humanoids, so their loot tables include coin, some cloth and green items. This makes them probably one of the best skinnable mobs in the game as far as loot is concerned. The Yetis range



from level 55 to 58 and can be gathered together fairly easy. In this area you will also find a cave full of yetis and some Rich Thorium Veins as well as Small Thorium Vein spawns.

Someone who is both a miner and skinner would have great potential to make gold in this area. This cave holds so many Yetis and with their quick spawn rate, there is no way you could ever run out of Yetis to kill.

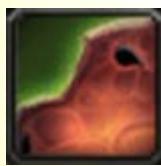


Outland Leather/Skins

As always skinning is an excellent way to make gold. There are many different types of leather in the Outland. The one thing that really drives me crazy with leather in the Outland, is that even at high level, you still have a chance to get scraps! If you know a leatherworker, perhaps they can help you turn these scraps into leather for you.

Here is a list of the basic leather types available in Outland:

- Knothide Leather
- Heavy Knothide Leather
- Wind Scales
- Nether Dragonscales
- Cobra Scales
- Thick Clefhoof Leather



Knothide Leather

This is the main leather type in Outland. It is used to many different Leatherworking recipes to create items! Netherstorm is a great place to farm for Knothide Leather.

In the Echo-Dome Midrealm, you will find a large number of Ripfang Lynx. These cats drop a good amount of Knothide Leather and very few scraps! Their respawn rate is fairly good too. If you run out of spawns, check the waters for nearby Barbscale Crocolisks which are skinnable too. You can easily gather a few stacks here.





Another great mob in Netherstorm are the Warp Chasers found in the Vortex Fields just outside of Cosmowrench. These mobs go invisible and have a charge ability which can be a little annoying for range or caster classes. The reason why this place is so good though is because not only do the Warp Chasers drop Knothide leather, but there is a decent chance in getting Fel Hide. Be sure to check your server to see what the going rate is on Fel Hide!



Heavy Knothide Leather

This type of leather still requires hiring a leatherworker. You cannot skin this from mobs. It takes 5 pieces of Knothide Leather in order to create a single piece of Heavy Knothide Leather.

Heavy Knothide leather is used extensively in rare/epic crafted items. It will be in high demand, therefore you may want to become friends with a leatherworker!



Wind Scales

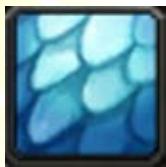
Wind Scales can be good source of gold, but I have found it goes through phases on my server. The drop rate on this leather was significantly nerfed at some point in time. Be sure to check your server before gathering them because they are not easy to get and I'd hate for you to waste your time!

The best places to farm for Wind Scales are found off of serpents in Blade's Edge Mountain. In the area south of Skald, you will find a large number of Felsworn Scalewing. There are only so many mobs available, so if you run out then try this next area too.

Just a little further south in the Scalewing Shelf, you will find Scalewing Serpents. Their respawn rate can be a little weird. At times I had them respawning instantly and other times I had to fly around a bit to find new spawns. You can also skin the raptors in the area as well for regular Knothide Leather as an



added bonus while you wait for resapwns.

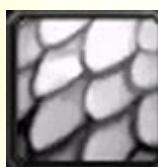


Nether Dragonscales

The Nether Dragonscale market also goes in phases for me on my server. Sometimes I can sell 50 of these in one day, but a week later I have trouble moving 10 of them.

These are used in a handful of Leatherworking recipes, so their demand comes and goes as players need them to skill up.

The best place to farm for Nether Dragonscales is in the Singing Ridge of Blade's Edge Mountain just south of Toshley's Station. The scales drop off of the blue Netherwing Dragons in that area. The drop rate on these dragonscales is fairly low probably around 7 percent, so do not expect to get a whole bunch right away. Fortunately, they also drop Knothide Leather and leather scraps which also sell for a good amount of gold!



Cobra Scales

These scales can only be found off of the Coilskar Cobras at Coilskar Cistern in Shadowmoon Valley. There is a cave that has 8 groups of Cobras and it is easily farmed because of their fast respawn rate. Inside of this cave there are also Naga, so you will have to clear them out as well. The Naga drop a few silver and vendor trash.



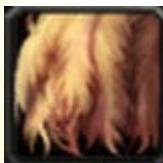
The drop rate on these scales is fairly low, so do not expect to get more than 6 Cobra Scales an hour! Now since they are so rare and relatively difficult to farm, they sell for a great price at the Auction House. I have been selling them anywhere from 20-40 Gold a piece! If you can farm up 6 Cobra Scales an hour and sell them for 25 gold a piece that is 150 gold an hour.





The mobs in this cave range from level 67-70 and they drop a lot of gray vendor trash. Make sure you have a lot of bag space because the vendor trash will only stack in piles of 5 or 10. The vendor trash will help to add a few gold to your gold per hour total.

If you get bored of the cavern, you can also kill the handful of cobras at the Coilskar Point to the west too.



Thick Clefhoof Leather

This has been another great gold-maker for me. Thick Clefhoof leather make several popular armor kits, players levels 60-70 use on their leggins to increase their stats substantially. Even characters just leveling through throw these armor kits on their leggings to give them a nice boost in damage. Because the armor kits are so popular, these are always in demand regardless of how many expansions are released! You can be the one to supply them on your server and make lots of gold doing it.

One of the best places in the entire game to farm for this leather is in the Spirit Fields of Nagrand. There are at least 4 big groups of Clefhoof that roam the area.

In each pack there is at least one Clefhoof Bull, 3-4 Clefhoof, and 1-2 Clefhoof Calf. The Clefhoof Bull have the highest drop rate for this leather type, so make sure you kill these ones first. I have successfully skinned Thick Clefhoof Leather off of each type of Clefhoof in these packs including the calf.



I recommend this area because there is a huge amount of Clefhoof increasing your chance for the Thick Clefhoof Leather. These seem to have a very fast respawn timer also. You will also walk away with a few stacks of Knothide leather in addition to the Thick Clefhoof Leather. Just be sure to watch out for Durn the Hungerer because he patrols in the field!





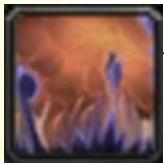
Northrend Leather/Skins

There are many different types of leather in Northrend. Blizzard has now made it possible for Borean Leather scraps to be turned into leather WITHOUT needing to be a leatherworker! This will make skinning in Northrend even more profitable.

Here are the types of leather available in Northrend:

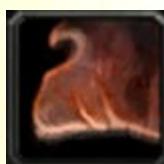
- Borean Leather Scraps
- Borean Leather
- Heavy Borean Leather
- Icy Dragonscale
- Jormungar Scale
- Nerubian Chitin
- Arctic Fur

All of the leather except Heavy Borean Leather is skinned from mobs.



Borean Leather Scraps

5 pieces of leather scraps can be right clicked to create a single piece of Borean leather. This will certainly increase the amount of gold a skinning can make an hour. I feel this is one of the better changes that was made to skinning. Finally! Now when you get scraps it won't be a total waste of time.



Borean Leather

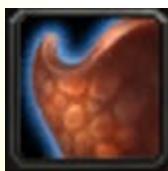
This is the main staple leather found on mobs in Northrend. When skinning mobs level 75 and up, you will no longer get scraps. This will help to increase the amount of gold you get per hour with skinning.

For gold making purposes, you are better off skinning mobs 75+. Not only will you avoid leather scraps, but you have a chance for Arctic Fur. This is discussed more in detail in the Arctic Fur section below.



A great place to farm for Borean Leather is in Sholazar Basin. There are a large variety of skinnable mobs around Nesiungwary's camp such as the Shardhorn Rhinos, Longneck Grazer and Mangal Crocolisk. If that's not good enough for you, then try your luck on the Hardknuckle gorillas just south of Frenzyheart Hill.

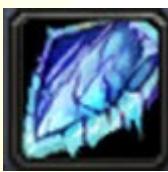
Another great place to farm for Borean leather is in Zul'Drak. There is a large number of cats and bears found south, southwest of the Altar of Quetz'lun. The respawn rate is pretty fast too!



Heavy Borean Leather

This type of leather still requires hiring a leatherworker. You cannot skin this from mobs. It takes 6 pieces of Borean Leather in order to create a single piece of Heavy Borean Leather.

Heavy Borean leather is used extensively in rare/epic crafted items. It will be in high demand. You may want to become friends with a leatherworker.



Icy Dragonscale

Icy Dragonscale is one of three special leather types in Northrend. With the addition of craftable BOE epic items from Ulduar and Icecrown Citadel, the demand for these has gone up significantly. These Dragonscales can only be skinned off of drakes or dragons in Northrend.

They are also used to create epic leg armor kits, so there will always be a small market for the scales.

The first place you can reliably farm for Icy Dragonscale is in Sholazar Basin. In the Savage Thicket near the northern area of the zone, you will find Primordial Drakes.

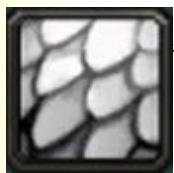
These drakes have about a 20% drop rate on the dragonscales. Some of the drakes fly really high in the sky, which will make it difficult for some classes. Therefore I recommend picking off the drakes on the ground.



The second place you can farm for Icy Dragonscale is in Crystalsong Forest. On the southwestern side of Crystalsong Forest, you will find a large number of Azure dragons. Any type of Azure dragon can drop Icy Dragonscales. The drop rate is about the same, but these dragons are levels 79-80.



Lastly, you can farm for Icy Dragonscales from the Stormpeak Wyrm in the Foot Steppes of Storm Peaks. This area is in the center of the zone. The Wyrm fly around the area so you will need to pull them down with some sort of ranged ability or aggro them with your flying mount. The drop rate is pretty decent and there is a large number of available spawns too!



Jormungar Scale

Jormungar Scale is another special leather type found in Northrend. With the release of Icecrown Citadel there are now more uses for these scales which should increase the demand for them. The craftable items from ICC that use these are pretty amazing items. As the prices of the other materials come down, the pricing for the scales will go up.

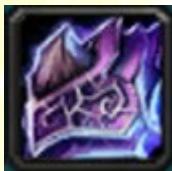
One word of caution is to watch the AH deposit on these scales. It can eat away your profit if it doesn't sell the first time around.

The first place you can farm Jormungar Scales is Dragonblight. In the large cave within the Crystal Vice you will find Ice Heart Jormungar Feeder and Ice Heart Jormungar Spawn.



The second place you can farm for the scales is in the Gimorak's Den in the Foot Steppes in the center of Storm Peaks. Currently this is the best drop rate in the game, but you must be in your high 70's or level 80 to farm here. The drop rate is about 20%!





Nerubian Chitin

This is another special leather type found in Northrend. Of all special leather types, this one sells the best. Nerubian Chitin is used in some epic craftable ilevel 245 and 264 items as well as an epic leg armor kit.

Hands down the best place to farm for these is inside the dungeon, Azjol-Nerub. Now if you aren't the instancing type, then you can check out the areas listed below. In Azjol-Nerub you'll have to compete with other skinners in your group, but it might be worth it. The drop rate is around 50%!

The first area you can try farming for the chitin is Icemist Village in Dragonblight. There are a ton of nerubian throughout this abandoned Taunka camp. The drop rate here is fairly good!

The next place you can farm for Nerubian Chitin is in Zul'Drak. In the area in and around Kolramas, you can farm the leather from Hath'mar Skimmer. Try to avoid the other types of Nerubian because they cannot be skinned (weird...I know). The drop rate on the chitin is pretty decent here at about 20%.

Lastly, this final farming spot in Icecrown is only available to those who did NOT complete the quest chains from the town Argent Vanguard. With the new phasing technology, after completion of the quest The Last Line of Defense, the mobs disappear forever. Just outside of Argent Vanguard, there are a whole bunch of Nerubian. Any of these will drop Chitin and the pretty good drop rate too.



Arctic Fur

There is a new addition to help keep skinners in business. Arctic Fur is a new rare quality leather that drops off of any skinnable Northrend mob. Leatherworkers may not be too happy about this, but skinners are rejoicing!

Arctic fur is required in many high end epic recipes.



There are 8 leatherworking recipes from Icecrown Citadel that create items requiring Arctic Fur. These items are pretty nice, so it should help with the demand. In addition to the new items, 2 Arctic Furs are needed for the Mechano Hog/Mekgineer's Chopper mount. They are also needed to create 3 different types of epic leg armor kits including one that increases resilience. Arctic Fur is also used as a currency to buy epic quality leatherworking patterns from the leatherworking vendor in Dalaran.

The drop rate on Arctic Fur does not increase with the beast's level. Expect a low drop rate of about 1-2%.

Obviously, this is not something you can go out and farm for, but it is simply an added bonus for farming other leather. Rather than collecting Borean leather, now you may be lucky enough to get an Arctic Fur. It can turn a mediocre farming session into something worthwhile if you can pick up 1 or 2 of these every few hours.

Arctic Fur are currently selling for about 50-80G each. Be sure to check your AH to see what the going rate is on your server.



Cataclysm Leather/Skins

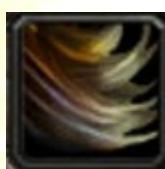
There are many new types of leather in the Cataclysm zones. One unfortunate thing Blizzard has done is take away the ability for skinners to combine Savage Leather Scraps into regular leather. If you are gathering a lot of scraps, then you will need to hire a Leatherworker with a skill of 425 to combine them. I am was so bummed when I saw this!

Here are the types of leather available in Cataclysm zones:

- Savage Leather Scraps
- Savage Leather
- Heavy Savage Leather
- Deepsea Scale
- Blackened Dragonscale
- Pristine Hide



All of the leather except Heavy Savage Leather is skinned from mobs.



Savage Leather Scraps

5 Savage Leather Scraps can be combined to create 1 piece of Savage Leather. Unfortunately you will need to hire a Leatherworker to do this for you. It appears that A LOT of scraps drop in the earlier levels, so it truly may be worth the hassle of finding the leatherworker to do this. You will be throwing away stacks and stacks of scraps that could potentially be worth more gold as regular Savage Leather.



Savage Leather

This is the main leather used in leatherworking to create new items. You can find this on any skinnable creature in the new zones.

The absolutely best place to farm for this leather is in the Kelp'thar Forest subzone of Vashj'ir. If you did not complete Vashj'ir while leveling, then you will need to obtain the Abyssal Seahorse mount. This is done by completing the first few quest chains. This is absolutely necessary to farm here.



In the Kelp'thar Forest, there are two areas that I recommend farming for Savage Leather. In the Seafarer's Tomb you will find a large number of Slitherfin Eel around an abandoned, sea sunken ship. These eels drop quite a bit of Savage Leather Scraps, but also the regular leather too. It is possible to skin Pristine Hide from these too.



The next area is just a little further south in Gorrok's Lament. In this area you will find a

large number of Brinescale Serpent and Slickskin Eel. The respawn rates on these mobs are absolutely mind-blowing often times respawning as soon as you kill them.



Upon release of Cataclysm, LOTS of players will be in this area because it is one of the first questing areas of Vashj'ir. Many of these beasts bodies will be allowed to rot with no skinners around. If you can get in there and just skin, mob after mob after mob, you will walk out of there a wealthy player. You can be some of the first players to supply the market with large amounts of Savage Leather, Deepsea Scales and Pristine Hides.

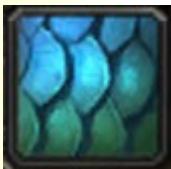


Even though this is a low level area, I have not found any other zones in the game with this many skinnable mobs available with such a fast respawn. This will be where a lot of skinning takes place until something new is added to the game.

Heavy Savage Leather

This type of leather still requires hiring a leatherworker. You cannot skin this from mobs. It takes 5 pieces of Savage Leather in order to create a single piece of Heavy Savage Leather.

Heavy Savage leather is used extensively in rare/epic crafted items. It will be in high demand. You may want to become friends with a leatherworker if Heavy Savage Leather sells for more than the equivalent amounts of Savage Leather.



Deepsea Scale

This is one of 2 special leather types in Cataclysm. This leather only has very limited uses. However the few uses it does have, the items require large amounts of scales to create them.

There will only be a limited market for this scale, so the gold potential may not be as high as the others.

The only place you can farm for this is in Vashj'ir. Any skinnable mob in Vashj'ir has a chance to not only drop Savage Leather but also Deepsea Scale. Look at the Savage Leather section above for the best places to farm for leather in Vashj'ir.





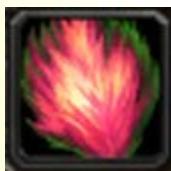
Blackened Dragonscale

Blackened Dragonscale is the other special leather type in Cataclysm. This one is used more extensively for items and will be in high demand to Leatherworkers looking to level their tradeskill. It is used in a handful of epic quality crafted items, which will be rather nice for players. One of them is an epic leg armor kit, so there will be a rather high demand for these dragonscales. Over time more will be added too.

The best place to farm for Blackened Dragonscale is at the Obsidian Forest in southern Twilight Highlands. Here you will find a large number of Obsidian Charscale and Obsidian Viletongue. It is important to note that in order to skin these mobs you must have a skinning skill of at least 500.



These mobs will also drop Savage Leather and Strange Bloated Stomachs which can contain 1-2 Volatile. Overall this is just an excellent area to farm for leather!



Pristine Hide

Pristine Hide is the rare type of leather in Cataclysm. This leather is used to create many different types of epic quality items including 2 epic leg armor kits. These leg armor kits will be in very high demand as players hit level 85 and begin raiding. The other epics available that require these will likely be in high demand from casual players. Some of these crafted Leatherworking items may very well be BiS for a long time.

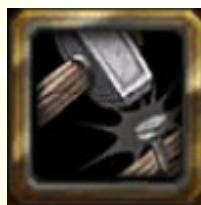
Any skinnable mob in the Cataclysm zones have a chance to drop Pristine Hide. The drop rate is quite low, so you can't actually go out and farm for them. Instead of just collecting Savage Leather during your farming runs, now you may be lucky enough to get a Pristine Hide too! It can turn a mediocre farming session into something worthwhile if you can pick up 1 or 2 of these every hour.

Just pick one of your favorite places to farm for leather and see how many Pristine Hides you can get! I successfully got a Pristine Hide off of a



level 81 mob, so it doesn't have to be all high level mobs.

As you can see, skinners should be able to bring in a great amount of gold with what is available to them. It doesn't matter what level you are, there is a type of leather out there for every player to farm!



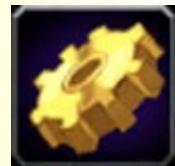
Profession Essence Gathering

Over the years, Blizzard has added the ability to gather essences through specific professions. This has been a great addition to the professions because it allows players to get more out of their chosen profession!

Here is a list of professions that can currently gather essences:

- Engineering
- Fishing
- Mining
- Skinning
- Herbalism

Below you will find detailed explanations, looking at each profession listed above. It will list which type of essences may be gathered, where they are gathered and how it is gathered by the profession. If you have any of these professions, take a look to find out ways to make a lot of gold! This section is full of important gold-making information.



Engineering Essence Gathering

Engineers arguably have some of the best ways to gather certain essences in the game. There are now two engineer crafted items that will allow players extract or collect essences in the game.

These are the types of essences available through Engineering:

- Mote of Shadow
- Mote of Water
- Mote of Mana
- Mote of Air
- Crystallized Water



- Crystallized Air
- Crystallized Fire
- Volatile Air

Engineering-Zapthrottle Mote Extractor



Engineers have a very profitable way to make gold by gathering essences. In Outland and Northrend (no word yet on the new Cataclysm zones), engineers can use the Zapthrottle Mote Extractor to extract either

Motes or Crystallized from clouds found in the game world. To obtain this schematic, you must complete an engineering quest at skill 305 found in Zangarmash. Alliance should speak to K. Lee Smallfry in Telredor and Horde should speak to Mack Diver outside of Zabra'Jin to accept this quest.

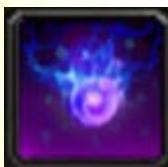
The materials required to create the mote extractor are a small price to pay for the amount of gold you will be able to make with it. It is well worth the initial investment. You no longer need to equip any other items in order to see Gas Clouds on your minimap. As long as you have the Zapthrottle Mote Extractor **in your inventory**, you will see nearby clouds!

In the Outland you can gather Mote of Water, Mote of Mana, Mote of Shadow and Mote of Air. In Northrend you can gather Crystallized Water, Crystallized Air and Crystallized Fire with this lovely gadget!

First I will discuss the clouds in Outland and then the clouds in Northrend.

Outland Zapthrottle Mote Extractor Uses

Below you will find the different zones where you can extract motes from the clouds in Outland. Remember that the gas clouds tend to move around a little bit, so the dots on the maps below could be off slightly.



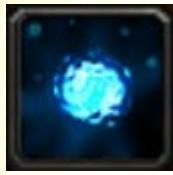
Felmist-Mote of Shadow

In Shadowmoon Valley, you will find Felmist Gas clouds. These clouds will allow an engineer to extract Mote of Shadow.



Each of these clouds will give you about 3-5 Mote of Shadow.

This map shows you the general areas where you will find the clouds. They tend to move around a bit, so I figured it was better to create a map like this than specific coordinates.



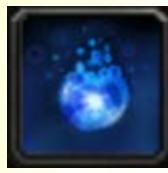
Swamp Gas-Mote of Water

In Zangarmash, you will find Swamp Gas Clouds. These clouds will allow an engineer to extract Mote of Water. Each of these clouds will give you about 3-5 Mote of Water, so this is definitely something you will be able



to use for farming.

This map shows you the general areas where you will find the clouds. They tend to move around a bit, so I figured it was better to create a map like this than specific coordinates.



Arcane Vortex-Mote of Mana

In Netherstorm, you will find Arcane Vortex Clouds. These clouds will allow an engineer to extract Mote of Mana. Each of these clouds will give you about 3-5 Mote of Mana. You can fly around the zone zapping clouds as you farm ore or herbs depending upon your professions.



This map shows you the general areas where you will find the clouds. They tend to move around a bit, so I figured it was better to create a map like this than specific coordinates.



Windy Clouds-Mote of Air

In Nagrand, you will find Windy Clouds. These clouds will allow an engineer to extract Mote of Air. Each of these clouds will give you about 3-5 Mote of Air. It's important to note that a lot of the Windy Clouds can be found on platforms above the ground. If you see a dot on your minimap, but don't see



anything, look up above you!

This map shows you the general areas where you will find the clouds. They tend to move around a bit, so I figured it was better to create a map like this than specific coordinates.



Northrend Zaphrottle Mote Extractor Uses



There are three types of clouds in Northrend, which are Arctic Cloud, Steam Cloud and Cinder Cloud. Arctic Clouds can drop **both** Crystallized Water and Crystallized Air. Steam Clouds drop **both** Crystallized Water and Crystallized Fire. Cinder Clouds however, only drop Crystallized Fire. Since the clouds drop multiple kinds of

essences, below I will be listing the type of clouds and where they spawn rather than categorizing by each type of Crystallized.

This way you can pick and choose where to go based upon cloud type!



Arctic Clouds-Crystallized Water and Air

As stated above, the Zaphrottle Mote Extractor will gather both Crystallized Water and Air from Arctic Clouds.

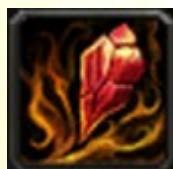


Arctic Clouds-Howling Fjord

There are a whole bunch of Arctic clouds around the frozen waterfall in the northern portion of Howling Fjord at (53,6). In addition to the Arctic clouds there are also Ice Elementals you can kill that drop Crystallized Water. This will be a very profitable place for engineers! The respawn rate on the Arctic clouds appears to be rather fast. Be sure to take advantage of this little farming spot.

Arctic Clouds-The Storm Peaks

There is one other place you can farm for Crystallized Water with the mote extractor. In the frigid mountains of Storm Peaks you will find a small cave called the Frigid Tomb. Outside of this cave you will see a handful of Arctic clouds. The elementals outside of this cave also drop Crystallized Water for an added bonus!



Cinder Clouds-Crystallized Fire

As stated above, the Zaphrottle Mote Extractor will gather Crystallized Fire from Cinder clouds.



Cinder Clouds-Dragonblight

The Cinder clouds only spawn in the fiery, Obsidian Dragonshrine south of the Wrathgate. There are cultists and skeletal here you will have to either avoid or kill!

Cinder Clouds-Sholazar Basin

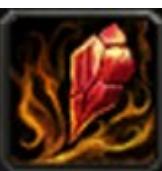
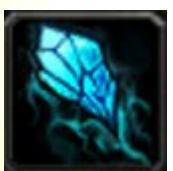
Another area you can find Cinder clouds is in the fiery, Savage Thicket of



Sholazar Basin. There are drakes in the area you will have to either kill or avoid in order to farm them.

Cinder Clouds-Lake Wintergrasp

In order to farm on Lake Wintergrasp, you must either be level 77 with Cold Weather Flying or use the portal in Dalaran prior to a battle starting to queue. You will find Cinder Clouds in the southeastern portion of LWG called the Cauldron of Flame. When you exit clouds, there are fire elementals that drop Crystallized Fire too!



Steam Clouds-Crystallized Fire and Water

As stated above, the Zaphrottle Mote Extractor will gather both Crystallized Fire and Water from Steam Clouds.



Steam Clouds-Borean Tundra

One of the first areas you can farm Steam Clouds is at the Steam Springs within the Geyser Fields in Borean Tundra. These fields are just west of the Horde camp, Taunka'le Village. There are only a few spawn points here, but if you get bored you can kill the Steam Ragers for Crystallized Air too!

Steam Clouds-Sholazar Basin

Here you will find Steam Clouds throughout Sholazar Basin. There are quite a few spawn points. Unfortunately they spawn anywhere throughout the zone, so you'll have to fly around looking for them.



Electrostatic Condenser-Volatile Air

In Cataclysm engineers have a new crafted item that will allow them to gather Volatile Air while mining, skinning or gathering herbs. Depending upon the drop rate, this could be another really good gold maker for engineers.

The Electrostatic Condenser schematic is learned from any Engineering trainer at skill 440. The materials aren't all that bad, but it will be rather expensive to create immediately at release since tradeskill materials are



in high demand. The biggest down side to using this item is because it requires an Engineer to have one of these other gathering professions to make use of it. If you don't have one of those gathering skills, then this will be of no use to you.

We'll have to see what effect this has on the Volatile Air market. I think it's a very nice perk for those who have a gathering skill since Volatile Air are rather difficult to farm for with very low drop rates. While you gather herbs, ore or skins to sell on the AH, you'll have to be getting Volatile Air to sell too.



Hopefully the extra drops of Volatile Air from this item won't flood the market with product. If that happens, then prices will drop significantly. We'll just have to wait and see what happens!



Fishing for Essences

The most effective and profitable way to gather certain essences is through fishing. I know, everyone hates fishing, right? Well you shouldn't because it's an excellent way to make gold. You should seriously consider taking up fishing if you are looking to make serious gold, as quickly as possible. As long as you are fishing in schools (which you should be doing), you can have a fishing skill as low as 1 to begin making gold. **No joke!**

These are the types of essences available through fishing:

- Mote of Water
- Volatile Fire

In Outland, Mote of Water fishing has personally made me at least 10,000G. In Cataclysm, I expect Volatile Fire to bring in thousands of gold especially immediately after release. I'll probably take time out from leveling and just fish as much of this up as physically possible! Maybe I'll be realm first Illustrious Grand Master Fisherman too. hehe

First let's talk about how to fish up Mote of Water.



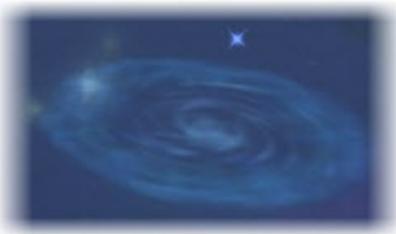


Pure Water Schools

The most effective and profitable way to farm for Mote of Water is by fishing in Pure Water pools. These pools are only located in the lakes and streams of Nagrand in the Outland.

The Pure Water pools look like regular fishing schools now, so they are much easier to miss! They spawn in Skysong Lake, Lake Sunspring and the streams south of Garadar. There is no longer any fishing skill requirements, so anyone who has trained fishing can farm for these! Not many players know about these changes to fishing, so take advantage of this.

The Pure Water pools are on a timer and linked to the Bluefish Schools and Mudfish Schools. This means you must fish out these pools as well to get the Pure Water pools to continue to spawn.



Once the Pure Water pools begin to spawn in the lakes and streams, I usually find they will continue to do so for about 30-45 minutes. You can gather 4-5 Primal Water in this time frame. Yes that is Primals not motes.

You are making gold even as you fish out the other types of schools. You may sell the Bluefish and

Mudfish on the auction house too. Cooks use them to create spell damage and agility buffing foods. Players are constantly leveling up cooking and may be looking to buy this for skill ups too.

Another area in Nagrand, you will find Pure Water pools is in the area just north of The Throne of Elements. You will need a flying mount to reach this area!

In this water, you will find 6 Pure Water spawn points. These pools are on



their own separate spawn timer from the other lakes in Nagrand. This means you can fish these out without affecting the other lakes. The Pure Water pools will net you anywhere from 3 to 8 Mote of Water! I have been able to gather stacks and stacks of Primal Water just from fishing here. This has made me thousands upon thousands of gold!

The only downside is that Blizzard has placed these on a fairly long spawn timer, so that they can't be fished one after another. If no one has fished the pools for at least an hour and a half, you should be able to get as many as 40 Mote of water in the matter of 20 minutes or less.

Once you fish out all of the pools, feel free to spend the rest of the time killing the Elementals in this area or checking on the lakes and streams below. The elementals have a very good drop rate as well, but not as good as the pools themselves. Always fish the pools first and then go for the Elementals.



Now let's talk about fishing for Volatile Fire.



Pool of Fire Schools

The most effective and profitable way to farm for Volatile Fire is by fishing in Pool of Fire schools. These pools are only found in two Cataclysm zones with lava. The first spot is in Mount Hyjal within the fiery lava pools next to Sulfuron Spire. The second spot is in Twilight Highlands within the lava pools at Cannon's Inferno. This area is hard to find on the map, so I have included a picture.



The Pool of Fire look like rings of fire on the water, but they can be somewhat easy to miss. They tend to blend in very well with the other lava effects. Remember there is no longer any fishing skill requirements, so anyone who has trained fishing can farm for these! Not many players know about

these changes to fishing, so take advantage of this.



Right from the start, many professions need LARGE quantities of Volatile Fire. You will be able to supply a good amount of them and laugh your way to the bank.

The Pool of Fire seem to respawn about every 5-15 minutes and are NOT linked to any other fishing schools in the area. Being the only player fishing these pools, within 30 minutes I was able to gather about 65 Volatile Fire. Yes 65! Can you imagine how much gold this is going to make YOU!?



Don't try fishing Open Water here. You'll get junk items regardless of your skill level. Once you fish out all of the pools, feel free to spend the rest of the time killing the Enslaved Infernos in this area. The drop rate is pretty decent on the mobs too. Remember though as soon as a Pool of Fire spawns, immediately get back to fishing. The Volatile Fire drop rate with fishing is much much higher than killing the mobs.



Mining for Essences

Some of the most profitable and efficient ways to gather certain essences is through mining. With mining, essences are either a direct drop off of specific types of mining nodes or they are “mined” off of specific mob corpses.

These are the types of essences available through mining:

- Mote of Earth
- Crystallized Earth
- Crystallized Water
- Crystallized Shadow
- Crystallized Fire
- Volatile Earth
- Volatile Water
- Volatile Fire



Motes of Earth Mining

Mote of Earth can be mined from Fel Iron Deposits, Adamantite Deposits and Khorium Veins in the Outland. Motes of Earth can then be combined into Primal Earth if desired.



Miners supply a good portion of the economy with Primal earth because it is gathered as they mine other types of ore. After a few hours of mining, you can easily gather 6+ Primal Earths.

In addition to being drops from the veins, it can also be “mined” from different types of rock elementals in the Outland too. Often times the mobs that drop earth essences in normal loot tables, their corpses may also be “mined” for additional essences. Therefore, you may see some overlap in this section and the mob farming section.

Raging Colossus-Hellfire Peninsula



The first area where you will be able to farm them from mobs is in Hellfire Peninsula. At Sky Fallen Ridge, there are 63 Elite Giant Rock elementals called Raging Colossus. Miners are able to “mine” these mobs to get Mote of Earth. Now these might be rather difficult for certain classes to solo, so it may not be quite as effective. However, I have seen quite a few of these bodies laying around because no one in the group is a miner. It is possible for you to “mine” these giants without having to kill too many on your own.

Earth Spirits-Shadowmoon Valley

In Shadowmoon Valley, you will find more rock elementals that have a chance to drop Mote of Earth AND can also be skinned with mining. The best area to farm for these is the Fel Pits. This is directly in the middle of the zone, so it should be easy to find. The Earth Spirits roam around the green pools of lava. The lava burns you so don't go swimming in it! You can also find fire elementals which drop Mote of Fire as a nice bonus.



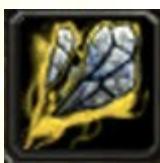
Shattered Rumblers-Netherstorm

In Netherstorm, you will find the most concentrated pack of rock



elementals west of Forge Base: Oblivion.

These rock elementals will both drop Mote of Earth and they can also be mined as well. As you kill the rock elementals, you can also kill the Warp Monstrosity for Mote of Mana. This makes this area a very good farming place because of the endless number of mobs available to kill.



Crystallized Earth Mining

Mining is the main way that Crystallized Earth enter the market. Crystallized Earth is looted from all of the mining nodes available in Northrend, which includes Cobalt, Rich Cobalt, Saronite, Rich Saronite and Titanium Nodes. After a few hours of mining, you can easily gather 5+ Eternal Earth.

In addition to being drops from the veins, it can also be “mined” from different types of rock elementals in the Northrend too. Often times the mobs that drop earth essences in normal loot tables, their corpses may also be “mined” for additional essences. You may see some overlap in this section and the mob farming section.

Stormwatcher-Sholazar Basin (Flying Mount required)



Remember in order to use your flying mount in Northrend, you must be level 77 and pay 1000G for Cold Weather Flying.

Another place to farm for Crystallized Earth is on the flying mount only section of Sholazar Basin, Stormwright's Shelf. Here you will find a variety of elementals, but only the Stormwatcher can be “mined” for Crystallized Earth. The drop rate is pretty low here, but you have the added benefit of gathering other Crystallized from the mobs in the area.



Rampaging Earth Elemental/Iron Rune Golem-Howling Fjord

A place to farm for Crystallized Earth in your low 70's is at Bael'gun's Excavation Site on the southern coast of Howling Fjord. There are two types of elementals here, but only the Iron Rune Golem can be mined for

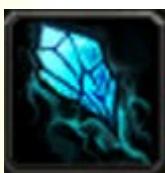


Crystallized Earth.

The Iron Rune Golem drop the Crystallized earth in their normal loot tables and can also be mined. This could be a great place for a miner since they get two chances for the Crystallized earth.

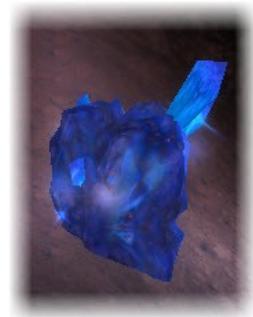
Lifeblood Elemental-Sholazar Basin

The last place where miners can mine corpses is around the Sundered Shard in Sholazar Basin at (69,59). The Lifeblood Elementals surrounding the pillar both drop Crystallized Earth in their loot and can be mined from their corpses.



Crystallized Water Mining

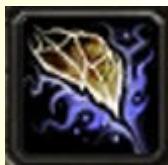
Miners can gather Crystallized Water from most of the Northrend nodes. Therefore they supply most of the Crystallized Water in the economy. Crystallized water drops from Cobalt, Rich Cobalt and Titanium Nodes. It **does not** drop off of Saronite or Rich Saronite Nodes.



Cobalt nodes can be found in large quantities in Borean Tundra, Howling Fjord, Dragonblight, Grizzly Hills and Zul'Drak.

Titanium Nodes are rare spawns in the place of any Saronite node. They can be found in Sholazar Basin, Icecrown and the Storm Peaks.

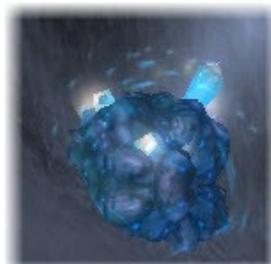
You cannot mine the corpses of mobs to gather Crystallized Water.



Crystallized Shadow Mining

Most of the Crystallized Shadow enters the market from mining. It drops off of Saronite, Rich Saronite and Titanium Nodes. These can be found in Sholazar Basin, Icecrown and The Storm Peaks.

Rich Saronite and Titanium Nodes have the highest drop rate for crystallized shadows, so be sure to mine these when you see them. These nodes are far more rare and usually more difficult to find than the regular Saronite Nodes. Titanium Nodes only rarely spawn in the place of



a Saronite Node. They do not have their own spawn rotation or spawn points like the other nodes. You are lucky to see a single node when farming for hours.

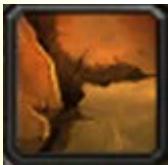
You cannot mine the corpses of mobs to gather Crystallized Shadow.



Crystallized Fire Mining

Miners can only gather Crystallized Fire from Titanium Nodes. Titanium Nodes are very rare and only spawn in the place of Saronite or Rich Saronite node. Therefore in order to "farm" for Titanium nodes you have to farm out the Saronite nodes too. Cherry picking the Titanium nodes from the zones won't really work very well for you. In fact it is more profitable to just farm Saronite nodes and gather the Titanium nodes as they spawn.

You cannot mine the corpses of mobs to gather Crystallized Fire.



Volatile Earth Mining

Most of the Volatile Earth enters the market from mining. It drops off of Obsidium Deposit, Elementium and Rich Elementium Veins. These can be found in all of the Cataclysm zones. Obsidium Deposits are only found in Mount Hyjal and Vashj'ir. Elementium and Rich Elementium Veins are found in Deepholm, Uldum and Twilight Highlands.

Rich Elementium Veins have the highest drop rate on Volatile Earth! These are rare spawns where an Elementium Vein would normally spawn too and are highly profitable to mine because of the ore too.

In addition to being drops from the veins, it can also be "mined" from different types of elementals in Cataclysm too.

Gyreworm-Deepholm

This is the best mob for mining Volatile Earth because of the large number of spawns. In order to reach Deepholm, you must be at least level 82. You will find a large number of



these around Scoured Reach and inside the Crumbling Depths as well. These mobs do not drop Volatile Earth in their normal loot tables, but do when mined! They will drop not only Volatile Earth, but Savage Leather and Obsidium Ore. How cool is that!?

Since this area is part of a few daily quests, you will have a lot of players leaving these corpses to rot. You'll be able to mine other player's kills, but always be courteous about it.



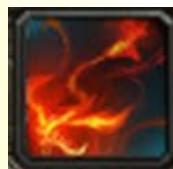
Volatile Water Mining

Miners can gather Volatile Water from Elementium and Rich Elementium Veins. Because of this, I believe that miners will be supplying most of the market.

Elementium Vein and Rich Elementium Veins can be found in Deepholm, Uldum and Twilight Highlands. In fact these veins are all over the place and should not be difficult to find at all!



You cannot mine the corpses of mobs to gather Volatile Water.



Volatile Fire Mining

Miners can gather Volatile Water from Elementium Vein, Rich Elementium Vein and Pyrite Deposits.

Elementium Vein and Rich Elementium Veins can be found in Deepholm, Uldum and Twilight Highlands. Pyrite Deposits are rare spawns where an Elementium Vein would normally spawn.

You cannot mine the corpses of mobs to gather Volatile Fire.



Skinning for Essences

Some of the most profitable and efficient ways to gather certain essences is through skinning. With skinning, the essences come from a special item looted off of the bodies of skinned mobs. This is new Cataclysm and is something we haven't seen previously.



These are the types of essences available through skinning:

- Volatile Earth
- Volatile Air
- Volatile Fire

Typically I would make separate sections for each Volatile, but in this case it isn't necessary since they all come from the same item.



In Cataclysm skinners now have a fairly rare chance to obtain an item, Strange Bloated Stomach from mobs. Inside of the bloated stomachs you will find 1-2 Volatile Earth, Volatile Air or Volatile Fire. This is a really nice new perk that has been added to skinning making it even more profitable.

A great area to farm for these is in Twilight Highlands. On the southern area of the zone, you will find the Obsidian Forest full of Obsidian dragons. You must have a skinning skill of 500 to skin level 85 mobs.



Try your luck here to see what you think too! The dragons also drop Savage Leather and Blackened Dragonscales too.

If this area isn't working out for you, then any area with a lot of available skinnable mobs will work. It is a rare chance off of any level skinnable mob and not exclusive to these particular mobs.



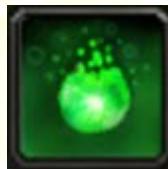
Herb Gathering for Essences

Some of the most profitable and efficient ways to gather certain essences is through herb gathering. With Herbalism, essences are either a direct drop off of the herbs themselves or they are "gathered" off of specific mob corpses. Often times the mobs that drop the life essences in normal loot tables, their corpses may also be "gathered" for additional essences. Therefore, you may see some overlap in this section and the farming section.

These are the types of essences available through herbalism:



- Mote of Life
- Crystallized Life
- Volatile Life



Mote of Life Herb Gathering

Mote of Life drops from any herb type found in Outland including Felweed, Ragveil, Terocone, Dreaming Glory, Mana Thistle and Ancient Lichen. Herbalists supply a good portion of the economy with Primal Life because it is collected as they are gathering other herbs. After a few hours of herb gathering, you can easily gather 4-5 Primal Life.

In addition to looting it from herbs, Mote of Life can be collected by “gathering” the corpses of certain elemental type creatures. You are not able to skill up while “gathering” these creatures with herbalism even if it appears orange to you.

Often times the mobs that drop life essences in normal loot tables, their corpses may also be “gathered” for additional essences. You may see some overlap in this section and the mob farming section.

Fungal Giants-Zangarmarsh



In Zangarmarsh there are two areas that have a lot of level 61-64 bog creatures that can be “gathered” through Herbalism. These two areas are called The Spawning Glen and The Dead Mire.

Unfortunately they are on opposite sides of the map, so you will not be able to run from one to the other. Once the Fungal Bog Lords are killed, herbalists will have the ability to “gather” them giving them Mote of Life, vendor trash and a chance at other herbs.

There are so many of these Giants, that you will be able to just continue pulling and killing without resting (if you have a healer of course!).

A nice advantage of being able to “gather” these with Herbalism is that



often times people kill the Giants and are unable to. They leave the bodies to rot giving you an opportunity to “gather” them!

I never touch someone's mobs before asking them, just so they know I am not trying to be rude or trying to crowd them from their farming spot.

Talonsworn Forest-Rager in Terokkar Forest

Farming the large tree elementals in Skettis can be an amazing gold maker for players with herbalism and can easily kill them without dying or a lot of down time.

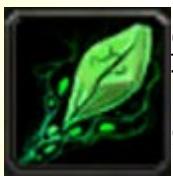
The Talonsworn Forest-Rager only drop a few gray items when looted. However, when a herbalist gathers their body they have a chance to drop Felweed, Mana Thistle, Dreaming Glory, Ancient Lichen , 3-5 Mote of life and Fel Lotus. Be sure to check the prices of these before heading out!



There are only 4 Talonsworn Forest-Rager spawned at any one time. They respawn in about 4-5 minutes, which is just enough time to clear them all out and start the process over again.

Be very careful if you are on a pvp server. Often times your enemy player will kill you as soon as you loot the mob, so they can “gather” them with herbalism without having to do the work. It's best to farm these tree elementals in the early morning hours, when the server is quiet and there is less competition.

You can make a few hundred gold an hour killing and gathering the trees with herbalism!



Crystallized Life Herb Gathering

The main way Crystallized Life enters the economy is through gathering any herbs from Northrend. Herbalists supply a good portion of the economy with Eternal Life because it is collected as they are gathering other herbs. After a few hours of herb gathering, you can easily collect 5 Eternal Life.



In addition to looting it from herbs, Crystallized Life can be collected by “gathering” the corpses of certain elemental type creatures. You are not able to skill up while “gathering” these creatures with herbalism even if it appears orange to you.

Here is a table showing which herbs drop it and where they can be found:

Herbs	Zone(s)
Goldclover	Borean Tundra Howling Fjord Dragonblight
Firethorn	Borean Tundra-Geyser Fields
Talandra's Rose	Zul'Drak
Tiger Lily	Borean Tundra Howling Fjord Grizzly Hills Sholazar Basin
Adder's Tongue	Sholazar Basin
Lichbloom	Icecrown Storm Peaks
Icehorn	Icecrown Storm Peaks

Tree Elementals-Coldarra (Borean Tundra)

On Coldarra you will find Glacial Ancient and Magic-bound Ancient_tree elementals that allow you to “gather” their corpses with Herbalism. The only way to obtain Crystallized Life from these elementals is by “gathering” them. In addition to dropping Crystallized Life, you can gather any assortment of Northrend herbs. Unfortunately they do not have Crystallized Life in their normal loot tables, so non-herbalists should skip this area.



Often times players kill the tree elementals and leave the corpses. You



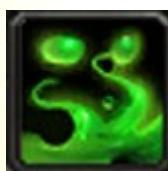
will be able to “gather” their mobs too!

Living Lasher-Lake Wintergrasp



Living Lashers on Lake Wintergrasp can now be gathered with herbalism to obtain Crystallized Life.

The drop rate on Crystallized Life through gathering is still quite low. However you will have the advantage of obtaining Crystallized Life through their regular loot table and their herbalism (gathering) loot table.



Volatile Life Herb Gathering

This will be a tough essence to gather in Cataclysm and I suspect this will be one of the more profitable volatiles!

Herbalists will be supplying most of the market with Volatile Life because they can gather this from any herbs in the Cataclysm zones. The amount supplied may not be able to keep up with demand with flasks and the other tradeskill items that require these.

In addition to looting it from herbs, Volatile Life can be collected by “gathering” the corpses of certain elemental type creatures. You are unable to skill up while “gathering” these creatures with herbalism even if it appears orange to you.

Wailing Weeds- Mount Hyjal

This is one of those mobs that is directly affected by phasing. If your herbalist completed Mount Hyjal, then you will NOT be able to see these mobs nor farm them and you will be at a huge disadvantage. After you turn in the quest which transforms Mount Hyjal, these mobs will no longer be available.

The Wailing Weeds are found in the area around Blackhorn's Penance just south of the Shrine of Goldrinn. The amazing thing about these mobs is that they have very little health about 5K and can be gathered together and AOE'd. They have a small chance to drop Volatile Life on their normal loot tables, but you'll mostly just get vendor trash.



Once they are dead, you can then “gather” their corpses for Volatile Life, random herbs and some more vendor trash.

This is the only place where Volatile Life can be “gathered” this easily, so it will be BUSY. The competition will be absolutely unbearable at times, so I recommend farming during off-hours.

Fungal Behemoth-Deepholt



Thankfully these mobs are not affected by phasing. The Fungal Behemoth at the Crimson Expanse do not drop Volatile Life in their normal loot tables. Their corpses however, can be “gathered” to obtain Volatile Life, other various herbs and gray vendor trash too.

There's a lot of available mobs here and since it is a questing area, the respawn rate is fairly good.



Mob Farming for Essences

Essences have always been an excellent way to make gold. They are used extensively in tradeskills to create items and item enchants. Essences are in high demand by players looking to raise their professions and by raiders looking to min/max their gear for the current end-game content.

There are many different types of essences which include water, air, fire, shadow, mana, undead, life and earth. Over the years Blizzard has changed their names from Essences to Primals, Eternals and now Volatile, but they are still essentially the same thing.

In this section, I will detail exactly which mobs have the best drop rates and respawn rates for each essence type. When you know the best places to farm each specific type, you can make serious amounts of gold! Remember this section is dedicated to detailing which mobs you can farm to gather these essences. If you are looking for information on how to use your professions to gather essences, check out that section found in the bookmarks.



We begin with the essence found in Classic WoW:



- Essence of Water
- Essence of Air
- Essence of Earth
- Essence of Fire
- Essence of Undeath
- Living Essence

These essences have a fairly low drop rate across the board. They do not need combined together and are used in tradeskills as is.

Next are the Primal found in Outland:



- Primal Water
- Primal Air
- Primal Earth
- Primal Fire
- Primal Mana
- Primal Shadow
- Primal Life

In the Outland, mobs do not drop Primals. You must loot the Mote form and then combine them into Primals. It takes 10 motes to create 1 Primal.

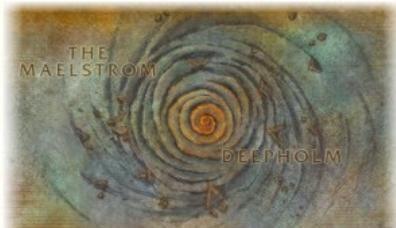
Next are the Eternal found in Northrend:



- Eternal Water
- Eternal Air
- Eternal Earth
- Eternal Fire
- Eternal Shadow
- Eternal Life

In Northrend, mobs do not drop Eternals. You must loot the Crystallized form and then combine them into Eternals. It takes 10 Crystallized to create 1 Eternal.

Lastly are the Volatile found in Cataclysm:

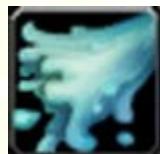


- Volatile Water
- Volatile Air
- Volatile Earth
- Volatile Fire
- Volatile Life



In Cataclysm zones the mobs drop Volatiles! There is no lesser form, nor do they need combined to be used in tradeskills. They went back to how they were in Classic WoW.

Essences will be discussed in the order they are listed.



Essence of Water Mob Farming

Essence of Water are used in tradeskills to create mid-level rare and epic quality items as well as a few weapon enchantments.

Purespring Elemental-Swamp of Sorrows

A new place to farm for Essence of Water is at the Purespring Cavern in Swamp of Sorrow. The Purespring Elementals are level 55 and respawn extremely fast, making this place an amazing area to farm. The Purespring Cavern is in the southwestern section of the Swamp of Sorrows (where the Emerald whelps used to spawn).



These elementals drop a good amount of both Essence of Water and Globe of Water which can also be sold on the AH. There are also some Thorium Veins in the area too for those who are miners!

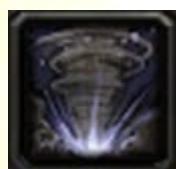
Ice Avatar-Winterspring



Another great area to farm for Essence of Water is in the Frostwhisper Gorge in Winterspring. This area is now full of Ice Avatar rather than the giants. These mobs spawn very close to one another and the best part about this place is that a vendor is available for you to clear out your bags of vendor trash if necessary.



This vendor, Vi'el is a small imp is located on the southern side of the gorge.



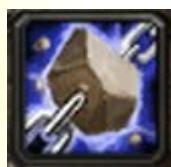
Essence of Air Mob Farming

Essence of Air is still a valuable tradeskill item because of its use in the Classic WoW enchant for 15 agility to weapon.



Dust Stormer-Silithus

The best place to farm for Essence of Air is from the area around the Crystal Vice of Silithus. The Crystal Vice is in the northwestern section of Silithus. Here you will find a large number of Dust Stormer. These elementals will also Breath of Wind and Elemental Air which can all be sold on the auction house. You might be rather surprised at how much these simple items can bring.

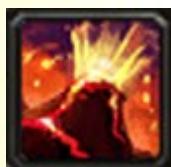


Essence of Earth Mob Farming

Essence of Earth is used in the Strength weapon enchant as well as many many other craftable items. The market for these particular essences is rather low these days.

Desert Rumbler-Silithus

The same area where you farmed for Essence of Air in Silithus is also a great place to farm for Essence of Earth. In the northwestern corner of Silithus you will find the Crystal Vice. In the Crystal Vice there are a ton of rock elementals called Desert Rumbler. These elementals not only drop Essence of Earth, but you will also find Core of Earth and Elemental Earth as well. All of these items can be sold on the auction house to players leveling up their professions.



Essence of Fire Mob Farming

Essence of Fire used to be one of the most profitable essences during Classic WoW because it is create potions, the Fiery weapon enchant and most importantly is a reagent for Fused Wiring. With the addition of Jeeves, the price of these went up substantially. We will have to see what happens in Cataclysm.

Living Blaze-Un'goro Crater

In the center of Un'goro Crater is the Fire Plume Ridge. On this volcano you will find a large number of fire elementals. These elementals have a very good drop rate on Essence of Fire as well as Heart of Fire and Elemental Fire. All of



these items can be sold on the auction house to your fellow WoW players.



Essence of Undeath Mob Farming

Essence of Undeath are only used in a handful of tradeskill items. However the ones that it is used for are quite unique and may still be needed by players. For example, it is used to enchant gloves with +20 Shadow power. This could be an option for a twink warlock or shadow priest!

Since the Shattering areas where these used to be farmed do not seem to be dropping them anymore. Unfortunately I have not been able to find any mobs that drop these essences. Obviously this is an oversight, so once these are added to loot tables I will update this section further.

Stratholme Dungeon

One of the best places to farm for these is inside of Stratholme in the back entrance of the dungeon. Remember this dungeon is for mid 40's and you no longer need the Key to the City to enter the back entrance! All of the ghouls, geists and other undead like creatures have a chance to drop these. While you are in there, you will also get Mageweave Cloth to sell too!



Living Essence Mob Farming

Living Essence was once a highly profitable essence because it was needed to create nature resist gear for raiders in AQ. The market for this particular essence is rather low these days.

If you find there is a market for these on your server, there's only a few places I know of to farm them.

Tar Lords-Un'goro Crater

The first one is from the Tar Creeper and Tar Lords in Un'goro Crater. You can find these in the Tar Pits south of the now abandoned Marshal's Refuge.



Let me warn you that the drop rate is very very low though



around 1-2%.

Dire Maul East

If you are up for an adventure, then I suggest trying your luck in Dire Maul East. Only the east side has the tree elementals and lashers which drop these, so be sure to go into the correct entrance. This dungeon is now much lower level, so even a level 60 could come in here and clear it out.

Remember the drop rate is still low, but much higher than in Un'goro.

That is it for the Classic WoW Essences, now on to the Outland Essences!



Mote of Water/Primal Water Mob Farming

Mote of Water/Primal Water is used in nearly every single profession available. Players will always need these in order to level up their tradeskills to reach 375+.

Lagoon Eels-Zangarmarsh

Lagoon Eels are a great way to farm for Mote of Water. Lagoon Eels are only located in The Lagoon in Zangarmarsh. This isn't the best place to farm for them, however it's a nice area for players in their low to mid 60's to farm as they are leveling because the eels range from level 61 to 62.



Shimmerscale Eels-Terokkar Forest

Another place to farm for Mote of Water in your low to mid 60's is at Silmyr Lake in Terokkar Forest. This lake is located in the northern most part of the zone. The Shimmerscale Eels range from level 61 to 62, so this is great for players leveling up.

Halaani Basin-Nagrand

The basin under Halaa in Nagrand is a great place for Frost Mages to farm for Mote of Water because the Muck Spawn are not immune to Frost damage!



There are a lot of Muck Spawn and you will also find rock elementals and a handful of Adamantite Deposits.



This basin runs the whole way around Halaa, so just keep making your way around to get the most out of this area. Another benefit of farming here is that the water is not deep, so you do not need to worry about running out of breath as you farm.

Skysong Lake/Lake Sunspring-Nagrand



Skysong Lake and Lake Sunspring in Nagrand are great places to farm for Mote of Water. The only down side is that the lakes are very deep and you must watch your breath. Underwater breathing potions are very helpful here if you have access to them. Warlocks can buff themselves with Underwater Breathing too.

There are a ton of elementals in these lakes and between the two there is no way you can run out of them. Respawns are fairly fast too! These ones are immune to frost damage, so frost mages will probably want to stay away from these.

As an added bonus there are a few Adamantite Deposits deep within the lake for miners.

Enraged Water Spirits-Shadowmoon Valley



Coilskar Cistern in Shadowmoon Valley is the best place to farm for Mote of Water without the use of a flying mount.

Mote of Water drop off the Enraged Water Spirits found at Coilskar Cistern and Coilskar Point. The Water elementals have a faster than normal respawn rate therefore making it one of the best places for farming mote of water in the game.

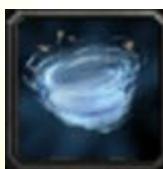
Elemental Plateau-Nagrand

In Nagrand, there is an area above the Throne of the Elements called the Elemental Plateau. You need a flying mount to reach this area. Here you will find Water Elementals, Fire Elementals, Earth Elementals and Air



Elementals. Each of them drop their respected Mote and have some of the highest drop rates in the game. Therefore if you are looking for Mote of Air, Fire, Earth, or Water this is a great place.

All though they have the best drop rates in the game, their respawn rate is fairly slow. It takes about four minutes for the elementals to respawn. This area is still an excellent place to farm though. Do not be discouraged!



Mote of Air/Primal Air Mob Farming

Mote of Air is only found off of a handful of mobs in the entire game, so any profession that needs a lot of these to level up and make items may have a hard time getting their supply. These are one of the most profitable motes in the game.

Air Elementals-Nagrand

In Nagrand there are a lot of roaming Air Elementals. Unfortunately there isn't a single area on the ground level where you can continuously farm the air elementals in Nagrand. To farm for Mote of Air, you will need to continuously ride around the zone keeping your eyes opened for any air elementals.



The first type of Air Elemental in Nagrand is named Dust Howler. These air elementals are the lowest level air elementals in this area and they are level 64 to 65. They are located on the Eastern half of Nagrand. The best place to farm for these is just north of the Ring of Trials PVP area. Look to either side of the road for the elementals.



Another Air Elemental that is located in Nagrand is named the Storm Rager. These elementals are levels 65 to 66 and do quite a bit of damage for their level. The Storm Rager spawns in the middle section of Nagrand. Some of the better places to farm for these is Northwest and South of the Horde town Garadar. If those two places do not quite work out for you, you can always try the area Northwest of



Telaar.

The last type of Air Elemental is called Living Cyclone. Living Cyclone only spawn on the Western half of Nagrand. The easiest place to farm for them is on the western side of The Spirit Fields. Living Cyclone's level range is 66 to 67 and they are rather difficult for their level. While in the Spirit Fields be sure to watch out for Durn the Hungerer, who is a level 67 Elite mob. It is pretty hard to miss him though because of his size!

Enraged Air Spirits-Shadowmoon Valley

Another place to farm for Mote of Air is at Netherwing Pass in Shadowmoon Valley. This is the area around the Altar of Shadows located on the southern edge of Shadowmoon Valley.



Also check out the Netherwing Fields for air elementals. The elementals spawn along the sides of this area near the crystals. Watch out for the 71 elite Ruul the Darkener who terrorizes the Netherwing Fields.

The respawn rate on the elementals is pretty high and the drop rate is excellent. There is usually competition for these mobs because of how high the demand is for Mote of Air.

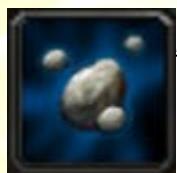
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All though they have the best drop rates in the game, their respawn rate is fairly slow. It takes about four minutes for the elementals to respawn. This area is still an excellent place to farm though. Do not be discouraged!





Mote of Earth/Primal Earth Mob Farming

Mote of earth and Primal Earth are used in recipes by Tailoring, Blacksmithing, Leatherworking, Enchanting, Engineering and Jewelcrafting. These don't sell as well as some of the other Primal since the market is normally flooded with them from mining.

Shattered Rumblers-Nagrand



Some of the best places to farm these elementals is in Nagrand. There are two places that I like best. The first one is south of Oshu'Gun along the edge of the zone. Another place I like is southwest of Kil'Sorrow Fortress. You will need to go to the edge of the map where the terrain becomes quite rugged with big ruts in the ground. There is a large concentrated amount here to kill making it more effective.

You can also “mine” the Shattered Rumblers.

Enraged Earth Spirits-Shadowmoon Valley



In Shadowmoon Valley, you will find more rock elementals that have a chance to drop Mote of Earth. The best area to farm for these is the Fel Pits which is directly in the middle of the zone, so it should be easy to find. The Earth Spirits roam around the green pools of lava. The lava burns you so don't go swimming in it! You can also find fire elementals which drop Mote of Fire. You can kill both of them at the same time to get the most out of your time.

Sundered Thunderer-Netherstorm

In Netherstorm, you will find the most concentrated pack of rock elementals west of Forge Base: Oblivion.

These rock elementals are called Sundered Rumblers and Thunderers. As you kill the rock elementals, you can also kill the Warp Monstrosity for Mote of Mana. This makes this area a very good farming place because of



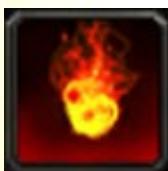
the endless number of mobs available to kill.

You can “mine” the rock elementals if you have mining as a profession.

Elemental Plateau-Nagrand

In Nagrand, there is an area above the Throne of the Elements called the Elemental Plateau. You need a flying mount to reach this area. Here you will find Water Elementals, Fire Elementals, Earth Elementals and Air Elementals. Each of them drop their respected Mote and have some of the highest drop rates in the game. Therefore if you are looking for Mote of Air, Fire, Earth, or Water this is a great place.

All though they have the best drop rates in the game, their respawn rate is fairly slow. It takes about four minutes for the elementals to respawn. This area is still an excellent place to farm though. Do not be discouraged!



Mote of Fire/Primal Fire Mob Farming

Primal Fire will be another money maker because it is needed to create a lot of items and is difficult to farm consistently.

There are only a few mobs that drop them!

Skald-Blade's Edge Mountain

An excellent place to farm for Mote of Fire is in Blade's Edge Mountains. Skald is in the northeast section of this area, just before the Gyro-Plank Bridge that goes to Netherstorm. One of the great benefits of this area is that the mobs are only level 67 to 68, so they die in a few hits.



There are quite a few fire elementals here, so you shouldn't have to wait around for respawns.

The Fel Pits-Shadowmoon Valley

The best place to farm for Mote of Fire is in Shadowmoon Valley at the Fel Pits. The Fel Pits is in the middle of the zone near the Hand of Gul'dan.





There are a ton of fire elementals and their respawn rate is very fast. Even if there is another player farming here, there is no reason why both can't get more than enough of their share to kill. The Fel Pits is a fairly large area which allows you to spread out and continuously kill elementals without having to stop (other than to heal or drink).

The only down side to this place is the pools of green lava. Classes which are dependent upon a pet will find that the pet dies quickly because it stands too close to the lava.

As you kill the fire elementals you may also fight the rock elementals too!

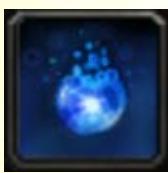


Elemental Plateau-Nagrand

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Therefore if you are looking for Mote of Air, Fire, Earth, or Water this is a great place.

All though they have the best drop rates in the game, their respawn rate is fairly slow. It takes about four minutes for the elementals to respawn. This area is still an excellent place to farm though. Do not be discouraged!



Mote of Mana/Primal Mana Mob Farming

Primal Mana is used in most professions. Blacksmiths, Leatherworkers, Enchanters, and even Tailors will need a steady supply of these to create certain items.

There are some very nice armor, weapons, and even enchantments that require the use of these Motes.



Phase Hunter-Netherstorm

Just north of the Ruins of Enkaat you will find a bunch of Phase Hunters and Nether Ray. They have an insanely fast respawn rate, so you simply cannot run out of mobs to kill.



The great part about these mobs is they can be skinned if you are a Skinner. You can gather Knothide leather and leather scraps as you farm for Mote of Mana here!

Mana Seeker/Mageslayer-Netherstorm



Another great area to farm for Mote of mana is at the Kirin'Var Village. The Mana Seeker and Mageslayers both have a chance to drop Mote of Mana. The humanoids do not drop Mote of mana, so be sure to avoid those.

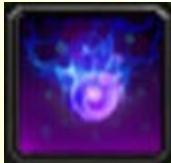
The spawn rate on these mobs is very fast and there is a ton of mobs to kill too. Unfortunately they cast drain mana, which is a pain for any casters.

Warp Monstrosity-Netherstorm

Warp Monstrosity can be found just west of Forge Camp: Oblivion along the edge. These are my favorite mobs to farm for Mote of mana because they do not drain mana, which means less down time for me as a caster.



They have a very good drop rate on Mote of mana. There are a few Netherbloom spawns in this area too for those of you with herbalism.



Mote of Shadow/Primal Shadow Mob Farming

Mote of Shadow are only looted from Voidwalker types, so this drastically reduces the number of mobs available. Primal Shadow sell anywhere from 17-20G a piece and are needed in many professions.



Uncontrolled Voidwalker/Voidcaller-Hellfire Peninsula

One place to farm for these is the Void Roid in Hellfire Peninsula. It is west of Expedition Armory along the edge of the map. The Vacillating



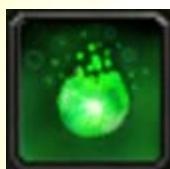
Voidcallers are lower level which makes them easier to kill. The drop rate is fairly low though.

Another place you can farm for Mote of Shadow is east of Zeth'gor in the Warp Fields. Here you will find Uncontrolled Voidwalkers and Rogue Voidwalkers. The drop rate is fairly low here too.

Spirit Fields-Nagrand

This is the best place to farm for Mote of Shadow in the game. The Spirit Fields are located around Oshu'Gun and are full of Voidspawn. Voidspawn have the most reliable drop rate for Mote of Shadow and their respawn rate is very good. They also drop a few silver and Netherweave Cloth. Watch out for Durn the Hungerer and Banthar, which roam through the field.

There are so many Voidspawn you should never run out of mobs to kill.



Mote of Life/Primal Life Mob Farming

Mote of Life can be combined to make Primal Life, which is used in great quantities in the professions. Tailors will need a lot of it in order to make Primal Mooncloth. The Primal Mooncloth is then used to make a 20 slot bag.

Other professions such as Leatherworking, Blacksmithing and Enchanters will also use a lot of Primal Life in recipes too.



Fungal Giants-Zangarmarsh

Don't worry if you aren't an Engineer or Herbalist, I didn't forget about you! You can actually farm for Mote of Life alongside your Herbalist friend at The Spawning Glen and The Dead Mire. These have a chance to drop from the Fungal Giants and Bog Lords without needing to "gather" them with Herbalism. They also drop quite regularly in The



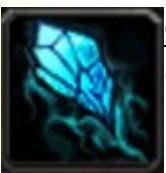
Underbog, which is one of the wings of the Coifang instance.

Infested Root Walkers-Terokkar Forest



Along the northern perimeter of the Bone Wastes you will find Infested Root-Walkers and Rotting Forest-Ragers. Both of these drop Mote of Life in their normal loot tables and can also be “gathered” with Herbalism for an increased chance to get Mote of Life.

This concludes the Mote mob farming sections. Now onto the Crystallized mob farming in Northrend.



Crystallized Water/Eternal Water Mob Farming

Crystallized Water and Eternal Water are used in many recipes by Tailoring, Blacksmithing, Leatherworking, Enchanting, Engineering and Jewelcrafting. Eternal Water can be transmuted into Air and Fire. This may be profitable depending upon how abundant water is in the economy.

Boiling Spirit-Borean Tundra



One of the first places you can farm for Crystallized Water is in Borean Tundra. The Boiling Spirits found around the Blistering Pool have a decent drop rate. There is a large concentration of water elementals in this area. The great thing about these elementals are how low level they are. At level 80, they will be easy to kill making farming more profitable. If you run out of spawns, you can always kill the air elementals and fire elementals close by too!

Ice Elemental-Howling Fjord

Another place to farm for Crystallized Water in the low 70's is in Howling Fjord. There is a frozen waterfall full of elementals in the northern portion of the zone around (53,6). For those of you who are engineers, this will be a very profitable area. You'll find clouds to extract



Crystallized Water that respawn quickly.

In addition to this area, you will find more Ice Elementals in the Frozen Glade at (60,25) and on the Frostblade Peak at (57,7). Both of these places are a great way to farm for Crystallized Water too.

Frozen Elemental-Dragonblight

In the area in between the zones, Borean Tundra and Dragonblight you'll see a large area full of Frozen Elementals. The elementals spawn in the frozen tundra beneath the wooden bridge called the Coldwind Pass.

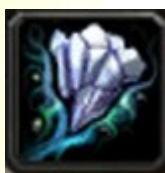
The drop rate on the crystallized is pretty average here.

Glacial Spirits/Water Revenant-Lake Wintergrasp



The Glacial Spirits and Water Revenant spawn in the central area of Wintergrasp in the Chilled Quagmire also drop Crystallized Water. The Glacial Spirits can be found underneath the water.

If you own Wintergrasp, then remember to target the Water Revenants. They have a little bit more health, but the drop rate on Crystallized is 100%.



Crystallized Air/Eternal Air Mob Farming

Crystallized Air and Eternal Air are used to create many different items for Engineers, Blacksmiths, Jewelcrafters and Leatherworkers. Eternal Air can be transmuted into Earth and Water.

Steam Rager-Borean Tundra

One of the first places you can farm for Crystallized Air in the low 70's is Borean Tundra. Within the Geyser Springs, there is a large section called the Steam Springs. In the springs you will find Steam Ragers that drop Crystallized Air.

Unfortunately the drop rate is fairly low on these.



Enraged Tempest-Borean Tundra



Here's another place you can farm for air in your low 70's. At the Ruins of Eldra'nath at (45,9), you will see a large number of Enraged Tempest. These look like your average air elemental we have all grown to love.

The drop rate isn't anything to brag about, but it will allow players in their low 70's to make some money.

Howling Cyclone-Howling Fjord

Frostblade Peak in Howling Fjord is another place to farm for Crystallized Air. Unfortunately there are a few Howling Cyclones that require the use of a flying mount to reach. If you try climbing the sides of the mountain you'll likely fall to your death and be forced to spirit rez! ...Yes this happened to me.

The drop rate on the airs here is fairly low.

Lightening Sentry-Grizzly Hills

In Grizzly Hills you will find a large concentration of air elementals just west of Dun Argol at (73,54). The air elementals are all around the hill side, so just keep moving to find more.



The drop rate on Crystallized Air is fairly high compared to the other areas. This area will probably be farmed extensively at 80.

Stormrider-The Storm Peaks



This is one of the best places to farm for Crystallized Air. I expect this area to be farmed quite often at level 80. The Snowdrift Plains is in the northwestern most area of the Storm Peaks. The Stormriders spawn very close together making it a great place to farm. You can chain pull the stormriders and continue moving through the area as you farm. Even with a few other players farming, everyone should be able to have their own little section to themselves.



Skimmers should also take advantage of the Jormungar in the area for skins.

Whispering Wind/Tempest Revenant-Lake Wintergrasp

The Whispering Wind and Tempest Revenant spawn along the southern portion of Wintergrasp.

If you own Wintergrasp, then remember to target the Tempest Revenants. They have a little bit more health, but the drop rate on Crystallized is 100%.



Scion of Storm-The Storm Peaks

This is another great place to farm for Crystallized Air. These mobs can be found in the Howling Hollow in northeastern Storm Peaks at (67,45). After the Scion of Storm dies, you will gain 50% increased movement speed for a short time, giving you a boost to the next mob. The respawn rate is pretty decent, so you shouldn't have much downtime!



Crystallized Earth/Eternal Earth Mob Farming

Eternal Earth will be plentiful because miners will supply most of it in the economy. They will be needed by Jewelcrafters, Blacksmiths, Engineers, Tailors and Alchemists. Eternal Earth can be transmuted into Air and Shadow. These transmutes will likely be profitable.

Rampaging Earth Elemental/Iron Rune Golem-Howling Fjord



A place to farm for Crystallized Earth in your low 70's is at Bael'gun's Excavation Site on the southern coast of Howling Fjord. There are two types of elementals here.

The Rampaging Earth Elemental look like your typical earth elemental. These drop the Crystallized earth in their normal loot tables and cannot be mined.

The other elemental is an Iron Rune Golem. These drop the Crystallized earth in their normal loot tables and can also be mined. This could be a great place for a miner since they get two chances for the Crystallized



earth. Drop rates are fairly low.

Lifeblood Elemental-Sholazar Basin

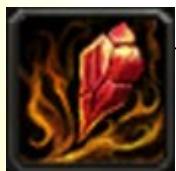
One place to farm for Crystallized Earth is around the Sundered Shard in Sholazar Basin at (69,59). They drop off of the Lifeblood Elementals surrounding the pillar. Miners have the added advantage of mining their corpses for Crystallized Earth too. Drop rates are fairly low.

Chilled Earth Elemental/Earthbound Revenant-Lake Wintergrasp

The Chilled Earth Elemental and Earthbound Revenant spawn in the eastern side of Wintergrasp just east of the keep. Both of these mobs will drop good amounts of Crystallized Earth.



If you own Wintergrasp, then remember to target the Earthbound Revenants. They have a little bit more health, but the drop rate on Crystallized is 100%.



Crystallized Fire/Eternal Fire Mob Farming

Crystallized Fire and Eternal Fire are used to create many different items in Engineering, Jewelcrafting, Blacksmithing, Leatherworking and Tailoring. Eternal Fire can be transmuted into Life and Water.

Eternal Fires are selling for about 23-30G each. Currently this is the most profitable Eternal to farm. However there are only a few places they can be farmed in Northrend.

Raging Boilers-Borean Tundra



The first place you can farm for Crystallized Fire is in Borean Tundra. You will find a large number of Raging Boilers on the Charred Rise. This area can be cleared out pretty quickly especially if more than 1 player is here. Fortunately, as you are waiting for respawns there are water and air elementals across the way. You can kill them as you wait for respawns, so you should never have any down time.



Wailing Winds-The Storm Peaks

The best place to farm Crystallized Fire is in a small cave within the Storm Peaks. You will find Wailing Winds inside Frostfloe Deep at (62,42). Even with the name Wailing Winds, I assure you they drop Crystallized Fire. In fact, I was a little shocked to see Fires drop from them. They have a really cool model too.



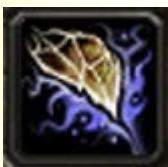
They respawn very quickly and the drop rate is about average.

Raging Flame/Flame Revenant-Lake Wintergrasp



The Raging Flame and Flame Revenant spawn in the southeastern corner of Wintergrasp in the Cauldron of Flame. These mobs both drop Crystallized Fire and have very good drop rates!

If you own Wintergrasp, then remember to target the Flame Revenants. They have a little bit more health, but the drop rate on Crystallized is 100%.



Crystallized Shadow/Eternal Shadow Mob Farming

Crystallized Shadow is used to create the Mechano-Hog/Mekgineer's Chopper, an epic AP leg armor and many other desirable BOE crafted epics. Eternal Shadow can be transmuted into Earth and Life. It may be profitable to transmute these. Since they drop off of mining nodes in Northrend, they sell for the least of all eternals.

Wandering Shadow/Shadow Revenant-Lake Winterspring

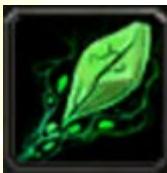
The Wandering Shadow and Shadow Revenant spawn on the western side of Wintergrasp in the Forest Shadows. This is the only good place you can farm for Crystallized Shadow through killing. If the demand for Eternal Shadow ever increases, this is the place to be!



If you own Wintergrasp, then remember to target the Shadow Revenants. They have a little bit more health,



but the drop rate on Crystallized is 100%.



Crystallized Life/Eternal Life Mob Farming

Crystallized Life should be rather abundant in the economy because herbalists gather it as they farm other herbs. These are needed to create epic items in Jewelcrafting, Tailoring, Leatherworking and Engineering. Eternal Life can be transmuted into Fire or Shadow. This could be very profitable depending upon the value of the other eternals.

Thornvine Creeper-Howling Fjord

The first mob you will encounter that drops Crystallized Life are the Thornvine Creepers in Howling Fjord. They are found in the north central area called the Twisted Glade. Alongside the creepers, you will find Spores. Unfortunately, even though the spores are elementals, they do not drop any loot, so it is best to avoid them.

You cannot gather the Thornvine Creeper's corpses with herbalism.



Mossy Rampager-Zul'Drak



Another mob that drops Crystallized Life are the Mossy Rampagers in Drak'Agal in Zul'Drak at (44,57). This is the area just outside of the Amphitheater of Anguish. The Mossy Rampagers are a little spread out, so you'll have to move around to farm continuously. For those of you who are skinners, there are basilisks in the area that will drop Borean Leather too.

The drop rate is pretty average here. You can gather their corpses with herbalism too.



Servant of Freya-Sholazar Basin

The Servant of Freya located in the Wildgrowth Mangal of Sholazar Basin also drop Crystallized Life. These mobs can also be "skinned" with herbalism.



There are other mobs in Wildgrowth Mangal, so you'll have to kill everything in your way.

Living Lasher/Mature Lasher-Lake Wintergrasp

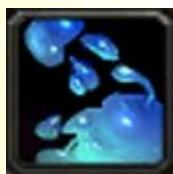


The Living Lasher and Mature Lash spawn on the southwestern side of Wintergrasp in the Steppe of Life drop Crystallized Life. This is one of the best places to farm for the life since there's a lot of spawns.

If you own Wintergrasp, then remember to target the Mature Lashers. They have a little bit more health, but the drop rate on Crystallized is 100%.

Before I get started in on the Cataclysm Essence Mobs, I need to preface this section with a mini disclaimer. Blizzard's new advanced phasing technology has drastically changed the game. If you are not on a specific quest, have or have not completed a certain quest chain, it can change what the game world looks like **INCLUDING** the available mobs.

Even though I have verified all of these mobs myself, I have no way of knowing, in some cases, whether or not they could be affected by phasing at some point in time. Some mobs I KNOW are affected by phasing and I'll let you know about that right away in the tip. If you aren't seeing a mob, then it is probably a phasing issue.



Volatile Water Mob Farming

Volatile Water are used extensively in nearly all of the professions. They will be in high demand because of the large amounts needed to create items. They are required to transmute Truegold! There are only a few places you can even farm for Volatile Water and the drop rates are pretty awful, so I expect these to be good sellers.



Enslaved Waterspout-Twilight Highlands

One place to farm for Volatile Water is at Loch Verrall in Twilight Highlands. The Enslaved Waterspout can be found along the shore and in the loch too. There are



Bubbly Fissures on the lake floor so you don't run out of breath. It's a fairly deep lake. The Waterspouts are somewhat spread out from one another and the drop rate is very low.

Muddied Water Elemental-Twilight Highlands



The best place to farm for Volatile Water is at the Verrall Delta in Twilight Highlands. Here you will find a very large number of Muddied Water Elementals. They can easily be rounded up and AOE'd down and their respawn rate is fast enough that you can head back to the top of the area and start killing all over again.



Volatile Air Mob Farming

Volatile Air will be in high demand because of the large number required to create many different crafted items. Many of these items will be used to level tradeskills. It is also used to transmute Truegold, which will be one hell of a gold maker due to its requirement for the alchemist mount, Vial of the Sands. I suspect these will be one of the most profitable Volatile in the game.

Howling Riftdweller-Mount Hyjal



One of the first places you can farm for Volatile Air is from the Howling Riftdweller on the Lightning Ledge in Mount Hyjal. This mob does not appear to be affected by phasing.

The Riftdwellers drop 1-2 Volatile Air and have a fairly fast respawn rate too. The drop rate is pretty low here though. You can kill the humanoids in the area just as an added bonus to make more gold. If you continue to kill the camp over and over again, since this area is also needed for a quest in the area, it will begin to spawn the mobs more quickly.

Scion of Al'Akir-Uldum

Another great place to farm for Volatile Air is at Orsis in Uldum. This area does not appear to be affected by phasing. Here you will find a good number of



Scion of Al'Akir throughout the ruins. There are also some outside of the ruins, so be sure to make sure you've cleared the entire area out.

The mobs are somewhat spaced out, but shouldn't be too much of an issue. Their drop rate on Volatile Air is one of the best in the entire game!

This is another questing area, so there could be come competition not only with other players farming for Volatile, but players looking to complete the quests too.

Enslaved Tempest-Twilight Highlands



Another place to gather Volatile Air is from the Enslaved Tempest at the Twilight Citadel in Twilight Highlands. These mobs should not affected by phasing!

The Citadel area is fairly large and the elementals are spread out very far from one another, so make sure you've cleared the entire area out. Unfortunately I found the drop rate to be very low here.

Storm Vortex-Twilight Highlands

Another area in Twilight Highlands you can farm for Volatile Air is from the Storm Vortex in The Twilight Breach. I am unsure whether or not these mobs are affected by phasing.



The Storm Vortex spawn near the center of the map, north of the Alliance town, Victor's Point and south of the Horde town, The Gullet.



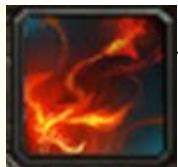
Volatile Earth Mob Farming

Volatile Earth will likely be plentiful in the economy because it is also supplied by miners.



Obsidian Stoneslave-Twilight Highlands

In the Black Breach in Twilight Highlands you will find the elemental, Obsidian Stoneslave. These elementals have a chance to drop Volatile Earth. Their drop rates is pretty low, but there are quite a few of them available here. If you run out of spawns, you can always kill the Shaman of the Black too.



Volatile Fire Mob Farming

Volatile Fire will be in high demand because of the large number required to create many different crafted items. Many of these items will be needed to level tradeskills, specifically Tailoring. It is also used to transmute Truegold, which will be a huge gold maker for quite a long time.

Fiery Tormentors-Mount Hyjal



This mob is affected by phasing. Once a player has completed the quest, Aessina's Miracle in Mount Hyjal these mobs will no longer be available. Mount Hyjal will go from being burning and fiery into a green sprouting forest.

On the western side of the Flamewake, you will see a small bluff. At the top of the bluff you should see the tree elemental, Nordu. The Fiery Tormentors run towards him, trying to set him on fire. The respawn rate on them is pretty fast, but there are some a little further down in the Flamewake. Just try to avoid the Core Hound and Lava Surger because they drop NO loot.

The drop rate is fairly low.

Searing Guardian-Mount Hyjal

These mobs are found in the Firelands Forgeworks. In order to get to the Firelands you must complete the quests in Mount Hyjal up to the Lightning Ledge and have accepted and or completed the quest, Into the Maw!



This will allow a player to use the portal at the Lightning Ledge into the Firelands Forgeworks. If you have not completed these quests, then the portal will not work.



In the Firelands you will find a large number of Searing Guardian that drop Volatile Fire. The respawn on these mobs is absolutely obscene making it an amazing area to farm for Volatile Fire.

Even after completing the quests in this area, you will be able to get back into this area as the portal works indefinitely.

Fiery Instructor-Mount Hyjal

This mob is also affected by phasing. For those of you who completed all of Mount Hyjal and weren't able to take advantage of the first farming area, this one will work for you!

In the Twilight Gauntlet you will see a large number of Fiery Instructor, which drop Volatile Fire. Since there are so many mobs here, I think this will be an excellent area to farm!

Enslaved Inferno-Twilight Highlands

At Cannon's Inferno, which is part of the Twilight Citadel you will find Enslaved Infernos. Cannon's Inferno is difficult to see on the map because there is no graphical marker to suggest anything different exists there. It is over the mountain, west of the Horde town, Crushblow. Here's a map that shows you where to go.



The Enslaved Inferno have a very good drop rate on Volatile Fire. They can drop up to 3 at a time and the respawn rate is decent. If you run out of mobs to kill, then you can continue farming Volatile Fire by fishing in the Pool of Fire found here too!





Volatile Life Mob Farming

Volatile Life will be in very high demand because it is used to create many different types of potions and flasks for raiding. It is also used to create Dreamcloth, the new alchemist stone and lots of other crafted armor pieces.

Wailing Weeds-Mount Hyjal

This is one of those mobs that is directly affected by phasing. If you completed all of Mount Hyjal, then you will NOT be able to see these mobs nor farm them. After you turn in the quest, Aessina's Miracle which transforms Mount Hyjal, these mobs will no longer be available.

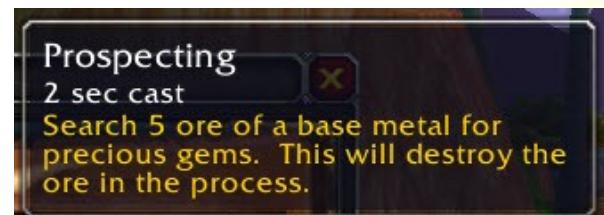
The Wailing Weeds are found in the area around Blackhorn's Penance just south of the Shrine of Goldrinn. The amazing thing about these mobs is that they have very little health about 5K and can be gathered together and AOE'd. Most of the time you'll just get gray vendor trash, but they will drop Volatile Life and some herbs too!

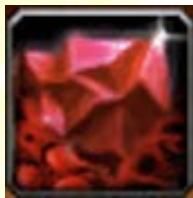


Profitability with Mining and Prospecting



Mining has always been an extremely profitable profession for anyone willing to take the time to go out and gather minerals. Since the addition of Jewelcrafting in the Burning Crusade in 2007, it has become the most profitable gathering profession in the game. The reason for this is because Jewelcrafters have an ability called Prospecting. What prospecting does is allow the JC to search through a stack of 5 ore to extract gems. Depending upon the ore being prospected, it can reward the JCer with green, rare or even epic quality gems. These gems are then used to create items or are crafted into specific cuts to be placed into player's gear. With the large number of sockets in high-end gear, gems are always in high demand.





The interesting thing about the ore market is that you can make gold in 2 different ways. If you have a Jewelcrafter then it is likely more profitable for you to buy cheap stacks of ore to prospect, then sell the gems on the AH. If you do not have a Jewelcrafter then you can farm the raw minerals to sell to Jewelcrafters.

Mining can be highly profitable for players of all levels. You do not have to be max level to start cashing in on this gold-maker. Most ore types are prospectable and at the very least the ore may be smelted into bars to be used by Blacksmiths and Engineers too. If you are only level 20 or are maxed at 85, you can make tons of gold farming ore.

When you are gathering ore, remember to leave it in its ore form so you attract the JCers. As soon as you smelt the ore into bars you are losing out on the entire prospecting market, which is not smart!



You can track minerals on your minimap, so be sure to have that activated before heading out. You are now able to track multiple things at the same time, so it should always be activated no matter what you are doing.

Mining has always been my “go-to” for making some quick gold. Once you are aware of the best areas to find each type of ore and develop a good route, you can mindlessly farm it for hours making large amounts of gold.

With the changes made to a large number of Classic WoW zones, some of you may be unaware of where to farm specific ore types. Below I have included maps that show exactly which types of ore you can expect to find in each zone. These maps include all Classic WoW zones, Outland, Northrend and the Cataclysm zones within Azeroth.



MINERALS BY ZONE

QUICK REFERENCE GUIDE

THE
GREAT
SEA

THE
FORBIDDING
SEA

EASTERN KINGDOMS

Adamantite

Copper

Tin

Mithril

Iron

Copper

Tin

Tin

Iron

Iron

Copper

Elementium

Gold-Secrets.com

Elementium

Obsidium

Copper

Copper

Tin

Mithril

Mithril

Mithril

Copper

Copper

Tin

Tin

Tin

Thorium

Tin

Iron

Thorium

Iron

Iron

Copper

Tin

Iron

Mithril

Thorium

Adamantite

Elementium

Obsidium

MINERALS BY ZONE

QUICK REFERENCE GUIDE

THE
VEILED
SEA

THE
GREAT
SEA



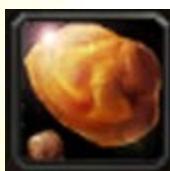
Copper
Tin
Iron
Mithril
Thorium
Adamantite
Elementium
Obsidium

Classic Mining



Now that flying mounts can be used in Azeroth it has change the Classic mining market forever. Will players be more willing to farm for the Classic Ore types now? We will have to see what happen. Most high end players don't want to be bothered to mine up Copper, Tin or Iron ore and mostly stick to what's needed at level cap. Because of this, the low level ore market is full of gold-making potential. Players who are just starting out with the game CAN make hundreds of gold simply from farming up low level ore and selling it on the AH.

Below I will tell you the very best places to farm for each Classic Ore type!



Copper

Copper has been a great way for low levels to create gold since the release of this game. As soon as you learn mining, you can mine copper! For this very reason, it always amazes me how much this ore sells for on my AH. Most of the time it sells for about 4-10G a stack, but I have seen it creep up to 20G when supplies are low on the AH. For most low level players, making 7-20G off of a single stack of ore seems too good to be true, so they normally cut themselves short and list it for much less. Do not do this! The players buying the stacks of ore are likely alts who have lots of gold. Don't feel bad for charging the going rate on ore even if it just took you less than 10 minutes to gather 2-3 stacks of ore. I won't tell anyone! Your secret is safe with me.



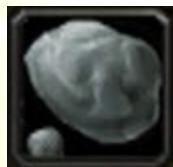
Copper ore requires a jewelcrafting skill of 1 to prospect. It prospects into Malachite, Tigerseye and Shadowgem. These gems can be quite expensive on the AH, so if you have a Jewelcrafter you may want to dip your feet into the prospecting market yourself.

There are many different places to farm for copper, but only a few that I recommend. For Alliance players I highly recommend farming Elwynn



Forest, Teldrassil and Azuremyst Isle. For Horde players, I highly recommend farming Durotar, Tirfal Glade and Northern Barrens. Some of the other zones with Copper do not have nearly as many available spawns.

Remember that the best places for ore are usually around the perimeter of the zones (if it is mountainous) and inside of caves or mines.



Tin and Silver

In Cataclysm with the reworking of all zones, Tin has become much easier to farm for than in previous years. Even though tin can still rarely spawn where you may normally see a copper vein, they have introduced entire zones that solely spawn Tin veins. Now that Tin is more common it also means that it's rare spawn, Silver Veins will be easily found as well. Tin Veins require a player to have a mining skill of 65. Silver Veins require a player to have a mining skill of 75.

Tin ore has gone through cycles on my server.

Sometimes it is a buyers market which is great for those of you with Jewelcrafting. When stacks are going very cheaply it is best to buy those to prospect and then sell the gems. Other times though, I have seen the price of Tin Ore skyrocket and be as high as 25G a stack! When this happens it is best to sell those raw materials instead.



Tin ore requires a jewelcrafting skill of 50 to prospect. It prospects into Lesser Moonstone, Moss Agate, Shadowgem and more rarely into Aquamarine, Citrine and Jade. All of these gems can sell quite nicely on the AH. Just the other day I sold a few Shadowgem for 3G a piece! Not bad for a lowbie gem. Silver ore cannot be prospected!



There are several zones that I highly recommend checking out if you want to farm up some Tin Ore and Silver Ore. One of the best zones I have found is Hillsbrad Foothills. This is now considered a Horde only area, but if you have an Alliance character I recommend giving it a shot. You will find a ton of Tin ore



around the Alterac mountain area of this zone. Be sure to go inside of the caves too because there's even more veins available! Another zone that is great for tin ore is Wetlands and Northern Stranglethorn. In Wetlands, I recommend just following the perimeter of the zone. In Northern Stranglethorn you will only find Tin in the northern section. As you move south, you will find more Iron, so if you find yourself seeing Iron instead, then you are too far south!



Iron and Gold

Iron Ore has been a great seller for as long as I can remember. With the reworking of zones they have made Iron deposits more common. We will have to see how this affects the Iron ore market, but I suspect that it will still be strong. Iron Deposits require a player to have a mining skill of 125. Gold Veins require a player to have a mining skill of 155. Remember that Gold Veins are a rare spawn where an Iron Deposit would normally spawn. If you are farming for Iron you are bound to come across some Gold too!

For whatever reason, I have been able to sell Iron ore for more than what Saronite ore goes for at times. It is completely ridiculous that a mid level ore is more profitable than the high-end ones but it is true!

Recently I have been selling Iron ore for about 70G a stack! I know it is completely ludicrous, but I'm not going to complain. More commonly though Iron Ore will sell for about 25-45G on my server. Be sure to check yours first because it tends to fluctuate A LOT in price.



Iron ore requires a jewelcrafting skill of 125 to prospect. It prospects into Jade, Citrine, Lesser Moonstone and more rarely into Aquamarine and Star Ruby. Gold ore cannot be prospected.

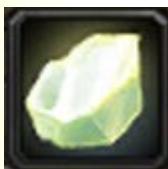


There are now quite a few places you can farm for Iron Ore, but only a couple of them are all that good. Two of the best places to find Iron deposits in The Cape of Stranglethorn



and Feralas. In the Cape of Stranglethorn there are Iron deposits all over the place. This is likely due to the rocky terrain found throughout this zone. Feralas is also quite heavy in Iron deposits especially in the areas around the new Horde and Alliance towns, Camp Ataya and Dreamer's Rest. There was one area where I found 6 dots on my map! If you aren't quite high enough level for either of those zones, then try Arathi Highlands. This is the first area in the level 25-30 range where you will find a good number of Iron deposits! The only downside to this zone is that it is rather large and will require big perimeter runs to gather the ore.

I do not recommend the Hinterlands or Southern Barrens. There were simply not enough mining nodes here in comparison to the other zones above.



Mithril and Truesilver

This is yet another great seller for me. I have always been absolutely shocked at how much Mithril sells for on my server. It is not uncommon to see stacks anywhere from 17-37G.

However prices tend to fluctuate a lot, so be sure to check your own server. Sometimes you will see a few sellers obviously leveling through a zone with Mithril and they can literally destroy the market over night, selling everything they find for 5G. Well rather than get upset about it, it is a great opportunity to buy these stacks to relist or give them to your Jewelcrafter to prospect for gems. This is when prospecting ore can become highly profitable. Mithril Deposits require a player to have a mining skill of 175. Truesilver requires a player to have a mining skill of 205. Remember that Truesilver Deposits are a rare spawn where Mithril Deposit would normally spawn. If you are farming for Mithril you are bound to come across some Truesilver too!

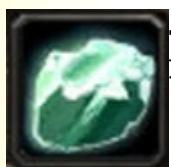
Mithril ore requires a jewelcrafting skill of 175 to prospect. It prospects into Aquamarine, Citrine, Star Ruby and more rarely Large Opal, Azerothian Diamond, Blue Sapphire and Huge Emerald. Some of these gems are known to sell for 7-15G a piece on the auction house. Truesilver cannot be prospected.





There are now a handful of places you can farm for Mithril ore that is worth mentioning. The best place, hands down is Badlands. There are Mithril deposits literally all over that zone. However there is one downside! If you do not have the capability of flying in Azeroth, then it will be more difficult to farm the perimeter. When you reach the southern portion of the zone where Deathwing tore a large scar into the earth, you will have to go the whole way around. It is possible to ride through but it can be rather difficult on a ground mount. If you have a flying mount, then this will be no problem whatsoever!

A few other great places to farm for Mithril ore is in Felwood and Burning Steppes. Of the two I actually prefer the Burning Steppes because there tends to be more available nodes!



Thorium and Truesilver

Thorium has been a gold-maker since this game was released many years ago. Even today you can bring in a decent amount of gold just farming for this one ore type. It may sound unbelievable, but at times stacks of Thorium Ore sell for 30-60G on my server. This price fluctuates a lot, so be sure to check your server first before heading out to farm. Small Thorium Veins require a player to have a mining skill of 230. Rich Thorium Veins require a player to have a mining skill of 255. Truesilver requires a player to have a mining skill of 205. Remember that Truesilver Deposits are a rare spawn where Thorium Veins would normally spawn. If you are farming for Thorium you are bound to come across some Truesilver too!

Thorium ore requires a jewelcrafting skill of 250 to prospect. It prospects into Azerothian Diamond, Large Opal, Blue Sapphire, Huge Emerald and Star Ruby. There are some reports it rarely prospects into a few Outland gems, but I personally have never been able to confirm that. Some of the gems listed can be quite good sellers on the AH, so that is part of the



reason why stacks of thorium ore sell for a lot. However if you are finding that thorium prices begin to fall, yet the prices of gems are holding steady, this can be a huge gold-making opportunity. Truesilver cannot be prospected.

Since the Shattering, zones where miners previously farmed Thorium ore may find veins no longer spawn there. Burning Steppes and Eastern Plaguelands fall into this category. The best places to farm for Thorium ore is Un'goro Crater and Swamp of Sorrows. Un'goro Crater has been my favorite area to farm for Thorium since Classic WoW when I was trying to obtain the Arcanite Reaper. The sheer number of spawns is absolutely incredible. A player can quickly fill their bags with Thorium in this zone. If you are interested in a more in depth look at farming ore in Un'goro Crater, take a look at the section found earlier in this guide. I provide a map with two potential routes to obtain the most thorium possible.

Swamp of Sorrows is now a much higher level zone where you will find both Small Thorium and Rich Thorium Veins. I like this area because it is a very easy to do a full perimeter run around the zone. With a flying mount, this will be exceedingly easy.



MINERALS BY ZONE

QUICK REFERENCE GUIDE

Fel Iron
Adamantite



Outland Mining



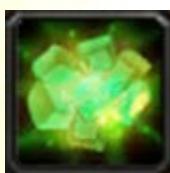
With the removal of city portals from Shattrath City, I do not see many players visiting the Outland unless they are leveling up a new character. This could drastically affect the Outland ore market, making things even more profitable. Getting to the Outland is not all that difficult though. In every major city, you will find a portal to the Blasted Lands near the Mage and Portal Trainers.

As long as you are level 58+ you can take this portal and it gives you easy access to the Dark Portal.



Farming for Ore in the Outland is very straight forward since there are only three main types of ore. There is also Eternium Ore, which drops alongside both Fel Iron ore and Adamantite Ore. However, it does not have its own spawns, so I have not included it in the farming section. If you are farming either Fel Iron Ore or Adamantite Ore you will be collecting a lot of it.

Typically if you are in an area within a zone that has a lot of demons, those areas will only spawn Fel Iron Deposits. This is why I have listed Fel Iron in every zone on the Outland Map. The ore type listed on top is the most prominent in that zone.

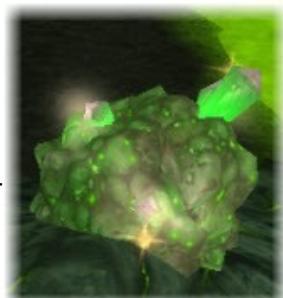


Fel Iron

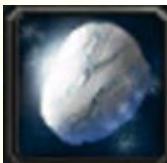
This is one ore type that has a lot of up's and down's. Of all of the ore types discussed thus far, this is probably one I have had the most trouble selling in the past. Quite honestly, I do not know why! Stacks of Fel Iron Ore sell from 17-26G on my server. Typically there aren't a whole lot of stacks up there, so be careful of flooding the market. Fel Iron Deposits require a player to have a mining skill of 275.

Fel Iron ore requires a Jewelcrafting skill of 275 to prospect. It prospects into Blood Garnet, Deep Peridot, Flame Spessarite, Golden Draenite, Azure Moonstone, Shadow Draenite and much less commonly the rare quality gem equivalents. Some of these gems are known to sell for 2-9G a piece.

The best place to farm for Fel Iron Ore is in Hellfire Peninsula and Zangarmarsh. These two zones are the only ones that exclusively spawn Fel Iron, so any node you see on your map will be Fel Iron. With a flying mount it is quite easy to make rounds throughout these zones.



You can find Fel Iron Deposits sporadically in all of the zones though. Typically they are found near demons, green lava pools or anything else that would be considered "corrupted". For example, this picture above was taken from around one of the green lava pools in Shadowmoon Valley.



Adamantite

Adamantite ore was quite the gold-maker back during the Burning Crusade expansion. Players were gathering as much of it as physically possible, so Jewelcrafters could purchase it and prospect it into gems. Both the miner and JC won on this deal as it was probably one of the most successful markets I have seen thus far. The market isn't nearly as good as it was a few years ago, but there is still potential here. Adamantite Deposits require a player to have a mining skill of 325. Rich Adamantite Deposits require a player to have a mining skill of 350.



Adamantite Ore requires a Jewelcrafting skill of 325 to prospect. It will always prospect into 1 Adamantite Powder. Then you have a chance to obtain Flame Spessarite, Azure Moonstone, Blood Garnet, Deep Peridot, Gold Draenite, Shadow Draenite and less commonly Living Ruby, Talasite, Noble Topaz, Nightseye, Dawnstone and Star of Elune. The value on these gems differs so much, so be sure to check your server's AH.

The absolute best place to farm for Adamantite is in Nagrand. Simply working the perimeter of the zone can be quite profitable. However if you want to change it up a bit, I recommend going into the caves at the Northwind and Southwind Clefts within the Halaani Basin. You may have to kill some ogres, but lots of Adamantite spawns inside! Another area you can try to farm for Adamantite is the Isle of Quel'danas. Remember that place? Haha You won't be able to use a flying mount here, but it is very quiet. It is definitely possible you will have the entire Isle to yourself.





Khorium

Khorium is a rare spawn in any location where an Adamantite Deposit normally spawns. These are quite rare as you can go hours farming without seeing a single node! Because of its rarity Khorium ore sells quite nicely on the AH, so if you get lucky with spawns you can make a nice amount of gold from this. There is still a demand for Khorium since it is used to create the Engineering flying mount, Turbo-Charged Flying Machine. Khorium Veins require a player to have a mining skill of 375.

Khorium cannot be prospected, so there is no market here for JCers.

Since Nagrand is the best place for Adamantite, it is also the best place to find Khorium spawns as well. I do not recommend Blade's Edge Mountains as the rate on them spawning there is exceedingly low. The picture above was taken from Nagrand.



MINERALS BY ZONE

QUICK REFERENCE GUIDE

Cobalt
Saronite



NORTHREND

Northrend Mining

With the removal of city portals in Dalaran and the relative difficulty of getting to Northrend now, expect to see the prices on all Northrend ore to go up as Cataclysm ages. Having to wait around for the stupid boat or zeppelin is too much effort for some players, so they will be turning to their local AH for their ore needs!



Farming for Ore in Northrend is very straight forward since there are only three main types of ore. The one thing that was added to Northrend ore nodes was a level restriction. Yes that is right, in addition to the normal mining skill restriction, your character must be at least level 65! I believe



this was to curb the large amount of teleport hacking that was occurring early on.



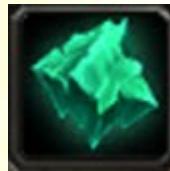
Cobalt

Cobalt ore has been a good seller on my server even today now that WotLK has aged. JCers have been using Cobalt ore to prospect for green-quality gems, which were then used in the JC daily quests. Because of this, it has continued to drive the Cobalt Ore market. What will happen in Cataclysm? We will have to wait and see I suppose. Cobalt Deposits require a player to have a mining skill of 350. Rich Cobalt Deposits require a player to have a mining skill of 375.

Cobalt Ore requires a Jewelcrafting skill of 350 to prospect. It prospects into Chalcedony, Huge Citrine, Bloodstone, Sun Crystal, Dark Jade, Shadow Crystal and more rarely Forest Emerald, Scarlet Ruby, Twilight Opal, Sky Sapphire, Monarch Topaz and Autumn's Glow. The prices on these gems vary a lot, so be sure to check your server's AH.



The best place to farm for Cobalt ore is by far Zul'Drak. If you do not have a flying mount it can be quite difficult due to the terrain. However I feel this applies to any of the zones as far as I am concerned. You might as well tough it out in a zone that has the most Cobalt Deposits! Those of you with a flying mount will find ZD is more profitable than farming in both, Howling Fjord and Borean Tundra. As an added bonus you may come across the rare Saronite Deposit in Zul'Drak too!



Saronite

Saronite ore has been a great seller all throughout WotLK. Even after Cataclysm is released, I feel there will be a market for Northrend JC cut gems. Since the new Cataclysm gems all have gear ilevel requirements on them, players leveling up will still want to place the best possible gems in their gear. This is where selling Saronite ore or prospecting for gems will come quite handy and hopefully profitable! Saronite Deposits require a player to have a mining skill of 400.



Rich Saronite Deposits require a player to have a mining skill of 425.

Saronite Ore requires a Jewelcrafting skill of 400 to prospect. It prospects into Bloodstone, Dark Jade, Huge Citrine, Chalcedony, Shadow Crystal, Sun Crystal and more rarely Autumn's Glow, Monarch Topaz, Forest Emerald, Twilight Opal, Sky Sapphire and Scarlet Ruby. The going rates on these gems varies drastically, so I recommend checking your server to see if prospecting ore will be profitable for you.



Farming for Saronite Ore is quite easy in Northrend because there is simply so much of it available. The best places to farm for Saronite ore is Sholazar Basin, Icecrown and Storm Peaks. I like to farm for it in Sholazar Basin and Icecrown because often times nodes are far away from mobs and you won't need to kill anything to mine.



However, there is good reason to try your luck farming Saronite in Storm Peaks. Even though you may find yourself having to kill mobs to mine the ore you have the chance of stumbling across the super rare, Time-Lost Proto Drake. This rare spawn drake drops a BOP mount that has a unique skin and is sought after by many players. I've seen Vyragosa close to 30 times, but never the Time-Lost Proto Drake. ;) Hopefully you are more lucky than me.

If neither of these places are good for you, then I would try out Wintergrasp. Since you can fly here off-battle times, it's a great area to farm up some Saronite as long as a battle isn't in progress!

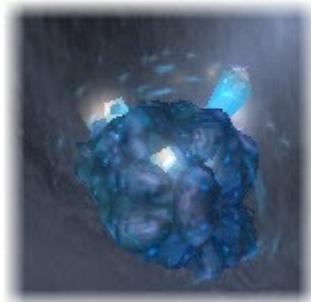


Titanium

Titanium is a rare spawn in any location where a Saronite Deposit normally spawns. While this ore is rare, it is not nearly as rare as what Khorium was in the Outland. It is unknown how profitable this ore may be in Cataclysm. Titanium ore is unique because it is prospectable even though it is an uncommon ore.



Never before has uncommon ore been prospectable, so this is highly significant! Not only that but it can be prospected into epic quality gems. Since there are gear ilevel requirements on the new Cataclysm gems, there may be a market for epic gem cuts. Players like to fully gem their gear (even while leveling), to boost their character's DPS. Because of this I would definitely keep an eye on the epic gem and Titanium ore market once Cataclysm begins to age! Titanium Veins require a player to have a mining skill of 450.



Titanium Ore requires a Jewelcrafting skill of 450 to prospect. Titanium ore prospects into Titanium Powder, Northrend uncommon gems, rare gems and less commonly into EPIC gems. I truly feel there could be a large market for Northrend rare and epic gem cuts! Miners should be listing this ore in stacks of 5 or 20. If you are a Jewelcrafter, keep an eye on this potential gold-maker.

Since Titanium Veins are a rare spawn of Saronite Deposits, you just have to farm Saronite in order to gather Titanium ore. There's no easy way around this one! Pick your favorite place to farm for Saronite ore from above and hope for the best!

Cataclysm Mining

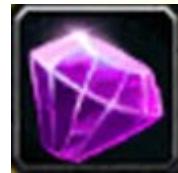


The maps for the Cataclysm zones can be found above in the Classic Mining section. Since the majority of Cataclysm zones are found within Eastern Kingdoms and Kalimdor, I see no reason to re-copy the maps in this section.

Farming ore in Cataclysm is pretty straight forward since there are only three main ore types. I expect ore to be highly profitable because Blacksmiths, Engineers and Jewelcrafters will need very large amounts to level their professions. Gaining only a few tradeskill points requires stacks and stacks of ore and bars.



It should be mentioned here that Cataclysm gems have gear ilevel requirements on them. What does this mean? It means that you cannot place any Cataclysm gems in gear with an ilevel lower than ~281. This excludes everything in Northrend content including the best epics from the Lich King or Ruby Sanctum. Blizzard obviously saw that low level players were putting Northrend gems into their level 60 items and wanted to put an end to that in Cataclysm. Cataclysm gems will only be good on Cataclysm items.



Obsidium

Obsidium is an amazing seller on the auction house because players need a lot of it to begin leveling their tradeskills from 450. I expect stacks of Obsidium ore to bring in about 40-55G and it could be highly profitable to farm this or prospect it for gems. There are only two zones that have appreciable amounts of Obsidium, so it will not be as easy to farm as the other Cataclysm ores. Obsidium Deposits require a player to have a mining skill of 425. Rich Obsidium Deposits require a player to have a mining skill of 450.

Obsidium ore requires a Jewelcrafting skill of 425 to prospect. It prospects into Alicite, Nightstone, Zephrite, Jasper, Carnelian, Hessonite and more rarely Amberjewel, Ocean Sapphire, Dream Emerald, Ember Topaz and Inferno Ruby. I expect these gems to be worth quite a bit of gold for a long time. Since there are no epic gems currently in Cataclysm content, players will be placing rare-quality gems into their sparkly new gear.



There are only three zones you can even farm for this ore, so I will discuss all of them in detail. Mount Hyjal and Vashj'ir are two zones where you will be able to farm for Obsidium exclusively. Other ore types do not spawn here, so if you see a DOT on your minimap it's bound to be Obsidium.

Mount Hyjal is the most accessible zone for mining. If you've completed the starting quests in Mount Hyjal you can simply use the portal in



Stormwind or Orgrimmar. If you haven't, then you will just need to fly there from Orgrimmar or Theramore Isle. Vashj'ir is not so easily accessible because you MUST complete the beginning quest chains to obtain the Abyssal Seahorse Mount. You absolutely CANNOT farm in Vashj'ir without this because the zone is absolutely huge. Not only do you need the water breathing buff that goes along with it, but the speed increase is an absolute must. Everyone should at least complete Vashj'ir up until you obtain the Seahorse mount.

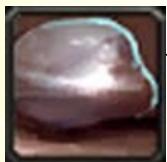


Because players will actually have to work a bit to farm in Vashj'ir I expect this will be a very good place to farm for Obsidium. Not many players will want to bother getting the Seahorse mount and just head to Mount Hyjal instead. Let their laziness be a gold-making opportunity for you.

Obsidium ore can also be farmed from Deepholm. This is the only Cataclysm zone in which I do not have a map. In order to reach Deepholm, you must be level 82 and complete the starting quest from the

Warchief's Command Board in Orgrimmar or the Hero's Call Board in Stormwind. This zone is all rock, so there's a ton of available spawns here. If you are looking exclusively for Obsidium ore, then I recommend Mount Hyjal or Vashj'ir. Elementium veins also spawn in Deepholm so you will be coming across those as well.

Once I find the best route/zone for this ore, I will be placing a map in this section for you!



Elementium

Elementium ore will be the staple ore used by Jewelcrafters to prospect for gems. Like during Burning Crusade and WotLK, I expect this market to be highly profitable for both the miner and Jewelcrafter. Are you ready to make some gold? In the higher level zones, the amount of Elementium Vein spawns is incredible. You can't go more than 80 yards without seeing something on your map. The great thing about it is that most nodes are away from mobs allowing you to



gather even on a level 80 alt character if you desire. Elementium Veins require a player to have a mining skill of 475. Rich Elementium Veins require a player to have a mining skill of 500.

Elementium ore requires a Jewelcrafting skill of 475 to prospect. It prospects into Alicite, Nightstone, Zephrite, Jasper, Carnelian, Hessonite and more rarely Amberjewel, Ocean Sapphire, Dream Emerald, Ember Topaz and Inferno Ruby. The chance to obtain rare gems is much higher with Elementium ore than Obsidium ore. You can also obtain multiple rare gems from the same prospect too as I have confirmed this myself. Since there are no epic gems currently in Cataclysm, rare-quality gems will be extremely good sellers for the time being. Jewelcrafters should keep an eye on their local AH to snatch up any stacks of Elementium that can be prospected for profit.



The best places to farm for Elementium Veins is in Uldum and Twilight Highlands. I personally like Uldum better because you can fly along the northern perimeter of the zone and mine with little mob aggro. In fact I was able to mine on my level 80 with no problems whatsoever. Your miner won't even need to be max level to take advantage of this market. In Uldum there are two spots that tend to have a lot of spawns for some reason. On the map below, I have circled the two areas you should check often. There are up to 4-5 spawns within 80 yards of one another and it's a great way to pick up at least a full stack of Elementium ore quickly.





Twilight Highlands is also a great place to farm for Elementium. There is more potential mob aggro so taking a level 80 alt character could be more difficult. In this zone it is best to follow the rocky terrain and swinging down the Verrall River to check for Elementium nodes too.



Pyrite

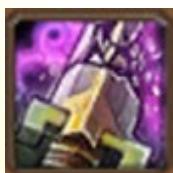
Pyrite is a rare spawn in any location where an Elementium Vein normally spawns. While this ore is considered rare, it is not nearly as rare as what Khorium was in the Outland. In fact, I find these deposits fairly often as I am farming Elementium. This will be an extremely profitable ore because it is used to create many different tradeskill items and also needed for the transmutation of Truegold. Even though it is an uncommon gem, it is prospectable by Jewelcrafters. Pyrite Deposits require a player to have a mining skill of 525.

Pyrite ore requires a Jewelcrafting skill of 525 to prospect. In Beta I never reached 525, so I am unsure exactly what types of gems you can extract from it. Since epic gems are not currently in Cataclysm, I expect prospecting Pyrite ore to more commonly drop all of the rare-quality gems. Once I know more



information this will be updated for you!

Since this spawns anywhere you find Elementium Veins, I have found Uldum to be the best zone for farming these. It is not uncommon to gather a stack of Pyrite ore within an hour's time in Uldum. Pyrite Deposits do not seem to be quite as rare as the other ore types seen in previous expansions. Perhaps the spawn rate is still being tweaked. If you find that Uldum is flooded with players, then you can try out Twilight Highlands. There's a ton of available Elementium here too!



The Low-Down on Disenchanting for Profit

Using enchanting to disenchant items has been a way for many players to create tens of thousands of gold. No I am not kidding or exaggerating! The idea behind this is to either create items to disenchant OR to purchase items from the AH to disenchant. Dipping your feet into this type of market takes some knowledge and it does not come without risk. You will also need to have regular access to an enchanter, which can be either a character of your own or a friend or guild member willing to DE items for free.

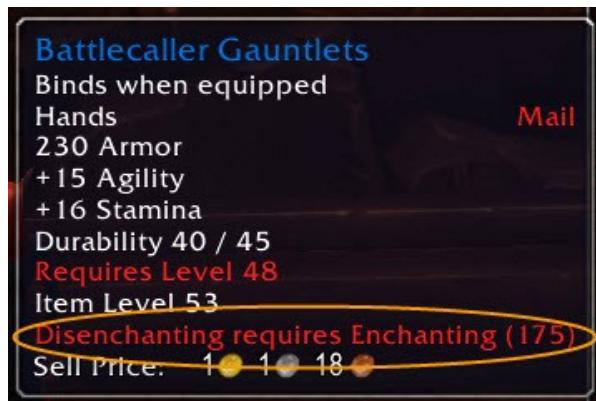
When disenchanting items there are specific enchanting skill requirements, so the skill needed by your enchanter will depend upon the items you intend to disenchant. In Cataclysm the enchanting skill requirements for disenchanting are rather steep and it is based upon the ilevel.

This is the basic breakdown of the highest enchanting skill you will need!

Item Zone Source	Green Item Enchanting Skill	Rare Item Enchanting Skill	Epic Item Enchanting Skill
Classic	≤225	225	225
Outland	275	275	300
Northrend	325	325	375
Cataclysm	475	500	500



This table shows the highest enchanting skill required for the items in each zone, so do not be surprised if you find items with lower skill requirements. For example, most Cataclysm Green items require a skill of 425. However once a Green item reaches above a 300 ilevel, they require 475. One way to see what enchanting skill an item needs is by clicking on the Disenchanting icon from your spellbook, then mouseover any items in your inventory. It will show in the tooltip exactly what skill level you need as seen in this picture below.



It's important to note that the level required to equip an item does not necessarily tell you where an item came from. For example, there are many items level 68 that actually came from the Northrend zones or level 78 items that actually came from the new Cataclysm zones. Therefore they follow the Northrend and Cataclysm DEing requirements rather than the Outland or Northrend DEing requirements.

There's an addon that will help you know exactly what enchanting skill you need. It is called Enchantrix and is included in the Auctioneer Suite package. If you are buying items on a character that is NOT an enchanter, then I highly recommend having this addon. You will know upon mouseover if your enchanter can even DE the items you are looking at. There are also options within Auctioneer to limit searches based upon your enchanting skill too.

If you intend to get into this highly profitable market, then you absolutely MUST download Auctioneer. Enchantrix and Auctioneer are both included in the Auctioneer Suite package. Auctioneer will help guide you and alert you to items that could turn a profit if disenchanted. The major drawback of this addon is that it relies on the information YOU supply it. You will need to take frequent scans of the AH, so it is able to provide you with accurate information. As long as you are scanning frequently and you grasp basic knowledge of the enchanting materials market, this nifty little addon can bring you serious amounts of gold. For a more detailed explanation on how Auctioneer works and how to make gold with it, please see our free guide Auctioneer's Resource provided with the purchase of this gold guide.

In this market, sometimes you will find your profits are very small. However the amazing thing with enchanting materials is that the AH listing fee is only 1 Silver. This allows you to relist the materials without dumping a lot of gold into the AH listings, which can further shrink your profit margins. If you are good at keeping up with scans and are checking the AH regularly, you will be amazed at the deals you will find. There's a player notorious on my server who puts Northrend greens for very small bid prices (a few copper) with no buyout or very high buyout prices. Me and other fellow Auctioneer users battle it out to win his items to DE them for profit. Winning a few auctions like this can be rather exciting and fun! It can also become a little addictive too.



The most important thing I cannot stress enough is to keep scanning the auction house. Also be ready at any time to purchase green and blue items of all levels to disenchant. Do NOT hold onto much backstock in this market either. As soon as you purchase an item, the enchanting materials should be right back up on the auction house within the same day. You do not want to have enchanting materials sitting in a bank as they will likely lose their value over time.



Another common way to make gold is by creating an item with the intent of disenchanting it. The profit margins in this can be dangerously small and there is some risk involved as it forces you to first invest into materials. You must also keep up to date on the going rates of the crafting materials and the enchanting materials. Even small fluctuations can completely shift its gold making potential.



Jewelcrafting is the only profession with items which can be created solely for disenchanting purposes. With the other tradeskills, the materials simply cost too much to do this for profit. Once you know what items can be created, it's also good to keep an eye on the AH too! You can buy cheap ones other players have made and DE them.

Below is a chart that lists items that could potentially be a good source of enchanting materials then I'll discuss them in length.

Item Name	JC Skill Required	DE Skill Required	Materials Required	Expected Enchanting Materials
<u>Golden Draenite Ring</u>	310	225	1 x Fel Iron Bar 2 x Golden Draenite	2-3 Arcane Dust 2-3 Lesser Planar Essence 1 Small Prismatic Shard
<u>Fel Iron Blood Ring</u>	310	225	1 x Fel Iron Bar 2 x Bloodstone	2-3 Arcane Dust 2-3 Lesser Planar Essence 1 Small Prismatic Shard
<u>Crystal Chalcedony Amulet</u>	350	325	2 x Crystallized Earth 1 x Chalcedony	1-3 Infinite Dust 1-2 Lesser Cosmic Essence 1 Small Dream Shard
<u>Bloodstone Band</u>	350	325	2 x Crystallized Earth 1x Bloodstone	1-3 Infinite Dust 1-2 Lesser Cosmic Essence 1 Small Dream Shard
<u>Crystal Citrine Necklace</u>	350	325	2 x Crystallized Earth 1 x Huge Citrine	1-3 Infinite Dust 1-2 Lesser Cosmic Essence 1 Small Dream Shard

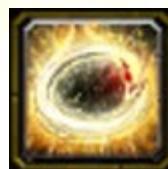
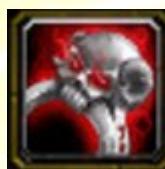


<u>Sun Rock Ring</u>	350	325	2 x Crystallized Earth 1 x Sun Crystal	1-3 Infinite Dust 1-2 Lesser Cosmic Essence 1 Small Dream Shard
<u>Shadowmight Ring</u>	390	350	1 x Eternal Earth 1 x Eternal Shadow	2-5 Infinite Dust 1-2 Greater Cosmic Essence 1 Dream Shard
<u>Stoneguard Band</u>	390	350	2 x Eternal Earth	2-5 Infinite Dust 1-2 Greater Cosmic Essence 1 Dream Shard
<u>Jasper Ring</u>	425	425/450	1 x Jeweler's Setting 1 x Jasper	1-4 Lesser Celestial Essence 1 Hypnotic Dust 1 Small Heavenly Shard*
<u>Alicite Pendant</u>	435	425/450	1 x Jeweler's Setting 2 x Alicite	1-4 Lesser Celestial Essence 1 Hypnotic Dust 1 Small Heavenly Shard*
<u>Hessonite Band</u>	450	425/500	1 x Jeweler's Setting 2 x Hessonite	1-5 Lesser Celestial Essence 1-2 Hypnotic Dust 1-2 Heavenly Shard*
<u>Nightstone Choker</u>	460	425/500	1 x Jeweler's Setting 2 x Nightstone	1-3 Hypnotic Dust 1-5 Lesser Celestial Essence 1-2 Heavenly Shard*

In order to figure out if an item is profitable on your server, you will have to do some math. Math is NOT my strong suit, so if anyone here finds these formulas are completely wrong, please let me know! Haha

For the formula, you will need to know the enchanting material drop rate % for each and the average of how many enchanting materials you can receive per disenchanting attempt. The Cataclysm information in the chart above is simply speculation on my part from a tiny sample size I did on my own in Beta. Once more data is available, a more accurate formula can be created for those as well.





This is the formula used for Golden Draenite Ring and Fel Iron Blood Ring; where X is the going rate of the enchanting material on YOUR server.

An example is given for those of you who can't figure out formulas either. If you fail at math as much as I do, I hope this helps!

2.5(0.75x) + 2.5(0.21x) + (0.02x)= Average gold created for disenchant

In this formula the x stands for Arcane Dust, Lesser Planar Essence and Small Prismatic Shard in that order. It takes 3 Small Prismatic Shard to create 1 Prismatic Shard for reference.

If Arcane Dust sells for 2 Gold, Lesser Planar Essence sells for 1 G 75 Silver, and Small Prismatic Shard sells for 50 Silver each, then the formula would work like this.

Plug in the numbers: $2.5(0.75*2) + 2.5(0.21*1.75) + (0.02*0.50)$

Remember order of operations! Multiply what is in the parentheses first, then add last.

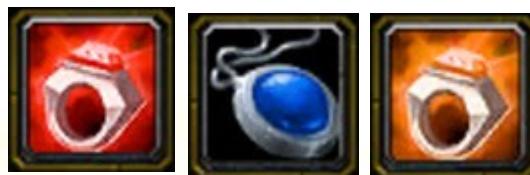
$$2.5(1.5) + 2.5(0.3675) + 0.01$$

$$3.75 + 0.91875 + 0.01 =$$

4.678 Gold Average per disenchant

This means you have to be able to buy the materials to make these rings under that gold amount. It is up to YOU to decide how small you want your profit margins to be. Just remember there is an AH cut of 5% and a deposit of 1 Silver if they do not sell the first time.

On my server these particular items have no profit in them, but yours may be different which is why I included them here.



This is the formula used for Crystal Chalcedony Amulet, Bloodstone Band, Crystal Citrine Necklace and Sun Rock Ring; where X is the going rate of the enchanting material on YOUR server.

Another example is given too!

1.5(0.70x) + 1.5(0.22x) + (0.03x) = Average gold created per disenchant

In this formula the x stands for Infinite Dust, Lesser Cosmic Essence and Small Dream Shard in that order. It takes 3 Small Dream Shard to create 1 Dream Shard for reference.

If Infinite Dust sells for 2 Gold, Lesser Cosmic Essence sells for 4 Gold and Small Dream Shard sells for 50 Silver, then the formula would work like this.

Plug in the numbers: $1.5(0.70*2) + 1.5 (0.22*4) + (0.03*.50)$

Remember order of operations! Multiply what is in the parentheses first, then add last.

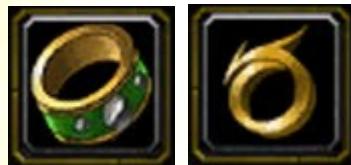
$$1.5 (1.4) + 1.5 (0.88) + 0.015$$

$$2.1 + 1.32 + 0.015 =$$

3.435 Gold Average per disenchant

This means you have to be able to buy the materials to make these rings under that gold amount. It is up to YOU to decide how small you want your profit margins to be. Just remember there is an AH cut of 5% and a deposit of 1 Silver if they do not sell the first time.

On some servers, it may actually be more profitable to VENDOR these rings. Be sure to take a look at that possibility too. Each of the items listed in this section vendors for 3G 14S 78C.



This is the formula used for Shadowmigit Ring and Stoneguard Band; where X is the going rate of the enchanting material on YOUR server.



Another example is given to help you out if needed.

$$3(0.70x) + 1.5(0.22x) + (0.03x) = \text{Average gold created per disenchant}$$

In this formula the x stands for Infinite Dust, Greater Cosmic Essence and Dream Shard in that order.

If Infinite Dust sells for 2 Gold, Greater Cosmic Essence sells for 8 Gold and Dream Shard sells for 2 Gold, then the formula would work like this.

Plug in the numbers: $3 (0.70*2) + 1.5 (0.22*8) + (0.03*2)$

Remember order of operations! Multiply what is in the parentheses first, then add last.

$$3(1.4) + 1.5(1.76) + 0.06$$

$$4.2+2.64+0.06=$$

6.90 Gold Average per disenchant

This means you have to be able to buy the materials to make these rings under that gold amount. It is up to YOU to decide how small you want your profit margins to be. Just remember there is an AH cut of 5% and a deposit of 1 Silver if the materials do not sell the first time.

On some servers, it may actually be more profitable to VENDOR these rings. Be sure to take a look at that possibility too. Each of the items listed in this section vendors for 3G 65S 30C.

With the new Cataclysm items, the formula is a bit more difficult to fully figure out. When a JC creates a Jasper Ring, Alicite Pendant, Hessonite Band or Nightstone Choker, there is a chance to create either a green quality or a rare quality item. The rare Jasper Ring and Alicite Pendants have an ilevel of 300. The rare Hessonite Band and Nightstone Choker have an ilevel of 325. This means they will net you different potential enchanting materials, which makes this even more complicated to figure out and I do not know the chance of creating the rares to even begin to figure this one out. My algebra skills aren't that advanced either. ;-)



I created two of the same rings, but one was rare and the other was green quality which is seen in these pictures.



These two pictures shows the different Jasper Rings that can be created too. Notice the ilevels and increased stats.



If you get the green quality items, then a different formula must be used. If you get the rare quality item, then you will obtain either a Small Heavenly Shard or a Heavenly Shard every time depending upon the ilevel. ilevel 300 items will give Small Heavenly Shards and ilevel 325 will give Heavenly Shards. It takes 3 Small Heavenly Shards to create 1 Heavenly Shard for reference.



This is the estimated formula for the Green quality Jasper Ring and Alicite Pendant, where X is the going rate of the enchanting materials.

We do not know the exact drop rates on these, so I am making an **educated guess** from what I've seen.

$$2.5(0.85x) + (0.10x) + (0.03x) = \text{Average gold created per disenchant}$$

In this formula the x stands for Lesser Celestial Essence, Hypnotic Dust and



Small Heavenly Shard in that order. **You have a much higher chance of obtaining Lesser Celestial Essence with the new Cataclysm items.**

For the Rare quality Jasper Ring and Alicite Pendant, you always get 1-2 Small Heavenly Shard. No formula is needed here. Your enchanter will need to have a skill of at least 450 to disenchant these!



This is the estimated formula for the Green quality Hessonite Band and Nightstone Choker, where X is the going rate of the enchanting materials.

Once again, we do not know the exact drop rates on these, so I am making an **educated guess** from what I've seen.

2.5 (0.70x) + (0.22x) + (0.03x)=Average gold created per disenchant

In this formula the x stands for Lesser Celestial Essence, Hypnotic Dust and Heavenly Shard in that order. **You have a much higher chance of obtaining Lesser Celestial Essence with the new Cataclysm items.**



For the Rare quality Hessonite Band and Nightstone Choker, you always get 1-2 Heavenly Shard. No formula is needed here. Your enchanter will need to have a skill of at least 500 to disenchant these!

The stats on these item are actually quite nice, so you may be able to sell these rings for a very short time on the auction house. Just keep a close eye on this because they are items ALL Jewelcrafters will have to create in order to increase their skill. This will likely cause a flood of product on the market and the prices of these rings will drop very low. When this happens, that is when you should take advantage of the cheap prices. You can buy the cheap items off the AH to disenchant if you don't feel



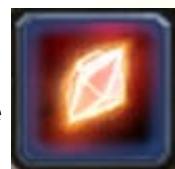
like making the items yourself (or if you don't have a JC). Since everyone will be leveling their tradeskills, the price of enchanting materials will likely be very high.

I think these rings will be highly profitable for DEing for at least a first few months of Cataclysm. Just be sure to do the math for your own server to see!



There is one other ring that enchanters can disenchant for profit, but as always you will need to check your server. There is a Rare quality level 37 ring created by Jewelcrafters called the Aquamarine Signet. Now I DO NOT recommend creating these as the materials are pretty costly at times, but they often times show up on the AH for very cheap prices--cheaper than what they disenchant for!

The Aquamarine Signets will DE into a single Small Radiant shard every single time. All you have to do is check your AH and compare them to the price of 1 Small Radiant Shard. If the rings are selling for 3G and Small Radiants are going for 7G you make a nice 4G profit on each ring! You'll be shocked to see how often this happens. Jewelcrafters use this ring to skill up at mid-level, so you'll see lowbie JC's unload their entire stock very cheap on the AH! If only they new about this little tip.



Relic of Ulduar

These relics can bring in a decent amount of gold for those looking to do some grinding. If your bored of doing daily quests, fishing or essence gathering, then try this place out!

These relics are used to increase reputation with The Sons of Hodir in The Storm Peaks. Relic of Ulduar are turned into Lillehoff in Dun Niffelem in Storm Peaks in stacks of 10 for 650 reputation.

There are some really nice rewards with this reputation, including a Mammoth riding mount and epic shoulder enchants, so the demand for the relics have been extremely high. Even as this content ages, players who collect mounts will want to purchase the Mammoth mounts!

Relic of Ulduar drop off of most mobs in Storm Peaks, but most mobs are



spread too thin or their respawn is way too long. I found 2 places without these problems.

The first place is in the Forlorn Mine within the Brunnhildar Village in Storm Peaks.



Inside the cave, you will find Captive and Exhausted Vrykul. These mobs are very easy to round up in groups to blast through them. Mages will have a killer time in this cave and their respawn rate is actually quite good. The only downside to this place is that you will have competition of players completing the daily quest, Maintaining Discipline. As always farming during off-peak times will be the most effective.

The second place is in the cave, the Frostgrip's Hollow just south of Valkyron in the Storm Peaks.

Inside this cave, you will find a large number of Stormforged Dwarves. Their respawn rate is fairly fast and the drop rate on the relics is actually quite good. I wouldn't be surprised if you could gather about 50-75 relics per hour of farming. Maybe more if you are lucky and the only one farming here.



Miners have the added bonus of mining Saronite ore in both caves too!



Mark of Kil'jaeden/Mark of Sargeras/Fel Armament

These marks are used for reputation gains for the Aldor faction in Shattrath City. Even though this is old content, some players simply like to collect the recipes, formulas and other tradeskill items available from the quartermasters. There are also many players who simply like to be exalted with EVERY faction in the game.

Mark of Kil'jaden can be farmed in Terokkar Forest at Shadow Tombs, which is located in The Bone Wastes. All of the Cabal humanoids have a chance to drop these. Another place you can farm for Mark of Kil'jaden is in



Nagrand. In Nagrand in the southeastern corner you will find the Kil'sorrow Fortress. There are a decent amount of mobs that drop the mark. If none of these are working for you, then I also recommend checking inside of Oshu'gun in Nagrand. All of the mobs inside have a chance to drop them as well.



As always, the humanoids will drop Netherweave cloth as well for an added bonus. The Marks have been selling anywhere from 1 gold to 1.5 gold a piece on the Auction House. These marks are turned-in, in stacks of 10 or individually, so make sure you list them in the appropriate stack sizes.

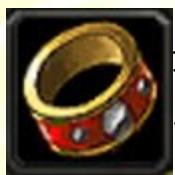


Mark of Sargeras drop in several different zones in the game. One area to farm them is in Shadowmoon Valley. Near the center of Shadowmoon Valley there is an area called The Deathforge. This is a great place to make gold because there are a ton of mobs and they have a very good drop rate on the marks. They have about a 30% chance to drop the Marks of Sargeras.

Yet another area which I found has a great drop rate for these is in Netherstorm. There are several Forge Camps in the Northwest side of Netherstorm. The one camp in particular called Forge Camp: Gehenna has a decent drop rate for these marks. These mobs are packed pretty tightly together so keep an eye on your back for patrols. Mark of Sargeras have been selling for about 2 gold a piece on my server, so even if you only get a handful of them the gold will add up!

All of the mobs mentioned above have a small chance of dropping Fel Armament. Fel Armament are used to get the enchants that are available with high Aldor reputation. These armaments have been selling for about 14 gold a piece, so if you come across any make sure to list them on the AH.





Firewing Signet/Sunfury Signet/Arcane Tome

These signets are used for reputation gains for The Scryer faction in Shattrath City. Even though this is old content, some players simply like to collect the recipes, formulas and other tradeskill items available from the quartermasters. There are also many players who simply like to be exalted with EVERY faction in the game.



Firewing Signets can only be farmed in Terokkar Forest at Firewing Point. The good news about this place is that the spawn rate is extremely fast. In fact, it may be a bit too quick sometimes and it causes one to get a lot of adds. The humanoids in this camp also drop a lot of Netherweave cloth. Remember that Firewing Signets can be turned in for reputation in stacks of 10 or individually, so list them accordingly on the Auction House.

Sunfury Signets drop in several different zones. These Signets can be turned in for Scryer rep all the way until you reach exalted.

The best place to farm these in the game is just outside of Black Temple at the Ruins of Karabor. There are a ton of Sunfury Blood Elf with a fast respawn and high drop rate. They also drop a few silver, a ton of Netherweave Cloth and chance for greens and rares.



Another great place to farm these is in Netherstorm. The Sunfury in Netherstorm are located at all of the Manaforges and Sunfury Hold. There are a lot of mobs in this place that drop these signets, so if one area is full of players you can always head to another. The Sunfury Signets have been selling for about 2 gold a piece or more! Remember to list them on the Auction House in stacks of 10 or individually to attract the most buyers.

All of the mobs mentioned above have a small chance of dropping



Arcane Tome. Arcane Tomes are used to get the enchants that are available with the appropriate reputation with The Scryers. These Tomes have been selling for 14 gold a piece, so make sure you do not toss them away!



Getting the Most Out of Your Alchemist

Alchemists have many ways to make gold and it doesn't have to involve farming a single herb with herbalism. There are 3 different masteries available to alchemists. These masteries allow alchemists to choose a specialization which will allow them to create extra items. The masteries include Master of Transmutation, Master of Elixirs and Master Potions.

Over a larger time frame, your alchemist will create a number of extra elixirs, transmuted items or potions with their respective mastery. Every alchemist needs to pick a mastery and complete the quest involved. Even though it can be kind of a pain in the butt, in the long run it will be worth the initial gold cost and time sink.

Which Mastery should you choose?

The answer to this really depends on your play style. How often do you play your alchemist? Are you constantly creating potions or elixirs to list on the AH or for guild raids? If you are in a quiet guild that does not rely on you to create potions or elixirs, then you may be better off as a Master of Transmutation. For those of you who are the main alchemist in your guild constantly creating flasks or potions, then it would be more profitable to be a Master of Elixirs or Master of Potions.

I think for most alchemists, transmutation is the way to go. However you should analyze your own play style to see.

How Do I Choose My Mastery?

Depending upon which mastery you have chosen to pursue, you will need to visit an NPC in Outland. Remember that place? Hehe

For Master of Transmutation, you will need to speak to Zarevhi at Stormspire in Netherstorm. He will offer a quest



that requires you to turn in 4 Primal Might. You will need to create these yourself or purchase them off of the Auction House. (Side tip: Selling these in stacks of 4 could be a good gold-maker for other alchemists choosing a mastery).



For Master of Elixirs, you will need to speak to Lorokeem in the Lower City portion of Shattrath City. He will offer a quest that requires you to turn in 5 Elixir of Major Defense, 5 Elixir of Mastery, 5 Elixir of Major Agility and 10 Essence of Infinity which drops from mobs in the dungeon the Black Morass.

For Master of Potions, you will need to speak to Lauranna Thar'well at the Cenarion Refuge in Zangarmarsh. She will offer a quest that requires you to turn in 5 Super Healing Potions, 5 Super Mana Potions, 5 Major Dreamless Sleep Potions and the Botanist's Field Guide which drops from High Botanist Freywinn in the dungeon, the Botanica.



If you've already done one of these quests, then you can go back to the respective NPC and unlearn the mastery for 150G. Then you can pick any mastery of your choosing. Perhaps you've decided you no longer want to be a Master of Potions and can change it to whatever you feel is best now.

I've Chosen My Mastery Now What?

Do what you've been doing. If you chose Elixir or Potion mastery because you are creating a lot for your guild or to list on the AH, just keep making them. You will notice the amount of Potions or Elixirs you create will be much higher now from a single set of materials. If you chose Transmutation mastery, then you should be transmuting Truegold, Living Elements and Rare quality gems when available.



With the Elixir mastery you can proc extras any time you make high end elixirs. Obviously if you are making large quantities of elixirs and flasks for your raid, then you have a higher chance to get more and more procs. It is possible to see up to 10X procs, but these are very rare. Any extra elixirs or flasks you get from these procs are



pure profit and you can sell them on the AH.

The following are the most popular/profitable level 85 Elixirs/Flasks:

- Elixir of the Master
- Elixir of Mighty Speed
- Elixir of Impossible Accuracy
- Elixir of the Cobra
- Elixir of the Naga
- Ghost Elixir
- Flask of the Winds
- Flask of Titanic Strength
- Flask of Draconic Mind
- Flask of Flowing Water
- Flask of Steelskin

All of the elixirs and flasks are simply learned from your local alchemist trainer, which makes this rather simple.

The secret with making gold with this mastery is to continuously purchase cheap stacks of herbs and make them into elixirs and flasks. Then you need to flip them as fast as possible on the AH. You just have to be very careful you do not flood the market with too much product. If you need to sell a large amount of flasks or elixirs, then get on another alt and sell them under different aliases.

With the Transmutation mastery you can proc extras any time you transmute a high end item. The main difference between this mastery and the others is that you are limited by the cooldown on the transmutation. Currently the most profitable transmutations are

Truegold, Living Elements and the Rare quality gems. The Truegold and Living Elements transmutations share the same 1 day cooldown. The Rare quality gem transmutes have NO cooldown on them, so you can create as many as you like while getting extra procs! For the time being, Rare quality gems will be in high demand (until epic gems are introduced



into the game). If you aren't in a guild or don't want to bother with making a ton of elixirs or potions, then this is your best method to make gold with alchemy. Just be sure to transmute every single day. Do not forget that transmutes now reset at midnight server time regardless of your last transmute.



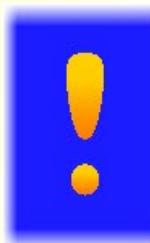
Lastly, with the Potion mastery you can proc extras any time you make high end potions. This can be great for an alchemist that has the time to buy cheap stacks of herbs off the AH, but doesn't want to get into the flask market. It is the exact same concept as the Elixir mastery, but you just have to make different potions to get procs.

The following are the most popular level 85 potions:

- Mythical Healing Potion
- Mythical Mana Potion
- Golemblood Potion
- Potion of the Tol'vir
- Mighty Rejuvenation Potion
- Volcanic Potion

All of the potions are simply learned from your local Alchemist trainer. No more having to worry about discovering them!

As you can see, all of these masteries can help you to make thousands of extra gold you normally would not have seen. Just as long as you pick the mastery that best suits your play style, you will be making extra gold doing very little work!



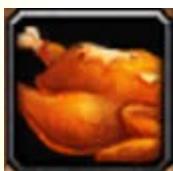
Keep on Questin'

Even after you have hit maximum level it is highly profitable to keep on questing. You receive approximately 60 Silver for every 1,000 experience you normally would have gained from the quest. Many players these days, level solely in dungeons so they can go back and complete the quests in each zone for gold. Since there are two different starting areas in Northrend and Cataclysm, even players who do not choose to level in dungeons, have at least one entire zone that will be available to complete for pure gold profit.



Vashj'ir has more quests than Mount Hyjal, so you may want to skip that zone and do it after hitting 85.

You can make quite a lot of gold by just doing quests you never got around to doing while leveling. Most Cataclysm quests will give you about 16-20G and trust me, this adds up very quickly. You will even have the quest rewards which you may vendor or disenchant. This rewards you with even more gold per quest!



Profitability In Cooking

Cooking has proven to be a great way to make large amounts of gold. Over the years of playing WoW, I've made thousands of gold selling a large variety of foods from Classic WoW to Cataclysm. Since cooking is a secondary profession all of you are capable of picking this up regardless of your other primary professions. Most of these foods provide a temporary boost to a character's stats, but there are a few exceptions where they are for vanity too. The foods that give stat boosts can be extremely helpful while leveling, raiding, running heroic dungeons or pvping!

From the seller's perspective, the great thing about selling cooked foods is that the buffs do NOT last through death. In raids and heroic dungeons players may be dying often as they learn new encounters or bosses. In Battlegrounds, players die even more often than in PVE encounters. This means that players will be needing to stock up on these items and demand will be very high. You don't want to run out of foods in the middle of a battle.

Below I will discuss the different types of profitable cooked foods available from level 35 all the way to 85. I will tell you where you can obtain the recipes for these foods and the best places to farm for the materials too if you intend to do that. If you don't want to farm the materials, do not worry! You can make a lot of gold from these foods simply buying the materials off the auction. The best thing is you do not have to be max level either.



Classic Cooked Foods



First let's begin with the foods available in Classic WoW from levels 35-60. Some of these foods may be invaluable to players leveling up. We all know how frustrating it is at times leveling up a 4th alt and it's ideal to give those characters anything that will make leveling go faster.

Below are the good, profitable foods available in this level range. Yes there are many more foods available, but they may not be worth your time and effort.

With these lower level foods, it is important to test the waters to see how much of a market there is on your server. Selling the lower level foods is a niche market which could have phases where it is good and bad. I recommend just making a small batch at a time to see how things go for you at first. I find that these foods sell fairly well on my server.

Level 35-60 Classic Cooked Foods

Name of Food	Buff Provided	Materials	Recipe Source
Nightfin Soup	+10 MP5	1x Raw Nightfin Snapper 1x Refreshing Spring Water	Vendor
Grilled Squid	+10 Agility	1x Winter Squid	Vendor
Juicy Bear Burger	+14 Spell Power	1x Bear Flank	Vendor
Charred Bear Kabobs	+24 Attack Power	1x Bear Flank	Vendor

Nightfin Soup is a great healer food I've used in both BG's and dungeons for healing. I absolutely LOVE the extra mana and at those low levels it is a significant boost to mana regen. One of the best places to farm for Raw Nightfin Snapper is in the coastal waters of Tanaris, as well as the inland waters of Feralas (Verdantis River) and Winterspring. To catch Raw Nightfin Snapper you will need to fish from Midnight to 6AM server time.



Raw Nightfin Snapper



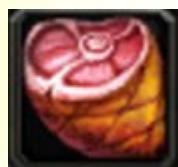


At the time of writing, the vendor in which this recipe is purchased from has gone missing with the Cataclysm. When more information is available, this will be updated.

Grilled Squid is a great food for hunters and rogues for its boost to agility. With more agility you are hitting harder and dodging more often, which speeds up the leveling process by having less down-time. One of the best

places to farm for Winter Squid is in the coastal waters of Swamp of Sorrows. It requires one to have a fishing skill of 425 in order to not catch junk items. It is important to note that these fish can only be caught during the fall/winter months, so you will need to stock up if you intend to sell these year round.

At the time of writing, the vendor in which this recipe is purchased from has gone missing with the Cataclysm. When more information is available, this will be updated.



Juicy Bear Burger and Charred Bear Kabobs are both amazing cooked foods for this level range. Juicy Bear Burger is great for all casters including healers if they want more throughput.

Charred Bear Kabobs is great for most ranged/melee DPS classes. When you are hitting mobs harder, quests and dungeons are completed faster. One of the best places to farm for the Bear Flank is in Felwood and Winterspring.

For Horde players, at the time of writing it was unknown where these could be purchased since the vendor has gone missing in the Cataclysm. For Alliance players, both of these recipes can be purchased from Malygen at Talonbranch Glade in Felwood.



Outland Cooked Foods



Next are the cooked foods available in Outland to players levels 60-70. With Outland cooking, Blizzard included cooked foods that required fish or meat as the material, which allowed players to create foods that best suited their play style. If you do not like to fish, then you can go out and farm the animal meats instead.

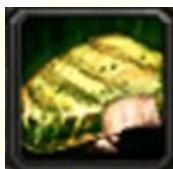
There is a very small market for these foods, so please check your server before going out and farming 200 Warped Flesh, Mudfish or Golden Darter. Since these foods are no longer used for raiding, only players leveling through Outland are buying these.

Level 60-70 Outland Cooked Foods

	Name of Food	Buff Provided	Materials
Agility Foods	Grilled Mudfish	+20 Agility +20 Spirit	1x Figluster's Mudfish
	Warp Burger	+20 Agility +20 Spirit	1x Warped Flesh
Spell Power Foods	Poached Bluefish	+23 Spell Power +20 Spirit	1x Icefins Bluefish
	Golden Fishsticks	+23 Spell Power +20 Spirit	1x Golden Darter
	Blackened Basilisk	+23 Spell Power +20 Spirit	1x Chunk o' Basilisk
MP5 Food	Blackened Sporefish	+10 MP5 +20 Stamina	1x Zangarian Sporefish
Strength Food	Roasted Clefhoof	+20 Strength +20 Spirit	1x Clefhoof Meat



Stamina Food	Spicy Crawdad	+30 Stamina +20 Spirit	1x Furious Crawdad
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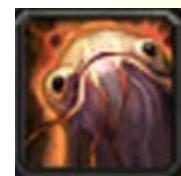


Grilled Mudfish and Warp Burger both give the same exact buff. If you like to fish then you can gather Figluster's Mudfish to create the Grilled Mudfish. If you do not like to fish, then you can gather the Warped Flesh from Warp Chasers. This gives you some choice when it comes to farming!

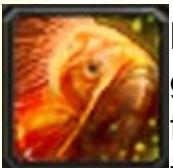
The recipe for Grilled Mudfish can be found on vendors in Nagrand. Alliance players can purchase the recipe from Uriku at Telaar. Horde players can purchase the recipe from Nula the Butcher at Garadar. These vendors have a few other recipes you should pick up too while you are there.

The recipe for Warp Burger can be found on vendors in Terokkar Forest. Alliance players can purchase the recipe from Supply Officer Mills at Allerian Stronghold. Horde players can purchase the recipe from Innkeeper Grillka at Stonebreaker Hold.

The best place to farm for Figluster's Mudfish is from the lakes and streams of Nagrand. There are TONS of available schools here, so you don't even need to bother with open water fishing. If you exclusively fish in schools, then you don't have to worry about fishing skill either. You can be fishing skill 1 and still catch fish from the schools.



One of the best places to farm for Warped Flesh is from the Blackwind Warp Chaser found at Skettis in Terokkar Forest.



Poached Bluefish, Golden Fishsticks and Blackened Basilisk all give the exact same buff. If you enjoy fishing, then you can farm both the Icefins Bluefish and Golden Darter to create either the Poached Bluefish or Golden Fishsticks. If you do not like to fish, then you are able to farm Basilisks for Chunk o' Basilisk. This gives you



some freedom to farm how you want!

The recipe for Poached Bluefish is found on the same vendor that sells the Grilled Mudfish in Nagrand. The recipe for Golden Fishsticks is sold in Terokkar Forest. Alliance players can purchase the recipe from Innkeeper Biribi at the Allerian Stronghold. Horde players can purchase the recipe from Rungor at Stonebreaker Hold. Lastly, the recipe for Blackened Basilisk is found in Terokkar Forest from the same vendors that sells the Warp Burger recipe!

The best places to farm for Icelfin Bluefish is in the lakes and streams of Nagrand. They spawn in the same areas as the Figluster's Mudfish, so you can farm both of them at the exact same time.

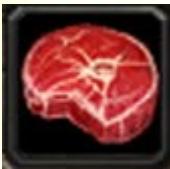


One of the best places to farm for Chunk o' Basilisk is in Terokkar Forest. There are a ton of Dampscale Devourer in the grassy areas north of Allerian Stronghold. The drop rate is very high too.

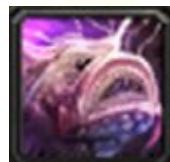
Blackened Sporefish is the only food that gives a MP5 boost. These can be quite helpful to healers who are leveling solely through the LFD tool. More mana means more healing and faster dungeon runs, so it is quite helpful.

The recipe for Blackened Sporefish is only found on Juno Dufrain in Zangarmarsh. He can be found fishing just outside of Cenarion Refuge.

The best place to farm for Zangarian Sporefish is in the lakes of Zangarmarsh. In fact you cannot find these fish anywhere else in the game. There are schools of fish available, so you don't need to worry about your fishing skill at all. You can have a fishing skill of 1 and still gather them!



Roasted Clefhoof is the only food that provides a strength buff to players. These foods are used by melee classes that do not benefit from agility such as warriors, death knights and paladins.



The recipe for Roasted Clefthoof can be found on the same vendors in Nagrand that sell Poached Bluefish and Grilled Mudfish listed above.

One of the best places to farm for these meats is in Nagrand. In the Spirit Fields you will find a large number of patrolling groups of Clefthoof. Because they roam in large packs you can easily AOE them to gather the meats. If you are Skinner, you can also skin them as well.



The final food in this bracket is the infamous Spicy Crawdad. These foods used to be the best tanking food in the game and were quite profitable at one time. Now these foods are only used by warriors, paladins or death knights who are leveling as a tank in the LFD tool.

The recipe for the Spicy Crawdad is sold in Terokkar Forest. Alliance players can purchase the recipe from Innkeeper Biribi at the Allerian Stronghold. Horde players can purchase the recipe from Rungor at Stonebreaker Hold.

Furious Crawdad can only be farmed in the lakes above Stonebreaker Hold, Allerian Hold and in Skettis. These require you to be able to fly, but you no longer need any fishing skill requirements to catch them!



Northrend Cooked Foods



Next are the cooked foods available in Northrend to players levels 70-80. The number of available foods is quite astounding, but listed below are only foods I believe could be profitable to those leveling. In Northrend, Blizzard did not include an animal meat or fish equivalent to most food recipes. This means you will be forced to either fish or farm mobs for animal meats in order to create these foods.

One important thing that was added in Northrend cooking was this concept of having two foods of a similar buff except that one was a bit



nicer than the other. The food with a nicer buff requires slightly more materials to create than the food with the lesser buff.

You will have to check YOUR server to see if it's worth the extra materials to make these nicer foods. The nicer foods ALL require Northern Spice, which could become quite expensive in Cataclysm since very few players will be completing the Dalaran Cooking daily quests. My prediction is that cooking the nicer foods will not be profitable unless that particular stat boost is not available in one of the lesser foods. Unless you are willing to test out the waters, you should stick to the lesser foods when possible.



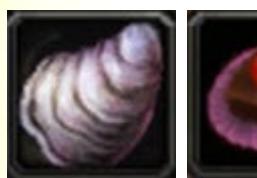
Since these foods are no longer being used for raiding purchases, there will be a very small market for them. Be sure to check your server before going out and farming 100 Rhino Meat, Dragonfin Angelfish or Chunk o' Mammoth. Since these foods are no longer used for raiding, only players leveling through Northrend are buying these.

Level 70-80 Northrend Cooked Foods

Name of Food	Buff Provided	Materials	Recipe Source
Bad Clams	Vanity-Angry	1x Succulent Clam Meat 1x Mote of Shadow	Smart Loot-BOP Random world drop
Haunted Herring	Vanity-Scared	1x Fangtooth Herring 1x Essence of Undeath	Smart Loot-BOP Random world drop
Last Week's Mammoth	Vanity-Sad	1x Chunk o' Mammoth	Smart Loot-BOP Random world drop
Tasty Cupcake	Vanity-Happy	2x Simple Flour 1x Northern Egg	Smart Loot-BOP Random world drop
Grilled Sculpin	+60 Attack Power	1x Musselback Sculpin	Trained at 350



	+40 Stamina		
Smoked Salmon	+35 Spell Power +40 Stamina	1x Glacial Salmon	Trained at 350
Rhino Dogs	+30 Spirit +30 Stamina	1x Rhino Meat	Trained at 350
Rhinolicious Wormsteak	+40 Expertise Rating +40 Stamina	1x Worm Meat 1x Rhino Meat 1x Northern Spices	Purchased with Dalaran Cooking Award
Dragonfin Filet	+40 Strength +40 Stamina	1x Dragonfin Angelfish 1x Northern Spices	Purchased with Dalaran Cooking Award



Bad Clams, Haunted Herring, Last Week's Mammoth and Tasty Cupcake are all vanity food items. These do not give any sort of stat boost, but are just fun things that cooks can create.



They are not very expensive to create but also do not sell for a lot either. One set of materials creates 5 of each! They are also required for the cooking achievement, Second That Emotion.

The recipes for all of these are considered “Smart Loot”. This means that the recipe has a chance to drop off of any Northrend mob as long as the player has learned cooking. These recipes dropped for me as I was leveling my character through Northrend, so it appears to be a rather common drop!

With these vanity foods I do not recommend farming the materials since there is such little profit margins. You are better off buying the materials from the AH to create them.



Grilled Sculpin is an excellent cooked food for hunters, rogues and even warriors because of its boost to both attack power and stamina. There are two nicer foods available with this stat, Poached Northern Sculpin and Mega Mammoth Meal, but they require Northern Spices to create. You may want to see if these are profitable to sell.





The recipe for Grilled Sculpin is learned from your trainer at cooking skill 350. The only area you can farm for Musselback Sculpin is within the Inland waters of Borean Tundra. One of the best places to farm is at Lake Kum'ayu south of Amber Ledge. There are schools available, so no minimum fishing skill is required.

Smoked Salmon is one of the best DPS caster food. There are two other nicer foods available with this stat, Tender Shoveltusk Steak and Firecracker Salmon but they require more ingredients and Northern Spices to create. It is still worth checking to see if they are profitable on your server though. You just never know!



The recipe for Smoked Salmon is trained at cooking skill 350. The best places to farm for Glacial Salmon is Inland waters of Grizzly Hills. There are a ton of schools available, so you do not need to be any minimum fishing skill. You can have a fishing skill of 1 and still catch fish! I recommend checking out the waters around the Blue Sky Logging Grounds and the river that flows from it.

Rhino Dogs are used in the Dalaran cooking daily quest, Mustard Dogs. There may still be some market for these especially for players looking obtain the Chef title or obtain the cool looking Chef's Hat! These should be sold in stacks of 4 since that is what's needed for the daily quest.



The recipe for Rhino Dogs is trained at a cooking skill of 350. The best places to farm for this particular animal meat is in Storm Peaks and Sholazar Basin. In Storm Peaks you will find Romping Rhinos in the northeastern corner of the zone in the Plain of Echoes, west of the Horde town, Thunderfall. In Sholazar Basin you will find Shardhorn Rhinos all around the



Nesingwary Base Camp.



Rhinolicious Wormsteak is the only cooked food that increases expertise rating. This is especially important for tanks, so that they aren't being dodge or parried by trash and bosses. The market for this food is very small, so check your server's AH first!

The recipe for Rhinolicious Wormsteak is purchased from the Cooking Supplies vendor at your faction's inn in Dalaran. It requires 3 Dalaran Cooking Awards, which are collected by doing the cooking daily quests available here.

For this particular food you will need to farm both Worm Meat and Rhino Meat. Rhino Meat was just discussed above in the Rhino Dog section. Worm meat only drops off of Jormungar. The best place to farm is in the large cave, Gimorak's Den in Storm Peaks. This cave is jammed pack full of Jormungar with a very high drop rate on the meat.



Lastly you will need Northern Spices too. These only come from the Small Spice Bags awarded for doing the cooking daily quests. You can also purchase 10 of them by turning in 1 Dalaran Cooking Award.



Dragonfin Filet is the only food that increases strength. This is nice for warriors, death knights and paladins to increase DPS. Since this is the only food available with strength (no lesser food), these could be profitable even though it requires Northern Spices to make. The other foods available are not as good as this food because of its pure stat increase.

The recipe for Dragonfin Filet is purchased from the Cooking Supplies vendor at your faction's inn in Dalaran. It requires 3 Dalaran Cooking Awards, which are collected by completing the cooking daily quests only in Dalaran.



The best places to farm for Dragonfin Angelfish is within the Inland waters of Dragonblight. There are schools available, so no minimum fishing skill is required. One place you should check is Lake Indu'le where you will find a ton of schools spawned.



Hopefully you will find at least one of these foods profitable on your server as much as I have on mine!

Cataclysm Cooked Foods



Now it's time to discuss the potential gold-making with the new Cataclysm cooked foods available to players level 80-85. I really like what they have done with cooking in this expansion. They kept the concept of having two tiers of foods, with one having the highest stat boost and while with a lesser stat boost.

What I like the most is that cooks no longer need to worry about any sort of spices and instead must simply focus on obtaining the recipes! These recipes are purchased from the cooking supplies vendor in Orgrimmar or Stormwind. The recipes costs a set amount of Chef's Award, most of them costing 3 awards and a couple costing 5. The Chef's Awards are brand new and are separate from the tokens you would have received for doing the Dalaran daily quests. This means everyone is starting back at zero.

To obtain all of the recipes it will take at the very most 88 days worth of daily quests. There is only 1 daily quest which rewards 2 Chef Awards, so if you ever see that available be sure to complete it! I highly suggest

Recipe: Skewered Eel 3 Chef Awards	Recipe: Baked Rockfish 3 Chef Awards
Recipe: Basilisk Liverdog 3 Chef Awards	Recipe: Grilled Dragon 3 Chef Awards
Recipe: Beer-Basted Crocolisk 3 Chef Awards	Recipe: Crocolisk Au Gratin 3 Chef Awards
Recipe: Chocolate Cookie 3 Chef Awards	Recipe: Fortune Cookie 5 Chef Awards
Recipe: South Island Iced Tea 5 Chef Awards	



purchasing the recipes for the higher stat foods first because they will be in high demand. Then you can go back and fill in later with the others.

You want to take advantage of being one of the first few cooks on your server to make these amazing new cooked foods. You will only have a few weeks to do this, so log on and do your dailies! They are so incredibly easy. Please see the profession daily quest section where I outline every single quest for both Alliance and Horde.



Since this is the most current content, I will be listing all of the foods available for each stat which I believe to be profitable and will include detail ways to gather the materials for the foods too! For the foods with the highest stats of Agility, Intellect and Mastery, the focus is placed on fishing. For the foods with the highest stats of Strength, Haste and Expertise Rating, the focus is placed on mob farming for animal parts/meats. Some of these animal parts/fish are much harder to come by than others. For example, fishing for LavaScale Catfish is much more difficult and time consuming than Fathom Eel. Likewise, it is much more difficult to gather Crocolisk Tail than Snake Eye. The difficulty in which some of these materials are to farm, will be a determining factor in the cooked foods cost and demand.

Here are the new foods available! Since all of the recipes are purchased from the cooking supplies vendor in Orgrimmar or Dalaran with Chef's Awards, I have removed Recipe Source from this table.

Level 80-85 Cataclysm Cooked Foods

	Name of Food	Buff Provided	Materials
Strength Foods	Beer Basted Crocolisk	+90 Strength +90 Stamina	1x Crocolisk Tail
	Hearty Seafood Soup	+60 Strength +60 Stamina	1x Blood Shrimp
Agility	Skewered Eel	+90 Agility +90 Stamina	1x Fathom Eel



Foods	Tender Baked Turtle	+60 Agility +60 Stamina	1x Giant Turtle Tongue
Intellect Foods	Severed Sagefish Head	+90 Intellect +90 Stamina	1x Deepsea Sagefish
	Pickled Guppy	+60 Intellect +60 Stamina	1x Highland Guppy
Mastery Foods	Lavascale Minestrone	+90 Mastery +90 Stamina	1x Lavascale Catfish
	Salted Eye	+60 Mastery +60 Stamina	1x Snake Eye
Expertise Foods	Crocolisk Au Gratin	+90 Expertise +90 Stamina	1x Crocolisk Tail
	Lavascale Fillet	+60 Expertise +60 Stamina	1x Lavascale Catfish
Haste Foods	Basilisk Liverdog	+90 Haste +90 Stamina	1x Basilisk "Liver"
	Broiled Mountain Trout	+60 Haste +60 Stamina	1x Mountain Trout
Spirit Foods	Delicious Sagefish Tail	+90 Spirit +90 Stamina	1x Deepsea Sagefish
	Whitecrest Gumbo	+60 Spirit +60 Stamina	1x Blood Shrimp

When you first begin gathering Chef's Award, I highly recommend purchasing the recipes for the foods in bold above. These are the nicest foods available and thus will be in highest demand once players begin running heroics and raid dungeons.



The first two foods on the list are those which boost a player's strength. The foods Beer-Basted Crocolisk and Hearty Seafood Soup will be excellent for warriors, death knights and paladins.

Since Beer Basted Crocolisk offers the highest amount of strength, this will be the “go-to” food for raiders. If you have both food recipes, then you should be farming for the Crocolisk Tails in my opinion since they will be in highest demand. Some players may settle for the Hearty Seafood Soup though if the difference in costs between the two is quite large.

Gathering both of these materials is not exactly easy!



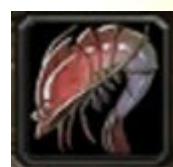
Crocolisk Tails only drop off of Crocolisks found in the new Cataclysm zones. The one place I highly recommend farming tails is in Uldum. All along the Vir'naal River and Vir'naal River Delta you will find a large number of Riverbed Crocolisk and Neferset Crocolisk. This area will be farmed extensively, so you may need to farm

during off hours. Respawn rate is fairly decent on the crocolisks. If you are a Skinner, then this will be an excellent animal part to farm.

Another place you can farm for Crocolisk Tail is in Tol Barad. In the area west of Baradin Hold, there is a small swamp full of Baradin Crocolisk. To farm here you will need to be level 85 and it must be in between battles which take place every 2.5 hours. During the battle, all mobs will despawn. To get to Tol Barad, you can use the portal found in Stormwind and Orgrimmar.



If you find that the Hearty Seafood Soup is selling well then here's a few places you can farm for Blood Shrimp. Blood Shrimp only come from Abyssal Clams.

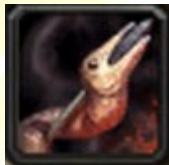


Abyssal Clams drop off of the nagas in Vashj'ir.

The one place I highly recommend is the Clutch found in the southern section of Kelp'thar Forest. There's a large number of naga available with an incredibly fast respawn rate.

Another place you can farm for Abyssal Clams is in the Ruins of Vashj'ir found in the Shimmering Expanse of Vashj'ir. There are a lot of available naga spawns, but they tend to be spread out from one another.





The next two foods on the lists are Skewered Eel and Tender Baked Turtle, which increase agility. Since there are no longer attack power foods available, these will be the “go to” foods for hunters and rogues. Since Skewered Eel offers the highest amount of agility, it will be the most in demand by raiders. If you have both food recipes, then you should be farming for the Fathom Eels in my opinion since they will be in highest demand. Some players may settle for the Tender Baked Turtle though if the difference in costs between the two is quite large. However it is much easier to farm for Fathom Eels than it is to farm for Giant Turtle Tongues. Tender Baked Turtle will be one of the last recipes I purchase with Chef's Award because the market for them will be exceedingly low.



Fathom Eels can be gathered through fishing. The best place to farm for them is in the Coastal waters in southern Uldum. There are schools available, so there is no minimum fishing skill required. Yes you can have a fishing skill of 1 and still catch these! Since there is such a large number of schools available, I do not think these will be as good of sellers. Time will tell though! Fathom Eels can drop off of some sharks and turtles in Vashj'ir, but the drop rate isn't good enough to farm in my opinion. You are much better off fishing!



Farming for Giant Turtle Tongue is not exactly easy. As the name suggests, they only drop off of turtle mobs in-game. There are only a few places where you can even find turtles. The best place in the entire game is at the Seabrush and Korthun's End within the Abyssal



Depths of Vashj'ir.

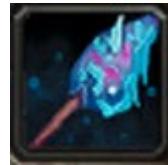


In these two areas, you will find a small number of Seabrush Terrapin which have a chance to drop Giant Turtle Tongues.

The next two foods on the lists are Severed Sagefish Head and Pickled Guppy. Both of these foods are used to increase intellect. Since there are no longer spell power foods, these will be desired by most DPS caster classes.



Since Severed Sagefish Head offers the highest amount of intellect, it will be the most in demand by raiders. If you have both food recipes, then you should be farming for the Deepsea Sagefish in my opinion since they will be in highest demand. Some players may settle for the Pickled Guppy though if the difference in costs between the two is quite large. It is much easier to farm for Highland Guppy than it is to farm for Deepsea Sagefish, so there could be a market for both foods in this case.



Both of these foods require you to fish. Deepsea Sagefish can only be fished from Open Water coastal waters in Uldum, Twilight Highlands and Tol Barad Peninsula. Since this is an open water fish, you will need to have an appropriate fishing skill in order to actually catch fish rather than gray junk items. Those of you who have worked hard on your characters, gathering up fishing items over the years will once again be rewarded nicely for your effort. I suspect these fish will be quite the gold-maker! The Ideal Fishing skills in Uldum and Twilight Highlands are around 650. The Ideal Fishing skill in Tol Barad Peninsula is a whopping 675!

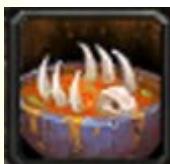
Remember that the Ideal fishing skill is when you will no longer catch any gray items. You want to come as close to this skill as possible, so you aren't wasting time catching vendor trash. Lures count towards this total, so be sure to use +100 lures when possible!



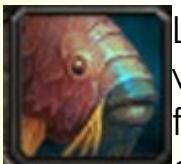


Highland Guppy is not nearly as difficult to farm for which is why I believe there will be a market for the lower stat food.

Highland Guppy can be fished from schools in the Inland waters of Twilight Highlands. Since you are fishing exclusively in schools, no minimum fishing skill is required! Woohoo! A few great places to check for schools of Highland Guppy are in Loch Verrall and all along Verrall River.



The next two foods on the list are Lava Scale Minestrone and Salted Eye. Both of these foods increase the character's mastery rating which is a new stat in Cataclysm. As it stands now, mastery seems to be a very important stat for most classes, but what it does exactly depends on your individual spec. Since Lava Scale Minestrone offers the most mastery rating, it will be in high demand by players of all classes. You will have a very large customer base with this food! If you have both food recipes, then you should be farming for the Lava Scale Catfish in my opinion since they will be in highest demand. Some players may settle for the Salted Eye though if the difference in costs between the two is quite large. It is much easier to farm for Snake Eye than it is to farm for Lava Scale Catfish, so there could be a market for both foods in this case.



Lava Scale Catfish can only be fished from open water Inland waters in Uldum and Deepholm. Since this is an open water fish, you will need to have an appropriate fishing skill in order to actually catch fish rather than gray junk items. Honestly, I am quite happy Blizzard has once again included a few valuable open water fish to cooking. Those of you who have worked hard on your characters, gathering up fishing items over the years will once again be rewarded nicely for your effort. I suspect these fish will also be quite the gold-maker! The Ideal Fishing skill in Uldum is around 650. The Ideal Fishing skill in Deepholm isn't nearly as high at around 550. If your fishing skill isn't that high, then I suggest trying your luck in Deepholm rather than in Uldum.

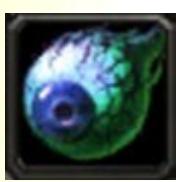


Remember that the Ideal fishing skill is when you will no longer catch any gray items. You want to come as close to this skill as possible, so you aren't wasting time catching vendor trash. Lures count towards this total, so be sure to use +100 lures when possible!

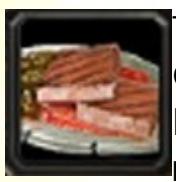


In Uldum the best place to farm open water inland is at the Oasis of Vir'sar in the northwestern corner of the zone. There are no mobs around to aggro you, so you can fish here for hours and hours without interruption. There is also a flight path and innkeeper, so if you are really dedicated you can set your hearthstone here.

In Deepholm, you are not quite so lucky. One of the only places you can fish here is at the Upper and Lower Silvermarsh where you will need to clear out Mercurial ooze. Also remember you must be at least level 82 to get to Deepholm. Players level 80+ can immediately fly to Uldum and fish when they want!



Snake Eyes only drop off of serpent creatures in Cataclysm zones. There is one place in particular that is amazing for farming these. In Gorrok's Lament found in the Kelp'thar Forest subzone of Vashj'ir, you will find a large number of Brinescale Serpents. These serpents have a very fast respawn rate and drop Snake Eyes pretty often. If you are a skinner, then this is also an excellent place (one of the best) to farm leather too.



The next two foods on the list are Crocolisk Au Gratin and Lavascale Fillet. Both of these foods raises a player's expertise rating which is important for melee classes, so that mobs and

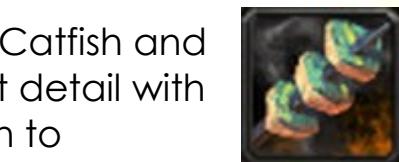


bosses no longer dodge or parry their attacks. This is extremely important for all tanking classes to gain more threat generation. Since Crocolisk Au Gratin offers the most expertise rating, it will be in high demand. In this case, since materials are difficult to farm for, I believe both foods will be highly profitable. Personally, I would be farming for the Crocolisk Tail because many tanks will want the best stat boost regardless of costs. However, I would not be surprised to see Lavascale Fillet selling extremely well too.

The best areas and places to farm both Lavascale Catfish and Crocolisk Tail have been mentioned above in great detail with pictures, so be sure to read them. There's no reason to copy/paste what I just wrote. :)



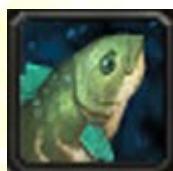
The next two foods on the list are Basilisk Liverdog and Broiled Mountain Trout. Both of these foods increase a player's Haste rating. Generally haste is an important stat for casters and some melee classes to decrease casting times and increase melee attack speed. These directly increase DPS in a raid setting. With the new way stats are scaled in Cataclysm, we will have to see if haste is as popular as it was in WoTLK. Since Basilisk Liverdog offers the highest amount of Haste rating, it will be the most in demand by raiders. Basilisk "Liver" is quite hard to farm for, so I believe it will be profitable to sell both Basilisk Liverdog and Broiled Mountain Trout.



Basilisk "Liver" only drops off of Basilisks in Cataclysm zones. You can only find these in a few select areas in the game, so it will be difficult to farm for in large quantities. One of the best places is in Deepholm. On the Shuddering Spires south of the Pale Roost you will find a large number of Shalehide Basilisk. They drop Basilisk "Liver" and can be skinned for leather



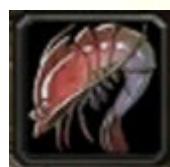
too as a nice bonus.



Mountain Trout is not nearly as difficult to farm for which is why I believe there will be a market for the lower stat food. Mountain Trout can be fished from schools in the Inland waters of Mount Hyjal. Since you are fishing exclusively in schools, no minimum fishing skill is required! The lake around Nordrassil is a great place to fish as well as the lake around the Gates of Sothann.

The last two foods on the chart are Delicious Sagefish Tail and Whitecrest Gumbo. Both of these foods increase spirit, which will be quite important for healers since mana regen has been changed drastically in Cataclysm. The time where healers had endless mana is over in Cataclysm, so healers will be looking for ways to extend the mana they have! Since Delicious Sagefish Tail offers the largest spirit boost, it will be in high demand. In this case, since materials are difficult to farm for, I believe both foods will be highly profitable.

The best areas and places to farm both Deepsea Sagefish and Blood Shrimp have been mentioned previously in great detail with pictures, so be sure to read them!



This is the end of the cooking section! As you can see, fishing goes hand and hand with cooking. In fact most often, the only reason why a player would be fishing, is to get materials that are used to create a cooked food. I highly recommend leveling both your cooking and fishing together to get the most out of both professions. When you can fish and cook, the gold-making potential is even greater.

Burning Crusade: Daily Quests



Daily quests allow players to earn gold and increase reputation with certain factions. Daily quests can be completed once per day, up to 10 different daily quests a day. Daily quests are becoming an excellent way to make gold on a daily basis that doesn't involve selling items on the auction house.



Currently, there are 3 different factions that have daily quests available, which includes Sha'tari Skyguard, Ogr'i-la and Netherwing.) The sections below are divided by each faction and each quest is discussed thoroughly for easy questing.

Some daily quests require you to complete a grouping of prerequisites or a certain reputation before they become available.

Blackwind Landing-Skettis Sha'tari Skyguard-Daily Quests

These quests are available to any level 70 with a flying mount. All Daily quests are listed in red for those who have already completed the prerequisites.

Threat from Above! (Prerequisite)



Speak to Yuula in Shattrath City next to the Flight master at (64,42) to pick up this quest.

You must have a riding skill of 225 and level 70 to pick up this quest. Fly northwest to the Barrier Hills just outside of Shattrath City at (26,10). Kill 20 Gordunni Ogres. Watch for the elite that roams around the camp! There are a few Mana Thistle and Adamantite Deposits that spawn in this area.

Return to Yuula in Shattrath City next to the Flight Master at for quest turn in. Reward is 250 Sha'tari Skyguard reputation.

To Skettis! (Prerequisite)



Speak to Yuula in Shattrath City next to the Flight master at (64,42) to pick up this quest.

You must have completed Threat from Above! For this quest to become available. Fly to Blackwind Landing in Skettis. Speak to Sky Sergeant Doryn at Blackwind Landing at (64,67).

Reward 10 Sha'tari Skyguard reputation.



This opens up the daily quest Fires Over Skettis

Fires Over Skettis (Daily Quest)

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



This quest must be completed while on a flying mount. Put the Skyguard Blasting Charges on a hotbar for easy egg popping.

Watch out for the Monstrous Kaliri because they hamstring and knock you off your mount. If you aggro one, it is best to immediately get to a safe place and fight it. They have killed me several times from fall damage.

The Monstrous Kaliri Eggs can be found around most of the huts and in dead tree stumps. These are some of the best places to look for their eggs.



The respawn rate on the eggs is a few minutes. Destroy 20 Monstrous Kaliri Eggs.

Return to Sky Sergeant Doryn at Blackwind Landing at (64,67). Reward 4G 40S and 350 Sha'tari Skyguard reputation.

Escape from Skettis!

Speak to the Skyguard Prisoner located in one of the huts to pick up this quest.



The Skyguard Prisoner spawns in three different locations in Skettis. It's much easier to find him because you will now see a blue "!" on your minimap.

He can be found at the following coordinates: (60,75), (68,74) (75,86).



This escort can be difficult to solo, however it is doable. Often times there are people grouping just to do the escort. Check general chat for other players looking to complete the quest too.

Once you find the Skyguard Prisoner, clear out a few of the Arakkoa before accepting the quest. Don't wait too long though since many other players are constantly searching for him. You might have the quest giver ninja'ed from you!

As you escort the Prisoner you will be ambushed by 3 Arrakoa up to two times. Protect the Skyguard Prisoner and make sure he doesn't die in these ambushes. He will help you kill the mobs, so focus fire on whichever mob he is attacking.

Return to Sky Sergeant Doryn at Blackwind Landing at (64,67). Reward 4G 40S and pick from 3 [Volatile Healing Potions](#) or 2 [Unstable Mana Potions](#).

Ogri'la/Sha'tari Skyguard-Blade's Edge Mountains-Daily Quests

These quests are only available once you have completed all quest prerequisites, which includes five group quests. All Daily quests are listed in red for those who have already completed the prerequisites.

Speak with the Ogre (Prerequisite)

Speak to V'eru at the Terrace of Light at Shattrath City at (57,46) to pick up this quest.

This quest directs you to the big ogre named Grok located in the Lower City of Shattrath City at (65,68).

This opens up Mog'dorg the Wizened which is the next quest in the chain.

Mog'dorg the Wizened (Prerequisite)

Speak to Grok in the Lower City of Shattrath at (65,68) to pick up this quest.



This quest requires you to go to Blade's Edge Mountains and speak with Mog'dorg the Wizened. Mog'dorg the Wizened can be found at the top of a tower just south of the Circle of Blood at (55,44).

Completing this quest opens up three new group quests.

Even Gronn Have Standards-Group (Prerequisite)



Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a group to kill Slaag to loot Slaag's Standard. Slaag can be found inside a small building in the Barrier Hills. In order to kill Slaag you will need at least a 3 person group with a well-gearred tank, healer and a DPS of some type (mage, warlock etc). If your gear is lacking, then you must have a full group.

Clear out the area around the building so that your tank can tank him at the entrance of the building. Do not enter inside the building because your healer will have a hard time getting heals off. He has an ability which creates dust that hits everyone in your group for damage. Your healer must be aware of this and keep everyone alive during this.

Once he is killed Slaag's Standard will spawn on the ground for everyone to loot (even those not in our group). Be sure to pick this up before it despawns. It only lasts 1-2 minutes.

Return to Mog'dorg the Wizened at the tower in Blade's Edge Mountain at (55,44) for quest turn in.

Grulloc Has Two Skulls-Group (Prerequisite)

Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest require you to have a group to kill Grulloc in order to obtain Grulloc's Dragon Skull. Grulloc can be found on the canyon's floor just east of Mog'dorg the Wizened at (60,47). Grulloc may be a challenge for



some players because he hits really hard and goes into an enraged state that increases damage significantly.

The tank should tank him near the sack on the ground and DPS should allow the tank to gain enough threat as to not pull aggro. Once Grulloc goes into an enraged state, the tank should kite him about. This is possible because Grulloc will move at 50% slower speed and can be easily outpaced. When the enraged state is over, return to the sack and continue to DPS him down until he dies. Rinse and repeat this until he is dead.



Once Grulloc is killed, Grulloc's Dragon Skull will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

Maggoc's Treasure Chest-Group (Prerequisite)

Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a five person group to kill Maggoc in order to obtain Maggoc's Treasure Chest.



Maggoc patrols a large section of Blade's Edge Mountains. His path begins just north of Toshley's Station. He then turns right and walks south into Scalewing Shelf. Once he reaches the end he turns around and starts his path all over again.

When you decide to engage him, you must make sure the surrounding area is cleared of all mobs.

Maggoc isn't quite as hard as the other two Gronn, but he isn't easy either. He hits very hard and will cast Mortal Strike on your tank. The mortal strike debuff isn't that severe so any good healer should be able to



heal through it.

Once Maggoc is killed, Maggoc's Treasure Chest will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It will only last about 1-2 minutes!

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

The next two quests only become available once the quests Even Gronn Have Standards, Grullo Has Two Skulls, and Maggoc's Treasure Chest are completed.

Grimoire Business-Group (Prerequisite)



Speak to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a five person group to summon and kill Vim'gol the Vile in order to obtain the Vim'gol Vile Grimoire. The summoning circle is located in the Northeastern portion of Blade's Edge Mountains at (77,31). It is just southwest of Gyroplank Bridge that leads into Netherstorm.

You must have 5 people in your group to summon Vim'gol the Vile. Each party member needs to stand in a different fire ring within his summoning circle.

Vim'gol the Vile hits pretty hard and will shoot shadow bolts to other party members. Your healer will need to pay close attention to the whole party's health. Once Vim'gol reaches about 50% health he will begin to cast a spell which makes him grow. Each party member should return to the fire rings, so this spell cannot be completed. Some groups may disregard this if they have enough DPS. It is possible to DPS him fast enough that you can kill him before he enrages.



Once Vim'gol the Vile is killed, Vim'gol's Grimoire will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It only lasts for 1-2 minutes.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

This opens up Into the Soulgrinder, which is the last group quest prerequisite.

Into the Soulgrinder-Group (Prerequisite)

Speak to Mog'dorg atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires a five person group to summon and kill Skulloc in order to obtain Skulloc's Soul.

Soulgrinder Barrow is located just outside of Gruul's Lair at (60,24). Read from the Vim'gol Vile Grimoire to summon Skulloc. The Soulgrinder will appear on the altar and ghosts will begin to spawn and will try to stop the from awakening Skulloc.



Your group must kill these ghosts and not allow them to reach the altar. Use the Vim'gol Vile Grimoire to fear the ghosts add away from the altar if you get in trouble. Each player in your group should have this item to use. There is a 30 second cooldown on its use, so you may need to alternate between each other.

Once you have killed the ghosts, immediately drink and bandage up to full.

Skulloc will now awaken and will start to attack. Skulloc is a little harder than he used to be because he now summon's Ogre adds. He will spawn three Ogre adds about every 20-30 seconds. Your tank should focus on Skulloc while one of your DPS take out the Ogres as fast as possible. A



Mage could Polymorph one of the Ogres and take out the others to keep them off the healer. As soon as all the Ogres are killed immediately return to DPSing Skulloc. Remember the Ogres will respawn in waves every 20 seconds, so your DPS will need to be ready to kill them immediately. Not doing this in a timely fashion could wipe your party if you get too many adds or if they attack your healer.

Once you have killed Skulloc, Skulloc's Soul will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It only lasts for 1-2 minutes.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

This now completes the group quest prerequisites for the Ogril'a Daily quests!

Speak to Mog'dorg (Prerequisite)

Speak with Bladespire Supplicant at the Circle of Blood in Blade's Edge Mountains at (55,45) to pick up quest.

This quest directs you to speak with Mog'dorg the Wizened who is atop the tower in Blade's Edge Mountains at (55,44).

Ogre Heaven (Prerequisite)

Speak to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest directs you to speak with Chu'a'lor at Ogril'a in the Blade's Edge Mountains (29,57). Ogril'a is on the flying mount only portion of western Blade's Edge Mountains.



The Crystals (Prerequisite)

Speak to Chu'a'lor at Ogril'a in the Blade's Edge Mountains at (29,57) to pick up quest.

Gather 5 Apexis Shard from any type of mob found in any of the flying



mount areas of Blade's Edge Mountains. The Apexis Shards are static drops off of these mobs, so it may take some kills to gather all 5.

You can also gather the Apexis Shard from Apexis Shard Formation that spawn on the ground near the Flayers. The Flayers also drop the Apexis Shard, so this is the best way to gather the Shards.

Return to Chu'a'lор at Ogrila at (29,57) for quest turn in.
Reward 250 Ogrila reputation



An Apexis Relic (Prerequisite)



Speak to Chu'a'lор at Ogrila in the Blade's Edge Mountains at (29,57) to pick up quest.

You will need at least 1 Apexis Shard for this quest. Kill mobs in the surrounding area until you have 2 or 3 Shards (just in case you fail the quest).

This quest is a memory mini-game of sorts, which is played at one of the Apexis Relics. The Apexis Relics are protected by four (Need mob names) and must be completely cleared out before engaging the Relic.

As soon as you click on the Relic it will begin to glow. You must either remember the sequence in which the crystals lit up, write them down on a piece of paper or simply type it out in your say text box. Personally I use a corresponding number on my keypad for each crystal and type that out in the say text box. If you make a mistake on the sequence you will be hit with lightning for a couple thousand damage and it can kill you if you are low health.



It may take a few tries to get this down. Just make sure you are full health each time you try.



There is currently a mod called Ogrilazy that makes this whole process easier and can be downloaded from Curse [here](#). I offer no support for this mod.

You will need to continue repeating the sequences until you gain the buff, Apexis Vibrations. Once you have this buff, then the quest will be completed.

Return to Chu'a'lor at Ogrila at (29,57) for quest turn in. Reward 250 Ogrila and Sha'tari Skyguard Reputation.

This opens up the next daily quest and Our Boy Wants to Be A Skyguard.

The Relic Emanation (Daily Quest)



Speak to Chu'a'lor in Ogrila at (29,57) to pick up quest.

This is a daily quest that may be completed once a day.

You will need at least 1 Apexis Shard for this quest. Kill mobs in the surrounding area until you have 2 or 3 Shards (just in case you fail the quest).

This quest is a memory mini-game of sorts, which is played at one of the Apexis Relics. The Apexis Relics are protected by four (Need mob names) and must be completely cleared out before engaging the Relic. This quest is the same memory mini-game from the quest An Apexis Relic. It is however slightly more difficult because you must complete 8 rounds of sequences.

As soon as you click on the Relic it will begin to glow and start a sequence of colors. You must either remember the sequence in which the lighting bolts strike each crystal, write them down on a piece of paper or simply type it out in your say text box. Personally I use a corresponding numbers on my keypad for each crystal and type that out in the say text box. If you make a mistake on the sequence you will be hit with lightning for a couple thousand damage and it can kill you if you are low health.



It may take a few tries to get this down. Just make sure you are full health each time you try, so you don't die!

There is currently a mod called Ogrilazy that makes this whole process easier and can be downloaded from Curse [here](#). I offer no support for this mod.

In order to complete the daily quest, you must successful playback 8 rounds of sequence. You will gain the buff Apexis Emanation that increases movement speed by 15% for 90 minutes while in the Blade's Edge Plateau. The buff will be canceled if you leave the area.

Return to Chu'a'lor in Ogrila at (29,57) for quest turn in.
Reward 3G 40S, 15 Apexis Shards and 350 Ogrila Reputation.

The next Ogrila specific daily quest cannot be opened until you have reached Honored. In the meanwhile, you can complete a few prerequisite quests for the Sha'tari Skyguard daily quests.

Our Boy Wants To Be A Skyguard Ranger (Prerequisite)

Speak to Torkus in Ogrila at (28,57) to pick up this quest.



You will need 10 Apexis Shard for this quest. Kill mobs in the surrounding area until you have 10 Apexis Shards. The daily quest should have given you 15 Apexis Shard and these can be used.

For this quest you will need to find a Fel Crystalforge in one of the Forge Camps on the plateau. Be very cautious when you are in the Terror Camps because the cannons will shoot anyone on their flying mount. Even if you are mounted on the ground, they will shoot fel fires that cause damage as well as daze you off your mount. Depending upon how high up you are when struck this may cause significant fall damage too.



A Fel Crystalforge can be found at (32,40) and (30,81). Either one will work as long as you have 10 Apexis Shards on you. Be sure to clear out



the area around the Crystalforge to gain access to it.

Trade the 10 Apexis Shard for an Unstable Flask of the Beast. This completes the quest.

Return to Torkus in Ogrila at (29,57) for quest turn in.
Reward 250 Ogrila reputation.

Completing this quest opens up The Skyguard Outpost.

The Skyguard Outpost (Prerequisite)

Speak to Chu'alor in Ogrila at (29,57) to pick up quest.

This quest directs you to speak with Sky Commander Keller just north of Ogrila in the Skyguard Outpost at (28,53).

Reward 10 Sha'tari Skyguard reputation
This opens up Bombing Run.

Bombing Run (Prerequisite)



Speak to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) to pick up quest.

Place the Skyguard Bombs on a hotkey or hotbar to make for easy bombing. This is essential for this quest!

Go north or south to one of the Forge Camps. Here you will need to destroy 15 Fel Cannonball Stacks. They glow green and are found in either Forge camps.

This quest is a lot harder than it sounds. This quest can be very difficult for those with a slow flying mount because the Fel cannons will shoot fire balls at you as soon as you get close to them. The Fire balls have a damage over time and they will knock you off your mount! This may result in a few deaths because of fall damage on top of the damage over time.



Players with an epic flying mounts should be able to complete this without any problems. Just keep moving as you bomb the Fel cannonball stacks. If you stop for a brief moment you will be hit with the flames and be knocked off the mount, so watch out!

It's very difficult to complete this with the slow mounts, so I suggest using the technique below.

The easiest way to complete this quest if you have a slow flying mount is to enter the Forge camp on your ground mount. Walk right up to the Fel cannon, get on your flying mount and immediately use the Skyguard Bomb on the cannonball stack. You may choose to dismount from the flying mount and run away from the flames on ground or continue on your flying mount. Personally I suggest dismounting from your mount and running away from the flames on foot.

Take your time and watch your back! You must destroy 15 Fel Cannonball Stacks to complete this quest.

Return to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) for quest turn in. Reward 500 Ogrila, 500 Sha'tari Skyguard reputation

This opens up the next available daily quest and Wrangle Some Aether Rays.

Bomb Them Again (Daily Quest)



Speak to Sky Sergeant Vanderlip in the Skyguard Outpost at (27,52) to pick up quest.

This is the exact same quest as Bombing Run, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogrila. You also get a few gold for your time too.

Place the Skyguard Bombs on a hotkey or hotbar to make for easy bombing. This is essential for this quest!



Go north or south to one of the Forge Camps. Here you will need to destroy 15 Fel Cannonball Stacks. They glow green and are found in either Forge camps.

This quest is a lot harder than it sounds. This quest can be very difficult for those with a slow flying mount because the Fel cannons will shoot fire balls at you as soon as you get close to them. The Fire balls have a damage over time and they will knock you off your mount! This may result in a few deaths because of fall damage on top of the damage over time.

Players with an epic flying mounts should be able to complete this without any problems. Just keep moving as you bomb the Fel cannonball stacks. If you stop for a brief moment you will be hit with the flames and be knocked off the mount, so watch out!

It's very difficult to complete this with the slow mounts, so I suggest using the technique below.



The easiest way to complete this quest if you have a slow flying mount is to enter the Forge camp on your ground mount. They won't shoot their fire balls if you are on a ground mount. Walk right up to the Fel cannon, get on your flying mount and immediately use the Skyguard Bomb on the cannonball stack. You may choose to dismount from the flying mount and run away from the flames on foot or continue on your flying mount. Personally I suggest dismounting from your mount and running away from the flames on foot.

Take your time and watch your back! You must destroy 15 Fel Cannonball Stacks to complete this quest.

Return to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) for quest turn in. Reward 4G 40S, 15 Apexis Shard, 500 Ogr'i'la and 500 Sha'tari Skyguard reputation



Wrangle Some Aether Rays! (Prerequisite)



Speak with Skyguard Khatie in the Skyguard Outpost at (27,51) to pick up quest.

For this quest you will need to wrangle 5 Aether Rays. The Aether Rays can be found all over the plateau and are non-aggressive.

Begin killing an Aether Ray. When you get them to about 35-40% health, in your combat log you should see, "The Aether Ray is ready to be wrangled". At this time you stop all DPS and right click on the Wrangling Rope in your inventory. This will cause the Aether Ray to become tethered to you. You can use your flying and ground mounts as usual even with the Rays by your side.

Do this to 4 other Aether Rays!

Return to Skyguard Khatie in the Skyguard Outpost for quest turn in. Reward 350 Ogr'i-la and 350 Sha'tari Skyguard reputation



This opens up the next daily quest!

Wrangle More Aether Rays! (Daily Quest)



Speak to Skyguard Khatie in the Skyguard Outpost at (27,51) to pick up quest.

This is the exact same quest as Wrangle Some Aether Rays!, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogr'i-la. You also get a few gold for your time too.

For this quest you will need to wrangle 5 Aether Rays. The Aether Rays can be found all over the plateau and are non-aggressive.

Begin killing an Aether Ray. When you get them to about 35-40% health, in your combat log you should see, "The



Aether Ray is ready to be wrangled". At this time you stop all DPS and right click on the Wrangling Rope in your inventory. This will cause the Aether Ray to become tethered to you. You can use your flying and ground mounts as usual even with the Rays by your side.

Do this to 4 other Aether Rays!

Return to Skyguard Khatie in the Skyguard Outpost at (27,51) for quest turn in. Reward 4G 40S, 15 Apexis Shard, 350 Ogrila and 350 Sha'tari Skyguard reputation.

Once you reach Honored with Ogrila, these quests become available.

Banish The Demons (Prerequisite)

Speak with Kronk in Ogrila at (28,57) to pick up quest.



This quest takes you to Forge Camp: Terror to the south or Forge Camp: Wrath to the north.

When you approach the Forge Camp, remember to watch for the Fel Cannons.

For this quest you will need to have a handful of Apexis Shards. Each time you use the Banishing Crystal provided to you by Kronk, it requires an Apexis Shard. Depending upon how quickly you can kill demons determines exactly how many Shards you will need. Some players may need 3 Apexis Shards while others may need to use 7 Apexis Shards.

Right clicking on the Banishing Crystal will open up a portal. Simply kill any type of demon near the portal in order to banish them out of this world.

The portal only lasts a few minutes, so you need to open another by using the Banishing Crystal. Continue to do this until you have banished 15 demons.

Return to Kronk in Ogrila at (28,57) for quest turn in.

Reward is a Darkrune, 350 Ogrila and 350 Sha'tari Skyguard reputation

This opens up the final daily quest!



Banish More Demons (Daily Quest)



Speak to Kronk in Ogrila at (28,57) to pick up quest.

This is the exact same quest as Banish The Demons, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogrila. You also get a few gold for your time too.

This quest takes you to Forge Camp: Terror to the south or Forge Camp: Wrath to the north. When you approach the Forge Camp, remember to watch for the Fel Cannons.

For this quest you will need to have a handful of Apexis Shards. Each time you use the Banishing Crystal provided to you by Kronk, it requires an Apexis Shard. Depending upon how quickly you can kill demons determines exactly how many Shards you will need. Some players may need 3 Apexis Shards while others may need to use 7 Apexis Shards.

Right clicking on the Banishing Crystal will open up a portal. Simply kill any type of demon near the portal in order to banish them.

The portal only lasts a few minutes, so you need to open another by using the Banishing Crystal again. Continue to do this until you have banished 15 demons.

Return to Kronk in Ogrila at (28,57) for quest turn in.

Reward 4G 40S, Kronk's Grab Bag, 15 Apexis Shard and 350 Ogrila reputation

This concludes the Ogrila and Sha'tari Skyguard Daily quests. You will be able to complete a total of 6 daily quests.



Netherwing in Shadowmoon Valley-Netherdrake Daily Quests



The Netherwing daily quests require you to have an epic flying mount, which is a riding skill of 300. The Netherwing daily quests are specifically designed for those looking to obtain their Netherdrake mount, but they can be used to make gold after you've

gotten your epic flying mount.

The prerequisites for these daily quests are quite long and quests do not become available until you've reached a certain reputation with the Netherwing faction (e.g., Friendly, Honored, and Revered).

First you must go from Hated to Neutral with the Netherwing faction. There is a 9 part quest chain that must be completed first. Here is an outline of each quest to become Neutral.

Kindness (Prerequisite)



Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest. He moves around a little and attacks nearby Rockflayer, so his exact coordinates may be slightly different.

The Rocknail flayer are found around the large crystals in Netherwing Fields. Watch out for Ruul the Darkener who is a level 71 elite mob. He rides through the middle of the field on a large Netherdrake mount.

You must kill the Rocknail Flayers for Rocknail Flayer Carcass. If you kill the smaller Rocknail Rippers you will obtain Rocknail Giblets. In order to create 1 Rocknail Flayer Carcass you must combine 5 Rocknail Giblets together. Obviously it's quicker to kill the larger Rocknail Flayer rather than the smaller ones.



Gather 8 Rocknail Flayer Carcass.



Before placing the carcass on the ground, make sure if you have a pet that it isn't on aggressive mode. There are also reports that Lightning Shield and certain totems may accidentally hit the Netherdrake dragon too. Remove all defensive buffs and do not use any totems.

Place one Rocknail Flayer Carcass on the ground by right clicking on it. A Mature Netherwing Drake will come down and feed on the carcass.

Once you get credit for feeding the Netherwing Drake, move a few yards and place another carcass on the ground.

Sometimes if you place a carcass right after another in the same place, the quest bugs and feeds the same Drake. Therefore you won't receive credit for the feeding even though you in fact fed a Mature Netherwing Drake. Feed 8 Mature Netherwing Drakes to complete the quest.

Return to Morendai at Netherwing Fields in Shadowmoon Valley at (59,58) for quest turn in.

Seek out Neltharaku (Prerequisite)



Speak to Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest.

Here you will need to use your flying mount to speak to Neltharaku who soars in the skies. She can move around a good ways and can be found just north of Morendai and as far south as Dragonmaw Fortress. Just look for the yellow "?" on your minimap.

Neltharaku's Tale (Prerequisite)

Speak with Neltharaku and listen to his tale to complete the quest.

Infiltrating Dragonmaw Fortress (Prerequisite)

Speak with Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.



Go south to Dragonmaw Fortress. If you enter through the front gate, you must watch for Ruul the Darkener. He patrols through Dragonmaw Fortress and can easily catch you off guard if you aren't watching out for him.

Kill 15 Dragonmaw Orcs of any variety.

Return to Neltharaku in the skies above Netherwing Fields for quest turn in.

To Netherwing Ledge! (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

You will need your flying mount for this quest.

Fly south to Netherwing Ledge. On Netherwing Ledge you will find the Nethervine Crystals needed for this quest. You will find them near the large crystals and are usually surrounded by 2 to 3 Dragonmaw Peons.



Watch for a few elites patrolling Netherwing Ledge!

Fly around the ledge and collect 12 Nethervine Crystals to complete the quest.

Return to Neltharaku soaring above Netherwing Fields for quest turn in.

The Force of Neltharaku (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

Go south to Dragonmaw Fortress. Here you will need to free 5 Enslaved Netherwing Drake.



In order to do so, you will need to locate them. They are deep inside the Fortress always beside a Dragonmaw Subjugator. Use the Enchanted Netherwing Crystal from



a distance on the Enslaved Netherwing Drake. Allow the Enslaved Netherwing Drake to become green before engaging in combat. If you enter combat, it will not work properly and the Netherwing Drake will attack you.

Once the Enslaved Netherwing Drake becomes friendly it will aggro a nearby Dragonmaw Subjugator. You must kill the Subjugator in order to free the Netherwing Drake.

Free 5 Enslaved Netherwing Drake.

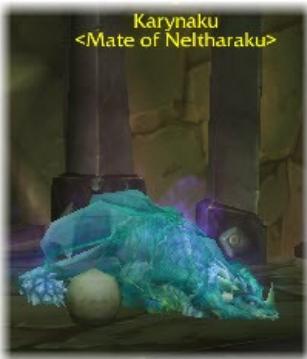
Return to Neltharaku soaring above Netherwing Fields for quest turn in.

Karynaku (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.



This quest begins the boss event for the next part of the chain. Therefore you may wish to wait to turn this in until you have a group to kill Zuluhed.



Go south to Dragonmaw Fortress on your flying mount. Speak with Karynaku on the ledge of the fortress at (70,61).

Unless you have a 5 person group to kill Zuluhed the Whacked, immediately mount up on your flying mount and leave.

Zuluhed the Whacked (Prerequisite)

Before picking up this quest, clear out all of the rooms in the Dragonmaw Fortress at (67,60) as well as the Enslaved Drakes on the top and bottom floors. There should be 6 mobs that must be cleared to make this the easiest possible.



This quest requires a 5 person group in order to kill Zuluhed the Whacked.

Speak to Karynaku on the ledge at Dragonmaw Fortress at (70,61).

Each person in your party needs to be on this quest or they will not be able to loot the key to free Karynaku. Therefore they will be unable to complete the quest.



Zuluhed will spawn as soon as you pick up Zuluhed the Whacked. You will also start getting hit with arrows from Archers above you. Your main tank should know that he is immune to all taunts! Meaning your group should allow the tank adequate time to gain aggro. Tell your DPS to hold all DPS until the main tank feels he has enough threat. If your main tank loses aggro you will likely wipe because he will be unable to regain aggro of Zuluhed.

The main tank needs to move Zuluhed into the room on the left, so you can avoid being shot by the archers. DPS him down as fast as possible.

After about 30 seconds, Zuluhed the Whacked will begin to cast a spell to spawn a level 68 elite demon. Unfortunately the cast time on it is very fast and can probably not be interrupted. However if there is a mage or rogue ready to interrupt or silence it can be done. Just make sure they are waiting for it to occur.

If you are unable to silence Zuluhed, as soon as he starts to cast it, run into the other room that should have been cleared earlier. The demon won't follow the group into the next room allowing you to focus on Zuluhed.

Continue DPSing until Zuluhed the Whacked is killed and loot Zuluhed's Key.



Everyone in the group should walk over to Karynaku and free her from the chains with the key.

Ally of the Netherwing (Prerequisite)

Speak with Karynaku on the ledge at Dragonmaw Fortress at (70,61).

Karynaku will fly you over to Mordenai located on the ground in the Netherwing Fields. Speak with Morendai in the Netherwing Fields for quest turn in.

You will now be Neutral with Netherwing!

Reputation with Netherwing increased by 42000.
You are now Neutral with Netherwing.

This concludes the reputation prerequisites from hated to neutral with the Netherwing! Even after you reach Neutral there are more prerequisites before being able to start on the daily quests.

Blood Oath of the Netherwing (Prerequisite) Requires 300 Riding Skill



Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest. He moves around a little, so his exact coordinates may be slightly different.

Speak with Mordenai again for quest turn in.

In Service of the Illidari (Prerequisite)

Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest. He moves around a little, so his exact coordinates may be slightly different.

This quest requires you to travel to Netherwing Ledge and deliver the Illidari Service Papers to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85).



As you approach Netherwing Ledge, you will be transformed into a Dragonmaw Fel Orc as a disguise.



Enter the Taskmaster (Prerequisite)



Speak to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) to pick up quest.

This quest directs you to speak with Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87).

Completing this quest will open up a few of the neutral daily quests.

Only 1 Gathering skill daily quest can be completed a day. Therefore if you have two gathering skills you are unable to do the skinning and/or mining and herbalist quests. You are able to gather the materials though to sell on the Auction house if desired.

Nethercrite Ore (Daily Quest) Miners only



Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87) to pick up quest.

This quest requires you to gather 40 Nethercrite Ore from Nethercrite Deposits on Netherwing Ledge. In order to pick up the quest, you must have a mining skill of at least 350.

For gold making purposes, it may be more profitable to sell the Nethercrite Ore on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!



Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in. Reward 4G 40S and 250 Netherwing reputation.

Netherdust Pollen (Daily Quest) Herbalists only

Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87) to pick up quest.



This quest requires you to gather 40 Netherdust Pollen from



Netherdust Bushes on Netherwing Ledge. In order to pick up the quest, you must have a herbalism skill of at least 350. Also, you must have a herbalism skill of 350 to gather from the Netherdust Bushes.

For gold making purposes, it may be more profitable to sell the Netherdust Pollen on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!



Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in. Reward 4G 40S and 250 Netherwing reputation.

Nethermine Flayer Hide (Daily Quest) Skinners only



Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest requires you to gather 35 Nethermine Flayer Hide from any variety of Nethermine Flayers on Netherwing Ledge.

For gold making purposes, it may be more profitable to sell the Nethermine Flayer Hide on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in. Reward 4G 40S and 250 Netherwing reputation.

Netherwing Crystals (Daily Quest) No gathering skill



Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest can be completed by every player and is meant specifically for those without a gathering skill.

This quest requires you to gather 40 Netherwing Crystals



from any mob on Netherwing Ledge. The Netherwing Crystals are bind on pickup, so they cannot be traded or sold on the auction house.

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in.

Reward 4G 40S and 250 Netherwing reputation.

Your Friend On The Inside (Prerequisite)

Speak with Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to pick up quest.

Speak to Yarzill again for quest turn in.

Completing this will open up a few more daily quests available at neutral.

A Slow Death (Daily Quest)

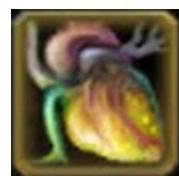


Speak to Yarzill the Merc in the Dragonmaw Base camp at (65,86) to pick up quest.

First you must gather at least 12 Fel Gland from the wildlife in mainland Shadowmoon Valley. **None of the mobs on Netherwing Ledge will drop the Fel Glands.**

The best mob to farm for the Fel Glands are the Greater Felfire Diemetradon located along the green lava just east of the Hand of Gul'dan. Players who are skinners will also be able to skin the Diemetradon for Knothide Leather too.

It's best to farm up as many Fel Glands as possible because it's likely at least a couple of them will bug on you as you place the mutton to poison the peons.



For this reason gather at least 12 Fel Glands. It's best to have 15 just in case.

Head back to Netherwing Ledge and look for groups of Dragonmaw Peons. They cannot be Disobedient and must be actively mining on the crystals.



Right click on Yarzill's Mutton to place it on the ground with the Fel Gland poison. You will only gain credit for killing one Peon even if 3 come out to the mutton.

For some reason or another, this quest can bug out quite often and not reward you with any peon kills.

Continue to do this until you have killed 15 Peons. If you run out of Fel Glands, you will need to head back to the mainland to gather more.

Return to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) for quest turn in. Reward 4G 40S and 250 Netherwing reputation.

The Not-So-Friendly Skies... (Daily Quest)



Speak to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to pick up quest.

This quest should be done with 1 other person to make it easier and worth your time.

Get on your flying mount and head north to the floating rock chunks at (74,75) and (76,72). The Dragonmaw Transporters make flights from mainland Shadowmoon Valley to Netherwing Ledge carrying Netherwing Relics.

Here you can intercept them and kill them on the small ledges.

Use any type of ranged attack to pull the Dragonmaw Transporters off their mounts. They will land and the Netherdrake will not attack. It's best to have a friend here to help because the Transporters hit very hard on cloth (i.e., up to 2,000 damage). They also have a nasty poison, which will force you to sit and drink after each fight.

Luckily the drop rate on the Netherwing Relics is very high, but it isn't a guarantee they will drop with each kill. Gather 10 Netherwing Relics from Dragonmaw Transporters.



Return to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to



pick up quest. Reward 4G 40S and 250 Netherwing reputation.

This concludes the daily quests available to players at Neutral reputation with the Netherwing faction.

These next quests are the prerequisites and daily quests available to players with Friendly reputation with the Netherwing faction.

Rise, Overseer! (Prerequisite) Friendly Reputation Required



Speak with Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) to pick up quest.

This quest directs you to speak with Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87).

The Netherwing Mines (Prerequisite)

Speak with Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to seek out the Mistress of the Mines on the western side of Netherwing Ledge at (62,87).

Completing this quest opens up another daily quest.

Picking up the Pieces (Daily Quest)



Speak with the Mistress of the Mines on the western side of Netherwing Ledge at (62,87) to pick up quest.

This quest requires you to gather 15 Nethermine Cargo from the Nethermine Cargo Crates inside the mine.

The mine is quite full of mobs, so it may be easier to do this with one other person.

You may complete this quest alongside Dragons are the Least of Our Problems.



Return to the Mistress of the Mines at the entrance of the mines at (62,87) for quest turn in.

Reward 18G 28S and 350 Netherwing reputation.

Dragons are the Least of Our Problems (Daily Quest)



Speak to the Dragonmaw Foreman inside the Netherwing Mines on Netherwing Ledge at (64,87) to pick up quest. This quest can be completed alongside Picking up the Pieces and Nethermine Flayer Hide.

You must kill 15 Nethermine Flayer and 5 Nethermine Ravager to complete this quest.

It's best to have at least one other person to help out to make this quest much easier. The Nethermine Flayer and Ravager are located deep in the mine. The Ravagers are very difficult to find, so keep an eye out for them inside the mine.

Return to the Dragonmaw Foreman inside the Netherwing Mines at (64,87) for quest turn in. Reward 4G 40S and 350 Netherwing reputation.

Overseeing and You: Making the Right Choices (Prerequisite)



Speak to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) to pick up quest.

For this quest you will need to get 10 Knothide Leather. Those of you who are not skinners, you will need to purchase it off the auction house (or beg a skinning friend to give you some).

Also needed for this quest is the Hardened Hide of Tyrantus. Fly to Eco-Dome Farfield in Netherstorm. This will be quite a journey from Netherwing Ledge.

Tyrantus is a large devilsaur in Eco-Dome Farfield at (46,11). He is a very



easy fight and can be soloed easily. Be sure to loot his Hardened Hide for the quest.

Return to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) for quest turn in.

Completing this quest will open the last daily quest at Friendly reputation.

The Booterang: A Cure For The Common Worthless Peon (Daily Quest)



Speak to Chief Overseer Mudlump at the Dragonmaw Base Camp on Netherwing Ledge at (67,86) to pick up quest.

On your flying mount, use the Booterang on any Disobedient Dragonmaw Peons.

Use the Booterang on 20 Disobedient Dragonmaw Peons to complete the quest.

Return to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) for quest turn in. Reward 4G 40S and 350 Netherwing reputation.

This concludes the daily quests available at Friendly Netherwing reputation.

These next quests are the prerequisites and daily quests available to players with Honored reputation with the Netherwing faction.

Stand Tall, Captain! (Prerequisite) Honored Reputation Required

Speak to Taskmaster Varkule Dragonbreath at Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to speak to Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) for quest turn in.

Completing this opens up another daily quest.



Disrupting the Twilight Portal (Daily Quest)



Speak to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) to pick up quest.

This quest requires you to go to the **Twilight Ridge in Nagrand** in order to kill 20 Deathshadow Agents.

Twilight Ridge is located on the western side of Nagrand and is only accessible with a flying mount. There is an elite Deathshadow Overlord that patrols around the camp, however if you are careful he can be completely avoided.

Kill 20 of any type of Deathshadow mob in the Twilight Portal. You may have to take more than 1 at a time some camps.

Return to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) for quest turn in. Reward 4G 40S and 500 Netherwing reputation.

This concludes the daily quests available at Honored Netherwing reputation.

These next quests are the prerequisites and daily quests available to players with Revered reputation with the Netherwing faction.

Hail, Commander! (Prerequisite) Revered Reputation Required

Speak to Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to speak to Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) for quest turn in.

Leads to Kill Them All!

This next quest is different according to which Shattrath reputation you chose (Aldor or Scryer). Please see the appropriate quest below.

Kill them All!-Scryer (Prerequisite)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85) to pick up quest.



This quest directs you to speak with Arcanist Thelis in the Sanctum of the Stars at (56,59) to deliver the flare gun.

Leads to Commander Hob

Commander Hob (Prerequisite)

Speak to Arcanist Thelis at the Sanctum of the Starts at (56,59) to pick up quest.

This quest directs you to speak with Commander Hob at the Sanctum of the Stars at (56,58) for quest turn in.

Completing this quest opens the final daily quest for the Netherwing faction.

The Deadliest Trap Ever Laid-Scryer (Daily Quest)

Speak to Commander Hob at Sanctum of the Stars at (56,58) to pick up quest.

This quest can be done solo for certain classes. However I recommend having at least a healing class available.

Signaling the flare will begin an event that spawns waves of Dragonmaw Skybreakers. You must help Commander Hob defend the Sanctum of the Stars from the waves of Dragonmaw that spawn.

In order to complete this quest, Commander Hob must be alive at the end. Luckily the graveyard is rather close and you may run back to the Sanctum of the Stars to help finish off the Dragonmaw.

Commander Hobb will give you Scryer Medals to deliver back to Overlord Mor'ghor. Return to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85). Reward 8G 80S and 500 Netherwing reputation.

This completes the Netherwing Daily Quests for the Scryers!



Kill them All!-Aldor (Prerequisite)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85) to pick up quest.

This quest directs you to speak with Anchorite Ceyla at Altar of Sha'tar at (62,28) to deliver the Flare gun.

Leads to Commander Arcus

Commander Arcus (Prerequisite)

Speak to Anchorite Celya at the Altar of Sha'tar at (62,28) to pick up quest.

This quest directs you to speak with Commander Arcus at the Altar of Sha'tar at (62,29) for quest turn in.

Completing this quest opens the final daily quest for the Netherwing faction.

The Deadliest Trap Ever Laid-Aldor (Daily Quest)



Speak to Commander Arcus at the Altar of Sha'tar at (62,29) to pick up quest.

This quest can be done solo for certain classes. However I recommend having at least a healing class available.

Signaling the flare will begin an event that spawns waves of Dragonmaw Skybreakers. You must help Commander Arcus defend the Altar of Sha'tar from the waves of Dragonmaw that will spawn.

In order to complete this quest, Commander Arcus must be alive at the end. Luckily the graveyard is rather close and you may run back to the Altar of Sha'tar to help finish off the Dragonmaw.

Commander Arcus will give you some Aldor Medals to deliver back to Overlord Mor'ghor. Return to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85).



Reward 8G 80S and 500 Netherwing reputation.

This completes the Netherwing Daily Quests for Aldor!

If you become exalted with the Netherwing faction, you can buy a Netherdrake mount. There are lots of prerequisites for them to become available. However, these daily quests give you a reliable gold total each day in the meanwhile allowing you to do other gold creating methods in your spare time.

Outland Normal and Heroic Dungeon Daily Quests



There are two sets of dungeon daily quests available each day. One will be for the instances on normal difficulty and the other is for instances on Heroic difficulty.

Both of these quests are picked up by NPC's in the Lower City section of Shattrath City.

The regular difficult quests are picked up by speaking to Nether-Stealer Mah'duun.

This is a list of the normal dungeon daily quests:

- Wanted: Shattered Hand Centurions
- Wanted: Rift Lords
- Wanted: Arcatraz Sentinels
- Wanted: Malicious Instructors
- Wanted: Coifang Myrmidons
- Wanted: Sunseeker Channelers
- Wanted: Tempest-Forge Destroyers

The daily quests for the regular difficulty instances will reward you with 8g 80S, Ethereum Prison Key and 250 Consortium reputation. These quests require you to kill a



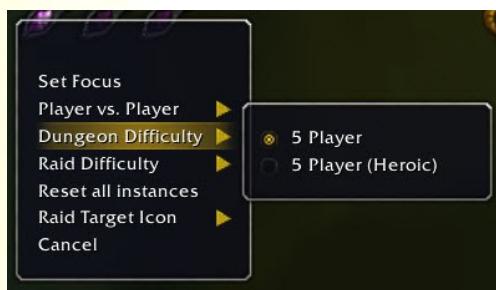
specific type of mob in one of the many Burning Crusade instances. If you love to run instances with friends and guild members, remember to pick up the daily for that day to get some extra gold for your run.

The heroic difficulty quests are picked up by speaking to Wind Trader Zhareem.

This is a list of the heroic dungeon daily quests:

- Wanted: A Black Stalker Egg
- Wanted: The Epoch Hunter's Head
- Wanted: Nazan's Riding Crop
- Wanted: Keli'dan's Feathered Stave
- Wanted: The Scroll of Skyriss
- Wanted: Bladefist's Seal
- Wanted: The Warlord's Treatise
- Wanted: The Headfeathers of Ikiss
- Wanted: Shaffar's Wondrous Pendant
- Wanted: The Exarch's Soul Gem
- Wanted: Murmur's Whisper
- Wanted: Aeonus' Hourglass
- Wanted: A Warp Splinter Clipping
- Wanted: Panthaleon's Projector

The Daily quests for the Heroic difficulty instances will reward you with 13G 20S, 10 Justice Points and 350 Consortium reputation.



If you wish to complete these the instances must be set on Heroic difficulty. This can be done only by the leader of the group, by right clicking on their portrait and selecting 5 Player (heroic).

Shattered Sun Offensive Daily Quests



There are many daily quests available on the Isle of Quel'danas. At this point, the town should have been fully opened and all daily quests will be available immediately. These daily quests are in place to raise your reputation with the Shattered Sun Offensive and to create gold.

These quests can be done once daily and will give you a very nice amount of gold each and every day. Daily quests are becoming the new way to create gold, so you need to jump on the bandwagon with these.

Not all of the quests begin on the Isle of Quel'danas. There are others in Shattrath City and on the Throne of Kil'jaeden in Hellfire Peninsula. The quests are divided up according to each area in which you pick them up as well as the order they open up.

I suggest picking up all the quests in each quest hub because many of them take you to the same areas.

Shattrath City

- Sunfury Attack Plans
- Gaining the Advantage (Gathering Skill Only)
- Intercepting the Mana Cells
- The Multiphase Survey

Sunfury Attack Plans



Speak to Lord Torvos in Shattrath at (63,35) to pick up this quest.

This quest requires you to go to Netherstorm. Head to Manaforge Duro, Manaforge B'Naar, Manaforge Coruu, or Manaforge Ara and kill the Sunfury Blood Elves until one drops the Sunfury Attack Plans.



The drop rate can be fairly low on this and may take 20-30 kills for them to drop.

Return to Lord Torvos in Shattrath at (63,35) for quest turn in. Reward is 10G 10S and a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive Reputation.

These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored.

Gaining the Advantage-(Gathering Skill Only)



Speak to Emissary Mordin in Shattrath at (63,35) to pick up this quest.

This quest can be completed along side Sunfury Attack Plans in Netherstorm. Any ore, herb or beast that is unique to the Outlands may drop the Nether Residue.

This means any herb or mining vein will work because everything here is strictly unique to Outland.

Skimmers should skin the Phase Hunters, Warp Chasers and Swiftwing Shredder in the Vortex Fields at (61,59) or the Ripfang Lynx in the Eco-Dome Midrealm. Gather 8 Nether Residue to complete the quest.

Depending upon your gathering skill this may take 30 minutes to complete. The drop rate is fairly low.

Return to Emissary Mordin in Shattrath at (63,35) for quest turn in. Reward is 16G 39S and 2 [Major Rejuvenation Potion](#) and 250 Shattered Sun Offensive Reputation.

Intercepting the Mana Cells

Speak to Exarch Nasuun in Shattrath at (49,43) to pick up this quest.



This quest can be completed on your way to Netherstorm for the two quests above. This quest requires you to have a flying



mount to gain access to Bash'ir's Landing in Blade's Edge Mountains at (55,15).

Kill the Ethereals for a Phase Device. This device gives you unlimited invisibility, so you may see the Smuggled Mana Cells. Right click on the device to activate it. All the Ethereals will disappear as you fade into the invisible world. The only mobs that can attack you in this form are Phase Wyrms.

Gather 10 Smuggled Mana Cell that lay on the ground from around the camp.

Return to Exarch Nasuun in Shattrath at (49,43) for quest turn in. Reward is 10G 10S, a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive Reputation. These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored.

The Multiphase Survey



Speak to Harbringer Haronem in Shattrath at (62,52) to pick up this quest. He moves around slightly.

This quest requires you to go to the Spirit Fields in Nagrand. Equip the Multiphase Spectrographic Goggles from your inventory. You will see glowing red spheres floating around the Spirit Fields. Stand next to 1 and right click on the goggles from your character screen to take a Multiphase Reading.

Take 6 Multiphase Readings to complete the quest.

Return to Harbringer Haronem in Shattrath at (62,52) for quest turn in. Reward is 10G 10S and 250 Shattered Sun Offensive Reputation.

Isle of Quel'Danas (Sunwell Isle)

Remember the quests on this isle are opened up slowly. Not all of these quests may be available on your realm. Once an area is taken over the



quests names are changed to continue the storyline. See the notes in each section for the alternate quest names.

The Isle of Quel'danas is found on the Eastern Kingdoms.

Shattered Sun Staging Area

- Erratic Behavior/Further Conversion
- The Sanctum Wards/Arm the Wards!
- The Missing Magistrix (1 time prerequisite)

Erratic Behavior/Further Conversations



Speak to Vindicator Xayann in the Shattered Sun Staging Area at (47,31) to pick up this quest.

Go west from the Shattered Sun Staging Area to the grassy coastal area around (44,26).

Kill 5 Erratic Sentry and use the Attuned Crystal Core on their corpse. These mobs are immune to all types of threat generating moves. The Attuned Crystal Core will convert them as servants to the Shattered Sun.

Return to Vindicator Xayann in the Shattered Sun Staging Area at (47,31) for quest turn in.

Reward is 9G 10 S and 150 Shattered Sun Offensive Reputation.

The Sanctum Wards/Arm the Wards!



Speak to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) to pick up this quest.

This quest can be completed alongside Erratic Behavior. Go west from the Shattered Sun Staging Area to the grassy coastal area around (44,26).

Kill the Wretched Devourer and Wretched Fiend for Mana Remnants. You must gather 4 Mana



Remnants to complete the quest.

Then go south to a Crystal Ward at (46,35). Right click on the Mana Remnants as you stand next to the Crystal Ward to re-energize it.

Return to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) for quest turn in.

Reward 9G 10S and 150 Shattered Sun Offensive Reputation.

The Missing Magistrix (Prerequisite for Hellfire Daily Quests)

This is a one-time quest to introduce players to the Hellfire Peninsula Daily Quests.

Speak to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) to pick up this quest.

WARNING: This quest will teleport you off of the Isle of Quel'Danas to the Throne of Kil'Jaeden in Hellfire Peninsula. There is no teleporter to bring you back to the Isle. Do not complete this quest until you have finished all other quests at Sun's Reach for the day.

Use the Captured Legion Scroll at the Demonic Portal at Dawning Square at (48,44).

This will teleport you to the Throne of Kil'Jaeden.

Speak to Magistrix Seyla at the Throne of Kil'Jaeden at (58,18) for quest turn in.

Reward 75 Shattered Sun Offensive Reputation.

See the section below for the daily quests available at Throne of Kil'Jaeden in Hellfire Peninsula

Sun's Reach Sanctum

- The Battle for the Sun's Reach Armory/The Battle Must Go On
- Distraction at the Dead Scar/The Air Strikes Must Continue



- Know Your Ley Lines
- A Charitable Donation/Your Continued Support

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



Speak to Harbringer Inuuro in Sun's Reach Sanctum at (48,35) to pick up this quest.

Go south to the Dawning Square at (49,42).

Kill 6 demons that spawn here. Any variety works.

You also need to impale the Emissary of Hate with the Shattered Sun Banner from your inventory.

This can be done on any Emissary of Hate, including those killed by others and/or already impaled, making this extremely easy. There is no need to camp his respawn.

Return to Harbringer Inuuro in Sun's reach Sanctum at (48,35) for quest turn in.

Reward 10G 10S and 250 Shattered Sun Offensive Reputation.

Distraction at the Dead Scar/The Air Strikes Must Continue



Speak to Battlemage Arynna in Sun's Reach Sanctum at (48,35) to pick up this quest.

Now speak to Ayren Cludbreaker at (48,26) to rent a Dragonhawk mount.

Click on the Airstrike Option

Place the Arcane Charges on a hotbar for easy bombing.

This bombing run is a lot harder than the others we have seen in this game so far. It will probably take a few times to understand exactly where the mobs spawn. Some of them are located on ledges and balconies in the Dead Scar, while others are just on the ground.

Currently, this quest only gives kill credit to one bomber regardless of who



has the flag or who has done the most damage. This is rather frustrating especially on the Pit Overlords and Eredar Sorcerer, which take up to 3 bombs to kill.

You must kill 12 Wrath Enforcers, 3 Eredar Sorcerers and 2 Pit Overlords to complete the quest.

It may take 2-4 runs to complete this until you get the hang of it. Return to Battlemage Arynna in Sun's Reach Sanctum at (48,35) for quest turn in.

Reward 9G 10S and 150 Shattered Sun Offensive Reputation.

Know Your Ley Lines



This quest is available once the portal from Shattrath City to Quel'Dana has been opened.

Speak to Astromancer Darnarian in Sun's Reach Sanctum at (47,35) to pick up quest.

For this quest you will need to take readings from several objects on the isle. The first one is the Demonic portal located at the Dawning Square at (48,44).

Simply right click on Astromancer's Crystal from your inventory. There is a casting time on this item.

The second one is the Bloodcrystal located in Dawnstar Village at (42,36). There are quite a few mobs surrounding the Bloodcrystal. Be sure to clear out an area before trying to use Astromancer's Crystal.

Simply right click on Astromancer's Crystal from your inventory.

The third one is the Naga shrine located on Greengill Coast at (61,62). Simply right click on Astromancer's Crystal from your inventory.

Return to Astromancer Darnarian in Sun's Reach Sanctum at (47,35) for quest turn in.

Reward 11G 99S, [Darnarian's Scroll of Teleportation](#) and 250 Shattered



Sun Offensive reputation.

The Darnarian's Scroll of Teleportation is a one time use teleport back to Shattrath City from the Isle of Quel'danas. You can only have 1 on you at a time, so be sure to destroy it or use it each day.

A Charitable Donation/Your Continued Support

This quest is opened once the Sun's Reach Harbor has been recovered by the Shattered Sun Offensive.

Speak to Anchorite Ayuri outside Sun's Reach Sanctum at (49,37).

Donate 10G to build a monument for the people who died to take Sun's Reach back from the Dawnblade.

Reward 150 Shattered Sun Offensive Reputation.

Sun's Reach Armory

- Intercept the Reinforcements/Keeping the Enemy At Bay
- Making Ready/Don't Stop Now...
- Taking the Harbor/Crush the Dawnblade
- Ata'mal Armaments

Intercept the Reinforcements/Keeping the Enemy At Bay



Speak to Vindicator Kaalan in Sun's Reach Armory at (51,39) to pick up this quest.

Now speak to Ayren Clodbreaker near the flight master at (48,25) to rent a Dragonhawk mount. Click on intercepting the Dawnblade

Place the Flaming Oil on a hotbar to make for easier fire starting.

Set fire three boats:

- Sin'loren
- Bloodoath



- Dawnchaser

The Dragonhawk will then land on the Sin'loren. Kill 6 Dawnblade Reservist to complete the quest. Swim to other boats if this one is too crowded with other players. Once you are done, get back on the Sin'loren. Speak to the Unrestrained Dragonhawk to get a ride back to shore.

Return to Vindicator Kaalan in Sun's Reach Armory at (51,39) for quest turn in.

Reward 7G 59S and 250 Shattered Sun Offensive Reputation.

Making Ready/Don't Stop Now...



Speak to Smith Hauthaa behind the Sun's Reach Armory at (51,14) to pick up this quest.

This quest can be completed alongside Know Your Ley Lines and Disrupt the Greengill Coast. Get on the road and head west to the Greengill Coast at (60,43).

Kill the Darkspine Myrmidon for 3 Darkspine Chest Keys.

Then use the keys on the Darkspine Ore Chest found on the ground near the murloc camps. The murlocs won't attack you when opening the chests.

Inside the chests will be 1 piece of Darkspine Iron Ore. Gather 3 Darkspine Iron Ore to complete the quest.

Return to Smith Hauthaa outside the Sun's Reach Armory at (51,41) for quest turn in.

Reward 11G 99S and 250 Shattered Sun Offensive Reputation.

Taking the Harbor/Crush the Dawnblade

Speak to Magister Ilastar on the top floor of Sun's Reach Armory at (49,40) to pick up this quest.



This quest can be complete alongside Know Your Ley Lines. Go southwest to Dawnstar Village at (42,36). Here you must kill 6 Dawnblade Summoner, Blood Knight and 3 Marksman.

Be sure to kill the summoner's imp minion first. Also watch for the Blood Knights who heal themselves half way through the fight.

Return to Magister Ilaster on the top floor of Sun's Reach Armory at (49,40) for quest turn in.

Reward 11G 99S and 250 Shattered Sun Offensive Reputation.

Ata'mal Armaments



This quest is available once Smith Hauthaa's Anvil has been created.

Speak to Smith Hauthaa behind Sun's Reach Armory at (51,41) to pick up this quest.

This quest takes you to the Ata'mal Terrace in Shadowmoon Valley. It is not completed on the isle.

Go towards Black Temple and make a left at (67,42) to the Ata'mal Terrace. Kill the Shadowmoon Slayers and Shadowmoon Dreadweavers for Ata'mal Armaments.

Watch out for the 70 elite Shadowsworn Drakonid that patrol around the area. My personal favorite spot to kill for the armaments is at (68,41). You can pull the mobs onto the ledge without having to worry about aggroing the elite patrols. The drop rate is fairly low, but it varies greatly.

Gather 5 Ata'mal Armaments to complete the quest.

Return to Smith Hauthaa behind Sun's Reach Armory at (51,41). Use Smith Hauthaa's Anvil to cleanse the Ata'mal Armaments of their corruption.



Reward 18G 28S and [Blessed Weapon Coating](#) or [Righteous Weapon Coating](#) and 350 Shattered Sun Offensive Reputation.

Sun's Reach Harbor

- Discovering Your Roots/Rediscovering Your Roots
- Disrupt the Greengill Coast
- Open for Business

Discovering Your Roots/Rediscovering Your Roots

Speak to Mar'nah at the Sun's Reach Inn at (51,33).



This quest takes you the Razorthorn Rise in between Hellfire Peninsula and Terokkar Forest. This quest is not complete on the isle. You will need a flying mount to reach the Razorthorn Rise.

Kill the Razorthorn Flayer for a Razorthorn Flayer Gland. You only need 1.

Clear the area around 5 Razorthorn Dirt Mounds. Now use the Razorthorn Flayer Gland on one of the Ravagers. If you are a hunter or warlock, you will lose your pet.

The Ravager will become your pet and you will need to control him with the pet bar. If you have your pet bar hidden with a UI mod, you will need to unhide it to complete this quest.



One of the options on the pet bar is Expose Razorthorn Root.

Click on this action while standing next to one of the Dirt Mounds. The Ravager will dig into the ground exposing the root.

Loot the Razorthorn Root.

Do this to 4 other Dirt Mounds until you have gathered all 5 Razothorn Roots.

Return to Mar'nah at the Sun's Reach Inn at (51,33).



Reward 9G 10S and a [Shattered Sun Supplies](#) and 350 Shattered Sun Offensive. These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Very rarely you may receive a [Badge of Justice](#).

Disrupt the Greengill Coast



Speak to Captain Valindria on Silvermoon's Pride in Sun's Reach Harbor at (54,34).

Go east to Greengill Coast. This quest can be completed alongside Making Ready and Know Your Ley Lines.

Kill the Darkspine Siren for Orb of Murloc Control. You should only need 3 or 4 of them to complete this quest. You do not need to gather 10.

Then go to one of the camps where the murloc slaves roam. Right click on the Orb of Murloc Control from your inventory. It will allow you to target where the orb hits, so try to concentrate on camps with several murlocs standing together. Free 10 Greengill Slaves to complete the quest.

Return to Captain Valindria on Silvermoon's Pride in Sun's Reach Harbor at (54,34).

Reward 11G 99S and 250 Shattered Sun Offensive Reputation

Open for Business



This quest becomes available once the alchemist lab is opened.

Speak to Mar'nah at Sun's Reach Inn at (57,33).

Go west to the grassy coastal area around (45,25). This quest can be completed alongside Erratic Behavior and The Sanctum



Wards. Here you will see Bloodberry Bushes on the ground.

Gather 5 Bloodberries to complete the quest.

Return to Mar'nah at Sun's Reach Inn at (57,33).

Reward 11G 99S, [Bloodberry Elixir](#) and 250 Shattered Sun Offensive reputation.

Throne of Kil'jaeden in Hellfire Peninsula

There is no teleport from the Isle of Quel'Danas. You must use your flying mount to get out here. The prerequisite quest is merely letting you know there are quests available here each day and is only available once.

- Blood for Blood
- Blast the Gateway

Blood for Blood



Speak to Magistrix Seyla at the Throne of Kil'jaeden at (58,18) to pick up this quest.

This quest can be completed alongside Blast the Gateway. Kill the Wrath Herald for 4 Demonic Blood. The Demonic Blood is used to power the Fel Siphon.

Use the Fel Siphon on the Felblood Initiate around the Suspended Terrorguards. Allow the spell to channel completely. It takes a few seconds for the transformation to take place. They will lose their elite designation and become Emaciated Felblood.

Kill 4 Emaciated Felblood.

Return to Magistrix Seyla at Throne of Kil'jaeden at (58,18) for quest turn in.

Reward 4G 40S, 5 Mark of Sargeras or Sunfury Signets (you can choose) and 250 Shattered Sun Offensive Reputation.



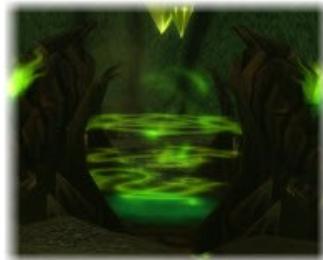
Blast the Gateway



Speak to Magistrix Seyla at the Throne of Kil'jaeden at (58,18).

Click on the Sizzling Embers from your inventory to release a Living Flare. Kill Incandescent Fel Spark until the Living Flare becomes an Unstable Fel Spark. This takes 8 kills.

You can cheese it by standing next to other people's mobs when they die. Then walk into the Gateway at (59,19) and wait for the Unstable Fel Spark to explode. This will destroy the gateway.



Return to Magistrix Seyla at the Throne of Kil'jaeden at (58,18).

Reward 4G 40S, a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive reputation.

These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Very rarely you may receive a [Badge of Justice](#).

Outland World PVP Daily Quests

There are 2 new world PVP daily quests available you can do each day to make gold.

The first daily quest involves Halaa in Nagrand.

In Defense of Halaa (Alliance)

Speak to Lakoor in Telaar at (56,74) to pick up this quest.

Kill 10 enemy players at Halaa in order to complete the quest. Reward 4G 40S.

Enemies, Old and New (Horde)

Speak to Karrtog in Garadar at (52,36) to pick up this quest.



Kill 10 enemy players at Halaa in order to complete this quest. Reward 4G 40S.

The second daily quest involves the Spirit Towers in the Bone Wastes of Terokkar Forest.

Spirits of Auchindoun (Alliance)



Speak to Exorcist Sullivan in Allerian Stronghold at (56,54) to pick up this quest.

Help secure one of the spirit towers for the Alliance in the Bone Wastes. This quest can only be completed once every 6 hours due to how the towers are captured.

Reward 4G 40S.

Spirits of Auchindoun (Horde)

Speak to Exorcist Vaisha in Stonebreaker Hold at (49,46) to pick up this quest.



Help secure one of the spirit towers for the Horde in the Bone Wastes. This quest can only be completed once every 6 hours due to how the towers are captured.

Reward 4G 40S.



Northrend Daily quests



There are more daily quests in Northrend than you are capable of doing in one day. There must be at least 80 including ones for a few professions. For this reason they are being used for more than just gold making. Some daily quests offer little gold compensation with large reputation increases. Whereas the profession daily quests offer reward tokens which purchases new designs and recipes from a vendor.

For the time being, Blizzard is placing a lot of emphasis on daily quests as one of the main ways to create a reliable amount of gold each day. If you pick the quests with the largest gold rewards available, you will make an estimated 300-400G a day.

The biggest difference in the Northrend daily quests is that they aren't in one easy, centralized spot like the daily quests on the Isle of Quel'danas. You'll have to work your way through each zone to open them up. They will gradually become available after completing the quest chains in each specific area. Because of the new phasing technology in Northrend, it is quite possible to miss entire towns if quests are not completed.

However, I will not be putting in the prerequisites for the quests because it would simply take too much space. All quest rewards are listed from a level 80 perspective.



Borean Tundra

- [Preparing for the Worst](#)

Preparing for the Worst

Speak to Utaik in Kaskala at (64,46) to pick up this quest.



You must gather 8 Kaskala Supplies. They can be found on the ground around the tents and small buildings.

Return to Utaik in Kaskala at (64,46) for quest turn in. Reward is 5G and 500 The Kalu'ak reputation.

Howling Fjord

- [Break the Blockade \(Alliance only\)](#)
- [Steel Gate Patrol \(Alliance only\)](#)
- [The Way to His Heart...](#)

Break the Blockade (Alliance)

Speak to Bombardier Petrov in Westguard keep at (29,42) to pick up this quest.

You must use the zeppelin on the dock. Then use the bombs on the Pirates and Cannons. Kill 25 Pirates and 10 Cannons to complete the quest.

Return to Bombardier Petrov in Westguard Keep at (29,42) for quest turn in. Reward is 2G 40S and 250 Valiance Expedition Reputation.

Steel Gate Patrol (Alliance)

Speak to Steel Gate Chief Archaeologist at (31,29) to pick up this quest.

You must use the flying machine and kill 10 Gjalerbron Gargoyles.

Return to Steel Gate Chief Archaeologist at (31,29) for quest turn in. Reward is 2G 40S, 2 Super Healing Potion and 250 Explorers' League Reputation.



The Way to His Heart

Speak to Anuniaq in Kamagua at (25,59) to pick up this quest.

You must first gather a handful Tasty Reef Fish from the schools of fish in the water. Then use the fish to lure a Reef Bull to a Reef Cow on the opposite side. When they meet you will see hearts above their heads! Awww.



Return to Anuniaq in Kamagua at (25,59) for quest turn in.
Reward is 7G 40S and 500 The Kalu'ak Reputation.

Dragonblight

- [Defending Wyrmrest Temple](#)
- [Planning For the Future](#)
- [All Things in Good Time \(Heroic Dungeon\)](#)

Defending Wyrmrest Temple

Speak to Lord Afrasastrasz in the Wyrmrest Temple at (59,54) to pick up this quest. He is on the middle level of the tower.



For this quest you must mount one of the Wyrmrest Defenders. Then use its abilities to kill Azure Drake, Azure Dragon and destabilize the Azure Dragonshrine. There is an achievement to complete this quest within a certain time frame.

Return to Lord Afrasastrasz in the Wyrmrest Temple at (59,54) for quest turn in.

Reward is 9G 96S and 250 The Wyrmrest Accord Reputation.

Planning for the Future

Speak to Trapper Mau'i in Moa'ki Harbor at (48,74) to pick up this quest.

You must gather 12 Snowfall Glade Pups from the camps in the Snowfall Glade to the north.



Return to Trapper Mau'i in Moa'ki Harbor at (48,74) for quest turn in. Reward is 4G and 86G The Kalu'ak Reputation.

All Things in Good Time (Heroic Dungeon)

Speak to Kilix the Unraveler in the Pit of Narjun at (26,51) to pick up this quest.

You must enter heroic Ahn'kahet and burn an Ahn'kahar Watcher's corpse on the Ahn'kahet Brazier for this quest.

Return to Kilix the Unraveler in the Pit of Narjun at (26,51) for quest turn in. Reward is 19G 86S.

Grizzly Hills

There are a lot of daily quests here. Each faction has their own set of daily quests too. The PVP quests will flag you for PVP as soon as you pick them up. For this zone they have been broken up according to where you will pick them up.

- [Blackriver Skirmish](#) (PVP Alliance)
- [Blackriver Brawl](#) (PVP Horde)

Blackriver Skirmish (PVP Alliance)



Speak to Scout Captain Carter found mounted at (30,60) to pick up this quest.

Kill 10 Horde units in Blackriver Logging Camp.

Return to Scout Captain Carter found mounted at (30,60) for quest turn in. Reward is 9G 96S, 3 Honor points and 250 Valiance Expedition reputation.



Blackriver Brawl (PVP Horde)

Speak to Raider Captain Kronn at (26,66) to pick up this quest.

Kill 10 Alliance units in Blackriver Logging Camp.

Return to Raider Captain Kronn at (26,66) for quest turn in. Reward is 9G 96S, 3 Honor Points and 250 Horde Expedition Reputation.



Blue Sky Logging-Horde

- [Keep 'Em on Their Heels](#) (PVP Horde)
- [Making Repairs](#) (PVP Horde)
- [Overwhelmed!](#) (PVP Horde)
- [Shred the Alliance](#) (PVP Horde)

Keep 'Em on Their Heels



Speak to Commander Bargok in Blue Sky Logging Ground at (34,33) to pick up this quest. For this quest you must kill 15 Alliance units in the logging grounds.

Return to Commander Bargok in Blue Sky Logging Ground at (34,33) for quest turn in. Reward is 9G 96S and 350 Warsong Offensive Reputation.

Making Repairs



Speak to Lurz in Blue Sky Logging Grounds to pick up this quest.



You must gather Grooved Cogs, Notched Sprockets and High Tension Springs for this quest. They can be found on the ground throughout the logging camp.

Return to Lurz in Blue Sky Logging Grounds for quest turn in. Reward is 9G 96S and 350 Horde Expedition reputation.



Overwhelmed!



Speak to Aumana in Blue Sky Logging Grounds to pick up this quest.

You must use the tourinquet on 10 Wounded Skirmishers in the grounds.

Return to Aumana in Blue Sky Logging Grounds for quest turn in.
Reward 9G 96S and 350 Horde Expedition reputation.

Shred the Alliance

Speak to Grekk at Blue Sky Logging Grounds to pick up this quest.



You must mount and deliver 3 Shredders to Greek. In order to deliver the shredders you must use the ability, Deliver Shredder.



Return to Grekk at Blue Sky Logging Grounds for quest turn in. Reward is 9G 96S and Key to Refurbished Shredder and 350 Horde Expedition reputation. The Key is used for a quest in the next area of daily quests.

Blue Sky Logging Grounds-Alliance

- [Kick 'Em While They're Down](#) (PVP Alliance)
- [Life or Death](#) (PVP Alliance)
- [Pieces Part](#) (PVP Alliance)
- [Shredder Repair](#) (PVP Alliance)

Kick 'Em While They're Down



Speak to Sergeant Hartsman in Blue Sky Logging Grounds at (39,44) to pick up this quest.

You must kill any 10 Horde units in the logging grounds for this quest.



Return to Sergeant Hartsman in Blue Sky Logging Grounds at (39,44) for quest turn in. Reward is 9G 96S and 250 Valiance Expedition.

Life or Death



Speak to Rheanna in Blue Sky Logging Grounds to pick up this quest.

You must use the bandage on 10 Wounded Westfall infantry units for the quest.



Return to Rheanna in Blue Sky Logging Grounds for quest turn in. Reward is 9G 96S and 250 Valiance Expedition reputation.

Pieces Parts



Speak to Pipthwack in Blue Sky Logging Grounds to pick up this quest.

You must gather Grooved Cogs, Notched Sprockets and High Tension Springs for the quest.



Return to Pipthwack in Blue Sky Logging Grounds for quest turn in. Reward is 9G 95S and 250 Valiance Expedition reputation.

Shredder Repair

Speak to Synipus at Blue Sky Logging Grounds to pick up this quest.



You must mount and deliver 3 Shredders to Greek. In order to deliver the shredders you must use the ability, Deliver Shredder.

Return to Synipus at Blue Sky Logging Grounds for quest turn in. Reward is 9G 96G and Key to Refurbished Shredder and 250 Valiance Expedition reputation. The



Key is used for a quest in the next area of daily quests.

Granite Springs

- [Seared Scourge](#)

Seared Scourge

Speak to Mack at Granite Springs to pick up this quest.

You must head north to Drak'Tharon. Then use Mack's Dark Grog to burn 20 Famished Scourge Trolls. With the Grog it has a minimum range on it, so you can only burn trolls that are far away from you. If a troll attacks you, you'll have to kill them with your regular player abilities.

Return to Mack at Granite Springs for quest turn in. Reward is 5G.

Venture Bay-PVP Horde

- [Crush Captain Brightwater!](#)
- [Keep Them At Bay](#)
- [Riding the Red Rocket](#) (only available if Horde control Venture Bay)
- [Smoke 'Em Out](#)

Crush Captain Brightwater



Speak to General Khazgar in Venture Bay at (10,77) to pick up this quest.

You must kill Captain Brightwater for this quest. He is found on the Alliance ship docked in the harbor. You may use the Key to Refurbished Shredder on a shredder, but it won't do much for you. This can be quite a fight!



Return to General Khazgar in Venture bay at (10,77) for quest turn in. Reward is 9G 96S and 3 Honor Points.



Keep Them At Bay



Speak to Centurion Kaggrum in Venture Bay at (10,77) to pick up this quest.

You must kill 10 Alliance units and/or players in Venture Bay.

Return to Centurion Kaggrum in Venture Bay at (10,77) for quest turn in. Reward is 9G 96S and 3 Honor Points.

Riding the Red Rocket

Speak to General Gorlok at the lighthouse in Venture Bay at (15,86) to pick up this quest.



Horde must control Venture Bay for this quest to become available. You must first loot Element-115 from the Venture Company ship. Then use the Element-115 on the rockets at the dock. Once you control the rocket you must steer to the Alliance lumber shipment. This quest can be rather frustrating because controlling the rocket is difficult and you must steer around the icebergs into the lumber shipment.

Return to General Gorlok at the lighthouse in Venture Bay at (15,86) for quest turn in. Reward is 9G 96S and 3 Honor Points.

Smoke 'Em Out



Speak to Stone Guard Ragetotem in Venture Bay to pick up this quest.

You must use the smoke bomb to smoke out 20 Venture Company Straggers from the bunkhouse, sawmill and stables.

Return to Stone Ragetotem in Venture bay for quest turn in. Reward is 9G 96S and 3 Honor Points.

Venture Bay-PVP Alliance

- [Down With Captain Zorna!](#)
- [Keep Them at Bay!](#)
- [Riding the Red Rocket](#) (only available if Alliance control Venture



Bay)

- [Smoke 'Em Out](#)

Down With Captain Zorna!



Speak to Baron Freeman in Venture Bay at (22,81) to pick up this quest.

You must kill Captain Zorna for this quest. She is found on the dock near the Horde ship in the harbor. You may use the Key to Refurbished Shredder on a shredder, but it won't do much for you. This is a difficult fight!



Return to Baron Freeman in Venture Bay at (22,81) for quest turn in. Reward is 9G 96S and 3 Honor Points.

Keep Them At Bay!



Speak to Lieutenant Stuart in Venture Bay to pick up this quest.

You must kill 10 Horde units and/or players to complete this quest.

Return to Lieutenant Stuart in Venture Bay for quest turn in. Reward is 9G 96S and 3 Honor Points.

Riding the Red Rocket

Speak to Commander Howser at the lighthouse in Venture Bay at (15,86) to pick up this quest.



Alliance must control Venture Bay for this quest to become available. You must first loot Element-115 from the Venture Company ship. Then use the Element-115 on the rockets at the dock. Once you control the rocket you must steer to the Horde lumber shipment. This quest can be rather frustrating because controlling the rocket is difficult and you must steer around the icebergs into the lumber shipment.

Return to Commander Howser at the lighthouse in Venture bay at (15,86)



for quest turn in. Reward is 9G 96S and 3 Honor Points.

Smoke 'Em Out



Speak to Sergeant Downey in Venture Bay at (22,81) to pick up this quest.

You must use the smoke bomb to smoke out 20 Venture Company Straggers from the bunkhouse, sawmill and stables.

Return to Sergeant Downey in Venture Bay at (22,81) for quest turn in. Reward is 9G 96S and 3 Honor Points.

Zul'Drak

All of the daily quests in this zone are part of Troll Patrol. Troll Patrol is a timed daily that requires you to complete the tasks of 4 other Argent Crusade. This daily quest series is great for obtaining reputation with the Argent Crusade.

There are up to 3 different quests from the captains. Here is a map that shows where the other captains are located.



You begin in the Argent Stand by speaking to Commander Kunz.



Troll Patrol

Speak to Commander Kunz in the Argent Stand at (40,67) to pick up this quest. A 20 minute timer will begin.

This quest requires you to complete a daily quest from each of the Argent listed below. There are multiple quests available from them.

If you complete the quest in 20 minutes you will get additional gold. I recommend completing the Alchemist's task first because it is the hardest.

Alchemist Finklestein's Task

- [Troll Patrol: The Alchemist's Apprentice](#)

Troll Patrol: The Alchemist's Apprentice

Speak to Alchemist Finklesteins in Heb'valok at (36,52) to pick up this quest.

Now this quest can be fun or extremely frustrating. For this quest you must create the Truth Serum. He will ask you to bring an item from his storage rooms. Not all of the items are in each room, so it will take some time remember what the items look like. Then take the item and click on the cauldron next to him. Do this until the serum is created. It will take about 5 or 6 ingredients.



Return to Alchemist Finklesteins in Heb'valok at (36,52). for quest turn in. Reward is 3G 18S and Alchemist Finklesteins' task complete.

Captain Brandon's Tasks

- [Troll Patrol: Can you Dig It?](#)
- [Troll Patrol: High Standards](#)
- [Troll Patrol: Something for the Pain](#)

One of these quests will be available each day.



Troll Patrol: Can You Dig It?

Speak to Captain Brandon at the crusade post at (49,79) to pick up this quest.

You must use the Steel Spade on Ancient Dirt Mounds found to the southwest to investigate 5 mounds. You'll have to avoid spiders and trolls to complete this quest as fast as possible.

Return to Captain Brandon at the crusade post at (49,79) for quest turn in. Reward is 3G 18S.

Troll Patrol: High Standards

Speak to Captain Brandon at the Crusade Post at (49,79) to pick up this quest.

You must plant the Argent Crusade banner on the Drakkari Pedestals in Drak'Sotra.

Northern Banner-(50,73)

Eastern Banner-(53,72)

Southern Banner-(53,77)

Return to Captain Brandon at the Crusade Post at (49,79) for quest turn in. Reward is 3G 18S.

Troll Patrol: Something for the Pain

Speak to Captain Brandon at the Crusade Post at (49,79) to pick up this quest.

You must gather 5 Mature Water-Poppy from the Drak'Sotra Fields.



Return to Captain Brandon at the Crusade post at (49,79) for quest turn in. Reward is 3G 18S.



Captain Rupert's Tasks

- [Troll Patrol: Done to Death](#)
- [Troll Patrol: Intestinal Fortitude](#)
- [Troll Patrol: Throwing Down](#)

One of these quests will be available each day.



Troll Patrol: Done to Death

Speak to Captain Rupert in the crusade post at (58,73) to pick up this quest.

Burn 5 Defeated Argent Footmen with the Incinerating Oil for this quest.

Return to Captain Rupert in the Crusade Post at (58,73) for quest turn in. Reward is 3G 18S.

Troll Patrol:Intestinal Fortitude

Speak to Captain Rupert in the Crusade Post at (58,73) to pick up this quest.

You must restore the courage of cowering Crusade recruits. They can be found in the small buildings in Drak'sotra. Just speak to them.

Return to Captain Rupert in th Crusade post at (58,73) for quest turn in. Reward is 3G 18S.

Troll Patrol: Throwing Down

Speak to Captain Rupert in the Crusade Post at (58,73) to pick up this quest.



You must throw the High Impact Grenade down Nethurbian craters. They are northeast of the quest giver.

Return to Captain Rupert in the Crusade Post at (58,73) for quest turn in. Reward is 3G 18S.



Captain Grondel's Tasks

- [Troll Patrol: Couldn't Care Less](#)
- [Troll Patrol: Creature Comforts](#)
- [Troll Patrol: Whatdya Want, a Medal?](#)

One of these quests will be available each day.



Troll Patrol: Couldn't Care Less

Speak to Captain Grondel in the Crusade Post at (48,63) to pick up this quest.

Kill 7 Mossy Rampagers in Drak'Agal.

Return to Captain Grondel in the Crusade Post at (48,63) for quest turn in.
Reward is 3G 18S.

Troll Patrol: Creature Comforts

Speak to Captain Grondel in the Crusade Post at (48,63) to pick up this quest.



Gather 20 Dead Thornwood in Drak'Agal. They can be found on the ground.

Return to Captain Grondel in Crusade Post at (48,63) for quest turn in.
Reward is 3G 18S.

Troll Patrol: Whatdya Want, a Medal?

Speak to Captain Grondel in the Crusade post at (48,63) to pick up this quest.



Gather 7 Drakkari Medallion from the Drakkari Troll corpses found in Drak'Agal. They can be hard to see because some of them spawn underneath the water. Just right click on the bodies to loot the medallion.

Return to Captain Grondel in the Crusade Post at (48,63) for quest turn in.
Reward is 3G 18S.



This should complete the quest, Troll Patrol.

Immediately return to Commander Kunz at the Argent Stand at (40,67) for quest turn in. Reward is 12G 69S and 350 Argent Crusade reputation.

If you completed it within 20 minutes, then another quest will become available.

Congratulations!

This quest is only available if you turn in Troll Patrol within the 20 minute time limit.

Reward is an additional 19G 5S, Patroller's Pack and 350 Argent Crusade reputation. In the Patroller's Pack you have a chance to obtain the item, [Deputy Patroll'a Badge](#). Haha!

Sholazar Basin

The daily quests in Sholazar Basin are linked to the factions Frenzyheart Tribe and the Oracles. You can only do 1 faction's daily quests at a time. There is a quest available which will allow you to change.

There are 3 achievements surrounding these factions. The one requires you to be exalted with BOTH factions. That means you'd have to hit exalted with one and then switch. The other 2 require you to complete all 8 daily quests available from each faction.

Frenzyheart Tribe Daily Quests

Frenzyheart Champions

This is the quest that allows you to switch factions from the Oracles to Frenzyheart Tribe. You can obtain this quest after killing Altrius the Heartless in the cave near the Lifeblood Pillar. You must kill the Oracle during the fight instead of the Frenzyheart. The surviving Frenzyheart wolvar will then offer you a quest.

Even though there is a gold reward, you shouldn't be doing this quest unless you are switching.

Kartak's Hold



- [Kartak's Rampage](#)
- [Tools of War](#)
- [Secret Strength of the Frenzyheart](#)

Only 1 of these quests are available each day.

Kartak's Rampage



Speak to Vekgar in Frenzyheart Hill to pick up this quest. For this quest you must gather Oracle blood from any of the Oracle mobs in the Sparktouched Haven found north of Kartak's Hold . Then use the oracle blood on the altar found at the back of Kartak's Hold to summon Kartak. Mount him and use him to kill 50 Sparktouched Gorloc!

Return to Shaman Jakjek in Kartak's Hold to turn in the quest. Reward is 16G 20S and 700 Frenzyheart Tribe reputation.

Tools of War

Speak to Vekgar at the Frenzyheart Hill to pick up this quest.

This quest also requires you to kill 50 Sparktouched Gorloc. For this one you can either use Zepik's traps to kill them or simply kill them with your own player abilities. If you wish to use the traps, they can be found lying on the ground within Kartak's Hold at (24,83).

The Sparktouched Gorloc are found north of Kartak's Hold in the Sparktouched Haven. Kill 50 Gorlock either with the traps or on your own to complete this quest.

Return to Shaman Jakjek in Kartak's Hold to turn in the quest. Reward is 16G 20S and 700 Frenzyheart Tribe reputation.

Secret Strength of the Frenzyheart

Speak to Vekgar at the Frenzyheart Hill to pick up this quest.

You must first take go to Nressingwary's Camp and get a Thunderbrew's Hard Ale from Grimbooze Thunderbrew.



Then right click on the Berries provided in your inventory to mix the Berries and ale together to create the Secret drink.

Head southwest to Sparktouched Haven and slaughter 30 Sparktouched Gorloc while under the influence of the secret drink.

Return to Shaman Jakjek in Kartak's Hold at (23,83) for quest turn in. Reward is 16G 20S and 700 Frenzyheart Tribe reputation.

Frenzyheart Hill

- [Chicken Party!](#)
- [The Heartblood's Strength](#)
- [Rejek: First Blood](#)
- [Strength of the Tempest](#)
- [A Hero's Headgear](#)

These quests change on a daily basis.

Chicken Party!



Speak to Elder Harkek in Frenzyheart Hill at (55,70) to pick up this quest.

You must gather 12 chickens from around town!

Return to Elder Harkek in Frenzyheart Hill at (55,70) for quest turn in. Reward is 12G 84S and 500 Frenzyheart Tribe reputation.

The Heartblood's Strength (Flying mount required)



Speak to Rejek in Frenzyheart Hill at (56,70) to pick up this quest.

You must first take Rejek's Vial to the top of the Suntouched Pillar. Gather some water in the vial. Then head north to kill Goretalon Matriarch at (59,23). Combine the Heartblood and water to finish the quest.

Return to Rejek in Frenzyheart Hill at (56,70) for quest turn in.



Reward is 13G 23S and 500 Frenzyheart Tribe reputation.

Rejek: First Blood

Speak to Rejek in Frenzyheart Hill at (56,70) to pick up this quest.

First you will need to kill specific mobs, then use Rejek's Blade on their corpses. You must use the blade on the corpses of a Sapphire Hive Wasp, Hardknuckle Charger and 3 Mistwhisper gorlocs. The Mistwhisper Gorlocs can be found in the gorloc camp west of the Glimmering Pillar.



Return to Rejek in Frenzyheart Hill at (56,70) for quest turn in.
Reward is 13G 23S and 500 Frenzyheart Tribe reputation.

Strength of the Tempest



Speak to Rejek in Frenzyheart Hill at (56,70) to pick up this quest.

You must fly to Stormwright's Shelf in the northwestern side of Sholazar Basin above Makers' Perch. Gather 3 Essence of the Monsoon from the Aqueous Spirits and 3 Essence of the Storm from the Storm Revenants. Then head over to the altar where you should be struck by lightning to gain the buff to complete the quest! If you are having trouble getting struck, try walking all around the altar.

Return to Rejek in Frenzyheart Hill at (56,70) for quest turn in.
Reward is 13G 23S and 500 Frenzyheart Tribe reputation.

A Hero's Headgear

Speak to Rejek in Frenzyheart Hill at (56,70) to pick up this quest.

You must retrieve Venture Co. Explosive from any Venture Co in the Swindlegrin's Dig. Then fly to Stormwright's Shelf in the northwestern side of Sholazar basin above Markers' Perch. Use the explosives on the Stormwatchers until you receive one of the Stormwatcher's Heads.

Return to Rejek in Frenzyheart Hill at (56,70) for quest turn in. Reward is



13G 23S and 500 Frenzyheart Tribe reputation.

The Oracles Daily Quests

Hand of the Oracles

This is the quest that allows you to switch factions from the Frenzyheart Tribe to the Oracles. You can obtain this quest after killing Altrius the Heartless found in the cave near the Lifeblood Pillar. You must kill the Frenzyheart during the fight instead of the Oracle. The surviving Oracle will offer you a quest.

Even though there is a gold reward, you shouldn't be doing this quest unless you are switching.

Sparktouched Haven

- [Mastery of the Crystals](#)
- [Power of the Great Ones](#)
- [Will of the Titans](#)

These quests change on a daily basis.



Mastery of the Crystals

Speak to Oracle Soo-dow at the Rainspeaker Canopy to pick up this quest.

You must obtain the crystal defenses found in a small chest at the Sparktouched Haven at (33,75). Then head south to Kartak's Hold and begin slaying the Frenzyheart Wolvar. You must do some damage to the mobs or you will not gain credit for killing them.

This quest is turned into Lightningcaller Soo-met in the Sparktouched Haven at(33,75). Reward is 16G 20S and 700 The Oracles reputation.

Power of the Great Ones

Speak to Oracle Soo-dow at the Rainspeaker Canopy to pick up this quest.

For this quest you must charge the Dormant Polished Crystal at the Lifeblood pillar. Then head to Kartak's Hold in the southwestern corner of



Sholazar Basin. Use the Energized Polished Crystal to gain a buff to help you slaughter 30 Frenzyheart attackers.

The quest turn in is to Lightningcaller Soo-met in Sparktouched Haven at (33,75) for quest turn in. Reward is 16G 20S and 700 The Oracles reputation.

Will of the Titans



Speak to Oracle Soo-dow at the Rainspeaker Canopy to pick up this quest.

Obtain a Tainted Crystal from the Frenzyheart wolvar at Kartak's Hold. Then take it to the Lightning Shrine at the Sparktouched Haven at (34,75) to activate it. This will transform you into Soo-holu and you can begin your destruction on the wolvar. You must kill 50 for this quest!

The quest turn in is to Lightningcaller Soo-met in Sparktouched Haven at (33,75) for quest turn in. Reward is 16G 20S and 700 The Oracles reputation.

Rainspeaker Canopy

- [A Cleansing Song](#)
- [Appeasing the Great Rain Stone](#)
- [Song of Fecundity](#)
- [Song of Reflection](#)
- [Song of Wind and Water](#)

These quests change on a daily basis.

A Cleansing Song



Speak to Oracle Soo-nee in Rainspeaker Canopy at (53,57) to pick up this quest.

You must use the Chime of Cleansing on the Bittertide Lake, Wintergrasp River and River's Heart. It will cause a spirit to spawn and it must be killed.



Return to Soo-nee in Rainspeaker Canopy at (53,57) for quest turn in. Reward is 13G 23S and 500 The Oracles reputation.

Appeasing the Great Rain Stone



Speak to High-Oracle Soo-say in Rainspeaker Canopy at (54,56) to pick up this quest.

You must have one of the Oracle aids in order to complete this quest. Just speak to Soo-say for one.

In the area outside of town you will need look for a bright sparkle that fades. This isn't the same sparkle you have seen when looting or with other quest items. When you find one, let your companion walk over it and begin to dig. Your companion will find all sorts of items, but you are looking for Shiny Treasures!

Continue searching for bright sparkles until you have them all.

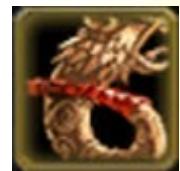
Return to High-Oracle Soo-say in Rainspeaker Canopy at (54,56) for quest turn in. Reward is 12G 84S and 500 The Oracles reputation.

Song of Fecundity



Speak to Oracle Soo-nee in Rainspeaker Canopy at (53,57) to pick up this quest.

Fly northwest to the Stormwright's Shelf above Makers' Perch. Use the Horn of Fecundity near 8 Soaked Fertile Dirt piles.



Return to Soo-nee in Rainspeaker Canopy at (53,57) for quest turn in. Reward is 13G 23S and 500 The Oracles reputation.

Song of Reflection

Speak to Oracle Soo-nee in Rainspeaker Canopy at (53,57) to pick up this quest.

For this quest you must use Didgeridoo of Contemplation on the Glimmering Pillar, Mosslight Pillar, Skyreach Pillar and Suntouched Pillar. This quest is just more of annoyance than anything since you have to fly around the zone.



Return to Oracle Soo-nee in Rainspeaker Canopy at (53,57) for quest turn in. Reward is 13G 23S and 500 The Oracles reputation.

Song of Wind and Water



Speak to Oracle Soo-nee in Rainspeaker Canopy at (53,57) to pick up this quest.

Fly northwest to the Stormwright's Shelf above Makers' Perch. Then use the Drums of the Tempest, which will turn you into Haiphoon. There are 2 forms to this vehicle. Whenever you are in the water form, you must kill the Storm Revenants with the Devour Spell. Whenever you are in the air form, you must kill the Aqueous Spirits.

Return to Oracle Soo-nee in Rainspeaker Canopy at (53,57) for quest turn in. Reward is 13G 23S and 500 The Oracles reputation.

Icecrown



There are a TON of daily quests in this zone. You can't just fly here and start them though. You'll have to go through each place and complete the quests available in order for them to become available. With the new phasing technology, you will see entire quest hubs transform before your eyes. If you can't find one of the quests listed below, chances are you missed a few prerequisite quests.

Alliance quest names are labeled in blue. Horde quest names are labeled in red.

The Shadow Vault-Both factions

- [Vile Like Fire!](#)
- [Leave Our Mark](#)
- [Shoot 'Em Up](#)



Vile Like Fire!



Speak to Vile in the Shadow Vault at (43,25) to pick up this quest.

For this quest you must steal a Njorndar Proto-Drake and then use it set 8 Vrykul buildings on fire.



Return to Vile in the Shadow Vault at (43,25) for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

Leave Our Mark



Speak to Baron Sliver at the Shadow Vault at (43,25) to pick up this quest.

You must plant 15 Ebon Blade banners on the corpses of Vrykul found in the Jotunheim region.

Return to Baron Sliver at the Shadow Vault at (43,25) for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

Shoot 'Em Up

Speak to The Leaper at the Shadow Vault at (43,25) to pick up this quest.



You must use a Jotunheim Rapid-Fire harpoon found in Valhalas to shoot down Proto-Drakes. I recommend binding the harpoon, so you can aim with your mouse.



Return to The Leaper at the Shadow Vault at (43,25) for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

Death's Rise-Both Factions

- [No Fly Zone](#)
- [From Their Corpses, Rise!](#)
- [Intelligence Gathering](#)



No Fly Zone



Speak to Uzo Deathcaller in Death's Rise at (20,48) to pick up this quest.

You must use the Bone Gryphon from your inventory to kill the Onslaught Gryphon Riders on the Onslaught harbor. The Bone Gryphon will have abilities available for you to use while mounted to attack and kill the riders. However you don't have to use the gryphon if you don't want to and can simply kill them with your normal player abilities.



Return to Uzo Deathcaller in Death's Rise for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

From Their Corpses, Rise!



Speak to Setaal Darkmender on Death's Rise to pick up this quest.

You must use Darkmender's Tincture on the corpses of 10 Scarlet Onslaught.

Return to Setaal Darkmender on Death's Rise for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

Intelligence Gathering

Speak to Aurochs Grimbane on Death's Rise to pick up this quest.



You must kill Scarlet Onslaught for keys in order to open the Scarlet Onslaught Trunks found on the harbor. In the trunks you must find 5 Onslaught Intel Documents for the quest. The drop rates on both they keys and documents is pretty low.



Return to Aurochs Grimbane on Death's Rise for quest turn in. Reward is 13G 23S and 250 Knights of the Ebon Blade reputation.

Skybreaker-Ymirheim (Alliance daily quests)

These are the daily quests that originate from the Skybreaker, but require you to go into Ymirheim. The Skybreaker is the airship that flies through the skies on the eastern portion of Icecrown.

There are a LOT of prerequisites for these quests. Essentially you have to "finish" Icecrown before they appear.

- [Assault By Air](#)
- [Assault By Ground](#)
- [Blood of the Chosen](#)
- [King of the Mountain](#)
- [Slaves to Saronite](#)

Assault By Air



Speak to Ground Commander Koup on the edge of Ymirheim at (63,51) to pick up this quest.

You must aboard the Skybreaker Troop Transport. It will gain altitude and then fall over Ymirheim. Then use the Suppression Turret to shoot down the Ymirheim spear guns, so the infiltrators can parachute down. You have to be quick on this. The gun will run out of "health" forcing you out of the vehicle!

Drop 4 Skybreaker Infiltrators to complete the quest.

Return to Ground Commander Koup on the edge of Ymirheim at (63,51) for quest turn in. Reward is 13G 23S and 250 Alliance Vanguard reputation.



Assault By Ground

Speak to Ground Commander Koup on the edge of Ymirheim at (63,51) to pick up this quest.

As soon as you pick up this quest, the Alliance troops will



begin to head out. You must escort the troops to the main gate of Ymirheim protecting them from the spawning Ymirheim vyrkuls. There are a few extra troops in case some die in combat.

Return to Ground Commander Koup at (63,51) for quest turn in. Reward is 13G 23S and 250 Alliance Vanguard reputation.

Blood of the Chosen

Speak to Knight-Captain Drosche on the Skybreaker to pick up this quest.

You must kill 20 Vyrkul in Ymirheim for this quest.



Return to Knight Captain Drosche on the Skybreaker for quest turn in. Reward is 13G 23S and 250 Valiance Expedition reputation.

King of the Mountain (PvP)

Speak to Frazzle Geargrinder in Ymirheim at (57,63) to pick up this quest.



You must take control of Jumpbot and use his abilities to reach the top of the mountain. Then plant the banner to complete the quest. Horde can attack you in their jumpbots! Be careful!

Return to Frazzle Geargrind in Ymirheim at (57,63) for quest turn in. Reward is 13G 23S and 250 Valiance Expedition reputation.

Slaves to Saronite

Speak to Absalan the Pious on the Skybreaker to pick up this quest.



You must enter the cave in Ymirheim and rescue 10 Saronite Mine Slaves. Not all of them want to be saved and will attack you. You will need to kill these slaves.

Return to Absalan the Pious on the Skybreaker for quest turn in. Reward is 13G 23S and 250 Valiance Expedition reputation.



Skybreaker-Aldur'thar (Alliance Daily quests)

These daily quests require you to complete them in Aldur'thar. In no particular order...

- [Drag and Drop](#)
- [Not a Bug](#)
- [Retest Now](#)
- [No Rest For The Wicked \(group\)](#)

Drag and Drop

Speak to Thassarian on the Skybreaker to pick up this quest.



You must head to Aldur'thar in the north and kill Bitter Initiates for Orbs of Illusion in the area south. They are found in the tents, but be very careful of your aggro here. You can easily aggro the entire camp! Once you have the orbs, use them on 3 Dark Subjugators to complete the quest.

Return to Thassarian on the Skybreaker for quest turn in. Reward is 13G 23S.

Not A Bug

Speak to Thassarian on the Skybreaker to pick up this quest.

Head to Aldur'thar and use the Rod of Siphoning on the corpses of Enslaved Minions. The Enslaved Minions are the pets of the Void Summoners found around (56,30). As soon as you kill the Enslaved Minion be sure to use the Rod on them to gather Dark Matter. Once you have 5 of them, head over to the Summoning Stone and click it to complete the quest.



Return to Thassarian on the Skybreaker for quest turn in. Reward is 13G 23S.

Retest Now

Speak to Chief Engineer Boltwrench on the Skybreaker to pick up this quest.



Fly to Aldur'thar and take a drink of the Diluted Cult tonic that was provided to you. This will allow you to gather cultists essences from the Cultists. Once you have gathered 10 of them, combine them into a Writhing mass and throw it into one of the colored cauldrons. Each cauldron will give you a different buff that lasts 2 hours.

Return to Chief Engineer Boltwrench on the Skybreaker for quest turn in. Reward is 13G 23S.

No Rest for the Wicked (group)

Speak to Thassarian on the Skybreaker to pick up this quest.

This is a 5 person daily group quest. You must kill Alumeth the Ascended located inside Aldur'thar at (52,29). However in order to summon him, you will need to gather his heart, skull, scepter and robes from the chamber. Then use the remains on a crystal.

This is a very difficult quest and you will need all 5 players.

Return to Thassarian on the Skybreaker for quest turn in. Reward is 19G 86S.

Kibli Killohertz-Bombardment and Valley of Lost Hope (Alliance Daily quests)

- [Static Shock Troops: the Bombardment](#)
- [Putting the Hertz: The Valley of Lost Hope](#)

Static Shock Troops: the Bombardment

Speak to Kibli Killohertz on the top of the tower at Aldur'Thar at (54,43) to pick up this quest.

You must talk to Karen No to request a bomber. The bomber has 3 different modes, so make sure you use the appropriate ones. There is a bomber mode, air missile mode and repair mode. If you have Gargoyles attacking you in the air, then immediately switch to the air missile mode and begin firing. Once you are safe, then always



switch back into the bomber mode and fire bombs on the bombardment below.

If you get notice that your plane is burning, you must immediately switch over to the repair mode and extinguish the fire. Sometimes though it is



better to take out whatever is attacking you, then extinguish the flames. It may take a little bit to get a hang of this quest. Kill all of the Bombardment and Gargoyles for the quest.

Return to Kibli Killohertz on the top of the tower at Aldur'Thar at (54,43) for quest turn in. Reward is 13G 23S.

Putting the Hertz: The Valley of Lost Hope

Speak to Kibli Killohertz on the top of the tower at Aldur'Thar at (54,43) to pick up this quest.

This is just another version of the quest above. Reward is 13G 23S.

Skybreaker-Miscellaneous (Alliance Daily quests)

These daily quests start from Skybreaker, but don't really fit into any other category.

- [No Mercy!](#) (PVP)
- [Capture More Dispatches](#) (PVP)
- [The Solution Solution](#) (Group)
- [That's Abominable!](#)
- [Neutralizing the Plague](#) (Group)

No Mercy!

Speak to High Captain Justin Bartlett on the Skybreaker to pick up this quest.

You must kill 15 Horde players in Icecrown. This quest will flag you for PVP as long as it is in your quest log.

Return to High Captain Justin Bartlett on the Skybreaker for quest turn in. Reward is 13G 23S and 200 honor.



Capture More Dispatches

Speak to High Captain Justin Bartlett on the Skybreaker to pick up this quest.

Use the Dart Gun while on your flying mount and capture 6 Orgrim Hammer Dispatches. They can be found flying in the skies west of Ymirheim.

Return to High Captain Justin Bartlett on the Skybreaker for quest turn in. Reward is 13G 23S and 250 Valiance Expedition reputation.

The Solution Solution

Speak to Chief Engineer Boltwrench on the Skybreaker to pick up this quest.



You must kill 3 Frostbrood Skytalons down at the Broken Front. However in order to do this, you must use the Smuggled Solution. Now in order to use the solution, you have to gather an Abandoned Helm, an Abandoned Armor and Pile of Bones. These are found on the ground. When you have all the pieces, then right click on the solution to summon an Armored Soldier Dummy. Then use the dummy to kill the skytalons.

Return to Chief Engineer Boltwrench on the Skybreaker for quest turn in. Reward is 13G 23S.

That's Abominable!

Speak to Thassarian on the Skybreaker to pick up this quest.

For this quest you must head down to the Broken Front. Kill the Hulking Abominations for Chilled Abomination Guts. Then right click on the Abomination Reanimation Kit to create a Reanimated Abomination. This abomination will be in your control. Use this abomination to explode Icy Ghouls, Vicious Geist and Risen Alliance Solders.

Return to Thassarian on the Skybreaker for quest turn in. Reward is 13G 23S.



Neutralizing the Plague

Speak to Thassarian on the Skybreaker to pickup this quest.

This is a 5 person quest. You must kill a Pustulant Horror found at Mord'rethar. Then use the Pustulant Spinal Fluid on a plague cauldron to neutralize it.

Return to Thassarian on the Skybreaker for quest turn in.
Reward is 22G 20S.

Orgrim's Hammer-Ymirheim (Horde daily quests)

These are the daily quests that originate from Orgrim's Hammer, but require you to go into Ymirheim. Orgrim's Hammer is the airship that flies through the skies on the eastern portion of Icecrown.

There are a LOT of prerequisites for these quests. Essentially you have to "finish" Icecrown before they appear.

- [Assault By Air](#)
- [Assault By Ground](#)
- [Blood of the Chosen](#)
- [King of the Mountain](#)
- [Slaves to Saronite](#)

Assault By Air

Speak to Ground Commander Xutja on the edge of Ymirheim at (58,46) to pick up this quest.



You must aboard the Kor'Kron Troop Transport. It will gain altitude and then fly over Ymirheim. Then use the Suppression Turret to shoot down the Ymirheim spear guns, so the infiltrators can parachute down. You have to be quick on this. The gun will run out of "health" forcing you out of the vehicle!

Drop 4 Kor'kron Infiltrators to complete the quest.

Return to Ground Commander Xutja on the edge of Ymirheim at (58,46) for quest turn in. Reward is 13G 23S and



250 Horde Expedition reputation.

Assault By Ground



Speak to Ground Commander Xutja on the edge of Ymirheim at (58,46) to pick up this quest.

As soon as you pick up this quest, the Horde troops will begin to head out. You must escort the troops to the main gate of Ymirheim. There are a few extra troops in case they die in combat.

Return to Ground Commander Xutja at (58,46) for quest turn in. Reward is 13G 23S and 250 Horde Expedition reputation.

Blood of the Chosen

Speak to Warbringer Davos Rioht on Orgrim's Hammer to pick up this quest.

You must kill 20 Vyrkul in Ymirheim for this quest.

Return to Warbringer Davos Rioht on Orgrim's Hammer for quest turn in. Reward is 13G 23S and 250 Warsong Offensive reputation.

King of the Mountain (PVP)



Speak to Blast Thunderbomb in Ymirheim at (52,58) to pick up this quest.

You must take control of Jumpbot and use his abilities to reach the top of the mountain. Then plant the banner to complete the quest. Alliance can attack you in their jumpbots! Be careful!

Return to Blast Thunderbomb in Ymirheim at (52,58) for quest turn in. Reward is 13S 23S and 250 Warsong Offensive reputation.

Slaves to Saronite

Speak to Brother Keltan on Orgrim's Hammer to pick up this quest.



You must enter the cave in Ymirheim and rescue 10 Saronite Mine Slaves. Not all of them want to be saved and will attack you. You will need to kill them.



Return to Brother Keltan on Orgrim's Hammer for quest turn in. Reward is 13G 23S and 250 Warsong Offensive reputation.

Orgrim's Hammer-Aldur'thar (Horde Daily quests)

These daily quests require you to complete them in Aldur'thar. In no particular order...

- [Drag and Drop](#)
- [Not a Bug](#)
- [Retest Now](#)
- [No Rest For The Wicked \(group\)](#)

Drag and Drop

Speak to Koltira Deathweaver on Orgrim's Hammer to pick up this quest.



You must head to Aldur'thar in the north and kill Bitter Initiates for Orbs of Illusion in the area south. They are found in the tents, but be very careful of your aggro here. You can easily aggro the entire camp! Once you have the orbs, use them on 3 Dark Subjugators to complete the quest.

Return to Koltira Deathweaver on Orgrim's Hammer for quest turn in. Reward is 13G 23S.

Not A Bug

Speak to Koltira Deathweaver on Orgrim's Hammer to pick up this quest.

Head to Aldur'thar and use the Rod of Siphoning on the corpses of Enslaved Minions. The Enslaved Minions are the pets of the Void Summoners found around (56,30). As soon as you kill the Enslaved Minion be sure to use the Rod on them to gather Dark Matter. Once you have 5 of them, head over to the Summoning Stone and click it to complete the quest.



Return to Koltira Deathweaver on Orgrim's Hammer for quest turn in.
Reward is 13G 23S.

Retest Now

Speak to Chief Engineer Copperclaw on Orgrim's Hammer to pick up this quest.

Fly to Aldur'thar and take a drink of the Diluted Cult tonic that was provided to you. This will allow you to gather cultists essences from the Cultists. Once you have gathered 10 of them, combine them into a Writhing mass and throw it into one of the colored cauldrons. Each cauldron will give you a different buff that lasts 2 hours.

Return to Chief Engineer Copperclaw on Orgrim's Hammer for quest turn in. Reward is 13G 23S.

No Rest for the Wicked (group)

Speak to Koltira Deathweaver on Orgrim's Hammer to pick up this quest.

This is a 5 person daily group quest. You must kill Alumeth the Ascended located inside Aldur'thar at (52,29). However in order to summon him, you will need to gather his heart, skull, scepter and robes from the chamber. Then use the remains on a crystal.

This is a very difficult quest and you will need all 5 players.

Return to Koltira Deathweaver on Orgrim's Hammer for quest turn in.
Reward is 22G 20S.

Fringe Engineer Tezzla-Bombardment and Valley of Lost Hope (Horde Daily quests)

- [Riding the Wavelength: the Bombardment](#)
- [Total Ohmage: The Valley of Lost Hope](#)

Riding the Wavelength: the Bombardment

Speak to Fringe Engineer Tezzla on the top of the tower at Aldur'Thar at (54,37) to pick up this quest.



You must talk to Rizzy Ratchwiggle to request a bomber.



The bomber has 3 different modes, so make sure you use the appropriate ones. There is a bomber mode, air missile mode and repair mode. If you have Gargoyles attacking you in the air, then immediately switch to the air missile mode and begin firing. Once you are safe, then always switch back into the bomber mode and fire bombs on the bombardment below.

If you get notice that your plane is burning, you must immediately switch over to the repair mode and extinguish the fire. Sometimes though it is better to take out whatever is attacking you, then extinguish the flames. It may take a little bit to get a hang of this quest. Kill all of the Bombardment and Gargoyles for the quest.

Return to Fringe Engineer Tezzla on the top of the tower at Aldur'Thar at (54,37) for quest turn in. Reward is 13G 23S.

Total Ohmage: The Valley of Lost Hope

Speak to Fringe Engineer Tezzla on the top of the tower at Aldur'Thar at (54,37) to pick up this quest.

This is just another version of the quest above. You'll have to kill a few extra mobs, but it's the same concept. Reward is 16G 53S.

Orgrim's Hammer-Miscellaneous (Horde Daily quests)

These daily quests start from Orgrim's Hammer, but don't really fit into any other category.

- [Make Them Pay!](#) (PVP)
- [Keeping the Alliance Blind](#) (PVP)
- [Volatility](#)
- [That's Abominable!](#)
- [Neutralizing the Plague](#)

Make Them Pay!

Speak to Sky-Reaver Korm on Orgrim's Hammer to pick up this quest.

You must kill 15 Alliance players in Icecrown. As long as the quest is in your quest log, you will be flagged for PVP.



Return to Sky-Reaver Korm on Orgrim's Hammer for quest turn in.
Reward is 13G 23S and 200 honor.

Keeping the Alliance Blind

Speak to Sky-Reaver Korm on Orgrim's Hammer to pick up this quest.

Use the SGM-3 while on your flying mount and shoot down 6 Skybreaker Recon Fighters. They can be found flying in the skies west of Ymirheim.

Return to Sky-Reaver Korm on Orgrim's Hammer for quest turn in.
Reward is 13G 23S and 250 Warsong Offensive reputation.

Volatility

Speak to Chief Engineer Copperclaw on Orgrim's Hammer to pick up this quest.



You must kill 3 Frostbrood Skytalons down at the Broken Front. However in order to do this, you must use the Smuggled Solution. Now in order to use the volatile oil, you have to gather an Abandoned Helm, an Abandoned Armor and Pile of Bones. These are found on the ground.

When you have all the pieces, then right click on the solution to summon an Armored Soldier Dummy. Then use the dummy to kill the skytalons.

Return to Chief Engineer Copperclaw on Orgrim's Hammer for quest turn in. Reward is 13G 23S.

That's Abominable!

Speak to Koltira Deathweaver on Orgrim's Hammer to pick up this quest.

For this quest you must head down to the Broken Front. Kill the Hulking Abominations for Chilled Abomination Guts. Then right click on the Abomination Reanimation Kit to create a Reanimated Abomination. This abomination will be in your control. Use this abomination to explode Icy Ghouls, Vicious Geist and Risen Alliance Soldiers.

Return to Koltira Deathweaver on Orgrim's Hammer for quest turn in.



Reward is 13G 23S.

Neutralizing the Plague

Speak to Koltira Deathweaver on Orgrim's Hammer to pickup this quest.

This is a 5 person quest. You must kill a Pustulant Horror found at Mord'rethar. Then use the Pustulant Spinal Fluid on a plague cauldron to neutralize it.

Return to Koltira Deathweaver on Orgrim's Hammer for quest turn in.
Reward is 22G 20S.

The Argent Tournament Grounds Daily Quests

The Argent Tournament Grounds are located north of Sindragosa's Fall in Icecrown.

The following quests are directly related to increasing your rank within the tournament. Upon arrival both Horde and Alliance need to speak to Justicar Mariel Trueheart in the Argent Pavilion at (70,23) to pick up the prerequisite, The Argent Tournament.

From this point on, Horde will need to seek out the Sunreaver Pavilion and Alliance will need to seek out the Silver Covenant Pavilion on the eastern side of the tournament grounds.

Everyone starts out as an Aspirant, but as you complete the daily quests and gather seals, you will make your way up to the Valiant, then Champion ranks. The Aspirant quests are only available for as long as you are an Aspirant. The Valiant quests are only available for as long as you are an Aspirant. Same goes with the Champion quests. The quests for each of these are named the exact same for both Horde and Alliance. The only thing that will change are the starting quest givers.

These two quests are only available while an Aspirant.

Learning the Reins (Aspirants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



For this quest you must use Thrust 5 times on a melee target, use Shield-Breaker 2 times on a ranged target and Charge 2 times on a charge target.



On the melee targets make sure you have 3 Defend up.
On the ranged targets just spam Shield-Breaker.
On the charge targets, first use Shield-Breaker to remove their Defend, then charge.



The targets can be found in the northern area of the tournament grounds at (72,20).

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 2 Aspirant Seals and 250 Sunreaver or Silver Covenant Reputation.

Training in the Field (Aspirants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



For this quest, you must kill 8 Converted Heroes found within the Icecrown Glacier just west of Ymirheim.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 2 Aspirant Seals and 250 Sunreaver or Silver Covenant Reputation.

The next three quests are weapon-obtaining quests available to only Aspirants and Valiants.

A Worthy Weapon (Aspirants and Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



This quest is a two-parter. First you must gather 4 Hyacinths



from the Ironwall Dam in northeastern Crystalsong Forest at (16,12). Then take the hyacinths to Drak'mar Lake in the northeastern part of Dragonblight at (93,26). In the center of the lake, you will see a summoning circle of lamps. Right click on the Hyacinths from your inventory to summon the Maiden of Drak'mar. Loot the Blade of Drak'mar next to her to complete the quest.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 2 Aspirant/Valiant Seals, 250 Sunreaver/Silver Covenant reputation.

A Blade Fit For A Champion (Aspirants and Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



For this quest, head to Ashwood Lake in Grizzly Hills at (61,51). Here you must first apply Lip Balm and then kiss the frogs found along the shoreline until you find the Maiden of Ashwood Lake. You must reapply the balm after each kiss or you'll get warts! Ew! When you find the Maiden of Ashwood, speak to her and ask her for the blade.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 2 Aspirant/Valiant Seals, 250 Sunreaver/Silver Covenant reputation.

The Edge of Winter (Aspirants and Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.

This quest is a two-parter. First you must head to the plateau in southern Crystalsong Forest at (56,74) and kill Lord Everblaze for the Everburning Ember. Then take the ember to the center of Winter's Breath Lake in Howling Fjord at (42,20). Use the ember on the



Maiden of Winter's Breath Lake to receive the Winter's Edge for the quest.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 2 Aspirant/Valiant Seals, 250 Sunreaver/Silver Covenant reputation.

The next three quests are only available to Valiants. Once you become a Champion for one city, you can also become a Valiant for another city of your faction. This means you can have both the Champion and Valiant quests at the same time.

A Valiant's Field Training (Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.

For this quest, you must kill 10 Converted Heroes found within the Icecrown Glacier just west of Ymirheim.



Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 1 Valiant Seal, 250 Sunreaver/Silver Covenant reputation.

At The Enemy's Gates (Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.

This is a phased quest. You are unable to see the camp or the mobs unless you are on this quest!

For this quest, head south to the Crusader Forward Camp in the Court of Bones just south of Corp'rethar at (49,71). Equip the Lance and mount one of stabled campaign warhorse. Then use the abilities you've learned to kill 15 Boneguard Footmen, 10 Boneguard Scouts and 3 Boneguard Lieutenants.





On the scouts just use Shield-Breaker. On the Footmen just auto attack to crush them. On the Lieutenants, you must first Shield-Breaker, then charge and thrust. Make sure you have 3 Defend up on these targets so you don't take damage when thrusting.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 1 Valiant Seal, 250 Sunreaver/Silver Covenant reputation.

The Grand Melee (Valiants)

This quest is picked up from various NPC's in the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



This is one of the first "hard" daily quests. It will take some time getting a feel for each fight. For this quest, equip the lance, mount whatever is available to you and head to the Horde or Alliance Valiants' Ring. You must challenge and defeat the valiants from the Horde cities for 3 Mark of the Valiant. There is an hour cooldown when you defeat a valiant from each faction. For example, if you defeat the Undead/Forsaken Valiant, then you cannot fight another Valiant from that faction for 5 minutes.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) for quest turn in. Reward is 13G 23S, 1 Valiant Seal, 250 Sunreaver/Silver Covenant reputation.

The next four quests are only available to Champions.

Taking Battle To The Enemy (Champions)

This quest is picked up from Cellian Daybreak in the Argent Pavilion on the western side of the tournament grounds.



For this quest, you must kill 15 Cultist of the Damned. You can find them just west of the Argent Tournament Grounds in the



Deathspeaker's Watch at (65,22).

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S, Champion Writ or Champion's Purse (**pick one**), 1 Champion's Seal and 250 Sunreaver/Silver Covenant reputation.

You must complete the Black Knight quest chain for Threat From Above to become available to you.

Threat From Above (Group) (Champions)

This quest is picked up from Eadric the Pure in the Argent Pavilion on the western side of the tournament grounds.



engaging Chillmaw.

This is a 3 person group quest. For this quest, head southwest between Ironwall Rampart and Aldu'thar around (46,33). Flying in the sky you will see the named frost wyrms, Chillmaw. He patrols around the snowy mountain. You must kill him (80 elite) and the 3 Cultist Bombardier (80 elite) who spawn shortly after engaging Chillmaw.

Return to the Argent Pavilion for quest turn in.

Reward is 13G, 23S Champion Writ or Champion's Purse (**pick one**), 2 Champion's Seal and 250 Sunreaver/Silver Covenant reputation.

Battle Before The Citadel (Champions)



This quest is picked up from Eadric the Pure in the Argent Pavilion on the western side of the tournament grounds.

For this quest, head south to the Crusader Forward Camp in the Court of Bones just south of Corp'rethar at (49,71). Equip the Lance and mount one of the stabled campaign warhorses. Then use the abilities you've learned to kill 3 Boneguard Commanders.



On the Commanders, you want to keep up 3 defense and use Shield-Breaker when possible. Charge them if they run away from you and just spam Thrust anytime you are in Melee range with them. Just watch out for the scouts flying above which will eat your defense away.



Return to the Argent Pavilion on the western side of the tournament grounds. Reward is 13G 23S, Champion Writ or Champion's Purse (**pick one**), 1 Champion's Seal and 250 Sunreaver/Silver Covenant reputation.

Among the Champions (Champions)



This quest is picked up from Luuri in the Argent Pavilion on the western side of the tournament grounds.

This is a pretty difficult daily quest. It will take some time getting a feel for each of the fights. For this quest, equip the lance, mount whatever is available to you and head to the Horde or Alliance Ring of Champions. You must challenge and defeat the champions for 4 Mark of the Champion.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G 23S, Champion Writ or Champion's Purse (**pick one**), 1 Champion's Seal, and 250 Sunreaver/Silver Covenant reputation.

You must be **Exalted** with the Sunreavers/Silver Convenant for these quests to become available to you. Only 3 quests are available each day and they rotate from day to day.

Breakfast of Champions

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



For this quest, you must head to the Foot Steppes of Storm Peaks. Use the Earthshaker Drum on Mysterious Snow Mounds until you find Deep Jormungar. Kill the Jormungar for 4 Egg Sacs. Sometimes a Stormforged Mole Machine may spawn



instead of a Jormungar.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

You've Really Done It This Time, Kul

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.

For this quest, head west to Deathspeaker's Watch. Kill the Cultists for 5 Black Cage Keys. Then use the keys on the cages to free 4 Captive Aspirants. Lastly free Kul from the cage found on the platform at (61,23).



Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 13G 23S and 1 Champion's Seal.

Rescue at Sea

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



For this quest, fly north to the ships in The Sun Reaver's Run. Horde players should head to The Firehawk at (43,54) and Alliance players should head to The Wavecrest at (50,49). Kill 8 Kvaldir Berserker and 3 Harpooners aboard the ship.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 9G 93S and 1 Champion's Seal.

Gormok Wants His Snobolds

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament



grounds.

For this quest, travel to Garm's Bane in Storm Peaks. Capture 8 Snowblind Followers by right clicking on the Weighted Net from your inventory.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 13G 23S and 1 Champion's Seal.

What Do You Feed a Yeti, Anyway?

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



Head north to the ships in Sun Reaver's Run. Alliance must use The Silver Blade at (67,8), Horde must use The Crimson Dawn at (74,10).

Gather Chum from the buckets on the ship's deck. Then jump into the water and spread the chum to attract sharks. Sometimes a Kvaldir will spawn rather than a shark. Collect 3 Shark Meat.

Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 13G 23S and 1 Champion's Seal.

The Light's Mercy

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.

Head north to Hrothgar's Landing. Administer Last Rites to 8 slain Tualiq Villagers by right clicking on the Confessor's Prayer Book from your inventory.



Return to the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in.



Reward is 13G 23S and 1 Champion's Seal.

A Leg Up

This quest is picked up from the Sunreaver Pavilion (Horde) or Silver Covenant Pavilion (Alliance) on the eastern side of the tournament grounds.



Head north to Hrothgar's Landing. Recover 10 Stolen Tallstrider Legs from the crates found on the ground. The legs can also drop from the Kvaldir as well.

Return to the Sunreaver Pavilion (Horde) or Silver Convenant Pavilion (Alliance) on the eastern side of the tournament grounds for quest turn in. Reward is 13G 23S and 1 Champion's Seal.



You must have **obtained the title, "Crusader"** for these quests to become available to you. This requires you to be an Exalted Champion with each of your faction's cities AND exalted with the Argent Crusade. Only two of these quests are available each day and they rotate from day to day.

Get Kraken!



This quest is picked up from Crusader Silverdawn in the Argent Pavilion on the western side of the tournament grounds.

For this quest, mount one of the hippogryph outside of the pavilion. Then throw the Flaming Spear at the North Sea Kraken in The Sun Reaver's Run. Also kill 6 Vykrul Deepcaller found on the ships.

The hippogryph will make several pass through before



returning to the tournament grounds. If you manage to kill the Kraken you will loot a Kraken Tooth. This item begins a new daily quest and can be turned into High Crusader Adelard.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

Drottinn Hrothgar



This quest is picked up from High Crusader Adelard in the Argent Pavilion on the western side of the tournament grounds.

For this quest, head north to the circle of statues on Hrothgar's Landing at (50,15). Challenge Hrothgar by using the item provided. Kill him to complete the quest.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

Mistcaller Yngvar

This quest is picked up from High Crusader Adelard in the Argent Pavilion on the western side of the tournament grounds.

For this quest, head north to the Mistcaller's Cave on Hrothgar's Landing at (44,25). Use the charm to reveal Yngvar and kill him.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

The Fate of the Fallen



This quest is picked up from High Crusader Adelard in the Argent Pavilion on the western side of the tournament grounds.

For this quest, head southwest to the Valley of Fallen Heroes at (51,41). Gather Soul Crystals from the ground and then use



the Light-blessed Relic on 6 Fallen Hero's Spirit.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

Ornolf the Scarred

This quest is picked up from High Crusader Adelard in the Argent Pavilion on the western side of the tournament grounds.

For this quest, fly north to the ship, Bor's Fury on the eastern shore of Hrothgar's Landing at (59,32). Right click on the Banner from your inventory to summon Ornolf the Scarred and kill him to complete the quest.



Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

Deathspeaker Kharos



This quest is picked up from High Crusader Adelard in the Argent Pavilion on the western side of the tournament grounds.

For this quest head west to Deathspeaker Watch at (64,21). Kill Deathspeaker Kharos who spawns in the center of the circle.

Return to the Argent Pavilion on the western side of the tournament grounds for quest turn in. Reward is 13G, 23S and 1 Champion's Seal.

The Storm Peaks

There aren't quite so many daily quests in this zone. I will group these according to the town or area where they are picked up.

K3

- [Overstock](#)



Overstock



Speak to Ricket in K3 at (41,85) to pick up this quest.

Use the Improved Land Mines to kill 12 Garm Invader. It's best to line them up so you actually kill them rather than simply injure them. If you find the mobs aren't dying with the bombs you can finish them off with your own abilities.

Return to Ricket in K3 for quest turn in. Reward is 12G 96S.

Dun Niffellem

- [Hot and Cold](#)
- [Polishing the Helm](#)
- [Feeding Arngrim](#)
- [Blowing Hodir's Horn](#)
- [Spy Hunter](#)
- [Thrusting Hodir's Spear](#)

Hot and Cold



Click on Fjorn's Anvil at (63,63) to pick up this quest.

Head to Frostfield Lake and kill the Brittle Revenants for 6 Essence of Ice. Then use the Essence of Ice on Smoldering Scraps lying on the ground near the subzone Fjorn's Anvil at (63,63). Do not confuse this with the anvil in which you picked up this quest!

Doing this will turn the Smoldering Scraps into Frozen Iron Scraps for the quest. Loot 6 Frozen Iron Scraps to complete the quest.

Reward is 13G 23S and 250 The Sons of Hodir reputation.

Polishing the Helm

Click on Hodir's Helm at (64,59) to pick up this quest.

Head into the Hibernal Cavern and kill Vicious Oil for 5 Vicious oils. This cave can be pretty crowded with players



at times, so you could have lots of competition for kills.

Return to Hodir's Helm at (64,59) for quest turn in. Reward is 13G 23S and 250 The Sons of Hodir reputation.

Feeding Arngrim

Speak to Arngrim's frozen image inside Dun Niffelem at (68,60) to pick up this quest.



Head to the Valley of Ancient Winters. Use Arngrim's Tooth on the Roaming Jormungar. This will place the Roaming Jormungar into a Disembodied state. Once they reach low health, Arngrim will appear and eat them!

Return to Arngrim's frozen image at (68,60) for quest turn in. Reward is 13G 23S and 350 The Sons of Hodir reputation.

Blowing Hodir's Horn



Click on Hodir's Horn at (64,65) to pick up this quest.

Head west to Thunderfall. Kill 5 Niffelelm Forefather and 5 Restless Frostborn and blow Hodir's Horn over their corpses to free them.

Return to Hodir's Horn at (64,65) for quest turn in. Reward is 13G 23S and 250 The Sons of Hodir reputation.

Spy Hunter

Speak to Frostworg Denmother at (64,60) to pick up this quest.



Head to the Valley of Ancient Winters. Use the Ethereal Worg's Fang at the Corpse of the Fallen Worg at (57,64). This will summon an Ethereal Frostworg that will hunt for Stormforged Infiltrators in the snow depths. Simply follow the worg until they appear. You will need to summon a new worg after each kill. Kill 3 Infiltrators.



Return to Frostworg Denmother at (64,60) for quest turn in.
Reward is 13G 23S and 350 The Sons of Hodir reputation.

Thrusting Hodir's Spear-Must be Honored

Click on Hodir's Spear found hanging in Dun Niffelem to pick up this quest.



Then find a Wild Wyrm flying in the Valley of Ancient Winters and right click on the spear to throw it. This will begin an action sequence where you must use the abilities on the bar to kill the Wild Wyrm.

You must pay extra attention to your grip or you will fall down, die and fail the quest. Be sure to dodge incoming attacks before using the high damaging attack Mighty Spear Thrust. It may take quite a few tries before you get a hang (no pun intended) of it. This is a very cool quest!

Reward is 16G 53S and 500 The Sons of Hodir reputation.

Brunnhildar Village

- [Back to the Pit](#)
- [Maintaining Discipline](#)
- [Defending Your Title](#)
- [The Aberrations Must Die](#)

These daily quests rotate and only 1 is available per day.

Back to the Pit



Speak to Gretta the Arbiter in Brunnhildar Village at (51,66) to pick up this quest.

Head into the Pit of the Fang. Then use the Reins of the Icemaw Matriarch to take control of a bear to defeat 6 Hyldsmeeet Warbears.

Return to Gretta the Arbiter in Brunnhildar Village at (51,66) for quest turn in. Reward is 13G 23S and Hyldnir Spoils.

Maintaining Discipline

Speak to Gretta the Arbiter in Brunnhildar Village at (51,66) to pick up this



quest.

Use the Disciplining Rod on Exhausted Vyrkul inside the Forlorn Mine.



Return to Gretta the Arbiter in Brunnhildar Village at (51,66) for quest turn in. Reward is 9G 81S, and Hyldnir Spoils.

Defending Your Title



Speak to Gretta the Arbiter in Brunnhildar Village at (51,66) to pick up this quest.

Kill 6 Victorious Challenger from around the town for this quest.

Return to Gretta the Arbiter in Brunnhildar Village at (51,66) for quest turn in. Reward is 13G 23S, and Hyldnir Spoils.

The Aberrations Must Die

Speak to Gretta the Arbiter in Brunnhildar Village at (51,66) to pick up this quest.

You must head to Valkyron and gather Vials of Frost Oil from the Valkyron Aspirants. Then use the vials on 30 Plagued Proto-Drake Eggs to complete the quest.



Return to Gretta the Arbiter in Brunnhildar Village at (51,66) for quest turn in. Reward is 13G 23S, and Hyldnir Spoils.

Frosthold-Alliance Daily Quest

- Pushed Too Far

Pushed Too Far

Speak to Fjorlin Frostbrow in Frosthold at (30,76) to pick up this quest.



Ride a Stormcrest Eagle and kill 16 Stormpeak Wyrms in the Foot Steppes.



Return to Fjorlin Frostbrow in Frosthold at (30,76) for quest turn in. Reward is 12G 96S and 250 The Frostborn reputation.

Wintergrasp Weekly Quests

These quests are no longer daily quests, but rather weekly quests! Gathering quests are linked to one another, so you may only do 1 of those a week now.

There is a Horde and Alliance version for some of the quests. To save some space, I'm just going to list them all once. In order to obtain these quests, you must queue up for a Wintergrasp and pick them up at the fortress or in the camps outside of the fortress. With the changes made to Wintergrasp queuing it may be difficult for some factions to get into a battle now.



- A Rare Herb/Healing With Roses
- Bones and Arrows
- Fueling the Demolishers
- Warding the Wall/Jinxing the Wall
- Healing with Roses
- No Mercy for the Merciless
- Slay Them All
- Stop the Siege
- Toppling the Towers/Southern Sabotage
- Victory in Wintergrasp

A Rare Herb/Healing With Roses

For this quest you must gather 10 Horde Herb/Alliance Herb Pouch from players in the Steppe of Life. If there are no players in this area, then you can gather them from the lashers.



Reward is 13G 23S and 16 Honor.

Bones and Arrows

For this quest you must gather 10 Splintered Dragon Bone from players in the Forest of Shadows. If there are no players in this area, then you can gather them from the shades.

Reward is 13G 23S and 16 Honor.

Fueling the Destroyers

For this quest you must gather 10 Eternal Ember from players in the Cauldron of Flames. If there are no players in this area, then you can gather them from the fire elementals.

Reward is 13G 23S and 16 Honor.

Warding the Wall/Jinxing the Wall

For this quest you must gather 10 Imbued Armor from players in the Glacial Falls. If there are no players in this area, then you can gather them from the water spirits.

Reward is 13G 23S and 16 Honor.

No Mercy for the Merciless/Slay them All!

For this quest you must kill 10 players from the opposite faction.

Reward is 13G 23S and 16 Honor.

Stop the Siege

For this quest you must destroy 3 Siege Devices during the battle. If the other side has no Sieges built, you can duel a player from your own faction while in a siege. Then simply kill the Siege vehicle to gain credit for the quest.

Reward is 13G 23S and 16 Honor.

Toppling the Towers/Southern Sabotage

For this quest you must destroy one of the southern towers during a WG battle.



Reward is 13G 23S and 16 Honor.

Victory in Wintergrasp!

For this quest you must win a WG battle!

Reward is 13G 23S and 16 Honor.

Cataclysm Daily Quests



There aren't nearly as many daily quests available in the new Cataclysm zones than there were at the release of WoTLK. A player at level 85 who have completed all of the available prerequisites for these daily quests will have a total of 30. Because this is more than a player can do in one day, you will have to pick and choose exactly which daily quests you want to complete.

Deepholt Daily Quests

When you finish all of the World Pillar quest chains in the Temple of Earth, Therazane will offer you the quest, The Stone Throne. This quest takes you to her throne in the northern area of Deepholm. After completion of this quest, the daily quests will open up for you to complete. Doing the Deepholm daily quests on a daily basis will net you about 160 gold! This is over **1100 gold** in a week's time.

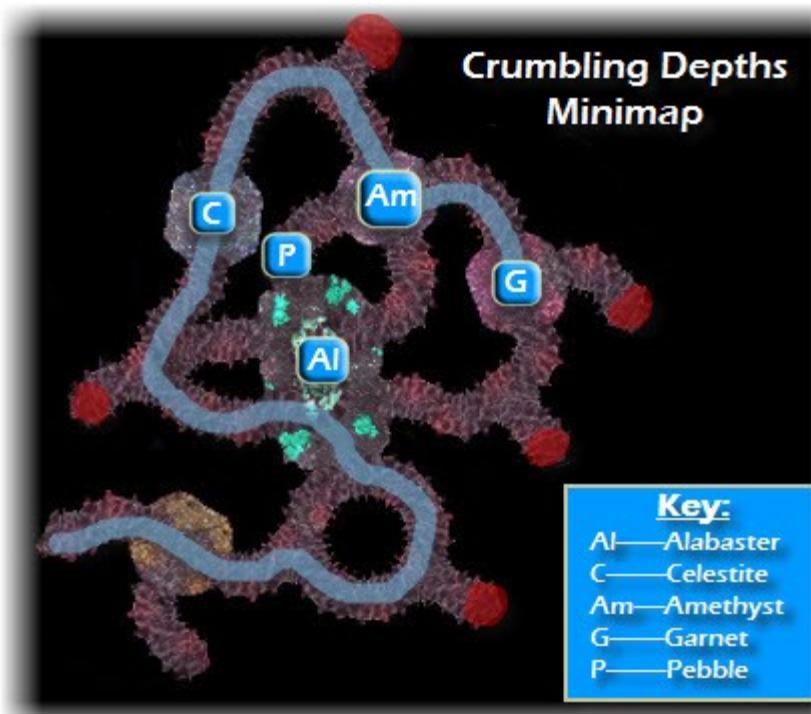
These quests also allow you to gain reputation with the Therazane faction which has some really nice rewards including the new epic shoulder enchants. Everyone is going to be grinding reputation here for these.

Another cool thing is a new non-combat pet is available too. When you complete the quest, Lost in the Deeps 10 times you will be rewarded with Pebble as a new companion pet! You will be able to permanently have that cut little rock friend following you around.

Below I have created a map that shows you where to go for each of the daily quests. I have also included a map that enlarges the Crumbling Depths minimap to allow you to see exactly what rooms you can find each of the quest items. I'm making this as easy for you as possible!



DEEPHOLM DAILY QUESTS



Fear of Boring [1]



Speak to Felsen the Enduring at Therazane's Throne to pick up this quest.

For this quest you must fly to the Scoured Reach at (58,26) and head into the Crumbling Depths. This is a simple kill quest! As you make your way through this tunnel you will be killing a lot of Gyreworm. Just make sure you have killed 10. You should have NO problems killing this many just from completing the other daily quests in this tunnel.



Return to Felsen the Enduring at Therazane's Throne to turn in the quest.

Motes [1]

Speak to Felsen the Enduring at Therazane's Throne to pick up this quest.



For this quest you must fly to the Scoured Reach at (58,26) and head into the Crumbling Depths. Gather Painite Shards from around the tunnel. You will see this all over the tunnel, so just be sure to grab the shards as you see them.

Gather 10 of these to complete this daily quest.

Return to Felsen the Enduring at Therazane's Throne to turn in the quest.

Beneath the Surface [1]

Speak to Felsen the Enduring at Therazane's Throne to pick up this quest.



For this quest you must fly to the Scoured Reach at (58,26) and head into the Crumbling Depths. The Ruby Crystal Cluster can be found off of Enormous Gyreworms in the dead end tunnels within the tunnel.

In the minimap above, I have shaded all of the dead end tunnels red where you may find the Enormous



Gyreworm spawned. Simply kill the Gyreworm and then loot the crystal to complete the quest!

Return to Felsen the Enduring at Therazane's Throne to turn in the quest.

Underground Economy [1]



Speak to Ricket within the Crumbling Depths in the Scoured Reach. You should have a few other daily quests in your log that can be completed alongside this one.

This quest is a bit more involved than the others thus far. For the quest Underground Economy you must use Ricket's Ticker on different colored crystal formations within the tunnel.

Use the minimap above to get a better understanding of where each crystal type is found.

- The Alabaster crystal formations are found in the center room of the tunnel. This is the first room you see once you pass by the elite gyreworm.
- The Celestite crystal formations are in the small room on the left at (62,19). Watch out for gyreworms underneath the ground here kicking up dust.
- The Amethyst crystal formations are in the next room over at (64,19).
- The Garnet crystal formations are in the very last room at (66,21). Watch out for the shale spider Amthea here! Don't linger around too long because she respawns pretty fast



Return to Ricket in the Crumbling Depths for quest turn in.

Lost in the Deeps [1]

Speak to Pyrite Stonetender at Therazane's Throne to pick up this quest.





For this quest you must fly to the Scoured Reach at (58,26) and head into the Crumbling Depths. You must rescue Pebble from the tunnel! He is found standing on the ledge above the main room as seen on the minimap picture at (63,21). Be sure he's the last thing you need to complete in the Crumbling Depths because if he bugs out on you or you lose him for some reason, the quest will need abandoned and re-picked up. He was very sensitive to terrain changes, so don't jump over rocks or off of ledges. Pebble might go run off and you'll never see him again.

Mount up and make your way to the entrance of the tunnel. Once he bounces up and down, he will happily disappear and the quest will be complete! Doing this quest 10 times will reward you with a new non-combat Pebble pet.



Return to Pyrite Stonetender at Therazane's Throne for quest turn in.

Soft Rock [2]



Speak to Gorsik the Tumultuous at Therazane's Throne to pick up this quest.

For this quest you must fly to the Crimson Expanse. This is a simple kill quest. Kill 8 Fungal Behemoths! You can complete this quest as you do the other daily quests in this area.



Return to Gorsik the Tumultuous at Therazane's Throne for quest turn in.

Fungal Fury [2]

Speak to Gorsik the Tumultuous at Therazane's Throne to pick up this quest.



For this quest you must fly to the Crimson Expanse. On the ground you will see very tiny, Sprouting Crimson Mushroom. They are tiny in comparison



to the other Doomshroom in this area. When you click on them, they will give you different debuffs-turning you red, making you tiny, smelly or even knock you backwards.

Kill 10 of the sprouting mushrooms to complete the quest.

Return to Gorsik the Tumultuous at Therazane's Throne to turn in the quest.

Through Persistence [3]



Speak to Ruberick at Therazane's Throne to pick up this quest.

For this quest you must fly to the Crimson Expanse. Gather a single bag of Verlok Miracle-Grow from any of the Verlok troggs in the Crimson Expanse for the quest. The drop rate appears to be very high on this item!



Glop, Son of Glop [4]

Speak to Ruberick at Therazane's Throne to pick up this quest.



For this quest, head to the cave, Fungal Deep in the southwestern side of This quest is exactly the same as the one you did while leveling. You must first talk to Earthmender Norsala at (70,32) to start the event. Once the event starts you must follow Fungalmancer Glop as he runs throughout the cave. Anytime you can, be sure to DPS him as much as possible. Eventually he will reach the end of the cave and you have to DPS him until he is dead. Once he dies, the quest will be completed!



There is an achievement to complete this quest without getting hit by a single Boomshroom. You can try to do that if you like!

Return to Ruberick at Therazane's Throne to turn in the quest.



The Restless Brood [5]



Speak to Terrath the Steady at Therazane's Throne to pick up this quest.

Fly to the western side of the Pale Roost to the Pale Resonating Crystal at (32,24). This quest is exactly the same as the one you did while leveling. You will need to use the mallet on the crystal, which will cause rocks to fall from the sky.



Jump on the rocks and begin attacking her with your own player abilities. You will need to jump from rock to rock to avoid Aeoseara's fire breath.



When she uses the fire on the rocks, it will make them crumble away, so be careful in choosing what rocks to jump to. Look for a rock with a magical barrier around it. It will increase your damage, making this quest very easy. Once she surrenders, the quest will be completed!

Return to Terrath the Steady either at the Therazane Throne or next to the crystal for quest turn in. Either version of him will work! Haha

Uldum Daily Quest

There is only 1 daily quest in Uldum. It is one of the only ways to raise reputation with Ramkahen other than running dungeons with their tabard equipped or completing all of the quests in the zone.

Thieving Little Pluckers

Speak to Nomarch Teneth at the Tahret Grounds to pick up this quest.



This quest is fun and very easy! Use the Tahret Dynasty Mallet to smash the Pygmy, stealing dates from the field.

Smash 30 Thieving pluckers to complete the quest.

Return to Nomarch Teneth to turn in the quest.



Tol Barad Daily Quests

The daily quests in Tol Barad and Tol Barad Peninsula are only available at level 85. Only five daily quests are available in Tol Barad while your faction holds the base. Six are available in Tol Barad Peninsula regardless whether your faction holds the base or not. There are different daily quests available totaling up to 31 daily quests, 12 of them in Tol Barad and 19 of them in Tol Barad Peninsula. Not all of them will be available each day though.



There are several ways to get to Tol Barad and Tol Barad Peninsula. First off you must be level 85 to enter TB. The easiest way is by using the portal in Orgrimmar or Stormwind. It is located near the new Cataclysm portals to the zones and is always available whether a new battle is about to start or not. Another way is by getting a portal from a fellow Mage too. If neither of those options work, then you can queue via the Player vs. Player window within your interface right before a battle begins. Do not try to fly there from the Ruins of Gilneas or you will not make it as it is blocked by an invisible wall! You are only able to queue and enter when the next battle is about to begin, so if you are on a server with a population imbalance you may have a hard time reaching Tol Barad this way. I recommend just using the portal in the major cities.

Tol Barad Daily Quests are picked up after the battle is over in the center of Baradin Hold, noted with a yellow star on the map. They are not completed during the battle like the Wintergrasp quests and are only completable after the battle is over. The mobs you must kill for these daily quests do not spawn until after the battle is finished, so you can't do anything during the battle.



For Horde, they are picked up from Private Garnoth or Commander



Zanoth. For Alliance, they are picked up from Sergeant Parker or Commander Stevens.

It takes a few minutes for the quest givers to spawn after the battle ends, so just be patient. I have tried to group the daily quests together wherever possible and they are the exact same for both Horde and Alliance. The only difference is the name of the NPC's you turn them into.



Clearing the Depths [1]

Head to the Cursed Depths just east of Baradin Hold. Kill any variety of ghosts near the Cursed Depths for this quest.

These ghosts hit pretty darn hard for their level, so be careful here.



You must kill 9 Ghosts to complete the quest.
Reward is 18 G 80 Silver and 1 Tol Barad Commendation.

The Imprisoned Archmage [1]

Head inside the Cursed Depths just east of Baradin Hold. Archmage Galus is located in the room on the southern side of the cellblock. Here is the location of his spawn point on the minimap.



Be careful of the ghosts in the cells along the side of the walls. Their aggro radius is very high, so make sure you do not have aggro when you go to attack the Archmage.

Kill Archmage Galus and loot his staff to complete this quest!
Reward is 18 G 80 Silver and 1 Tol Barad Commendation

Learning From the Past [1]

Head inside the Cursed Depth just east of Baradin Hold. This quest can be grouped together with the two described above. In the cellblock you must gather Dusty Prison Journals from off the ground.



Collect 6 Dusty Prison Journals to complete the quest.
Reward is 18 G 80 Silver and 1 Tol Barad Commendation

A Huge Problem (Group) [2]



You may need a small group to complete this quest. Problim is a giant level 85 elite ettin that roams the main outer path of Tol Barad. He has a very large patrol, so you'll have to check around for him. If he is being killed repeatedly, then it is best to wait for him at his spawn point north of the Baradin Hold at (51,37).

Some classes may be able to solo him, but he is immune to fear!

Once Problim is slain the quest will be complete!



Reward is 9 G 40 Silver and 1 Tol Barad Commendation

Swamp Bait [3]



Leave Baradin Hold and head west into the swamps. In the swamps you will find the Baradin Crocolisks needed for this quest.

The drop rate on the Crocolisk Hides is quite good.

Gather 8 Crocolisk Hides to complete this quest.

Reward is 9 G 40 Silver and 1 Tol Barad Commendation

The Leftovers [4]

After the battle is finished, head to the Ironclad Garrison, Warden's Vigil or Slagworks to find the left over Alliance or Horde Infantry for this quest. These mobs are quite difficult, so be super careful killing them!



Kill 12 Alliance or Horde Infantry to complete the quest.

Reward is 16 G 54 Silver and 1 Tol Barad Commendation

D-Block [5]



Head to the D-Block just west of Baradin Hold. Kill any variety of demons near the D-Block for this quest. These demons hit pretty darn hard for their level, so be careful here.

You must kill 10 Demons to complete the quest.

Reward is 18 G 80 Silver and 1 Tol Barad Commendation.

Svarnos [5]

Head inside the D-Block just west of Baradin Hold. Svarnos is located in the room on the eastern side of the cellblock. Here is the location of his spawn point on the minimap.



Be careful of the imps in the cells along the side of the walls. Their aggro radius is very high, so make sure you do



not have aggro when you go to attack Svarnos.

Kill Svarnos and loot his Cursed Collar to complete this quest!
Reward is 18 G 80 Silver and 1 Tol Barad Commendation

Cursed Shackles [5]



Head inside the D-Block just west of Baradin Hold. This quest can be grouped together with the two described above. In the cellblock you must gather Cursed Shackles from off the ground.

Collect 8 Cursed Shackles to complete the quest.
Reward is 18 G 80 Silver and 1 Tol Barad Commendation

Prison Revolt [6]

Head to the Hole just southwest of Baradin Hold. Kill any variety of ghosts and spirits near the D-Block for this quest. These ghosts hit very hard for their level and the mages can teleport around you. This might cause them to aggro other mobs in the area so beware!



You must kill 10 Spirits to complete the quest.
Reward is 18 G 80 Silver and 1 Tol Barad Commendation.

The Warden [6]



Head inside the Hole southwest of Baradin Hold. Warden Silva is located in the room on the northwestern side of the Hole. Here is the location of his spawn point on the minimap.

He is guarded by groups of Warden guards with a very fast respawn time and hit very very hard (10K on cloth), so be careful as you approach this side of the prison.

Kill Warden Silva and loot the Warden's Keys to complete this quest.
Reward is 18G 80S and 1 Tol Barad Commendation.



Food From Below [6]

Head inside the Hole southwest of Baradin Hold. This quest can be grouped together with the two described above. In the cellblocks you must gather crates of Food Rations found throughout the cells.



Gather 12 Food Rations to complete this quest.
Reward is 18G 80S and 1 Tol Barad Commendation.

Tol Barad Peninsula Daily Quests

These daily quests are picked up on the island north of the battlefield, in each faction's camp. The Horde camp, Hellscream's Grasp is located on the southern side of the peninsula and the Alliance camp, Baradin Base Camp is located on the eastern side. Look for the yellow stars on the world map for quest pick ups.

Four different NPC's will have up to 6 daily quests in the camp each day. The daily quests on the peninsula can be completed by the winners and losers of Tol Barad. If your faction always seems to lose, then you at least have these ones to complete on a daily basis for some gold, Tol Barad Commendations and reputation with Hellscream Reach or Baradin's Wardens.



TOL BARAD PEÑÍNSULA



A Sticky Task [1]



Head to the Darkwood in the center of the peninsula. Horde will need to head north across the bridge. Alliance will need to head west across the bridge. For this quest you must kill the Darkwood Broodmother for Sticky Silk Glands. There aren't a whole lot of spawns, so you may want to group up for this quest.

Gather 4 Sticky Silk Glands to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.



Thinning the Brood [1]

Head to the Darkwood in the center of the peninsula. Horde will need to head north across the bridge. Alliance will need to head west across the bridge.



For this quest all you need to do is kill 12 Darkwood Lurkers.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

The Forgotten [2]



Head to the Forgotten Hill, on the southwestern side of the peninsula. Horde can leave their camp and head west. Alliance will need to travel through the Darkwood and the Restless Front to get here. On the ground you will find the tombstones needed for the quest.

Gather 6 Forgotten Soldier's Tombstone to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Salvaging the Remains [2]

Head to the Forgotten Hill, on the southwestern side of the peninsula. Horde can leave their camp and head west. Alliance will need to travel through the Darkwood and the Restless Front to get here. For this quest you just need to kill the Forgotten Ghouls for Cursed Femur Bones. Watch out for the other undead in this area and the patrolling beastmaster with his wolf pet.



Kill the Forgotten Ghouls for 9 Cursed Femur Bones.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

First Lieutenant Connor [3]



Head to the Forgotten Hill, on the southwestern side of the peninsula. Horde can leave their camp and head west. Alliance will need to travel through the Darkwood and the Restless Front to get here. First Lieutenant Connor can be found patrolling the area around the large mausoleum on the top of the hill at (38,80).



Kill him to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Watch Out For Splinters! [4]

Head to the Wellson Shipyard, on the western side of the peninsula.

Head to the Wellson Shipyard, on the western side of the peninsula.

Horde should leave their camp through the Restless Front cross over the bridge and head west. Alliance will need to head west through the Darkwood and then continue west.



Kill the Ghastly and Accursed workers for Shipyard Lumber. You can also find the lumber in piles around the shipyard, so you can gather them as well!

Collect 15 pieces of Shipyard Lumber to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Wanted: Foreman Wellson [4]

Head to the Wellson Shipyard, on the western side of the peninsula. Horde should leave their camp through the Restless Front cross over the bridge and head west.

Alliance will need to head west through the Darkwood and then continue west.



Here you will find Foreman Wellson riding around the ship in the center of the shipyard. Kill him to complete the quest. He's not a difficult fight!

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Bomb's Away! [5]

Head to the Wellson Shipyard on the western side of the peninsula.

Horde should leave their camp through the Restless Front cross over the bridge and head west. Alliance will need to head west through the Darkwood and then continue west.



For this quest, fight your way to one of the wooden docks where you will find Wellson Cannons. Hop into one of the cannons and bomb the Wellson Supply Boats found in the water. If the boat is moving, you will need



to aim in front of it to destroy it.

Destroy 10 Wellson Supply Boats to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Leave No Weapon Behind [6]



Head to the Farson Hold on the northwestern side of the peninsula. Here you will gather Rusty Rifles from the Rack of Rifles throughout the Hold. Each rack will only give you 1 Rifle, so you'll need to look throughout the hold for racks. They can be found inside the keep just be very careful of the Crazed Soldiers here. They hit very hard and usually come in groups of two.

Collect 12 Rusty Rifles to complete this quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Walk A Mile In Their Shoes [7]

Head to the Farson Hold on the northwestern side of the peninsula. You must head into the keep for this quest. Be very careful of the guards and soldiers inside because they hit pretty hard.

Inside the keep you will find a Farson Prisoner. You must escort him out from the keep to complete the quest. This can be pretty tough!

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Claiming the Keep [7]

Head to the Farson Hold on the northwestern side of the peninsula. You must head into the keep for this quest. Be very careful of the guards and soldiers inside because they hit pretty hard.



Go to the top room of the keep where you will find Keep Lord Farson. Kill him to complete this quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.



Boosting Morale [8]

Head to the northern shoreline of the peninsula to the Cape of Lost Hope. For this quest you must gather barrels of Southsea rum from the shore an ocean's floor. If you go into the water be careful not to aggro Tank or you'll be in for a hurting! Also watch out for the aggressive tidecrawlers and sailors along the shore too.



Gather 6 Barrels of Southsea Rum to complete the quest.
Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Rattling Their Cages [8]



Head to the northern shoreline of the peninsula to the Cape of Lost Hope. For this quest you must kill the Shipwrecked Sailors on the shore. They have a lot of health so be careful! Also watch out for the aggressive tidecrawlers along the shore too.

Kill 12 of them to complete this quest.
Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Shark Tank (Group) [9]

Head to the northern shoreline of the peninsula to the Cape of Lost Hope. For this quest you will need the help of at least 1 other person because it is a 3 person group quest.



Swim into the water until you see Tank the shark. He is an level 85 elite shark, but he can be feared, stunned and slowed. However there are a lot of Tidecrawlers in the water that will aggro you while trying to fight him. He hits really hard, so it is best to have a tank of some sort.

Once he is dead the quest will be completed.

Reward is 16G 54S, 2 Tol Barad Commendation and 250 reputation.



Captain P. Harris [10]



If any of you are fans of the TV show, Deadliest Catch you'll be happy to see this quest! It was clearly made in-memory of the deceased, Captain Phil Harris of the fishing vessel, Cornelia Marie.

Head to the northern shoreline of the peninsula at the Cape of Lost Hope. For this quest you must carefully swim out past the Tank to the small boat in the water. On the deck of this ship, you will see Captain P. Harris.

Be sure to jump on the deck of the ship to avoid aggro from the Tank. Kill Captain P. Harris to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Not the Friendliest Town [11]

Head to the Rustberg Village, on the northeastern side of the peninsula. Alliance will need to head north from their camp. Horde will need to head north through the Darkwood and then across the bridge. Kill any variety of residents within Rustberg Village for this quest. Watch out for the stealthed bandits roaming through the village because they can catch you off guard!



Kill 14 residents to complete this quest!

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Teach A Man To Fish...Or Steal [12]

Head to the Rustberg Village, on the northeastern side of the peninsula.

Alliance will need to head north from their camp. Horde will need to head north through the Darkwood and then across the bridge.



For this quest you must head to the docks on the northern side of the village. Watch out for stealthed Rustberg Bandits! They can catch you off guard if you aren't



paying attention. Here you will need to gather Rustberg Seabass from the String of Fish. In addition to gathering from the racks, you can also kill the Rustberg Fisherman too.

Steal 22 Rustberg Seabass to complete this quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Cannonball! [13]

Head to Largo's Overlook, on the eastern side of the peninsula just north of the Alliance base camp. For this quest you must fight your way to the towers and then go to the top and loot the cannonballs. There are only 3 cannons in each tower forcing you to go into both to complete this quest.



In the northern tower watch out for Commander Largo. If you are lucky you may get both of these quests together.

Loot 3 Stacks of Cannonballs to complete this quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Ghostbuster [14]



Head to Largo's Overlook, on the eastern side of the peninsula just north of the Alliance base camp. For this quest you must kill any variety of ghosts at the overlook.

Kill 14 ghosts to complete this quest. These mobs hit pretty hard so be careful!

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Taking the Overlook Back [15]

Head to Largo's Overlook, on the eastern side of the peninsula just north of the Alliance base camp. For this quest you must go to the top of the north tower. You will find Commander Largo on top.



Kill him to complete this quest. His respawn rate is very fast, so you shouldn't have to wait too long if he's already been killed.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Finish the Job [16]



Head to the Restless Front on the western side of the peninsula, just northwest of the Horde base camp. For this quest you must kill 5 Restless Soldiers or Restless Infantry in the field. This quest is slightly different for Horde and Alliance.

If you just target the ones needed for the quest, the other mob fighting should reset and not attack you.

Kill 5 Restless Soldiers/Infantry to complete the quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Magnets, How Do They Work? [16]



Head to the Restless Front on the western side of the peninsula, just northwest of the Horde Base camp. For this quest you must use the Magnetized Scrap Collector on the broken down Siege engines on the ground. When you use the item, pieces of Siege engine scraps will appear on the ground.



Loot 7 Siege Engine Scraps to complete this quest.

Reward is 16G 54S, 1 Tol Barad Commendation and 250 reputation.

Twilight Highland Daily Quests

There are 5 daily quests available each day in Twilight Highlands, which are slightly different for Horde and Alliance. There are prerequisites that must be completed in order for them to become available to the player. You cannot simply fly to Twilight Highlands and immediately pick these up.



I am not going to type out each and every prerequisite because it is rather extensive. However, I can point you in the right direction to allow you to get these opened up as fast as possible without having to do a lot of unnecessary quests in the zone.

Both the Alliance and Horde Daily Quests are covered in full detail with maps!

Alliance Twilight Highland Daily Quests

For Alliance, you must complete the quest chain in Stormwind from the Hero's Call Board for Twilight Highlands. Once you arrive in Twilight Highlands you can immediately head to the small village of Thundermar. All of the quests in this town must be completed up to Narkrall, The Drake-Tamer. After this you will be given a quest to go to Kirthaven. All of these quests must be completed up to Wild, Wild Wildhammer Wedding. At this time it appears Alliance **DO NOT** need to complete the quests in Highbank or Firebeard's Patrol to open these dailies.



Once you've completed these quests, the daily quests will now be available in Thundermar. All of the quests are picked up in this town from Colin Thundermar, Craw MacGraw and Low Shaman Blundy.

Four of the five quests can be completed together in the same area, so be sure to gather up all of the quests before heading out. You will notice the quests are nearly the same as what you did just a moment ago to open them.



Twilight Highlands Alliance Daily Quests



Fight Like A Wildhammer [1]

This quest is picked up by speaking to Low Shaman Blundy. He is found sitting down in one of the small buildings within Thundermar.

Head south to the Thundermar Ruins. Here you will find Kegs of Thundermar Ale lying around on the ground and within the abandoned and demolished buildings. When you gather these kegs, you will get mighty drunk! Hic!



Gather 10 Keg of Thundermar Ale to complete this quest.
Reward is 13G 15S 50C and 250 Wildhammer Clan Reputation.

Never Leave a Dinner Behind [1]

This quest is picked up by speaking to Low Shaman Blundy.



Head south to the Thundermar Ruins. Here you will find Wildhammer Food Stores lying on the ground next to wagons, crates and also within the abandoned buildings.



You cannot pick these items up while in combat, so you will need to kill any Dragonmaw in the area.

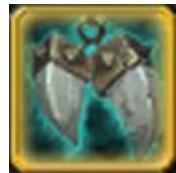
Gather 15 Wildhammer Food Stores to complete this quest.
Reward is 13G 15S 50C and 250 Wildhammer Clan Reputation.

Keeping the Dragonmaw at Bay [1]

This quest is picked up by speaking to Colin Thundermar in the center of town.



Head south to the Thundermaw Ruins. Here you will need to kill the Dragonmaw Maurader attacking the ruins for Dragonmaw Insignias. They drop 100% of the time, so it is quite easy!



Collect 8 Dragonmaw Insignias to complete the quest.
Reward is 13G 15S 50C and 250 Wildhammer Clan Reputation.

Warlord Halthar Is Back [1]

This quest is picked up by speaking to Craw MacGraw standing in the doorway of one building within town.



Head south to the Thundermar Ruins. In the center of the destroyed village you will see Warlord Halthar who is a level 85 Elite with about 387K health. He can be soloed, but if you get in trouble the nearby Wildhammer NPC's will help



you out too. If another player has killed him before you, he will parachute in from a drake within a few minutes.

Kill Warlord Halthar to complete the quest.

Reward is 13G 15S 50C and 250 Wildhammer Clan Reputation.

Beer Run [2]

This quest is picked up by speaking to Colin Thundermar in the center of town.

From Thundermar, fly northeast to the Supply Caravan found along the road east out of Kirthaven. You can see the [2] on the map provided above for the exact location. Speak to Hammelhead and tell him you are here to escort a supply delivery.



This will begin the escort quest. You will need to protect the two Dwarves with the Kegs! A few Dragonmaw Skirmishers will spawn and begin attacking the group. Just be sure to get them off of the Dwarves

quickly because they do not have much health and cannot take much of a beating!

Once you've escorted them through the hills the quest will be completed. Phew, getting beer to town is serious business.

Reward is 13G 15S 50C and 250 Wildhammer Clan Reputation.



Horde Twilight Highland Daily Quests

For Horde, you must complete the quest chain in Orgrimmar and Bilgewater Harbor from the Warchief's Command Board for Twilight Highlands. Once you arrive in Twilight Highlands you will need to complete the quests to overthrow Dragonmaw Port and the subsequent quests thereafter. After these are completed you will be given a quest to go to Bloodgulch. All of the quests in this town must be completed up to Fury Unbound. At this time it appears Horde **DO NOT** need to complete the quests in Krazzworks or The Gullet to open these dailies.



Once you've completed these quests, the daily quests will now be available in Bloodgulch. All of the quests are picked up in this town from Harkkan, Griff, Malkar and Grot Deathblow.

Three of the five quests can be completed together in the same area, so be sure to gather up all of the quests before heading out. You will notice the quests are nearly the same as what you did just a moment ago to open them.



Twilight Highlands

Horde Daily Quests



Total War [1]

This quest is picked up by speaking to Malkar standing near the Wind Rider Master in town.



Head northwest to the Thundermar Ruins. Here you will find Kegs of Thundermar Ale lying around on the ground and within the abandoned and demolished buildings. When you destroy these kegs, you will get mighty drunk! Hic!



Ignite 10 Keg of Thundermar Ale to complete this quest.
Reward is 13G 15S 50C and 250 Dragonmaw Clan Reputation.

Another Maw to Feed [1]

This quest is picked up by speaking to Griff standing outside of the inn on the north side of town.



Head northwest to the Thundermar Ruins. Here you will find Wildhammer Food Stores lying on the ground next to wagons, crates and also within the abandoned buildings.



You cannot pick these items up while in combat, so you will need to kill any Wildhammer in the area.

Gather 15 Wildhammer Food Stores to complete this quest.
Reward is 13G 15S 50C and 250 Dragonmaw Clan Reputation.

Crushing the Wildhammer [1]

This quest is picked up by speaking to Malkar standing near the Wind Rider Master in town.



Head north to the Verrall River outside of town. Here you will need to kill the Wildhammer Warbrands for Wildhammer Insignias. If there is too much competition here then you can head north into the Thundermar Ruins to complete this quest instead.



Collect 8 Wildhammer Insignias to complete the quest.
Reward is 13G 15S 50C and 250 Dragonmaw Clan Reputation.

Bring Down the High Shaman [2]

This quest is picked up by speaking to Grot Deathblow standing beside Malkar who is near the Wind Rider Master in town.

Head northwest to the Thundermar Ruins. High Shaman MacKilligan is only located in one specific camp of the ruins. See the [2] on the map



above for the specific area.



The high shaman is a level 85 elite with about 387K health. He is soloable, but if you get in trouble the nearby Dragonmaw NPC's will help you out! If another player has killed him before you, he will ride in on a ram from the northern side in a few minutes.

Kill High Shaman MacKilligan to complete the quest!
Reward is 13G 15S 50C and 250 Dragonmaw Clan Reputation.

Hook 'em High [3]

This quest is picked up by speaking to Harkkan found on the southeastern side of town, standing near a dead Dragon.

Head north to the Verrall River just outside of town. Here you will find Thundermar Gryphons flying high through the sky. Use the Barbed Fleshhook on them to dismount the rider then kill them for the quest. It's best to get on your flying mount and aggro them in the sky. Then land on the ground to use the hook. You won't always get them to dismount from the gryphon, so it may take a few more tries.



Kill 4 Thundermar Gryphon Riders to complete the quest.
Reward is 13G 15S 50C and 250 Dragonmaw Clan Reputation.

Profession Daily Quests

In this section you will find all of the profession daily quests available to both Horde and Alliance in Orgrimmar, Stormwind, Shattrath City and Dalaran. The only professions with Daily quests include Cooking, Fishing and Jewelcrafting. The rewards listed for each quest is coming from a level 85 perspective. If you are not at level cap the rewards may be slightly different.



Orgrimmar Fishing Daily Quests

All of the fishing quests are picked up by speaking to Razgar in



the Valley of Honor. He is found near the fishing docks. These daily quests are available to any player level 10+ with fishing.

A Furious Catch

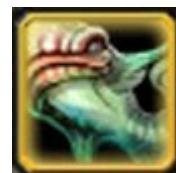


Leave Orgrimmar through the western gate. For this quest, you must fish the Southfury River until you catch a Giant Furious Pike. It may take a few casts until you get it.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things and 250 Orgrimmar Reputation.

No Dumping Allowed

Head to the Goblin Slums (near the Valley of Spirits) within Orgrimmar and fish for 6 Toxic Puddlefish. The drop rate on these is a tad low.



Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things and 250 Orgrimmar Reputation.

Clammy Hands



You will be given the buff, Water Gliding for 15 minutes to make this quest a lot easier! Leave Ogrimmar and head east to Bladefist Bay. In the water near the docks you will see Monstrous Clams. Gather 10 Monstrous Clam Meat to complete this quest.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things and 250 Orgrimmar Reputation.

A Staggering Effort



This is a two part quest. Leave Orgrimmar through the northern gates into Azshara. Kill one of the Weakened MossHoof Stags for a Stag Eye. Then head back to Orgrimmar and to the Valley of Wisdom.

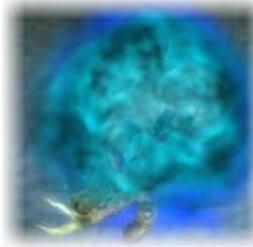
Attach the Stag Eye onto your fishing pole. It will last for 10 minutes, so don't go AFK.



Fish until you catch the Sandy Carb to complete the quest. It may take a few casts!

Reward is 9G 40S, +2 Fishing Skill, Bag of Shiny Things and 250 Orgrimmar Reputation.

A Golden Opportunity



This is a two part quest. Leave Orgrimmar through the southern gates and head southwest to the Thunder Ridge. Swim down into the ridge and use Ragar's Fillet Knife to cut the tail off of a Drowned Thunder lizard. Watch out for its electrical pulses, which will damage you!



Now in the water you will see Golden Stonefish. Use the Drowned Thunder Lizard Tail next to the Golden Stonefish to kill it!

Gather 3 Golden Stonefish to complete this quest. You can use the same Lizard Tail over and over again.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things and 250 Orgrimmar Reputation.

Orgrimmar Cooking Daily Quests



All of the cooking quests are picked up by speaking to Marogg in the Drag. He is on the second level above Gotri's Traveling Gear. These daily quests are available to any player level 10+ with cooking.

Careful, This Fruit Bites Back



Gather 8 Prickly Pear Fruit from the Cactus throughout Orgrimmar. This is an easy quest!

Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250



Orgrimmar Reputation

Even Thieves Get Hungry

For this quest you must find the stealthy Orgrimmar Thieves around stacks of crates and supplies. It can be a little difficult discerning where these are exactly. If you look on your map it will outline exactly where these crates and thieves can be found. Using the Tab key makes it easier to target them.



Kill 3 Orgrimmar Thieves and loot 3 Horde Infantry Rations.

Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Orgrimmar Reputation

Everything Is Better With Bacon



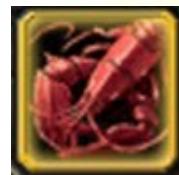
Leave Orgrimmar through the southern gate and head to the Jaggedswine Farm. Here you will see a large number of Wild Mature Swine wandering the area. Kill the swine for 6 Swine Bellies to complete this quest.

Reward is 8G 20S, +1 Cooking Skill, 2 Chef's Award, 250 Orgrimmar Reputation

Crawfish Creole



In any of the water way of lakes within Orgrimmar, you will find the Muddy Crawfish needed for this quest. They can be a little difficult to see since they are tiny, so I recommend hitting the tab key to target them. Once you target one, click on it to gather it up.



Collect 10 Muddy Crawfish to complete the quest.

Reward is 8G 20S, +2 Cooking Skill, 1 Chef's Award, 250 Orgrimmar Reputation



Stealing From Our Own (Trolls)

Head to the Valley of Spirits. All throughout the Troll area you will see Barrels of Darkspear Rice. Steal 6 Barrels to complete this quest.



Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Orgrimmar Reputation

Stealing From Our Own (Goblins)

Head to the Goblin Slums within the southern portion of the Valley of Spirits. All throughout the Goblin areas you will see Barrels of Kezan Rice. Steal 6 Barrels to complete this quest.



Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Orgrimmar Reputation.

Stormwind Cooking Daily Quests



All of the cooking quests are picked up by speaking to Robby Flay in the small courtyard outside of the Stockades. These daily quests are available to any player level 10+ with cooking.



Penny's Pumpkin Pancakes

Head to the Wollerton Stead found north of Stormwind City, just past Olivia's Pond. If you do not have a flying mount, then you will need to go through the Dwarven District to reach this area.



Gather 6 Stormwind Pumpkins from the pumpkin patch to complete the quest.

Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Stormwind Reputation.

Orphans Like Cookies Too!



Head to any of the nearby inns. If you are near the quest giver, then head into the Mage Quarter where you will find two inns to choose from. On the ground inside of the inn, you will find a Sack of Confection Sugar.

Gather 4 to complete the quest. You may wish to wait for it to respawn over and over again.

Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Stormwind Reputation.

The King's Cider

Gather apples from the apple trees found around Stormwind. The apples are lying on the ground near the trunks of the apple trees.



Gather 12 Juicy Apple to complete this quest. This is an easy one!

Reward is 8G 20S, +2 Cooking Skill, 1 Chef's Award, 250 Stormwind Reputation.

Feeling Crabby?



Head to any portion of the Canal and jump into the water. On the bottom of the canal you will find the Canal Crabs. Be sure to watch your breath under the water. The little crabs can be a pain in the butt to find too.

Collect 10 Canal Crab to complete the quest.

Reward is 8G 20S, +1 Cooking Skill, 2 Chef's Award, 250 Stormwind Reputation.

A Fisherman's Feast



You must gather Gigantic Catfish from the Barrels of Canal Fish found on the docks within Stormwind. Each Barrel will only give 1 Gigantic Catfish so you



will need to search around to get them all! It takes awhile for them to respawn, so you are better off checking other docks in the meantime.

Gather 6 Gigantic Catfish to complete the quest.

Reward is 8G 20S, +1 Cooking Skill, 1 Chef's Award, 250 Stormwind Reputation.

Stormwind Fishing Daily Quests



All of the fishing quests are picked up by speaking to Catherine Leland on the small wooden dock outside of the Trade District in between the Mage Quarter. These daily quests are available to any player level 10+ with fishing. If you are having a hard time finding her, then just ask a guard for directions to the fishing trainer.

Hitting a Walleye

Head to the Stormwind Lake found in the northern section of the city. All you have to do for this quest is catch Hardened Walleye from the lake! The drop rate is pretty good on this one too.



Gather 8 Hardened Walleye to complete the quest.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things, 250 Stormwind Reputation.

Rock Lobster

Upon accepting this quest you will be given the buff, Water Gliding which increases swim speed by 50% and allows underwater breathing. I recommend doing the quest while this buff is active to make it as easy as possible.



Head to the Stormwind Harbor and jump in!



Watch out for the sharks and they will scale based upon YOUR level, so be ready to fight. On the ocean floor you will see Stormwind Lobster Traps.

Gather 6 Rock Lobsters to complete the quest.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things, 250 Stormwind Reputation.

Thunder Falls

Leave Stormwind through the main gate and head west to the Thunder Falls. If you are on foot (no flying mount) then you will need to walk up the rocky mountain side on the northern side of Mirror Lake. You cannot reach Thunder Falls any other way.



Fish for 4 Violet Perch in the Thunder Falls to complete the quest.

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things, 250 Stormwind Reputation.

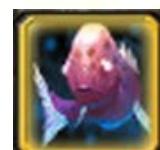
Diggin' for Worms



This is a two part quest. Head to Olivia's Pond north of Stormwind. If you do not have a flying mount, then you must go through the Dwarven District to reach this pond.

On the ground around the pond you will see shiny spots on the ground. Dig to find an Overgrown Worm. Attach this worm to your fishing pool. It only lasts 10 minutes so do not go AFK!

Fish until you catch the Crystal Bass. It may take quite a few casts especially if your fishing is very low skill.



Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things, 250 Stormwind Reputation.

Big Gulp



This is a two part quest. Head to the moat in the Valley of Honor, which is near the main entrance to Stormwind. Begin fishing for the Royal Monkfish. Once you catch one, right click on it to filet



it and search for the Precious Locket. If you got it, then congrats! If not, then you will need to continue fishing for Royal Monkfish until you do!

Reward is 9G 40S, +1 Fishing Skill, Bag of Shiny Things, 250 Stormwind Reputation.

Orgrimmar and Stormwind Jewelcrafting Daily Quests



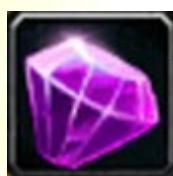
For Horde players, all of the Jewelcrafting daily quests can be picked up by speaking to Marith Lazuria in the Valley of Honor outside of the building which houses the Mining and Jewelcrafting trainers.



For Alliance players, all of the Jewelcrafting daily quests can be picked up by speaking to Isabel Jones on the outer ring of the Trade District in the Canals.

Ask a guard for directions to the Jewelcrafting trainer if you are unsure. Your Jewelcrafting skill must be at least 475 to pick up these quests. At this time I am

A Present for Lila



This quest requires you to cut and turn in 3 Timeless Nightstone gems. This means you CANNOT purchase the cut gems off of the auction house for this quest. You must purchase the raw uncut gem and cut it yourself!

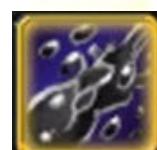
Cut and turn in 3 Timeless Nightstone Gems to complete the quest.

Reward is 16G 53S and 1 Illustrious Jewelcrafter's Token.

Elemental Goo



This quest requires you to leave the comfort of Orgrimmar and Stormwind. You must kill any Cataclysm elemental for Elemental Goo. If you are not yet level 85, then I suggest heading to Mount Hyjal and killing the Fiery Instructors in the Twilight Gauntlet or

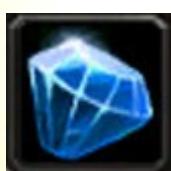


the Howling Riftdweller at the Lightning Ledge. If you are level 85, then I suggest heading to Twilight Highlands and killing the Muddied Water Elemental at Verrall Delta. There are a ton of available spawns here to make gathering the goo quite easy! The drop rate is rather low on the goo.

Gather 10 Elemental Goo to complete the quest.

Reward is 16G 53S and 1 Illustrious Jewelcrafter's Token.

Nibbler! No!



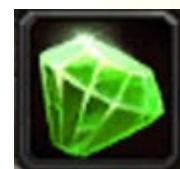
This quest requires you to cut and turn in 3 Solid Zephyrite gems. This means you CANNOT purchase the cut gems off of the auction house for this quest. You must purchase the raw uncut gem and cut it yourself!

Cut and turn in 3 Solid Zephyrite Gems to complete the quest.

Reward is 16G 53S and 1 Illustrious Jewelcrafter's Token.

Ogrezonians in the Moods

This quest requires you to cut and turn in 3 Jagged Jasper gems. This means you CANNOT purchase the cut gems off of the auction house for this quest. You must purchase the raw uncut gem and cut it yourself!



Cut and turn in 3 Jagged Jasper Gems to complete the quest.

Reward is 16G 53S and 1 Illustrious Jewelcrafter's Token.

The Latest Fashion!



For this quest you must test the Stardust No. 2 on any NPC's or players in the area. Simply target them and click on the Stardust in your inventory. You can even do it to yourself!

Test Stardust No. 2 on 10 NPC's/players to complete the quest. This one is super easy!

Reward is 16G 53S and 1 Illustrious Jewelcrafter's Token.



Shattrath City Cooking Daily Quests



All of these cooking quests are picked up by speaking to The Rokk found in the Lower City portion of Shattrath City. These four daily quests are available to both Horde and Alliance with a cooking skill of at least 275. The daily quest available each day is randomly selected, so it is possible to see the same one two days in a row.

These daily quests give a small amount of gold and the option of picking a Barrel of Fish or Crate of Meat. Inside the Barrel of Fish or Crate of Meat, you will get random types of fish or meat. There is also a chance to get some cooking recipes that cannot be obtained any other way. These include recipes for Stormchops, Skulffish Soup, Broiled Bloodfin, Kibler Bits, Delicious Chocolate Cake, and Spicy Hot Talbuk.

Manalicious!

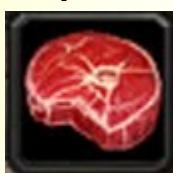
For this quest you must travel to one of the Eco-Domes in Netherstorm. The best one is Eco-Dome Midrealm in the center of the zone. On the ground, you will see a large number of Mana Berry Bushes.



Collect 15 Mana Berry to complete the quest.

Reward is 7G 59S and a Crate of Meat or a Barrel of Fish.

Soup for the Soul



This is a two part quest. First you will need to obtain 4 Clefhoof Meat. You can buy this off of the auction house to save time or you can gather it from the Clefhoofs in the Spirit Fields of Nagrand. Once you have the 4 Clefhoof meat, these will need cooked into 4 Roasted Clefhoof.

Next you will need to head to the Ancestral Grounds on the western side of Nagrand at (26,59). Then mix the ingredients in the



Cooking Pot provided to you by the quest giver to create the tasty Spiritual Soup.

Reward is 7G 59S and a Crate of Meat or a Barrel of Fish.

On some servers you may find it profitable to sell the Roasted Clefhoof (or clefhoof meat) on the Auction House in stacks of 4 for other cooks to purchase for the daily quest.

Revenge is Tasty

This is a three-part quest and is one of the hardest cooking dailies. First you must loot a Giant Kaliri Wing from the Monstrous Kaliri at Skettis in Terokkar Forest. The Monstrous Kaliri can dismount you from your flying mount, so watch out.



Next, you need to gather 3 Warped Flesh from the Blackwind Warp Chasers found throughout Skettis and then cook this into 3 Warp Burgers. The final step requires you to combine the ingredients in the Cooking Pot provided by the quest giver to create the Kaliri Stew. Reward is 7G 59S and a Crate of Meat or a Barrel of Fish.

On some servers you may find it profitable to sell the Warp Burgers (or Warped Flesh) on the Auction House in stacks of 3 for other cooks to purchase for the daily quest.

Super Hot Stew



This is the most complicated daily quest. First you need to check your cooking tabs to see if you can create the Mok'Nathal Shortribs and Crunchy Serpents. These are not learned from your trainer so there is a good chance that you have not yet learned them.

Alliance can buy these recipes from Sassa Weldwell at Toshley's Station in Blade's Edge Mountain.

Horde will need to complete the quest [Mok'Nathal Treats](#) at Mok'Nathal



in order to get these recipes. For Horde who have already completed the quest and threw away the recipes, you can check Xerintha Ravenoak at Evergrove. The recipes are on a limited supply though.

Once you can make the food, you will need to gather 2 Serpent Flesh from any Scalewing Serpent and 3 Raptor Ribs from any Daggerjaw Lashtail. Both of these mobs can be found close to one another at the Razor Ridge in Blade's Edge Mountains.

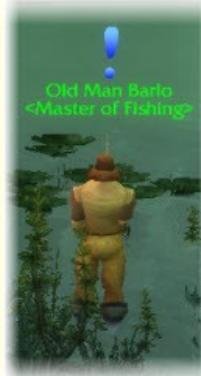
Now fly to Forge Camp: Terror and kill an Abyssal Flamebringer. Create a Basic Fire from your profession tab and cook up the Mok'Nathal Shortribs and Crunchy Serpent. Then right click on the Cooking pot provided by the quest giver to create the Super Hot Stew over the Abyssal Flamebringer's body.



Reward is 7G 59S and a Crate of Meat or a Barrel of Fish.

On some servers you may find it profitable to sell the Mok'Nathal Shortribs on the Auction House in stacks of 3 and the Crunchy Serpent in stacks of 2 for other cooks to purchase for the daily quest.

Shattrath City Fishing Daily Quests



All of these fishing daily quests can be picked up by speaking to Old Man Barlo along the shore of Silmyr Lake in Terokkar Forest. It is just northeast of Shattrath City. This daily quest will help your fisherman obtain items with +fishing skill on them. In Cataclysm having the highest skill possible will once again be quite important since Open Water fishing will again be in demand and profitable.

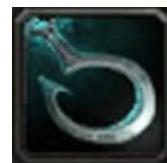
The reward for this quest is a Bag of Fishing Treasures. Inside the [Bag of Fishing Treasures](#) you will find a few gold inside and an assortment of items. Remember that each and every bag WILL be different. I can't possibly list every single item that could be in the bag.

Some bags will have Elixir of Water Walking. This will allow you to water on



walk for 10 minutes! Another item you may find is an [Ancient Coin](#). This sells to a vendor for 25G!

You may receive a handful of [Sharpened Fish Hooks](#). These are lures that add +100 to your fishing skill for 10 minutes. Even with the release of Cataclysm, these are still the best lures available. This gives you reason to continue with the quests.



Each Bag of Fishing Treasures may also obtain a special item. These items have a much lower drop rate on them. The special items include...

[Recipe: Captain Rumsey's Lager](#)

[Spun Truesilver Fishing Line](#)

[Weather-Beaten Fishing Hat](#)

[Muckbreath's Bucket](#)

[Toothy's Bucket](#)

[Chuck's Bucket](#)

[Snarly's Bucket](#)

[Eye of the Sea](#)

Below you will find a short discussion of each daily quest.

Crocolisks in the City

This quest requires you to catch a Baby Crocolisk in the waters of Stormwind or Orgrimmar.



The drop rate on it wasn't too bad. It took about 10 successful casts to get the Baby Crocolisk.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest

Reward [Bag of Fishing Treasures](#). You have a chance of obtaining one of the non-combat baby crocolisks too!

Shrimpin' Aint Easy

This quest requires you to catch 10 Giant Freshwater Shrimp from any lake in Zangarmarsh.

Remember there are different fishing requirements for the lakes here.



Umbrafen Lake and The Lagoon have an ideal fishing skill of 400. Marshlight Lake, Serpent Lake, and Sporewind Lake have an ideal fishing skill of 450. An ideal fishing skill is when you won't catch any gray junk items. Choose the appropriate lake according to your fishing skill.



Since the shrimp are too small to catch on a hook (as the quest text states), you will need to catch Bloated Barbed Gill Trout. Inside the Bloated Barbed Gill Trout you will find the Giant Freshwater Shrimp.

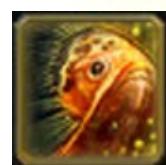
Continue fishing up Bloated Barbed Gill Trout until you have obtained 10 Giant Freshwater Shrimp.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

Bait Bandits

This quest requires you to catch a Blackfin Darter from the rivers in Terokkar Forest.

The rivers of Terokkar Forest have an ideal fishing skill of 450. An ideal fishing skill is when you won't catch any gray junk items. Bring along some lures in order to reach the ideal fishing skill.

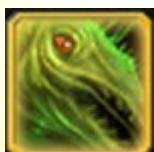


The quest states that you must pull back at the last possible moment in order to catch the darter. I do not think it matters as I have caught the fish after immediately clicking the bobber.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest.
Reward [Bag of Fishing Treasures](#).

Felblood Filets

This quest requires you to catch a Monstrous Felblood Snapper from the green pools of water in Shadowmoon Valley or Hellfire Peninsula. In Shadowmoon Valley you can fish from the Fetid Pools or Magma Fields and in Hellfire Peninsula you can fish from the Pools of Aggonar.



The green waters in Hellfire Peninsula and Shadowmoon Valley



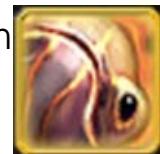
have an ideal skill of 375. Remember an ideal fishing skill is when you won't catch any gray junk items. Bring along lures if needed to reach the ideal fishing skill.

It took about 30 successful casts for me to catch the Monstrous Felblood Snapper.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

The One That Got Away

This quest requires you to catch the World's Largest Mudfish from any lake in Nagrand.



Remember both Skysong Lake and Lake Sunspring require an ideal fishing skill of 495. An ideal fishing skill is when you won't catch any gray junk items. Bring lures if needed to fish in these areas.

I found this quest was a little buggy and it won't drop for you if you aren't specifically fishing in "Skysong Lake" or "Lake Sunspring". When you begin to fish, make sure you are in an area where the name of the lake is listed above your minimap. If you do not see the lake name, you must move around until you reach an area where it is above your minimap.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

Dalaran Cooking Daily Quests



For Horde all of these cooking daily quests can be picked up by speaking to Awilo Lon'gomba found in the back room of the Horde's inn.



For Alliance all of these cooking daily quests can be picked up by speaking to Katherine Lee found in the Alliance's inn.

You must be at least level 65 with a cooking skill of at least 350 to obtain these quests.



All of the quests are the same for both Horde and Alliance except for the NPC's in which you pick them up. The main function of these quests is to collect Dalaran Cooking Awards to purchase cooking recipes from the nearby vendor. If you collect enough of these Awards you can buy the Chef's Hat!

Sewer Stew

This is a two-part quest. First you must gather 4 Crystalsong Carrots from the ground in Crystalsong Forest. The highest concentration of carrots is around the Twilight Rivalet. Then you must combine the carrots with 4 Chilled Meats. These meats can be gathered from any Northrend beast or purchased from the AH. Once combined into the Vegetable Stew the quest will be complete!



Reward 12G 40S 50S, Dalaran Cooking Award, Small Spice Bag and 150 Kirin Tor reputation.

Mustard Dogs!



This is another two-part quest. First you must gather Wild Mustard from the grassy areas within Dalaran. A few good places to check is the Krasus' Landing and the Runeweaver Square in the center of town.

Next you will need to gather 4 Rhino Meat to cook into 4 Rhino Dogs. You can either create Rhino Dogs yourself or can purchase them off of the AH. Once you've gathered these items, combine them with the Empty Picnic Basket provided by the quest giver.



You must turn this quest into Archmage Pentarus on the Krasus' Landing.

Reward 12G 40S 50S, 2 x Dalaran Cooking Award, Small Spice Bag and 150 Kirin Tor reputation.



Infused Mushroom Meatloaf



This is a two-part quest. First you must head down into the Sewers of Dalaran and gather Mushrooms from the ground.

Then you must combine the Infused mushrooms with two Chilled Meat over a cooking fire. The Chilled Meats can be found by killing any Northrend beast or may be purchased off of the AH too.



Once you've cooked the Infused Mushroom Meatloaf the quest is completed. You must turn this into to Orton Bennet upstairs in the store Curiosities and Moore.



Reward 12G 40S 50S, Dalaran Cooking Award, Small Spice Bag and 150 Kirin Tor reputation.

Convention at the Legerdemain



First you must gather a Jug of Wine from the cheese shop, One More Glass. The Jugs are found spawned inside of the shop on the ground and tables.

Then you must gather 4 Chilled Meats from any Northrend beast or purchase them from the AH. With the Chilled Meats, create 4 Northern Stew to complete the quest.

You must turn this quest into Arille Azuregaze found in the Legerdemain Lounge.

Reward 12G 40S 50S, Dalaran Cooking Award, Small Spice Bag and 150 Kirin Tor reputation.

Cheese for Glowergold



This is a two-part quest! First you must gather an Aged Dalaran Limburger from the cheese shop, One More Glass. They can be found on sitting on the tables in the shop. You also need to gather 6 Half Full Dalaran



Wine Glasses from the Legerdemain Lounge across the way. If you are having trouble finding glasses there, then check your faction's inn too.

Once you've gathered the cheese and 6 Dalaran Wine Glasses, combine them over a cooking fire with the Empty Cheese Serving Platter provided by the quest giver. When this is done the quest will be completed.



You must turn in this quest to Ranid Glowergold at the Legendary Leathers shop.

Reward 12G 40S 50S, Dalaran Cooking Award, Small Spice Bag and 150 Kirin Tor reputation.

Dalaran Jewelcrafting Daily Quests

All of the Jewelcrafting daily quests can be picked up by speaking to Timothy Jones in the Jewelcrafter's building in Dalaran. If you having trouble finding him, then just ask a guard for directions to the JC trainer.



You must be at least level 65 with a Jewelcrafting skill of 375 to obtain these quests.

The main use for these daily quests is to collect the Dalaran Jewelcrafter's Tokens to buy Designs for different gem cuts. However they also reward a nice chunk of gold too!

I have found that all of these quests can be completed in nearby Storm Peaks.

Shipment: Blood Jade Amulet



You must obtain a Vyrkul Amulet from any type of Vyrkul. I recommend heading to Storm Peaks and checking out the Forlorn Mine or the Valkyron. There are many vyrkul available in this area!

Once you have the Vyrkul Amulet, you must combine it



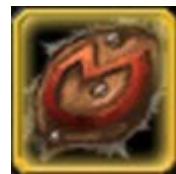
with a Dark Jade and Bloodstone to complete the quest.

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Shipment: Bright Armor Relic



You must obtain an Elemental Armor Scrap from any Northrend Revenant. I recommend heading to Storm Peaks and killing the Stormrider in the Snowdrift Plains for the scrap. There are lots of available spawns here.



Once you have the scrap, you must combine it with a Bloodstone and Huge Citrine to complete the quest!

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Shipment: Glowing Ivory Figurine



You must obtain a Northern Ivory from any mammoth or shoveltusk in Northrend. I personally like to head to the Plain of Echoes in northeastern Storm Peaks for this quest. It is much closer to Dalaran than the other choices out there.

Once you have the Ivory, you must combine it with a Chalcedony and Shadow Crystal to complete the quest.

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Shipment: Intricate Bone Figurine



You must obtain a Proto Dragon Bone from any Proto Drake in Northrend. I recommend heading to Storm Peaks at the Foot Steppes which is the center of the zone. Here you will find a large number of Stormpeak Wyrm flying through the sky.



Once you have the Proto Dragon Bone you must combine it with a Sun Crystal and Dark Jade to complete the quest.

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Shipment: Shifting Sun Curio

You must obtain a Scourge Curio from any Northrend Scourge. I recommend heading to Storm Peaks and checking out Valkyron. The Valkyrie in this camp will drop the item.



Once you have the Scourge Curio, you must combine it with a Sun Crystal and Shadow Crystal to complete the quest.

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Shipment: Wicked Sun Brooch



You must obtain an Iron Dwarf Brooch from any Iron Dwarf in Northrend. I recommend heading to Storm Peaks. You will find Iron Dwarf at Nidavelir on the northwestern side of the zone. Or you can find a few in an abandoned camp overlooking Bor's Breath.

Once you have obtained the brooch, you will need to combine it with a Huge Citrine and Sun Crystal to complete the quest.

Reward is 16G 54S, Dalaran Jewelcrafter's Token and 75 Kirin Tor reputation.

Dalaran Fishing Daily Quests



All of the fishing quests are picked up by speak to Marcia Chase next to the Eventide Fountain in Dalaran.

These quests reward a Bag of Fishing Treasures. In this bag you can obtain many different items. There is also a chance to get some really cool rare fishing items such as the Jeweled Fishing



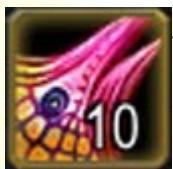
Pole, Bone Fishing Pool, Weather-Beaten Fishing Hat and a non-combat pet, Stranded Crawler. These items are not found anywhere else in the game. There is also a chance to get epic gems, but these are not worth much gold nowadays with Cataclysm out.

There are many different gray items found in these bags too. Some of them aren't worth much more than a few silver or are meant for the comedic factor like the Stuffed Shark Head.



However there are a few gray items like the Porcelain Bell or the New Age Painting that sell for way more gold than your typical vendor trash. The Porcelain Bell sells for 100G and the New Age Painting sells for 25 G to a vendor! It is highly profitable to continue completing this quest even after WoTLK is old especially if you are looking to gather some neat fishing items for your character.

Dangerously Delicious



This quest requires you to go to Wintergrasp. Fish in any lake or stream for 10 Terrorfish. The drop rate on these can be fairly low. Don't forget to watch your back for PVP!

Reward is a Bag of Fishing Treasures and 350 Kirin Tor Reputation.

Disarmed!

This quest requires you to fish in the Violet Hold until you catch a Bloated Slippery Elm. Inside this elm you will find the Severed Arm to complete the quest. It may take quite a few casts to get this one!



You must turn in this quest to Olisarra the Kind at the First to Your Aid building within Dalaran.

Reward is a Bag of Fishing Treasures and 325 Kirin Tor Reputation.

Blood is Thicker



This is a two-part quest. Head out to Borean Tundra. First you must kill a beast to obtain the Animal Blood debuff. Then head to any body of water and jump in! A Pool of

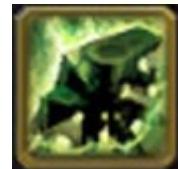
Blood will spawn and you must cast your fishing line into the pool to catch the fish required for the quest. Catch 5 Bloodtooth Frenzy to complete the quest!

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Jewel of the Sewers

Head to the Sewers of Dalaran and begin fishing until you catch the Corroded Jewelry. It may take quite a few casts to get this one.



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The Ghostfish



Head to the River's Heart found in the center of Sholazar Basin. Begin fishing until you obtain the Phantom Ghostfish. Immediately click on this fish because it only lasts a very short time. This will transform you to discover the mystery!

It may take a few casts until you obtain this item. I've had it take up to 15 casts before.

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UI Mods we like:

Mapster- A great map addon that allows you to remove the “fog of war” among other map attributes. Very useful for just about all aspects of the game.

<http://wow.curse.com/downloads/wow-addons/details/mapster.aspx>

Gatherer- shows the location of minerals, herbs, chests, etc. on your main map and minimap-

<http://wow.curse.com/downloads/wow-addons/details/gatherer.aspx>



Fishing Buddy-keeps track of your catches and helps you to switch into your fishing gear quickly-

<http://wow.curse.com/downloads-wow-addons/details/fishingbuddy.aspx>

Enchantrix- Shows item disenchant results so you can track what is worth disenchanting-

<http://enchantrix.org/>

Auctioneer- Provides you with in-game data on your auction house-

<http://auctioneeraaddon.com/>

(see our auctioneer guide for killer tips on how to use this one)

LilSparky's Workshop-Uses Auctioneer data and displays AH data right in your trade skills window.

<http://wow.curse.com/downloads-wow-addons-details/lil-sparkys-workshop.aspx>

Bagnon- Helps to manage your character's inventory. It allows you to view the inventory and banks of all characters on that server. Gives you a gold total for the entire server too. I can't play without this addon!-

<http://wow.curse.com/downloads-wow-addons-details/bagnon.aspx>

When this guide is updated, you will receive all future updates as a customer.

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