

From 0 - 10,000,000 GOLD!

Complete Guide

V3.7.1



By Studen Albatroz

Note from the Author

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CHANGELOG

Version 3.7.0

Welcome to my **FIRST** ever written guide to making Gold Cap!

Whenever there are new gold making tactics worthy of mentioning, helpful hints or tips, or addon suggestions, I will be updating this guide. The **BEST** part about it, is if you bought this guide, you will have unlimited updates! This guide supports gold making from Vanilla to Dragonflight!

In this guide i will be talking about how you can do it as well, how you can go from 0g00s00c to goldcap! I'm gonna break it into steps and describe the farms and why you should do them.

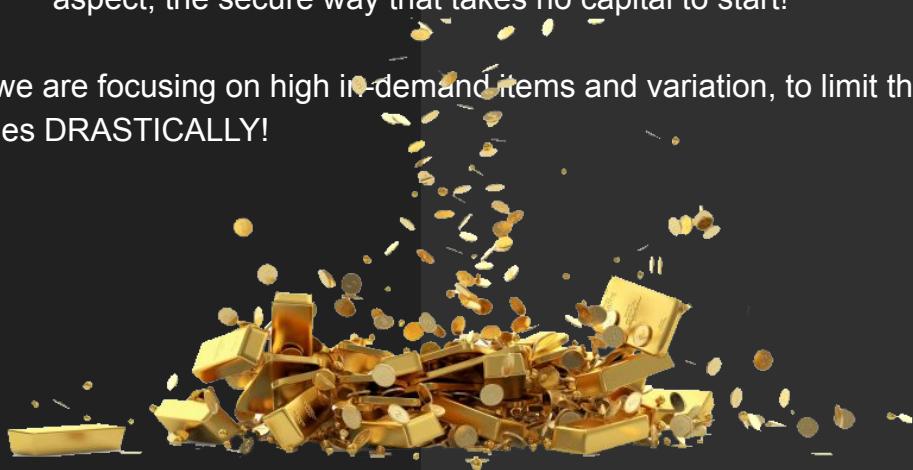
I'm doing all of these farms myself, and I've reached goldcap many times doing this **EXACT** tactic! This isn't a guide that misleads you to believe you are going to wake up the next morning after posting auctions with millions of gold. This guide requires you to put effort into your gold making, because hard work pays off!

In the first section of the guide, I will focus on material farms mainly.

I can promise you that you will get to gold cap if you stay consistent and put in the hours, to make it to goldcap, people would have to spend anywhere from 200-500 hrs, when it comes to actually farming it, and not playing the AH or investing millions of gold into professions generating a steady stream of income!

There are a lot of different ways to obtain goldcap, this guide focuses on the farming aspect, the secure way that takes no capital to start!

In this guide, we are focusing on high in-demand items and variation, to limit the risk of not getting sales **DRASTICALLY!**





A LITTLE ABOUT ME

I've been playing World of Warcraft since release, and I've been into gold making ever since I had to get enough gold to buy the epic mount back in vanilla WoW!

I, however, started creating content on gold making back in 2014 roughly, and have kept going strong for every single expansion ever since. I make youtube videos and do live streams where my only focus is gold making.

My main tactic of making gold has always been to grind rather than play the AH, because that's what keeps me going. I Truly enjoy the RNG from farming, and seeing that the hours of effort put in grinding and slashing mobs actually pay off in terms of gold!

I've acquired several goldcaps on low pop realms, medium pop realms and high/full pop realms.

I'm usually sitting at roughly 50 million liquid gold at any given time, but i've made several hundred million gold easily!



IMPORTANT INFORMATION

I wanted to share some important information about gold making in game with you, before we get started. But why STUDEN?? It's because Gold making in game can either bring you happiness or sadness, but what it shouldn't do is make you give up! Anything is possible with motivation and purpose! So KEEP GOING! This guide will help you along the way!

The biggest factor with making gold is gonna be the realm you play on. Every single realm has different population and competition. For example, if I make 36,000 gold per hour on a farm in my realm, it might only result in 18,000 gold per hour on your realm, you might even find it hard to actually sell the items!

Here is a site I use regularly to research gold making potential on servers, I would recommend Bookmarking this site for further use.

Undermine Exchange

The image below is an example of an item that has a regional market value of 159g. But in my realm it only sells for 30g. Expect this to happen frequently while you're on this journey!



THE BASIC SETUP

There is very little you HAVE to do in order to reach the gold cap using this tactic, optimally you want several characters and professions, but it's not a must!

Bank Toon

You can make a lvl 1 bank toon (or an allied race that starts at level 10)

Equip this bank with big bags and place him in a capital city (don't go somewhere super crowded due to latency while posting)
Ironforge and undercity work well enough, completely optional.

The reason you want a bank toon is for simplicity. If you farm on several toons with different professions, it's way easier to gather all your farmed items and gold on just 1 toon, that happens to be close to an Auction House, Bank and mailbox!

Farming Toon

The gold farmers that have been farming for gold for some time, play a druid with a speedset, including myself.

[Click Here For lvl 80 Speedset](#)



TALENTS

(Druid Speedset)

Feral 70 Speedset

CcGAkuH5GdQpDrgY32rlVGnyqBAAAAAAAMLMsMzMzMzMzCPAzyMzMzMzMzAA
AAAAs1AGjxMzUzYWmxMzYADAAAAAMgBGDAAAAAAAAMzAwAA

Balance 80 Farm spec

CYGAkuH5GdQpDrgY32rlVGnyqBAAAAAAAAAAAAAbjas0MmxMMG
zyYZGjBGbmtZ2mZWGmZmZ2MmZGzMzGAgBYZbshpZmtRBAgAYjZmBYz
AA

Guardian 80

CgGAkuH5GdQpDrgY32rlVGnyqBAAAAAAAAAAzMzMDz2MjhBzMLmZG
mNbDYxMmpJyMzyMLzMjxYGAAAAAAwMMAmNwYEYqZWmlZmtBEgFMm
BAwA

FERAL 80

CcGAkuH5GdQpDrgY32rlVGnyqBAAAAAAMYYZmZmZmNMzsMzMzMzMAA
AAAAbNYWGjZMmaGWGLzYMDjBAAAAAGwAjBAABIAY2mZrZbmtNwMGA
AA

(Also pinned in General channel on my [DISCORD CHANNEL](#))



NOT having a speedset doesn't mean you can't make gold, however, a druid with a speedset makes most farms way easier, and is a MUST in group farms, and group farms ALWAYS perform way better than solo farms in terms of materials and transmog, as you're gonna be hyper spawning and killing way more mobs!

So if you are asked to level one, or already have a druid, GREAT!

Alts

For farming you, really only need one character, your farm character. This guide doesn't cover the alternative benefits of having other alts. That may come out in a separate guide or an expansion to this one at a later time. So for now, we will maybe focus on just having a Bank toon and a Farming Toon.



CONSUMABLES

Potion of Treasure Finding

Potion of treasure finding is a MUST when doing ANY Cataclysm related content. The Potion gives you a chance whenever you kill a cata mob to drop additional loot, The “Tiny Treasure Chest”, which can contain the following materials:

Volatile Water Volatile Life Volatile Earth Volatile Fire Volatile Air
Pyrium Ore Elementium Ore
Embersilk Cloth + Raw Gold and Greens

Darkmoon Firewater

Darkmoon Firewater Gives you a 15% Deftness increase for 1hr, basically a slightly faster gathering speed

Bear Tartare

This is a Food buff that increases your speed(temporarily) after you kill a mob.

Bear TarTare if you’re interested in making these for yourself, you can kill Mordvigbjorn the bear for the Cooking Recipe

Fried Bonefish

Fried Bonefish is the best food for mobility if you are lvl 55 or above

Charged Phial Of Alacrity

Increases your speed



PROFESSIONS

Skinning

Skinning is super underrated, and is gonna be a MUST if you wanna follow this tactic, if you don't already have a toon with skinning, or if you're getting a druid specific for following this guide, grab skinning on it!

Mining

Mining is also really decent, since we won't focus on any crafting, however, if you grab mining, you can turn your Ores into Bars, and increase your gold per hour on some farms by a TON!

Herbalism

The Third profession is herbalism, if you are gonna use 1 toon only, you should check the farms later in the guide, search up the different materials and see what profession you want to go with between mining and herbalism. It's strongly recommended to use all 3 tho.

Herbalism has some really steady farms in the old content, with high in demand herbs.



ADDONS

Addons are tricky, some people like certain addons, some people don't. Here is a list of addons that I think would come in handy when doing these steady farms, and what they actually do. You can download the majority if not all of them on Curseforge.

Gathermate2 & Gathermate2 Data

These addons are great for mining and herbalism, they should give you the spawn location of herbs and ore.

Scrap

Scrap is an addon that allows you to mark the items you want to instantly sell whenever you visit a vendor, so you don't have to click every single grey item!

Remember that whatever time you spend on vending all the greys and greens, is time you're not farming, so it actually plays a BIG matter on some farms, especially 5 man farms!

ATT(All The Things)

Allows you to see what the mobs can drop (turn on debug mode)
Can also see shared appearances



Postal

There are a lot of different mail addons, I like postal because it's simple, and you can just press 'ctrl + left click' on let's say a material, and it's gonna instantly add every material into the mailbox window, ready to be sent!

TSM & LootAppraiser

TSM Strings are located in The “TSM” Announcement Channel on my [Discord Channel](#)

Lootappraiser is an addon that shows you the value of the item whenever you pick it up, making it ALOT easier to track your gold per hour.

In order to make LootAppraiser work, you'll need TSM4. The farms we are gonna focus on are mostly materials, and i don't even use TSM4 to post my materials, so you don't need to worry about setting up groups and operations in TSM4, it's also an addon that seems to freak people out.

Everything you need in order to make LootAppraiser work

That's the addons I use for gold farming, if you get these, you'll be more than good!



Macros

**/target Lesser Water Elemental
/use Moonfire**

or

**/target Lesser Water Elemental
/use Sunfire**

**/targetenemy
/use moonfire**

When it comes to farming macros, i only switch between 2 different macros :

1. Target Mob

This is by far the best macro, because it targets only mobs that are alive, and it targets them in a 360 degree angle. However, you can only add 1 mob name to the macro, and it needs to be changed dependent on the name of the mob that you are farming.

2. Targetenemy

This macro is only used whenever you do a farm where you are killing different named mobs, because the macro will target **EVERY SINGLE** mob automatically, but only in a 180 Degree angle, so if you have mobs spawning behind you, it wont auto target and kill those, until you turn around and face the mob.

TIP:

If you are farming motes of X or farming with potion of treasure finding, you can add a third line, /Use 'Name of Item'

**/targetenemy
/cast moonfire
/use Mote of Mana**

← Look at example



LET'S START FARMING MATERIALS

Now you should have everything setup and ready to begin farming! We are now gonna go to step 1 of your journey to goldcap!

Before we do so, it's important to mention that you shouldn't feel bad if you dont see alot of sales the first week. Every server is different.

Just keep on farming and putting up on the auction house, and the results will come, and you'll see the results WAY faster using this tactic, then building up an AH full of transmog, that takes both a shit ton of capital and time to build!

I am dividing the Material Farms up into 2 Parts. Part 1 will be for slow selling materials that you want to keep up in the AH, and Part 2 will be faster selling Materials you will want to farm that tend to sell faster in the AH.

You can do these farms in any order and there is no limit or lockouts because these are open world farms. I would recommend at least dedicating 1 hr of farming for each to maximize your gold.

In Part 1, we will obtain all the high gold per hour market value items, so you'll be able to make a lot of gold per hour on PAPER!



As mentioned above, it's super important to always have these on the auction house at all times! You don't wanna miss out on a potential sale whenever someone is around willing to buy them off the auction house for good profit!

Part 1 farms will be divided into different professions and then non-profession farms. Make sure to use a Darkmoon Firewater for gathering, this allows you to make gathering faster.



PART 1

This part of the guide covers Material farms such as Skinning,
Herbalism, Mining and Non Professional Farms



PART 1: SKINNING



Knothide Leather/Felhide

Knothide Leather is used for a lot of crafts, and is also needed to craft Heavy Knothide Leather. A Material needed for additional transmog crafts & Player Housing Decor Items!

This is best farmed inside the TBC Raid Karazhan. As you enter the raid, take a right into the basement of Karazhan. Clear out all the bats & dogs and skin them!

Once done, run out -> Reset instance & Go back in again!

Highly advised to have characters with skinning on different realms, so that you can run 10 instances on 1 realm, and then swap over to a new realm, and go again for another 10 runs.

As instance lockout is realm-wide, not account wide.

[Video](#)



Primal Bat Leather & Primal Tiger Leather

Patch 10.0.7 Brings loads of new craftable items from the old Zul'Gurub!

Some of these items need new materials, that was brought back to the game together with the new recipes added! These can be skinned inside of Zul'Gurub as of patch 10.0.7!



@Codedheart



Turtle Scales

Patch 10.0.7 Brings loads of new craftable items from the old Zul'Gurub!

One of the material needed for some new crafts is Turtle Scales! At this location in Swamp Of Sorrows, you'll get 700+ Turtle Scales per hour, along with a bunch of Rugged Leather, Thick Leather & Thick Hide. The Mobs hyperspawn, so you can just roam this area



Heavy Scorpид Scale

Patch 10.0.7 Brings loads of new craftable items, making the use of Heavy Scorpид Scale go drastically up!

I farm them by skinning scorpions in Silithus, specifically the scorpions south of Silithus as shown on the picture below.



Warbear Leather

Warbear leather is needed to craft 2 extremely fast selling transmog items, so the sell rate is kinda high, and you normally get between 30-75k gold per hour in value on this farm, depending on the price in your realm.

[How To Video](#)



Cobra Scale

Similar to the warbear leather, really good gph, used for fast selling mogs. Kill the cobras and skin them in this location in Nagrand, Outlands.

[How To Video](#)



Thick Clefthoof Leather

The clefthoofs are all over Nagrand, I rotate the route drawn on this map. Run around this route. Kill and Skin all clefthoofs in Nagrand, Outlands.

[How To Video](#)



Crystal Infused Leather & Fel Scales

A 2-in-1 Farm, both materials are slow selling but high yield in terms of gold per hour. Just run back and forth on this ledge in Zangarmarsh. Run around this path, kill and skin along the ridge! Don't fall off!

[How To Video](#)



Nether Dragonscale & Wind Scales

Another 2-in-1 Farm! And as always, not super high in demand, but high yield. Run around killing and skinning Netherdrakes and Flying Serpents.

[How To Video](#)

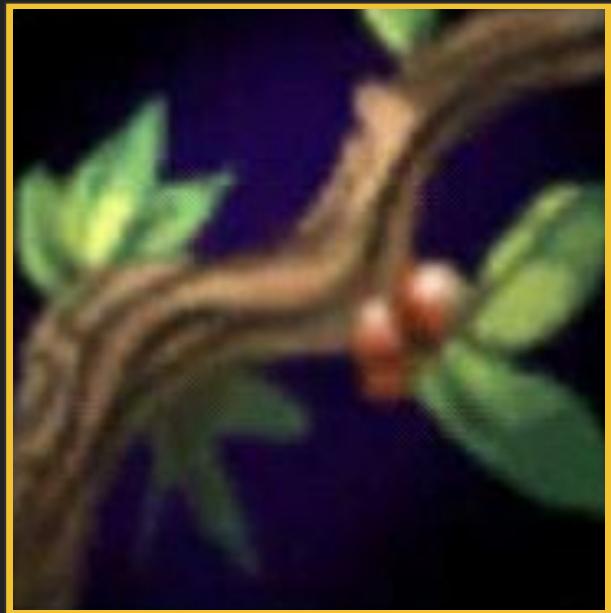


Jormungar Scales

Another great farm is the jormungar scales that are farmed in this cave in Storm Peaks, Northrend. Go inside the cave and kill and skin the Wolves and Jormungar Snakes.



PART 1: HERBALISM



Ghost Mushroom

Ghost Mushroom is the reagent needed to craft Ghost Dye. Ghost Dye is needed for a lot of new crafts with Patch 10.1.7 The absolute best way to farm these is by herbing in this cave located in Un'goro!



Aethril

Legion Herbs are needed due to milling->Glyphs

Aethril is the best option by FAR!

Make sure to focus getting the herbalism ranks for a higher gold per hour!

[Video](#)



Whiptail

Whiptail is a herb needed to craft the Vial of Sands mount, super in demand mount, some of the smaller goldmakers tend to farm the mats themselves though. That's why it's under Part 1, because it's not always a super fast seller.

Follow this route and pick up every single flower!



How To Video

Azshara's Veil

Next and final herb is another Azshara's Veil, which tends to be really good. Just use these 2 different routes from:

<https://www.wow-professions.com/farming/azsharas-veil-farming>



PART 1: MINING



Dark iron ore/bar

Dark iron ore is best obtainable in Molten Core, which is located inside of Black Rock Mountain. You just do a full run of Molten Core, without killing ANY bosses (as that will save you to the dungeon)



Make sure you kill all the big Molten Destroyers as well, as they can drop Blood of the Mountain, a very good selling material that usually sells for thousands!



For an even higher gold per hour, you should use your mining skill to melt the ore into Dark Iron Bars.

[How To Video](#)



Obsidium Ore

Obsidium ore farming gives a high GPH on most realms. The route is extremely good together with herbalism, and if you really wanna bring the gold per hour up, you should melt it into bars, and then craft it into Folded Obsidium, used for MANY crafts.

Follow the route below, and remember to bring Darkmoon Firewater to mine faster.



Leystone & Felslate ore

Leystone and Felslate Ore is gonna be listed under part 2 Farms due to the sell rate. It's an extremely underrated mining farm that's best done in Suramar.

Follow the route below, and make sure you bring Darkmoon firewater to mine faster.

[Video](#)



Fel Iron Ore



Fel Iron Ore is a great farm to do every now and then, the sell rate is not incredible, but they are needed for Felsteel Bar & multiple TBC Transmogs. They should always be sold as bars.

I'm Farming them in Hellfire Peninsula.



Cobalt Ore



Cobalt Ore, similar to Fel Iron Ore Should be made into Bars before being put on the Auction house.

Cobalt Ore is great, as it has almost 3x the sellrate compared to Fel Iron Ore. So you could do an extra hour here before moving over to the next page.



Saronite & titanium



Saronite and titanium should both be melted into bars, you should also take the Eternals that you get together with the titanium and melt it into titansteel.

Best place to farm it would be wintergrasp, you can only fly in the zone when the place isn't in combat(pvp)



PART 1: NON PROFESSION FARMS

These farms require no professions, you just simply grind mobs for them to drop!



Dark Runes

Dark Runes are used for a handful of crafts, but as always, not a super fast seller, goes for a lot of gold tho!

Kill all the mobs in this area, not all mobs can drop the Dark Runes, but by killing all of them, you force spawn the ones that do!



Wildvine

Wildvine can be REALLY good, I used to sell them for as high as 4500 gold each!! However, you might wanna check the price on this one before you go ahead and do it solo. It's always gonna be good in a 5-man group, but the price needs to be 2k+ each for you to do it solo. Kill all the Trolls in this area, similar to the Dark Rune farm, not all mobs drop the wildvine, only the witch doctors, but you need to kill everything to activate the fast respawns! This farm also drops pets & transmogs of great value



Golden Pearl

Golden pearl is mainly used for the wedding dress look-alike dress, super in demand, so there are a lot of people paying premium for the golden pearls. Kill all the Naga mobs in this area, they drop a ton of Clams, and within these clams, you have a chance of getting golden pearls! This farm is best done in a group, but can be done solo easily.



Ancient Mana Crystal

Ancient Mana Crystals are used by everybody that wants the fox mount, and can't be arsed to farm the mana themselves. You could combine this farm with leystone & felslate ore farming as mentioned above. In order to track the Ancient Mana Crystals on the map, you need to do the intro quest to Suramar, which will give you the [Mana Divining Stone](#). Used to see the crystals on the minimap. I don't follow a specific route on this farm, because it's important to cover the entire Suramar when you do this farm, so you don't miss out on any of the crystals. [Video](#)



Breath of Wind & Essence of Air

This farm gives you a super high gold per hour, but the sell rate is not exceptionally high. So you should only do this for 1hr at a time, and restock as soon as you sell.

The Breath of Wind is the main material you want, used to craft popular items like [Phantom Blade](#). Go to Darkshore (Remember to phase back to “old” Darkshore, talk to Zidormi) And kill EVERY air elemental at the Ruins of Auberidine. Bring a fast toon like a druid, and eat Bear Tartare for extra movement speed. The mobs are hyper spawning, so you will never run out of mobs to kill.



Felcloth & Mooncloth



Mooncloth

15 sec cast

Reagents:

Felcloth (2)

The purification of tainted Felcloth into Mooncloth can only be done at a moonwell, and only occasionally will the waters permit themselves to be used in such a way.

Materials

Vendor: Qia

Zone: Winterspring

Cost: 2 🐹

Head Over to Swamp Of Sorrows on the location listed in the photo. And Kill The Misty Grell Mobs. These Will drop The crafting reagent Felcloth. Doing this solo will get you roughly 150 Per Hour on a speed toon. If you have a tailoring toon and craft it into Mooncloth, you will easily DOUBLE the gold earned, and it's easier to sell!



Alani



NOTE: This should only be done in a group!

Head over to Vale Of Eternal Blossoms And Kill all the hyper spawning ancient mobs at the location shown above.

You will obtain Skyshards that you later use to obtain the sellable mount Ruby Cloud Serpent,

The farm also yields a decent 3k-5k RAW Gold And Around 60 Spirit Of Harmony, if done like this : [Video](#)



PART 2

There are A LOT of different farms in Part 2, I will split them into 2 groups: Part 2: Group Farms & Part 2: Solo Farms. Do whichever ones make you comfortable and rich in gold!

Keep in mind that some of the group farms could be good for you to do solo as well, if the price is right!

In each of the farms listed on the next couple of pages, there are links that will take you to my video that demonstrates how the farm works.



PART 2: GROUP FARMS

Khorium Raid: Basically just a 10 man raid roaming Nagrand, Outland for Khorium veins, and whenever 1 guy finds a vein, he lets everybody in the raid know, you all gather and mine it at the same time.

Deepholm Troggs 5k Raw gold + 20-30K in mats

Isle of Thunder 5k raw gold + 7k in mats

That's basically the 5-man groups you should focus on getting into, these are all EXTREMELY GOOD! So while doing solo farms, actively look for these farms in the group finder, join my **DISCORD** <http://discord.gg/studenalbatroz> and join experienced farmers constantly making groups for these farms!

The gold per hour is way higher in 5-man farms then solo farms (usually). So joining them will shorten your time to obtain a gold cap by a ton!



PRIMAL LIFE FARM



Mote of Life(10 turn into 1 Primal) as well as green/blue/epic BOEs, patterns and plans.

AVERAGE PRIMALS FARMED

140 Primals (1,400 Motes of Life)

How to Video
Primal Life



PRIMAL MANA FARM



Mote of Mana(10 turn into 1 Primal) as well as green/blue/epic BOEs, patterns and plans.

AVERAGE PRIMALS FARMED

200 Primals (2,000 Motes of Mana)

How to Video
Primal Mana



PRIMAL SHADOW FARM



Mote of Shadow(10 turn into 1 Primal) as well as green/blue/epic BOEs, patterns and plans.

AVERAGE PRIMALS FARMED

300 Primals (3,000 Motes of Shadows)

How to Video
Primal Shadow



PRIMAL FIRE FARM



Mote of Fire(10 turn into 1 Primal) as well as green/blue/epic BOEs, patterns and plans.

AVERAGE PRIMALS FARMED

100 Primals (1,000 Motes of Fire)

How to Video
Primal Fire



PRIMAL AIR FARM



Mote of Air(10 turn into 1 Primal) as well as green/blue/epic BOEs, patterns and plans.

AVERAGE PRIMALS FARMED

85 Primals (850 Motes of Air)

How to Video
Primal Air



VOLATILE WATER FARM



Volatile Waters as well as green/blue/epic BOEs, patterns and plans.

AVERAGE VOLATILES FARMED

Use Potion of Treasure Finding

1000 Volatiles(+60 of every other type of volatile from Tiny Treasure Chest)

How to Video
Volatile Water



VOLATILE FIRE FARM



Volatile Fires as well as green/blue/epic BOEs, patterns and plans.

AVERAGE VOLATILES FARMED

Use Potion of Treasure Finding

1000 Volatiles(+60 of every other type of volatile from Tiny Treasure Chest)

How to Video
Volatile Fire



PART 2: SOLO FARMS

SKINNING

Savage Leather:

This farm is probably MY NUMBER 1 solo steady goldfarm!

The reason behind it is the amount of different high in demand materials you can pull out of it. It's a Cataclysm farm, so you can use a «**Potion of treasure finding**» that allows you to loot Tiny Treasure Chest, that contains all the volatiles in the game, pyrium ore and elementium ore, this also gives you embersilk cloth, raw gold and greens and blues!!

Not only that, but if you struggle selling the savage leather as it is, or if the price is too low, you can craft the savage leather into HEAVY Savage leather, that usually increases the gold per hour by A LOT!

And if you wanna take it further, you can go to the leatherworking vendor in stormwind/org and use Heavy Savage Leather to buy PRISTINE HIDE!

Overall an EXTREMELY good farm, it's by far the farm I do the most SOLO.

[**The Farm is explained in full at the start of this video**](#)

If you like skinning like me, farming the «base leathers» of the different expansions is usually extremely good in terms of sellrate.



A List of Solo Skinning Farms You Can Do

[Light Leather & Medium Leather](#)

[Heavy Leather](#)

[Rugged Leather & Thick Leather](#)

[Knothide leather](#)

[Borean Leather](#)

MINING

Arcane Crystal

Arcane Crystal can be extremely good, in some realms, simply selling the arcane crystals can give a high gold per hour, if you have alchemy you could make even more, turning it into an Arcanite Bar and then further into Enchanted Elementium bar.

[Arcane Crystal Farm Video](#)

Ghost Iron Ore

I used to do a lot of Ghost Iron Ore as well, as it gave me a guaranteed 15k gold per hour, so when i had everything else up, i would also do this one.

I just used the route on wow-profession.com:

<https://www.wow-professions.com/farming/ghost-iron-ore-farming>



MATERIAL FARM WRAP UP

I would do the current content material farms depending on the value and time.

These materials listed above have sold REGARDLESS of what expansion we are in, and that is my idea of this written guide, that even 3 expansions from now, it's still gonna be a viable guide for the future expansions.

Therefore I'm not gonna go into what specific farms you should do, as i'm writing this, we are also moving towards the end of the expansion, where most current content mats are quite low. But in 75% of the expansion from start towards the end, farming current content materials, even herbalism and mining is really good as soon as you have everything else mentioned earlier in the guide up in the auction house.

Use <https://www.wow-professions.com/farming-guides>

To find current content farming spots for your materials.



TRANSMOG SELLING FUNDAMENTALS

It was important to start off the guide with material farms, as it requires no capital gold to begin with, and you see results relatively fast compared to starting out with transmog selling. A Lot of people give up on farming and selling transmog, because they feel like they put in a lot of time without any results.

Some of these terms from this point further is going to assume you have a basic understanding of TSM, Market Value terminology, etc.

And I understand, the transmog market can be hard to get into. In this part of the guide, I'm gonna talk about transmog, how it works, how to know what's considered a sellable item, and where to farm them.

As I explained above, it's quite easy to give up on transmog farming, and 99% of the people saying "**transmog don't sell**" have the same common problems, either there is not enough transmog items on the auction house or to many shitty transmog items up on the Auction house, either way it's a temporary problem that can be overcome!

If you have an item with let's say 0.01 sell rate, you should sell that item on average every 100 days? God damn that's slow!



Now imagine having 100 items with 0.01 sell rate, you should get a sale daily right? This is just strictly speaking statistically, as the sell rates won't go below 0.01 on TSM, so the item could sell on average every 200 days as well!

But in order to make constant daily sales, and a lot of them, you will need a lot of items on the auction house to increase the chance of having an item that someone is after.

In my experience you'll need 1000+ transmog items to get multiple sales daily!

So you won't be seeing much instant results with transmog.

The beauty of it is when you have a really good auction house of transmog items, and you see those sales come in daily and all you have to do is restock those fun dungeon farms filled with RNG!

It is also **important** to not post everything you pick up, you'll end up with 4000 transmog items but only 1 million gold of value.

A rule of thumb is to have 1 million gold of value per 100 auctions. So if you have 300 auctions, it should be worth roughly 3 million gold (Keep in mind that this will be a bit lower in a weak market, like towards the end of an expansion).

So in order to get the stats you need (Market value and sell rate) you'll need the addons TSM and LootAppraiser.

This way you can tell the market value and sell rate of the item to figure out if it's worth putting it up on the auction house.



Question: So when is an item good enough to post on the auction house?

Answer: :It will depend from realm to realm, and it's also gonna be different from me to you. Someone like me with 2500+ transmog items on the Auction house, is gonna be way more picky than what you should be.

And with experience you'll notice that some items will sell regardless of the value and sell rate, because they are a part of a really popular set.

However a rule that I went by when starting out with transmog was posting items with the following stats:

0.01X sell rate -> Above 4000g

0.02X sell rate -> Above 2000g

0.03X sell rate -> Above 300g

0.04X sell rate -> Always sell, regardless of value.

[Explanation Video Here](#)



Lootable

Vanilla Dungeon Transmog Farming Loot Pools Infographic

Made by u/Sustainna_

LOOT POOL A

Razorfen Kraul, Razorfen Downs, Maraudon, Dire Maul

Only Drops In RFK
Spiked Chain
RFK + Maraudon
Dokabi Pathfinder's Raincaller's Resilient Robust Sentry's Slayer's Wicked Chain
Embersilk Geomancer's Marauder's Steadfast Trickster's
RFD + Dire Maul
Ancient Bloodforged Bloodwoven Boneink Saltstone Symbolic Tyrant's
Does Not Drop In RFD
Enduring Ghostwalker Headhunter's Stonecloth

RFK Unique Items
Holy Shroud
The Black Knight
Starfaller
Pugilist Bracers
Wolfclaw Gloves
Plains Ring

RFK Unique Items
Corpseshroud
Stormgate Fist
Manslayer
Freezing Shard
Quillshooter
Deathshead Vestments
Briar Treaders
Thoughtcast Boots

Dire Maul Unique Items
Wand of Arcane Potency
Firemane Leggings
Nat Paged Books

Dire Maul only notes drops from Warpwood Quarter (East)

Dire Maul Exclusively Drops Felcloth which sells great!

LOOT POOL D

Wailing Caverns, Blackfathom Deeps

Wailing Caverns Only
Bloodspattered Ceremonial
Mystic's Feral Prospector's War Paint Outrunner's
BFD Only
Grunt's Hulking Wrangler's Ritual Pagan Spiked Chain

BFD Unique Items
Martyr's Crown
Ring of Precision
Staff of the Blessed Seer
Tree Bark Jacket
Doomspike
Staff of the Friar
Evocator's Blade
Onyx Claymore
Grimclaw

Wailing Caverns Raptors can drop [Deviate Hatchling]!

WC Mobs give Deviate Scale when skinned.

LOOT POOL B

Gnomeregan, Scarlet Monastery

Scarlet Monastery Only
Commander's Elegant
Hyperion
Imbued Plate
Masterwork
Mercurial
Traveler's

Battleforge
Banded
Durable
Glimmering Mail
Sage
Silver-Thread
Infiltrator

Each of these dungeons have incredibly diverse unique, and valuable rare pools.

Scarlet has a vast spread of green BoEs from different sets, and has decent overlap with Gnomeregan's loot table.

(Not "TECHNICALLY" the same loot table, but close enough to be worth mentioning.)

Scarlet Monastery Drops Epics from Loot Table E

ULDAMAN

Uldaman

Uldaman Drops
Chief Brigadier's
Huntsman's
Conjurer's
Jazzerant
Sentinel
Ranger
Knight's
Aurora

Uldaman has a strange loot table. But the unique items often cost "MILLIONS" of Gold. Kill "everything", including bugs.

Uldaman Unique Items
Stonevault Bonebreaker
Ginn-Su Sword
Skullplate Bracers
Monolithic Bow
Obsidian Cleaver
Annealed Blade
Spirewind Fetter
Unearthed Bands
Legguards of the Vault
The Jackhammer
Digmaster 5000
Spaulders of the Lost Age
Pendulum of Doom
Miner's Hat of the Deep
Shadowforge Bushmaster
Papal Fez

Zul'Farrak has an incredibly wide pool of Green items, and now shares some loot with AQ20 making it worth farming for Loftys and Glorious items. (Remember to test the graves!)

Shadowfang Keep's Green Loot Pool is "Atricious". You come to SFK with the intent of finding the unique blue items.

Very fast to run.

Lootable

LOOT POOL C

Blackrock Depths, Blackrock Spire, Sunken Temple

Does Not Drop in ST

Elegant

Alabaster
Ebonhold
Imbued Plate
Imperial Red
Ornate
Swashbuckler's
Templar's
Traveler's
Wrangler's

Only Drops in BRS

Hyperion

Does Not Drop in BRS
Crusader
Overlord

"Sunken Temple Dragons give various dragon materials when Skinned"

"BRS Final Boss is the only loot source for the Arcanite Champion plans."

Zul'Farrak

Zul'Farrak Drops

Glorious

Lofty
Jade
Vanguard
Bloodlust

"Zul'Farrak has an incredibly wide pool of Green items, and now shares some loot with AQ20 making it worth farming for Loftys and Glorious items. (Remember to test the graves!)**

Zul'Farrak Unique Items

Bloodletter Scalpel

Brainlash
Eyegouger
Flaming Incinerator
Gutwrencher
Runeid Ring
Spellschock Leggings
The Minotaur
Troll Protector
Witch Doctor's Canoe

SHADOWFANG KEEP

Shadowfang Drops

Buccaneers

Silver-Thread
Spinefin

"Shadowfang Keep's Green Loot Pool is "Atricious". You come to SFK with the intent of finding the unique blue items.**

Very fast to run.

SFK Unique Items

Gloomfang Armor

Duskbringer
Skullfame Shield
Stonerede Gauntlets
Stockade Pauldrons
Taran Icebreaker
Hurricane
Shadowblade
Wall of the Dead
Warden Staff

Mindthrust Bracers

Shadowfang

Orb of Deception

INFOGRAPHIC LEGEND

"Only Drops" only applies to "this pool" and can drop elsewhere in the world. Unique Items can "ONLY" drop in this specific instance and nowhere else in-game.

Work in Progress!

Only notable item sets are listed. Some items will slip through the cracks and I didn't bother labelling item sets if only a single mob in the instance drops it.

Bring a Miner for BRD, and a Skinner for Sunken Temple

Bring Lockpicks or a Rogue!

WORLD DROP EPICS

High Level Pool:

Axe of the Deep Woods
Bloodrazor
Brain Hacker
Cloudkeeper Legplates
Destiny
Dwarven Hand Cannon
Edgemaster's Handguards
Elemental Mage Staff
Eye of Flame
Glowing Brightwood Staff
Hammer of the Northern Wind
Hand of Edward the Odd
Helmet of Navy
Jeweled Amulet of Cainwyn
Kang the Decapitator
Kratl Blade
Lat of the Isles
Lithstone
Myrmidon's Signet
Precisely Calibrated Boomstick
Robes of Insight
Sash of Mercy
Skullfame Shield
Stonerede Gauntlets
Stockade Pauldrons
Taran Icebreaker
Hurricane
Shadowblade
Wall of the Dead
Warden Staff

Fiery War Axe
Freezing Band
Boots of Avoidance
Ardent Custodian
Nightblade
Staff of Jordan

Low Level Pool:
Razorfen Downs
Dire Maul
Uldaman
Maraudon

High Level Pool:
Blackrock Spire
Blackrock Depths
Sunken Temple
Zul'Farrak

Note all dungeons drop all Epic BoEs, But I tried to order them in order of variance/quality

A GREAT list put together by [Sustainna](#) <-

Full resolution picture can be seen here: [Image](#)



TRANSMOG FARMING

Now that you have a better understanding of which transmog items you should sell, where do you start by farming?

The best dungeons to start farming are listed below, you should run them at least 100 times each, but change up the dungeons for some variety. Even doing a 100 runs won't give you all possible mogs from the dungeons:

[Wailing caverns](#)
[Gnomeregan](#)
[Razorfen Kraul](#)
[Razorfen Downs](#)
[Blackrock Depths](#)
[Blackfathom Deeps](#)
[Dire Maul](#)
[Lower Blackrock Spire](#)
[Zul'Farrak](#)

After doing those dungeons, you should continue with the following dungeons below.

The reason why you should do these dungeons last, is because they are SUPER RNG! If you don't get really lucky with their rare items, you won't be making much gold.



FOLLOW UP DUNGEON LIST

Scarlet Monastery

Uldaman

Sunken Temple

Shadowfang Keep

There is A LOT of good 5-man transmog farms out there such as:

BRM

Jungle Bay

Sludge Fen

Windshear Mine

Saltstone Cave

Isle Of Thunder

Silithus

Nazjatar Naga

Zereth Mortis

5 man transmog farming will ALWAYS be the best way of filling up the Auction House with transmog, but there is a TON of people making multiple goldcaps doing all their transmog farming/crafting solo!

HOWEVER! If you have the capital gold, it is a way better to continue filling up the auction house with CRAFTED transmog before you move on with the following dungeons. Crafted transmog requires a lot of gold invested tho.



Open World Mog Farms

On the next couple of pages, i will add open world transmog farms, but only the ones that are actually worth doing solo!

I would **HIGHLY** Recommend you to get the addons:

- AllTheThings

(This is to easily check how many items it shares appearance with)

- LootAppraiser

(To see the current price on your realm, as soon as you pick up the item)



Open World Mog Farms (nazjatar)

This location in Nazjatar is filled with Elite Naga mobs that will instantly respawn! Now that we are lvl 70, they can easily be farmed!

All green items of Nazjatar have a unique appearance , so they sell fast compared to a lot of other transmogs. Make sure to look out for the specific set items like: **Reefwalker, Slithershell, Deeptide & Wavecrash**



Open World Mog Farms (Sludge Fen)

This location in the Northern Barrens, The Sludge Fen is farmed by running in circle around the lake and kill everything you come across. The loot table is similar to the dungeon Wailing Caverns, but this is WAY better! You kill more mobs per/Hr on this location, then you can inside WC. There are many sets worth keeping, remember to have LootAppraiser and AllTheThings addons to easily see what to keep



Open World Mog Farms (Silithus)

Silithus Transmog farming is an very popular goldfarm, and has been for a while now. Very few people realise that it's super good, even solo! If you compare it to running Zul'Farrak (same loot Table) it's way better to run Silithus due to mob kills per/Hr. Silithus drops popular sets like Jade, Vanguard, Bloodlust & Glorious. As well as epic items such as Blade of Hanna, Skullflame shield, Teebu & Much more.



Open World Mog Farms (Isle Of Thunder)

Isle Of Thunder is a great location for unique transmog! The marked location is filled with Zandalari Trolls, dropping unique items to the mob type! Simply roam around the marked area and kill/loot everything in sight!



Open World Mog Farms (Stonetalon)

Stonetalon drops a lot of transmog items that's hard/impossible to obtain efficiently from dungeons. The Red area is for hordes & alliance, while the blue marked cave is for alliance **only**.



Open World Mog Farms (Jungle Mill)

This Location in Grizzly Hills is packed with Alliance & Horde mobs fighting each other! They hyperspawn like crazy, and is by far the best bet if you are trying to fill up the Auction House with WOTLK Transmog items! This can easily be done solo, the best way to do it is bring an opposite faction friend. That way you can kill and loot both mob types!



Solo Legacy Items (Westfall)

On the following two pages, you'll see farming locations of "legacy items". Items that were previously removed from the game, but brought back at a later time. These are easy to obtain, and most of them have a unique appearance.

Hard Crawler Carapace

Longcrawler Limb

Foamspittle Staff

Riverpaw Mystic Staff

Slicer Blade

Riverpaw Leather Vest



Solo Legacy Items (STV)

Headchopper

Drake-Scale Vest

Gutrender

Goblin Power Shovel

Korg Bat

Bloodscalp Channeling Staff

Voodoo band

Headhunting Spear

Huge Stone Club

Pressed Felt Robe



Korthia Cosmetics

Before you can obtain any of these cosmetic items from Korthia, you need to have access to Korthia, see how [Here](#)

Mawsworn Cache

Mawsworn caches are located [Here](#)
And can contain 12+ Epic Cosmetic unique
looking shoulders! These all
Have a very high value!

249,999		99		Brutalizer's Mantle (1)
249,999		99		Eviscerator's Spiked Mantle (1)
249,999		99		Infiltrator's Shoulderguards (1)
249,999		99		Instructor's Mantle (1)
249,999		99		Necrobinder's Shoulderpads (1)
249,999		99		Soulfeeder's Shoulderguards (1)
299,999		96		Mawsworn Lieutenant's Shoulderguards (1)
399,999		99		Interceptor's Pauldrons (1)
499,999		99		Construct's Shoulderplates (1)
699,999		99		Necromancer's Mantle (1)
999,999		99		Shackler's Spiked Shoulders (1)
1,500,000		1		Mawsworn Enforcer's Shoulder-Spires (1)



Korthia Cosmetics

Kroke's Gleaming Spaulders

Drops from the daily kill on the rare elite [Kroke The Tormented](#), but can also drop from the regular elite mobs in the same area.



Korthia Cosmetics

Death-Enveloped Shoulder Spikes

Has a chance of dropping from
Consumption on the first kill of the
day, per toon.



Korthia Cosmetics

Ritualist's Spiked Mantle

Is a world drop from The Maw & Korthia, i would suggest you to farm this in the same area as Kroke's Gleaming Spaulders.



Grey & White Mogs

In Patch 10.0.5 we will FINALLY be able to transmog grey / white items!

It's gonna be very important to have a bunch of these on the AH the day the patch goes live, as most hardcore collectors will jump directly on the AH and purchase any unique transmog they are missing from their wardrobe! It will however always be good to have unique greys/whites on the AH at any given time, just like the usual mogs we have up today.

I will divide them into 2 categories, Farmed Mogs & Vendor Mogs

As a lot of the good white items simply comes from vendors around the world, and people are lazy, and will easily purchase these off the AH rather then flying around grabbing them from vendors



Faction White Items

The Horde & Alliance both have Faction Specific starting gear vendors. These are the vendor bought white items that performs the absolute best for me. The cool thing about these is the fact that you can obtain the ones from each faction EASILY! As you can simply make a toon on the opposite faction, and send it a couple of gold>purchase the starting gear, and then send the white starting gear back to ur main faction and sell it on the Auction House, as you can now send items/gold cross-faction

Horde Vendors:

Sana

Naros

Handor

Ollanus

Tor'phan

Alliance Vendors:

Carla Granger

Lara Moore

Aldric Moore

Allison Potts



Grey & White Mogs VENDORS

Vendor Sets	Unique App?	Location	Vendor Armor	Location	Vendor Weapon	Location	Vendor Weapon #2	Location
			Unique					
Bone-Plated Set	3 / 7	Death Knight Starter Zone	Squire's Pants	Carla Granger, Stormwind City	Reinforced Targe	Allison Potts, Stormwind City	Broadsword	Hjoldir Stoneblade, Ironforge
Knitted Set	2 / 6	Carla Granger, Stormwind City	Common Brown Shirt	Carla Granger, Stormwind City	Kite Shield	Allison Potts, Stormwind City	Falchion	Hjoldir Stoneblade, Ironforge
Heavy Weave Set	3 / 6	Carla Granger, Stormwind City	Common Gray Shirt	Carla Granger, Stormwind City	Ornate Buckler	Allison Potts, Stormwind City	Main Gauche	Hjoldir Stoneblade, Ironforge
Thick Cloth Set	4 / 6	Carla Granger, Stormwind City	Common White Shirt	Carla Granger, Stormwind City	Crested Heater Shield	Allison Potts, Stormwind City	Rondel	Hjoldir Stoneblade, Ironforge
Neophyte's Set	4 / 4	Carla Granger, Stormwind City	Common Gray Shirt	Lisbeth Schneider, Stormwind City	Metal Buckler	Allison Potts, Stormwind City	Flamberge	Hjoldir Stoneblade, Ironforge
Apprentice's Set	4 / 6	Carla Granger, Stormwind City	Bold Yellow Shirt	Lisbeth Schneider, Stormwind City	Heavy Pavise	Allison Potts, Stormwind City	Zweihander	Hjoldir Stoneblade, Ironforge
Acolyte's Set	2 / 4	Carla Granger, Stormwind City	Stylish Black Shirt	Lisbeth Schneider, Stormwind City	Farmer's Shovel	Merchant Derrook, WoD Shadowmoon Valley	Truncheon	Bingus, Ironforge
Rugged Trapper's Set	2 / 2	Carla Granger, Stormwind City	Dark Green Wedding Hanbok	Lisbeth Schneider, Stormwind City	Farmer's Hoe	Merchant Derrook, WoD Shadowmoon Valley	Morning Star	Bingus, Ironforge
Recruit's Set	2 / 2	Carla Granger, Stormwind City	White Traditional Hanbok	Lisbeth Schneider, Stormwind City	Farmer's Broom	Merchant Derrook, WoD Shadowmoon Valley	War Hammer	Bingus, Ironforge
Battlemorn Set	2 / 2	Carla Granger, Stormwind City	Royal Dangui	Lisbeth Schneider, Stormwind City			War Maul	Bingus, Ironforge
Rough Leather Set	4 / 6	Lara Moore, Stormwind City	Recruit's Vest 1 + 2 + 5	Allison Potts, Stormwind City	Wand of Onyx	Wanda Chanter, Old Dalaran		
Tanned Set	2 / 6	Lara Moore, Stormwind City	Recruit's Pants 1 + 2 + 5	Allison Potts, Stormwind City	Wand of Amber	Wanda Chanter, Old Dalaran	Hatchet	Hegnar Swiftaxe, Ironforge
Cured Leather Set	1 / 6	Lara Moore, Stormwind City	Recruit's Boots 1 + 2 + 5	Allison Potts, Stormwind City	Wand of Jade	Wanda Chanter, Old Dalaran	Cleaver	Hegnar Swiftaxe, Ironforge
Footpad's Set	3 / 3	Lara Moore, Stormwind City	Squire's Vest 1 + 2	Allison Potts, Stormwind City	Wand of Crystal	Wanda Chanter, Old Dalaran	Double Axe	Hegnar Swiftaxe, Ironforge
Novice's Set	2 / 2	Lara Moore, Stormwind City	Squire's Pants 1 + 2	Allison Potts, Stormwind City	Dalaran Stave	Shen Kang Cheng, Old Dalaran	Tabar	Hegnar Swiftaxe, Ironforge
			Squire's Boots 1 + 2	Allison Potts, Stormwind City	Pitchwood Wand	Ardwyn Callen, Stormwind City	Bearded Axe	Hegnar Swiftaxe, Ironforge
Lightmail Set	2 / 6	Aldric Moore, Stormwind City	Acolyte's Shirt	Thomas Yance, Old Hillsbrad Foothills	Blackbone Wand	Ardwyn Callen, Stormwind City	Battle Axe	Hegnar Swiftaxe, Ironforge
Chainmail Set	0 / 6	Aldric Moore, Stormwind City	Apprentice's Shirt	Thomas Yance, Old Hillsbrad Foothills	Combustible Wand	Ardwyn Callen, Stormwind City	Crescent Axe	Hegnar Swiftaxe, Ironforge
Scalemail Set	1 / 6	Aldric Moore, Stormwind City	Recruit's Shirt	Thomas Yance, Old Hillsbrad Foothills	Pestilient Wand	Ardwyn Callen, Stormwind City	Francisca	Hegnar Swiftaxe, Ironforge
Rugged Trapper's Set	1 / 3	Aldric Moore, Stormwind City	Neophyte's Shirt	Thomas Yance, Old Hillsbrad Foothills	Burning Wand	Ardwyn Callen, Stormwind City	Bulova	Hegnar Swiftaxe, Ironforge
Scout's Set	3 / 3	Aldric Moore, Stormwind City	Squire's Shirt	Thomas Yance, Old Hillsbrad Foothills	Dusk Wand	Ardwyn Callen, Stormwind City	Great Axe	Hegnar Swiftaxe, Ironforge
Primal Set	3 / 5	Aldric Moore, Stormwind City			Gloom Wand	Ardwyn Callen, Stormwind City	Cutlass	Brenwyn Wintersteel, Ironforge
Polished Scale Set	0 / 6	Allison Potts, Stormwind City	Purple Turban	Richard Hatstock, New Dalaran	Smoldering Wand	Ardwyn Callen, Stormwind City	Claymore	Brenwyn Wintersteel, Ironforge
Brigandine Set	7 / 7	Allison Potts, Stormwind City	Violet Hat	Richard Hatstock, New Dalaran			Jambiya	Brenwyn Wintersteel, Ironforge
Platemail Set	5 / 7	Allison Potts, Stormwind City			War Staff	Allan Hafgan, Stormwind City	Scimitar	Brenwyn Wintersteel, Ironforge
Augmented Chain Set	2 / 7	Allison Potts, Stormwind City			Battle Staff	Allan Hafgan, Stormwind City	Poniard	Brenwyn Wintersteel, Ironforge
							Espadon	Brenwyn Wintersteel, Ironforge

If You click the image above, you can open the spreadsheet of all vendor Grey/White items from different vendors, with name of items, name of the vendor and its location! Very handy spreadsheet made by **Mellerup!**



BFD GREY/WHITE

- [Thick Leather Set](#)
- [Crochet Set](#)
- [Shiny War Axe](#)
- [Wooden Maul](#)
- [Standard Claymore](#)
- [Hunting Knife](#)
- [Brocade Set](#)
- [Mishandled Recurve Bow](#)
- [Feral Shoulder Pads](#)



Gnomes Grey/White

- [Cross-Stiched Set](#)
- [Bulky Bludgeon](#)
- [Oaken War Staff](#)
- [Oiled Blunderbuss](#)
- [Long Bastard Sword](#)
- [Stone War Axe](#)
- [Dark Iron Leather](#)



SFK Grey/White

- [Canvas Set](#)
- [Short-Handled Battle Axe](#)
- [Seer's Mantle](#)
- [Stock Shortsword](#)
- [Battered Mallet](#)
- [Buccaneer's Mantle](#)
- [Standard Claymore](#)
- [Shiny War Axe](#)
- [Rawhide Items](#)
- [Bandit Shoulders](#)
- [Dirty Blunderbuss](#)
- [Patched Leather Items](#)



Deadmines Grey/White

- [Calico Set](#)
- [Warped Leather Set](#)
- [Unyielding Mail set](#)
- [Simple Buckler](#)
- [Wooden Buckler](#)
- [Heavy Hammer](#)
- [Crude Battle Axe](#)
- [Commoner's Sword](#)
- [Laughing Skull set](#)
- [Veteran Girdle](#)
- [Veteran Bracers](#)
- [Simple Bands](#)
- [Nomad Bands](#)



Stratholme Grey/White

- [Crochet Set](#)
- [Thick Leather Set](#)
- [Overlinked Set](#)
- [Fenclaw Set](#)
- [Smooth Leather Set](#)
- [Light Plate Set](#)
- [Crushing Maul](#)
- More To Come



Just a Reminder!

Make sure to download TSM and LootAppraiser so you will be notified whenever you get something of value, and get busy running dungeons!



Simple Material Crafting



Before we head into Transmog crafting, I want to share some of the more simple material crafts that I like to do that generates me a lot of **gold!**



Tailoring Crafts



CONVERSION CHART

Regular Cloth	Specialty Cloth
Felcloth	Mooncloth
Bolt of Netherweave	Imbued Netherweave & Bolt of Soulcloth
Imbued Netherweave	Spellcloth, Shadowcloth, & Primal Mooncloth
Bolt of Frostweave	Imbued Frostweave
Imbued Frostweave	Spellweave, Moonshroud & Ebonweave

So obviously you can buy the raw cloth and turn it into bolts.

But the gold per hour is usually horrible doing this, so I always buy the bolts and turn it into “specialty cloth”. I Purchase all mats required and just craft and flip for profit



Blacksmithing Crafts



I buy all the Blue marked materials required, and craft it into said material and flip it into a profit

CONVERSION CHART

Raw Material	Crafted Material
Obsidium Bar	Folded Obsidium
Rough Stone	Rough Grinding Stone
Coarse Stone	Coarse Grinding Stone
Heavy Stone	Heavy Grinding Stone
Dense Stone	Dense Grinding Stone



Leatherworking Crafts



Leatherworking is a fun one! And by far the one I make the most gold on! I Buy all the mats required to turn it into the end product, and sell it for a profit!

CONVERSION CHART

Raw Material	Crafted Material
Light Hide	Cured Light Hide
Medium Hide	Cured Medium Hide
Heavy Hide	Cured Heavy Hide
Thick Hide	Cured Thick Hide
Rugged Hide	Cured Rugged Hide



Leatherworking Crafts



I farm all of these base materials myself, and turn SOME of them into higher tier materials to move the materials faster and get a higher gold per hour

CONVERSION CHART

Raw Material	Crafted Material
Knothide Leather	Heavy Knothide Leather
Borean Leather	Heavy Borean Leather (Can be used to purchase Arctic Fur)
Savage Leather	Heavy Savage Leather (Can be used to purchase Pristine Hide)
Exotic Leather	Magnificent Hide



CRAFTED TRANSMOG

So the day has finally arrived! The crafted transmog guide is finally here! Big thanks to Yisa for providing this, and being super helpful creating this! Yisa is extremely experienced, crafting transmog ONLY! On every single high pop realm in the game! In this guide you will find useful information about every profession

Link below will take you to a well put together spreadsheet that shows you the names and locations for the patterns and plans for profitable transmog crafts!

[Crafted Transmog Spreadsheet](#)

[Crafted Transmog Patch 10.1.5/7 \(ZG,Scholo,Naxx\)](#)



This Video shows how to restock using TSM! Very handy.



Crafted Transmog

(General Information)

Acronyms

BS = Black Smithing
LW = Leather Working
JC = Jewel Crafting
TL = Tailoring
ENGR = Engineering
BOE = Bind of Equip
BOP = Bind on Pickup
BOA = Bind on Account

Most of the rules that apply to normal transmog also apply to crafted transmog (slow sellers, need a lot of items, don't bother undercutting, and so on). You're going to do a lot of farming for recipes so you want to pick a fast class for your crafter(s) toons if possible such as: hunter, monk, or druid. To be more efficient, if possible, combine two crafting professions on the same toon so you don't have to farm the same rep over and over again for crafting patterns. Instead of farming Ashen Verdict on a BS toon and LW toon you could farm it on a toon that has both Farming for SPECIFIC BoE patterns is a waste of time in 99% of the cases it's better to just buy them off the ah if they get to a reasonable price. (Some exceptions : Crusader and the Cindercloth Patterns are fast to get for example)



Blacksmithing

Professions that are good with BS :

Mining

Gives you better pricing options and you dont rely on somebody supplingy the server with cheap bars.

Alchemy

Again better pricing options, especially a transmute mastery alchemist comes in handy (cheaper living steel, truegold, arcanite, primal might and so on) also a lot of crafts require the odd consumable here and there like Flask of the Titans, Shadow Oil and more.



General BoE Plan Buying Tips

- **Never** pay way more than the region market value price for plans on the ah.
- Get as many plans as fast as you can again more variety = more sales. I usually buy all plans up to 50k (again look at the region market value don't overpay).
- For Weapon plans I buy everything up to 80k , exception is Felsteel Longblade I pay up to 300k for it if the blade itself pays for at least 10k profit on my server.
- Don't buy overpriced Vendor plans from the AH use the "Unlearned" Tab in your profession window to check where to get them.

Good plans to get ASAP

ALL WOTLK ones , all Cata ones, all BC ones and all weapon plans.



Good Selling Crafted Weapons

Most weapons tend to sell well especially BC epic weapons like the Felsteel Longblade . Other good weapons are the Witch-Hunter Harvester, Phantom Blade, Golden Searing Blade, Frostguard, The Dark Iron Weapons (Nightfall , Sulfuron Hammer etc), The Lightning Steel Ingot weapons, Blazing Rapier and WoD Weapons.

Good Selling Armor

Helms , shoulders and chests tend to be the best selling BS armor pieces.

Some things to focus on: Ragesteel Set (all 4 items have good value and usually if someone buys one piece they buy all 4). WoD crafted items , Titansteel Bar crafts, Truegold crafts , BC epic armor crafts (*Wildguard set for example*) . All of the MoP PvP crafted items sell super well too , most of the time lower profit but you sell a lot of them.

Odd Stuff That Sells

For whatever reasons the belt buckles sell well and have a lot less competition than the mog market. I recently sold a lot of Living Steel and Eternal Belt Buckles. Also the WoD Essences sell well if you don't personally use them to upgrade your crafts yourself.

What BoE Rep Plans to Get Asap

- Molten Front The longest grind but also super rewarding Witch-Hunter harvester is a gold printer
- Thorium Brotherhood, quick and cheap to get and Dark Iron stuff is insane
- All items from the "Felsteel" Set
- Phantom Blade
- Blazing Rapier



Leatherworking

Professions That are Good with LW

Skinning

A lot of specialty leather/scales are often inflated or not on the AH so having a skinning toon comes in handy . For example if cobra scales are always 5k+ on your ah and the Stylin Hat sell for around 10k you wouldnt make a profit , if you farm the scales yourself and value them at lets say 1k for your time spent(so that would be around 40k gold per hour if you were to farm for one hour) to get them you suddenly make almost 8k profit. If you farm leather anyway that's also a good way to double dip in the markets. Try to sell your mats for super high while having a lower cost basis yourself.



Alchemy

Same as for blacksmithing a lot of old crafts require the odd elixir , potion or flask here and there. Like BS, I usually buy up to 50k but never way more then region market average.

Good Patterns To Get ASAP

All Mop + Cata + WOTLK patterns. Again don't buy overpriced vendor patterns.



Good Selling Armor

Leather working heads, shoulders and chests sell the best.

Specific items that sell

- Warbear Woolies
- All 4 Stylin' Hat
- Leather items from WoD , Pristine Hide Armor, Arctic fur Armor, Black Dragonscale Armor and the MoP PvP sets to name a few.

Odd Stuff That Sells

- 36 Slots profession bags
- wod essences
- Leg enchantments sell very well

What BoE Rep Plans to Get Asap

- All 4 Stylin' hats
- Timbermaw rep for Warbear Harness + Woolies
- The Blue Cata PvP recipes (Vicious)
- The two daylie CDs for MoP PvP patterns
- Ashen Verdict Rep , although most items from that faction share an appearance with ICC gear it still sells well



Tailoring

Professions That are Good with TL

Alchemy

Lots of crafts require the odd consumables here and there (ghost dye, shadow oil, fire oil, etc). You will notice that BS + LW are similar, that's why you are seeing that a lot of these transmog crafting professions heavily rely on Alchemy!



Good Patterns to Get ASAP

- Dreamcloth patterns
- Shirt patterns (especially frostweave shirts)
- Mooncloth patterns
- All Robe patterns and
- WOTLK patterns

Good Selling Armor

Heads, shoulders, and robes especially.

Specific items that sell

- Shadoweave Mask
- Whitemend Hood
- Spellstrike Hood
- Battlecast Hood
- All kinds of shirts
- All Dreamcloth crafts (especially Dreamless Belt)
- Ashen Verdict stuff
- Vanilla Mooncloth items (circlet, shoulders, robe etc.)
- MoP PvP gear.



Odd Stuff That Sells

- Bags are great steady income
- A lot of the Spellthreads sell very well (Powerful Ghostly and Enchanted Spellthread and Golden Spellthread for example).
- WoD essences
- It's also good to always have the Flying Carpet on the AH



Good Patterns to Get ASAP

- Shadoweave Mask have an insane sell rate and decent profit to go with it
- As many shirt patterns as possible again insane sell rate with decent profit
- Whitemend
- Spellstrike
- Battlecast Items.
- ICC Rep for all available patterns
- Thorium Brotherhood for Flarecore Items



Engineering

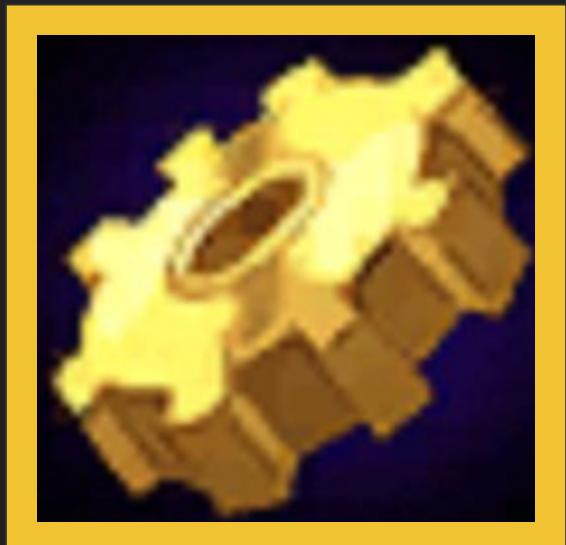
Professions That are Good with ENGR

Mining

Gives you better pricing options and you don't rely on somebody supplying the server with cheap bars.

Alchemy

Better pricing options, especially a transmute mastery alchemist comes in handy (cheaper living steel, truegold, arcanite, primal might and so on) also a lot of crafts require the odd consumable here and there like Flask of the Titans, Shadow Oil and more.



What to Look for on the Auction House

- Goggles and Guns avoid paying more than 30k on the AH but again pay attention to the region market average and don't overpay.
- Engr toys I pay up to 20k
- Funny gadgets / trinkets I pay at most 10k

Good Selling Items

- Your money makers are mostly goggles and guns Even though most Engr crafted goggles require Engineering to be usable a lot of people buy them from the ah simply because they can't be bothered to craft them themselves or they lack the schematics.
- Toys are also a good income stream.

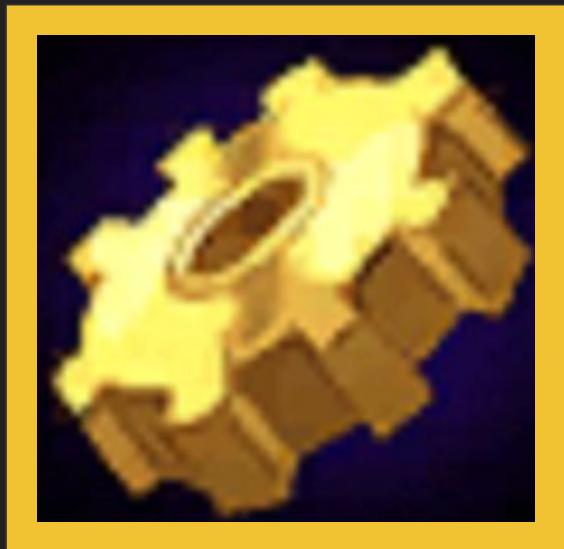


Specific items that sell

- BC Goggles
- Wotlk Goggles
- MoP Goggles
- Crashin Thrashin Robot
- Swap Blaster
- Standard Scope
- Lord Blastington's Scope of Doom
- Scrapbot
- Field Repair Bot 110g, Field Repair Bot 74
- Sky Golem

Odd Stuff That Sells

Engr has a lot of weird stuff that sells surprisingly well



- A lot of toys (Swap Blaster, Loot-A-Rang, Crashin Thrashin Robot)
- All kinds of scopes sell well too
- Random stuff like Khorium Scope or Deadly Scope
- All Dragonling trinkets sell decent too.
- Also you got a good amount of Mounts (Chopper / Mechano Hog, the two pandaria ones and the flying machines to name a few) that you can sell depending on your server's market.

Good Schematics to Get ASAP

- Scrapbot
- Field Repair Bot 74a and 110g (All three of those sell super well because lazy people just buy them from the AH to craft their own Jeeves)
- Daylie CD for Sky Golem
- Legion Engineering (Legion has a lot of useful stuff such as tons of Goggles for T-Mog, the bandage gun, failure detection pylon, gunshoes and auto hammer to name a few so get those quests done ASAP)
- WoD Engineering has lots of Mogs and one of the fastest selling toys (Swap Blaster)



Bonus

Old Content Enchanting

Professions That are Good with Enchanting

You don't really need another profession for enchanting, however here is a couple of professions to consider. Keep in mind, you can get your enchanting gear from disenchanting greens, blues, epics that you don't need and that don't sell.

Tailoring

Completely optional, but you can create items just to disenchant them for the mats.

Alchemy

This profession is helpful but there are only a handful of enchantments that require odd consumables.

What to Look for on the Auction House

Usually I pay up to 20k for any Enchanting formula, KEEP IN MIND and pay attention to the region market value, DON'T overpay.

Good Selling Items

Your money makers are mostly twink enchants, weapon enchants in general and the tome of illusions.

Specific items that sell

- Weapon - Crusader
- Weapon - Mongoose
- Weapon - Elemental Force
- Weapon - Jade Spirit
- Weapon Major - Intellect
- Neck - Hidden Satyr
- Cloak - Binding of Int/Agility/Strength
- Ring - Binding of Haste
- Chest - Glorious Stats
- Also the Temporal Crystal enchants from WoD are great, low profit per unit sold but insane sell rate.



Odd Stuff That Sells

Enchanting has some pets that sell for a good amount of profit and you can both sell them caged and uncaged.

Good Formulas to Get ASAP

- All the tome of illusion formulas. Elemental Lords takes the most time but usually is one of the most profitable ones
- Temporal crystal enchantments
- Legion Enchanting quests, especially if you have a lot of Blood of Sargeras or are willing to farm them.
- Kara Weapon Enchants
- Crusader - Look if the formula is cheap on your realm, if not go out there and farm it usually takes me less than an hour to get it.



Pastebins for TSM

<https://pastebin.com/UfDrM5eE> <- Shirts with Operations

<https://pastebin.com/MyNZmqRi> <- Shirts without Operations

<https://pastebin.com/ZeNjbDSH> <- Engineering with Operations

<https://pastebin.com/GErupLev> <- Engineering without Operations

<https://pastebin.com/NSxy6gpU> <- Enchanting with Operations

<https://pastebin.com/HsfQEb0f> <- Enchanting without Operations



Quick TSM Group Explanation

1. Shirts

Fast selling but low profit so an operation with “1000g minimum gold to craft” wouldn't work but the steady sales are worth the low profit per item. I also craft 3 of each cause that's the sweet spot I found for me personally over the years. One or two are often not enough and 4 takes up too much inventory and posting time for my liking. But the min profit and posting amount are up to you that's why i made a pastebin without operations too.

2. Engineering

Has a lot of fast selling but low profit items that's why i made the crafting operation % based and not a fixed gold amount. For example Standard scope often sells for 100g but the crafting cost is like 10g, so 90 gold profit over and over again adds up quickly. Same with the jeeves parts, low profit per unit but insane sale rate. Again, pastebin without operations is included if you wanna use your own.

3. Enchanting

I Divided enchanting into two groups. one with fast selling and/or low profit items such as the Tome of Illusions and the WoD enchants and one with slower moving enchants. I craft 5 of the faster selling ones so i always have some on the ah. For the slower ones I want at least 300g profit per enchant to not fill my bags with tons of 1-2g profit enchants. Also 3 enchants each is plenty for that group. Again, the operations are up to you and you can also just combine both groups.



Items I always have on the Auction House

In this section, I'm gonna talk abit about the items that I make sure to always have up on the auction house.

All of these items have a very good ROIT(Return On Invest Time). Meaning that they are usually easy to obtain, and they can sell for a lot of gold. They also tend to sell slowly though.



Auction House Parts



Arcane Crystal Module



Auction Control Module



Super Cooling Module



Cyclical Power Module

These Modules are needed to get a functioning Auction House in your own Garrison! They are tradeable, so you can sell each module on the Auction House!

In order to make the modules, you need to combine 4 common quality parts for each module!

In order to get these to drop, you will need to make the Trading Post lvl 2 in the Garrison.

Farming spot for the parts on the next pages.



Cyclical Power Module

The parts needed for the Cyclical Power Module can EASILY Be farmed solo at this location in Spires of Arak! There is a camp of orcs that will hyperspawn VERY well!

Keep in mind that these guys also drops loads of good unique looking green/blue items!

DOR

SKETTIS

VEIL AKRAZ

THE HOWLING CRAG

SHADOW VAL

SETHEKK HOLLOW

Cyclical Power Module
Trading Post Module
Item Level 1
"Parts to construct this module are found on creatures in Frostfire Ridge, Gorgrond or Spires of Arak. They can also be bought and sold on the auction house."
Sell Price: 18 55 87

Super Cooling Module

Super Cooling Module parts are best farmed all the way up north in Talador, at bladefury's Command!

There is a massive camp filled with orcs that hyperspawn!

This is also a GREAT location to get the expensive WoD Epic BOE Transmog items!



Auction Control Module

Auction Control Module parts can drop in all WoD Dungeons.
I Prefer to farm Iron Docks, as the dungeon is packed with
mobs, in a very short dungeon!

The dungeon also has a great lootable of transmog.
Notice how i skip the last 2 bosses, they are not worth the
time



Arcane Crystal Module



Arcane Crystal Module

Trading Post Module

Item Level 1

"Parts to construct this module are found in Draenor invasions, raids, or sold on the auction house."

Sell Price: 18 55 87

The Arcane Crystal Module is usually the most expensive module out of them all. The parts can be obtained from WoD Raids! The options here are many, i personally prefer to just run the whole raids, or farm out hellfire due to VERY good BOE Epic transmog from trash mobs



Dragonflight Toys

There are two farmable Toys from Rare Elites In Dragonflight. I Try to camp at least 1 alt on each to make sure i always have them up on the AH.

[Dinn's Drum](#) Dropped By [Dinn](#)

[Molten Lava Ball](#) Dropped By [Moltenbinders Disciple](#)



Molten Lava Ball

Item Level 1

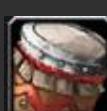
Toy

Use: Begins a molten ritual to summon a ball of lava. (2 Min Cooldown)

Sell Price: 100 ☽

Dropped by: Moltenbinder's Disciple

Drop Chance: 10.42%



Dinn's Drum

Item Level 1

Toy

Use: Place Dinn's Drum in front of you. (5 Min Cooldown)

Sell Price: 5 ☽

Dropped by: Dinn

Drop Chance: 7.25%



Decahedral Dwarven dice



Decahedral Dwarven Dice
Item Level 1
Binds when used
Toy
Use: Rolls a pair of dice. (10 Sec Cooldown)
Drop: Rogue Pickpocketing

This toy is obtainable by pickpocketing all human mobs at the location marked on the map within Icecrown, WOTLK.

You'll get various items from pickpocketing these mobs, which includes lockboxes and Decahedral Dwarven Dice(*Not found in the Lockboxes themselves.*)

Kill the mobs after you've pick locked them, for faster spawns.

[How To Video](#)



Loaded Gnomish Dice



Loaded Gnomish Dice

Item Level 1

Binds when used

Toy

Use: Rolls a pair of dice. You know you'll get lucky! (10 Sec Cooldown)

"Always seem to roll 7s..."

Drop: World Drop

Drop Chance: 0.01%

Next one is same procedure as the previous Dice farm but at a different location here in Cataclysm Uldum (*make sure to talk to Zidormi to get back to the correct phase*).

[How To Video](#)



Worn Troll Dice



Worn Troll Dice

Item Level 1

Binds when used

Toy

Use: Rolls a pair of dice. Hope you get lucky! (10 Sec Cooldown)

"Whatever you may need, it's not a pair of shoes!"

Drop: Rogue Pickpocketing

This is the last Dice farm that I would recommend doing. The mobs that are dueling each other can be pickpocketed. (*Remember to kill the mobs after you pickpocket, to ensure faster spawns*).

[How To Video](#)



Tome of Polymorph: Porcupine



Tome of Polymorph: Porcupine

Item Level 40

Classes: Mage

Use: Teaches Polymorph: Porcupine.

Requires Level 11

Sell Price: 1 47 50

Next up we are gonna look at Polymorph Tomes.
These can only be farmed on mages.

Basically all you gotta do is kill different types of mobs on a mage, and you have a chance of getting these to drop.

The first one takes place in Jade Forest, where we will kill random Porcupine mobs.

[How To Video](#)



Tome of Polymorph: Polar Bear Cub



Tome of Polymorph: Polar Bear Cub

Item Level 40

Classes: Mage

Use: Teaches Polymorph: Polar Bear Cub.

Requires Level 11

Sell Price: 1 47 50

Dropped by: Arctic Grizzly

Drop Chance: 0.47%

Same as last farm, all you gotta do is kill the Polar Bear mobs on a mage, and you have a small chance of obtaining this one as well. Best spot for these would be up here in Dragonblight.

How To Video

(My video uses an older spot, but same mobs, different location)



Tome of Polymorph: Monkey



Tome of Polymorph: Monkey
Item Level 40
Classes: Mage
Use: Teaches Polymorph: Monkey.
Requires Level 11
Sell Price: 1 47 50

This polymorph tome drops so frequently, that the price is usually too low.

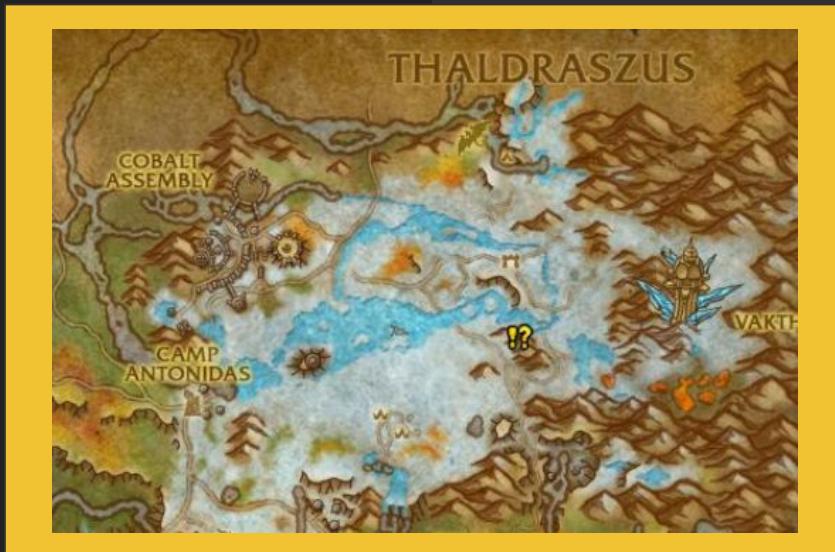
I have however sold it for a **TON** of gold whenever I'm controlling the price.

Kill all the monkey mobs at this location in Valley of the Four Winds on a mage.

[How To Video](#)



Tome of Polymorph: Duck



Tome of Polymorph: Duck

Item Level 60

Classes: Mage

Use: Teaches Polymorph: Duck

This Last polymorph tome can only be obtained on a lvl 60+ mage, and only once per character! It's by far the easiest one to get tho, as the only thing you have to do is blink past a wall of ice to enter a cave, and pick up the tome from a quest inside the cave

[How To Video](#)



Sealed Tome of the Lost Legion



Sealed Tome of the Lost Legion

Item Level 35

Unique

Use: Combine with a Healthstone to bind the tome to yourself.

"The book seems unusually normal, aside from the chains and socket binding it."

This next one is a warlock only farm. I've made MILLIONS on this 1 item alone!

In order to obtain this one, you have to be on a warlock and kill these rare spawn mobs on isle of thunder in pandaria.

And they have a low chance of dropping this one.

[How To Video](#)

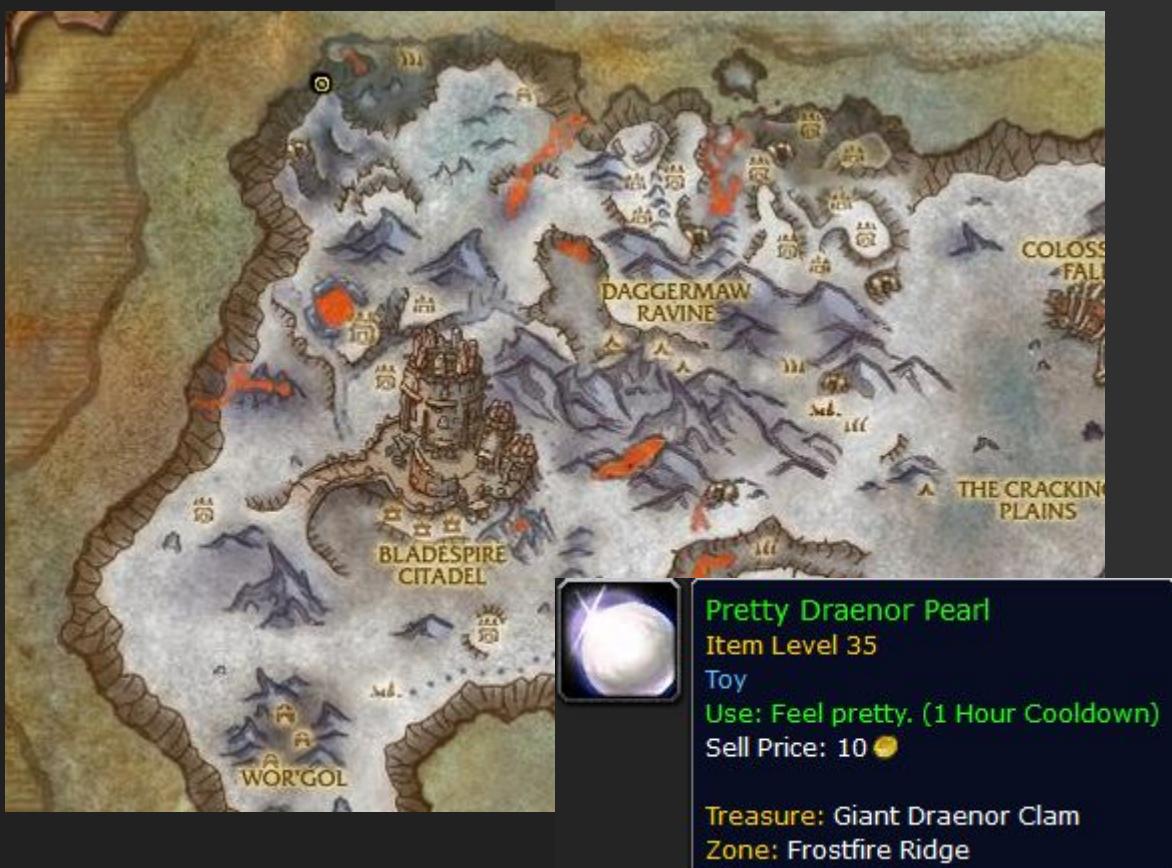


Pretty Draenor Pearl

The Pretty 'Pretty Draenor Pearl' Is a toy that you can easily obtain **once per character**.

It is obtained by fishing the huge clam marked on the map down below. You get it almost instantly, and you can easily grind this on alts and class trials.

I always make sure to have one up on the AH at any given time!



Big Red Raygun



Big Red Ray Gun drops of Doctor Weavil, located at the 2nd floor of a house on the marked location above. It's a rare spawn with a "decent" drop chance of the toy. Can be killed many times per day, and still drop the toy.



Eternal Black Diamond Ring



Head into Shattrath City and talk to the NPC 'Haris Pilton'. She sells various bags & toys, even some of the 'common' items she sells can be sold on the AH.

I've had best luck purchasing the Black Diamond Ring for 5k And reselling it on the AH for big profit. I always make sure i have it up on the AH!



Reputation items



Dampscale Basilisk Eye



Dreadfang Venom Sac

Kill All Basilisks on the **yellow** lines
for dampscale

Kill The Dreadfang Spiders on the
white Lines for venom sacs

Dampscale & Dreadfang are materials needed to go from The faction Aldor->Scryers & the other way around.

They are very expensive, they don't sell super fast tho. So i tend to farm up roughly 1200 of each and just let them sit until they sell



Strange Goop

Head over to the location shown below, and whip out the pole!

This farm is for one of the items needed to catch the new secret mount

Deepstar Polyp. The item of interest for us, that we can actually sell on the Auction house is; [Strange Goop](#)

Strange Goop is needed to craft the Aurelid Lure, one of the items needed to lure up the boss who drops the mount!



Mage Tower Shuffle!

A great way to obtain gold while the mage tower is active, is by purchasing cheap spirit of harmony, and heading over to the Spirit Of Harmony Vendor, and trading Spirit's for Exotic Leather.

[Video](#)

The Vendor For Alliance: [Krystel](#)

The Vendor For Horde : [Danky](#)



Spirit of Harmony
Item Level 35
Crafting Reagent
Max Stack: 200



Exotic Leather
Item Level 33
Crafting Reagent
Max Stack: 200
Sell Price: 1 56



FINAL WORD OF ADVICE

The last step is all about handling and controlling what you are already farming.

If you followed every single step of this guide, you are gonna have around 40 different types of materials, some slow selling, some fast selling.

These materials are enough on the MAJORITY of realms to hit goldcap, i've done it myself on the lowest populated EU realm, to one of the highest populated EU realm.

You gotta be smart about it and look at the numbers

After making sure you always have the Part 1 materials up on the auction house, it's important that you try out every one of the farms in Part 2 and analyze them. You gotta find out what farm will give you the highest gold per hour and sell so fast you can barely keep them up.

For me it's the volatiles, i can have all the step 1 materials up on the AH,

And do volatile fire and water daily and still sell out all the mats!

Try them out, and figure out what's working for YOU, because it will be different from server to server.



Having control on the AH

If you happen to play on a realm with a lot of auction house activity, you shouldn't just sell off your 'fast selling' mats for whatever price they are posted at.

On my realm, volatiles range from 10-25 gold each, and they are just as easy to sell at 10g as they are on 25g each, so get to know ur server and the different prices on materials, and if the price is too low and there isn't an INSANE amount of them on the auction house, consider buying out the cheap ones, and reset the price to a higher price!

All in all, this is the Gold Cap formula that I use whenever I'm aiming at a steady but relatively fast gold cap.

I've talked about this in several videos, but never in such depth as in this written guide, and I'm glad to see that many people have followed some of these steps already, and achieved goldcap!





**Dragonflight Farms that
will still be relevant in
future expansions**



Awakened Farms

Awakened are the new “Primals” of the expansion.

They can be gathered and farmed by killing elemental mobs.

You combine 10 “Rousing”(just like motes) into 1 Awakened



Awakened Farms Enchanting spec

After spending 10 points in 'Insight Of The Blue' You get access to Primal Extraction, Primal Extraction gives you 1% chance to gain additional rousings when you kill a mob per point spent! This is a MASSIVE difference when doing any of the rousing farms!

(I Would max out Insight Of The Blue followed by Draconic Disenchantment after maxing out Primal Extraction)



Time Limited Rousing Air Farm

When this location in Ohn'Ahran Plains has a world quest active, you can hyperspawn an INSANE amount of elemental mobs! These are Air elemental mobs, so they drop Rousing Air. This farm is best done with the Enchanting spec Insight of the blue > Primal Extraction for additional rousings, and Mystic DE items.



Rousing Air/Frost Farm

When this location in Ohn'Ahran Plains is the current Best Location for Frost/Air.
Make sure to do it on a toon that has enchanting for 40/40 points placed in Primal Extraction.



Rousing Fire

When this location in Emerald Dream is the current Best Location for Fire. Make sure to do it on a toon that has enchanting for 40/40 points placed in Primal Extraction.





Non
Profession
Farms



Tallstrider Sinew

Tallstrider Sinew is a material needed for a TON of different Cosmetic items from vendors, as well as a few crafts!

It can't be hyperspawned, so it's a great solo farm!

The Tallstrider Sinew can drop from any Striders (the bird looking mobs) in Dragonflight.

Fly between the 3 different locations listed below, and you will constantly have mobs to kill!



Temperament Skyclaw

Temperament Skyclaw is the new hidden mount in Dragonflight!

In order to get this mount, you will need 20x3 Food types!

This means that we can farm these, and sell them EASILY on the Auction House to everyone in the region that wants the mount but cba to farm!

The following Food types are: (all locations are in Azure Span)

- Gnolan's House Special x20 (Farmed at the Gnolls 23 / 43)
- Tuskarr Jerky x20 (Farmed at 34 / 47)
- Flash Frozen Meat x20 (58 / 42)

In order to get the Frozen Meat to drop, you must do the side quest line with [Old Grimgusk](#) Until the quest [True Survivors](#)



Magmashell

Magmashell is a VERY easy to get mount, as the only thing you need in order to obtain it, is to talk to a snail while having the item **Empty Magma Shell** in the inventory.

Empty Magma Shell is tradeable & can be sold on the AH. So it can be farmed by killing snails under obsidian Citadel in The Waking Shores.



Sargh/Key Farm

At the Obsidian Citadel in The Waking Shores there is a quest that makes you choose sides between Wrathion & Sabellion. As soon as you have made your choice, the mobs in the area will drop key fragments and key frames that you combine to get a key that you can use on a repeatable quest at Wrathion/Sabellion, this will grant you with 780~ On Average, and a Epic chest that can contain expensive cosmetic items! While killing the mobs, you can also get reputation items that can be handed in & sold on the auction house, such as [Sargha's Signet](#)

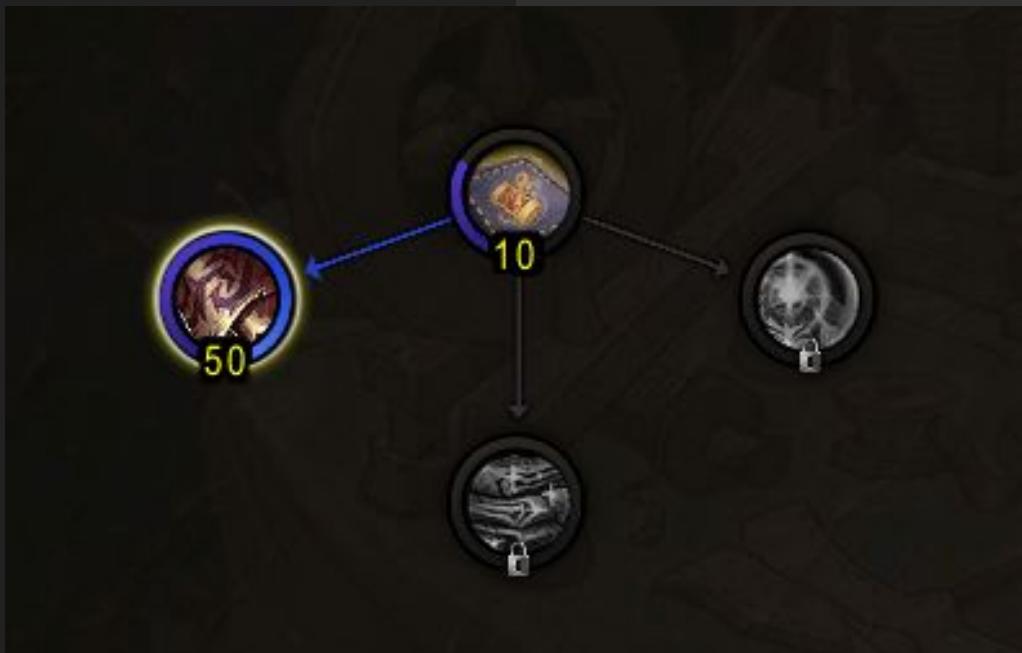
[Video](#)



Tailoring Spec Dragonflight Cloth



This Build in the “Tailoring Mastery” Will increase all the cloth drops, and add a couple of new cloths that can drop from killing humanoid. It’s the best spec to go for 2x4 Cloth farming



Brackenhide



Brackenhide Hollow is currently the **BEST** way to obtain Dragonflight Cloth right now, and it can **EASILY** be ran on normal mode solo, by any class. Pull and kill all the mobs before the first boss, route featured above.



Dire Maul Recipes (Patch 10.1.5)

Blizzard is also adding new recipes in Dire Maul with patch 10.1.5!

The ones i've seen so far are the following:

Leatherworking:

Girdle Of Insight

Swift Flight Bracers

Mongoose Boots

Chromatic Cloak

Hide Of The Wild

Tailoring:

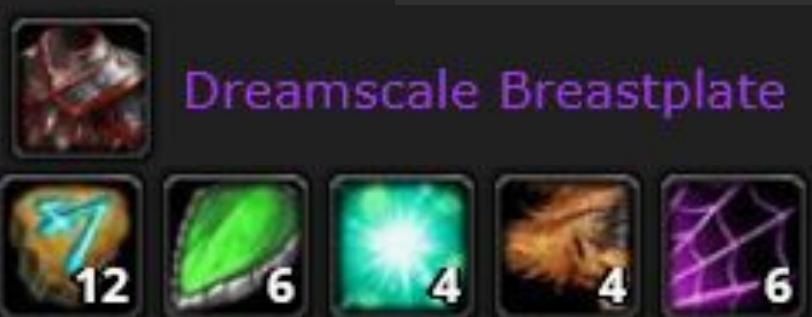
Belt Of The Archmage

Loot Source on 10.1.5 PTR:



Dreamscales

Dreamscales, an old removed skinning material that was removed from the game, has been brought back to the game! You can obtain this by skinning the mobs inside of Temple Of Atal'Hakkar (Sunken Temple)



Deviate Scale Patterns

We can now run Wailing Caverns for returned patterns that came with patch 10.1.5!

These patterns can be inside the item “Stuffed Deviate Scale Pouch” That has a chance on dropping from the mobs named “Druid Of The Fang” Inside Wailing Caverns!



Pattern: Deviate Scale Cloak



Pattern: Deviate Scale Gloves



Pattern: Deviate Scale Belt

Patch 10.1.7

Returning Items

By clicking the image below, you will gain read-only access to my Live spreadsheet of confirmed items being returned to the game in patch 10.1.7.

This list will be constantly updated as i find more confirmed drops!

Duskwood	Loot	Dun Morogh	Loot	Tristal Glades	Loot	Redridge Mountains	Loot
Mob	Mob	Mob	Loot	Mob	Loot	Mob	Loot
Nightbane Dark Runner	Dark Runner Boots	Frostmane Blade	Frostmane Shortsword	Vicious Night Web Spider	Webbed Cloak	Murloc Nighthcrawler	Pearl-encrusted Spear
Nightbane Vile Fang	Madwolf Bracers	Frostmane Novice	Light Magesmith Robe	Vicious Night Web Spider	Spider Web Robe	Murloc Scout	Scimitar Of Atun
Nightbane Tainted One	Nightwalker Armor	Frostmane Troll Whelp	Frostmane Leather Vest			Murloc Tidecaller	Riverside Staff
Nightbane Shadow Weaver	Shadow Weaver Leggings			Vile Fin Muckdweller	Vile Fin Battle Axe		
				Vile Fin Minor Oracle	Vile Fin Oracle Staff	Redridge Brute	Gnoll Punisher
Skeletal Warior	Skeletal Longsword			Ravenous Darkhound	Gray Fur Booties	Redridge Trasher	Gnoll Kindred Bracers
Splinter Fist Ogre	Ironwood Treebranch					Redridge Basher	Gnoll Skull Basher
Splinter Fist Warrior	Heavy Ogre War Axe					Redridge Alpha	Heavy Gnoll War Club
Splinter Fist Firemonger	Ogremage Staff						
Rotting Horror	Staff Of Horrors					Blackrock Tracker	Blackrock Boots
Bone Chewer	Black Metal Shortsword					Blackrock Tracker	Blackrock Pauldrons
						Blackrock Sentry	Blackrock Mace
						Blackrock Scout	Blackrock Gauntlets
						Shadowhide Slayer	Slayer's Battle Axe
						Shadowhide Darkweaver	Ring of the Shadow
						Shadowhide Warrior	Shadowhide Battle Axe
						Rabid Shadowhide Gnoll	Shadowhide Two-Handed Sword
						Shadowhide Gnoll	Shadowhide Mace





IMPORTANT:

This section will feature everything War Within!

Loads of things are subject to change, and many new ways to acquire gold will be found, so expect this section to get frequent updates moving forward!





FARMING CHARACTER

As always, Druid is the go-to class for goldmaking!

Druid has great pulling power, and VERY strong sustainable AoE Damage. Making them the best class for popular 2x4 goldfarms in the open world.

The Next pages will focus on setting up the druid for TWW.



Free Materials

Before you go ahead with farming, you should bring all lvl 70+ Characters to Roldira In The Crafter's Enclave!

- This NPC Will give you a choice between 3 bags containing TWW Materials (even if you don't have a profession learned)
- This is Once per toon, and if you do have a profession learned, you can choose bags appropriate to those professions.





My Main farming toon will have Tailoring and Skinning as its professions. **Tailoring** Because you can specialize into "**Efficient Threading**" Granting you Bonus Cloth from Humanoids. And **Skinning** Because there are no other professions that improves your farming in any other way. So By having skinning, i can use the same character for both group skinning farms & Humanoid farms.





The “Archival Additions” Tree in Inscription gives you a 50% increased chance to find Darkmoon Cards, there is a 50% increase for each Sigil Tree. This Might be valuable enough to choose Inscription paired up with Skinning or Tailoring

Khaz Algar Inscription Specializations

Pursuit of Knowledge Pursuit of Perfection Careful Carvings Archival Additions

Increase your ability to find Darkmoon Cards by 50%.
Earned at 15 points in Darkmoon Sigil: Ascension.

Archival Additions
Master the creation of various inscription services and the esoteric Darkmoon Cards.

DARKMOON SIGIL: ASCENSION
0/30

Apply Knowledge

Overview Apply Changes

Recipes Specializations Crafting Orders

A screenshot of the World of Warcraft game interface, specifically the Khaz Algar Inscription Specializations screen. At the top, there are four tabs: Pursuit of Knowledge, Pursuit of Perfection, Careful Carvings, and Archival Additions, with Archival Additions being the active tab. Below the tabs is a large circular skill tree diagram. The central node is labeled '10'. Arrows point from this center to several surrounding nodes, which are further connected to other nodes. Some nodes have small numbers (e.g., '0', '1') next to them. To the right of the tree is a circular emblem labeled 'DARKMOON SIGIL: ASCENSION' with '0/30' underneath it. A tooltip box is overlaid on the screen, stating 'Increase your ability to find Darkmoon Cards by 50%' and 'Earned at 15 points in Darkmoon Sigil: Ascension.' At the bottom of the screen are three buttons: 'Overview', 'Apply Changes', and tabs for 'Recipes', 'Specializations', and 'Crafting Orders'. There are also navigation arrows at the very bottom of the screen.

Disenchanting Spec

This Enchanting Spec focuses on getting more & better materials from disenchanting, Now early on with limited Knowledge points, i maxed out epic disenchanting first due to Darkmoon card flip;

Purchase cheap blue darkmoon cards>Turn into Epic Deck>Disenchant Epic Decks for profit.

Designated Disenchanter

Master your disenchanting capabilities, maximizing the quality of reagents you receive when destroying items.



Knowledge Points

Myu's Knowledge Points Tracker

Tracks Unique and Weekly knowledge points acquisition for professions. Feel free to report any bugs or suggestions in the comments!



Click This image if you want a WeakAura that helps you track all missing knowledgepoints, including waypoints to where/how you can obtain them! The Absolute best way to make sure you've done it all!





Skinning Specializations



Max out “Tanning 40/40” For 3rd Charge of “Sharpen Your Knife”

You can then choose “Concrete Chitin” Or “luxurious Leathers” I’m Personally gonna go for Leather first, as there seem to be way more OP Farms for Chitin On The BETA atm. So i expect Leather to hold a better value





Skinning Specializations

The screenshot shows the "Khaz Algar Skinning Specializations" window. At the top, there are tabs for "Tanning" and "Harvesting", with "Harvesting" being the active tab. Below the tabs is a section titled "Harvesting" with the subtext: "Specialize in harvesting unique materials that are utilized by many professions." To the right of this is a circular skill tree diagram. A tooltip is open over the central node of the tree, which is labeled "0". The tooltip details the "Trophy Taker" specialization: "Specialization (Locked)", "Rank 0/40", and "Learn how to identify rare materials belonging to particular species of creatures, gaining +1 Perception while skinning in Khaz Algar per point in this Specialization." It also states: "On learning this specialization: Gain an increased chance to gather species-specific reagents from the creatures of Khaz Algar." A note at the bottom of the tooltip says: "Requires 10 points in Harvesting to learn an additional sub-specialization." The circular skill tree has several nodes around its perimeter, some with icons like a sword, shield, and map. The center of the tree contains an icon of a stomach. At the bottom right of the tree, the text "TROPHY TAKER" is displayed above a button labeled "Learn Sub-Specialization".

After Tanning tree, I will go 40/40 Into Harvesting for The chance at finding Bizarrely-Shaped Stomachs. They should greatly increase the GPH. Followed by mazing out “Trophy Taker”



Daily Skin(On ALL Chars)



This is a location where people with 50 Knowledge points in Luring will summon a rare elite that can be skinned once per day, per character! It drops a VERY expensive Epic Material Called "Superb Beast Fang". You only need lvl 1 skinning on your alts to do it, so its easy to set up a team of skinning alts, leeching this daily





Skinning Locations



This Location In Hallowfall is extremely packed with skinnable mobs! The spawnrate is decent, and they drop a lot of specific materials like the Bug Brisket





(Group Farm)



This Location in Isle Of Dorn, is filled with Bee's & Wolves, this spot is REALLY good, but a lot of mobs are Elite, so you'll need a group to farm it efficiently





(Group Farm/Solo Elite)



Similar To Bee's, but focused on Leather rather than Gloom. Much easier to kill then Bee's, and can even be soloed by some classes! Very Good spot.





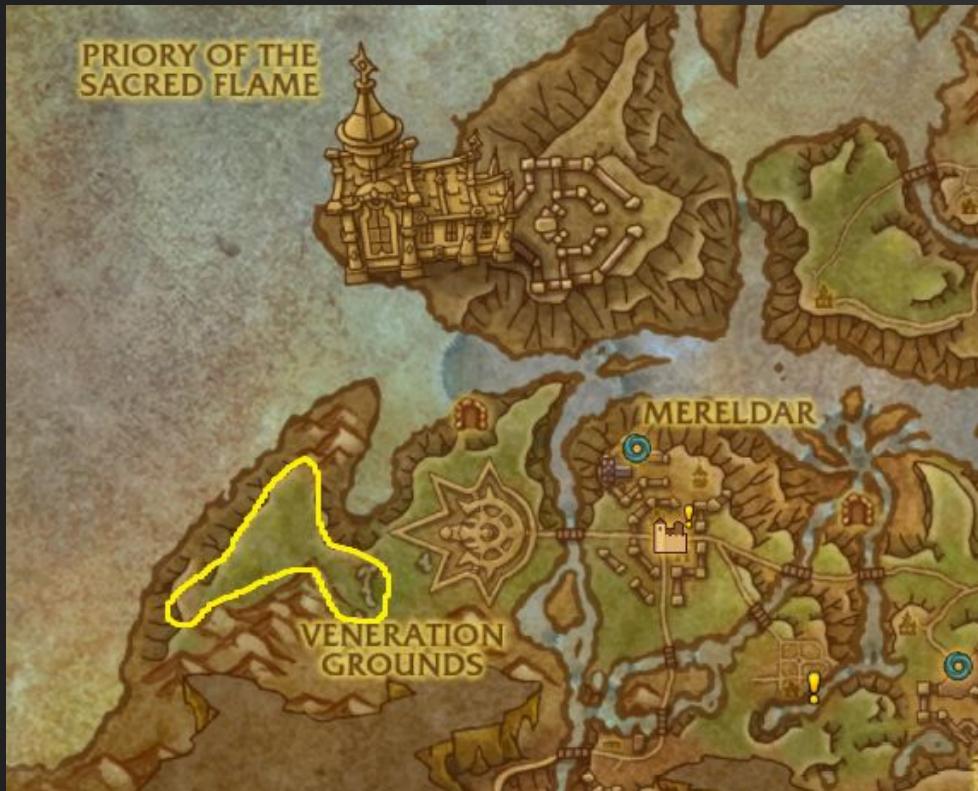
(Group Farm)

BE NOTED: Once you obtain the mount from this farm (By using the 900 currency that drops off the mobs) You will still get the currency, but its gonna be GREY quality, but they can be sold on the AH!





Skinning Locations



This Location In Hallowfall is incredibly strong!
It is however a solo farm, as the mobs don't
hyperspawn, even tho the spawnrate is decent.





Skinning Locations



This Location In The Ringing Deeps is great! The Water down until the bridge is filled with these serpent mobs, they spawn really fast and are quite easy to kill





Herbalism/Mining



NOTE: Druid is once again king for Gathering, As you can gather Herbs while in flight form, saving Knowledge points.





Herbalism/mining Spec.



Overloaded herbs/veins is a personal choice maxing out everything in “Mastering The Mysterious” & “Overloading the Underground” Before moving over to “Plethora Of Ore” & “Bountiful Harvests” For Null Lotus/Null stone. If you Don’t like overloading go straight for Bountiful Harvests and Plethora Of Ore, to get higher rank materials + chance of full Null’s





Herbalism/mining Spec.



If you are going the Overload spec, i recommend you to Overlad Sporefuse, Laced, irradiated (Make sure To Copy expensive herbs) And Even EZ, Webbed and Weeping.**IMPORTANT:** You are suppose to use Overloads **AFTER** You picked up the flower/vein.





Herbalism/mining Spec.

Phial of Truesight ☆



Phial of Truesight

Item Level 560

Use: Drink to increase your Perception by 75 and allow you to see camouflaged mining and herbalism nodes.

Lasts 30 min and through death. Consuming an identical phial will add another 30 min.

Requires Level 71

Quality: ♦

Max Stack: 200

Sell Price: 1 ⚡ 10 ⚡

Darkmoon Firewater ☆



Darkmoon Firewater

Item Level 1

Use: Increases your Deftness by 15% and your size for 1 hour.

Deftness allows you to gather resources more quickly. (5 Min Cooldown)

"Puts the fire in you!"

Max Stack: 200

Sell Price: 62 ⚡

If it **extremely** important to use these whenever you gather, the Phial Of Truesight alone, will almost double the amount of Veins you pick up.



Seed Raid Spec

Seed Raid In TWW Is Sadly Mid-Tier. It's OK if you want to chill and collect some Herbs, but other routes will grant you more Herbs/Hr.

Speccing into “Botany>Cultivation” allows you to collect different types of seeds, and more Seeds in general.

This spot in Hallowfall is where you'll find the Rich Soil to plant the seeds in.





Herbalism/mining Routes



The South-West Of Isle Of Dorn Was the absolute best on the Alpha/Beta, there is low competition due to most of the quests being located to the east of the zone.





Herbalism/mining Routes



The Ringing Deeps was extremely good on the BETA, there was constantly deposits/herbs up, making it kinda confusing to make the ultimate route. There seem to be way more spawns around the water areas tho.





Herbalism/mining Routes



In Hallowfall the tactic seems to be staying low. Fly at the edge of the water/rivers, tons of spawns, and less competition





Herbalism/mining Routes



Azj-Kahet River Route is GREAT! You get to avoid all the annoying spawns up on different cliffs and floating islands in the sky! One of my fav. Zones!





Shredded Weavercloth/ BoE Farming



Shredded Weavercloth

Item Level 70

Crafting Reagent

"A worn cloth sourced by Tailors from
humanoids throughout Khaz Algar."

Max Stack: 1000

Sell Price: 5

This section would typically feature open world goldfarms, typically done in a group in a 2x4 farming setup. But due to blizzard chance of loot rules, it can't be done efficiently in a 2x4, and you are better off doing the dungeons listed below.





Cloth Spec

Textile Treasures



TEXTILE TREASURES
30/30

0



QUALITY FABRIC
30/30

First you wanna go 30/30 in Textile Treasures to increase how much cloth you are getting, then you spec 30/30 into Quality Fabric to be able to obtain higher rank cloth.





Cloth Spec



Then you wanna unlock “From Dawn Until Dusk” specialization so you can pick 1 point in Duskweave, to be able to get scraps of duskweave, you will then need to go 30/30 into “from Dawn Until Dusk” in order to pick the same talent on Dawnweave



Follower Dungeon farms



```
/script  
C_PartyInfo.LeaveParty()  
/click  
LFDQueueFrameFindGroup  
Button
```

When farming cloth in follower dungeon, you have to click on the dungeon you are running, and then use the macro above to instantly que up for it.



Darkflame Cleft



```
/script  
C_PartyInfo.LeaveParty()  
/click  
LFDQueueFrameFindGroup  
Button
```

Darkflame Cleft is the most popular follower dungeon to solo, as it's very easy to do even with "bad" gear.

Simply enter the dungeon by queuing up, then clear our the first room and/or the second room before the boss, then click the macro to go again, super simple!



Priory Of The Sacred Flame



```
/script  
C_PartyInfo.LeaveParty()  
/click  
LFDQueueFrameFindGroup  
Button
```

Priory Of The Sacred Flame is a very popular dungeon to solo if you have a bit of gear, and play a farm that can easily control big packs of mobs.

Simply enter the dungeon by queuing up, then clear everything besides from the bosses before clicking the macro again.



K'aresh Cloth/BoE



Blizzard changed loot-rules a while ago, causing loot to pretty much stop dropping after killing mobs for about ~2 minutes. So an efficient way to avoid that is by switching mob types or do the farm with somebody that plays on a different realm, and swap phases to “reset” the loot.

Flying between these spots is what i've found to work the best.



Weekly Pattern



Every week you can do the Theater event outside of Dornogal for a chance at a VERY rare and expensive Design: Binding Of Binding



Design: Binding of Binding

Item Level 1

Use: Teaches you how to craft Binding of Binding.

Requires Khaz Algar Jewelcrafting (50)

Sell Price: 50 ⧫



Daily Quests



Every day you can do Flame Radiance daily quests at this location in hallowfall, each quests gives you a box that contains a random green item. These 'Nightfall' green items are unique transmog items, so they will be selling in the future as well.



Weekly chests



Every week you can do the Bonus Objective for a Radiant Cache at this location in North East Hallowfall. The chest has a chance to give you a couple of different patterns, unique transmog items worth quite a bit of gold! Worth doing on all alts, and can be done at lvl 70 as well!



Making Gold With Kej

Kej is a currency acquired by many different sources in Azh Kahet. This currency can be used to purchase a variety of different items that can be put up on the AH, including pets!

Here is a list of all items and where to buy them: [Kej Items](#)

-  Marinated Maggots
-  Yesterday's Eggs
-  Sticky Gossamer Sac
-  Suspiciously Heavy Egg
-  Jostling Ovoid
-  Itchbite
-  Bean
-  Fringe
-  Jump Jump
-  Rak-Ush Threading

These are the items i would recommend you to look at. I have no clue what the consumable items are used for, but they actually sell, and for good gold!

The Rare quality items are the battle-pets. Check prices and quantity on your realm before purchasing one,



Making Gold Resonance Crystals (Undermine)

Resonance Crystals is a currency that can be used to purchase a ton of different items in The War Within. Many people have tons of this currency laying around!

You can use this currency when reaching Revered with the different cartels in the undermine, to purchase battle pets that can be sold on the Auction House.



Wavebreaker Mechasaurs

Item Level 1

Binds when picked up

Use: Teaches you how to summon this companion.

Right Click to summon and dismiss this companion.

Requires level 1 to 80 [(80)]

Requires Revered reputation with the Blackwater Cartel in Undermine.



Rocketfist

Item Level 1

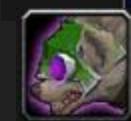
Binds when picked up

Use: Teaches you how to summon this companion.

Right Click to summon and dismiss this companion.

Requires level 1 to 80 [(80)]

Requires Revered reputation with the Venture Company Cartel in Undermine.



Eepy

Item Level 1

Binds when picked up

Use: Teaches you how to summon this companion.

Right Click to summon and dismiss this companion.

Requires level 1 to 80 [(80)]

Requires Revered reputation with the Steamwheelie Cartel in Undermine.

[Wavebreaker Mechasaurs](#)

[Rocketfist](#)

[Eepy](#)

[Bilgewater Junkhauler](#)





Player Housing Materials (Click the picture)

Category	Expansion	Material
Alchemy	Cataclysm	Deepstone Oil
Alchemy	MoP	Master Mana Potion
Alchemy	WotLK	Crazy Alchemist's Potion
Alchemy	WotLK	Runic Healing Potion
Cloth	BFA	Embroidered Deep Sea Satin
Cloth	BFA	Tidespray Linen
Cloth	Cataclysm	Bolt of Embersilk Cloth
Cloth	Cataclysm	Bolt of Embersilk Cloth
Cloth	Cataclysm	Dreamcloth
Cloth	Cataclysm	Embersilk Cloth
Cloth	Cataclysm	Powerful Ghostly Spellthread
Cloth	MoP	Bolt of Windwool Cloth
Cloth	MoP	Greater Pearlescent Spellthread
Cloth	MoP	Windwool Cloth
Cloth	SL	Lightless Silk
Cloth	SL	Shrouded Cloth
Cloth	TBC	Bolt of Imbued Netherweave
Cloth	TBC	Primal Mooncloth
Cloth	TBC	Shadowcloth
Cloth	TBC	Spellcloth
Cloth	Vanilla	Bolt of Runecloth
Cloth	Vanilla	Moon cloth
Cloth	WotLK	Moonshroud
Cloth	WotLK	Spellweave
Dye/Ink/Thread	BFA	Nylon Thread
Dye/Ink/Thread	Cataclysm	Eternium Thread
Dye/Ink/Thread	SL	Penumbra Thread



Player Housing Lumber

You don't need any profession to farm lumber, you just need the Magic Hatchet, which you get after unlocking Player Housing.

I Tried out a bunch of zones, and trying to “route” them out seemed pointless, and there's pretty much lumber everywhere. There is however a big difference when it comes to zones. On the next page i'm going to list some of my favorite zones for Lumber farming, in each expansion.

I would recommend farming this on a druid, for instant flightform. Also consider turning off dragonriding in some zones where the treelines are annoying for efficient gathering.



Player Housing Lumber

Classic – Ironwood Lumber
Flying Between Duskwood & Elwynn Forest

Burning Crusade – Olemba Lumber
Nagrand

Wrath of the Lich King – Coldwind Lumber
Grizzly Hills

Cataclysm – Ashwood Lumber
Twilight Highlands

Mists of Pandaria – Bamboo Lumber
Jade Forest & Townlong Steppes

Warlords of Draenor – Shadowmoon Lumber
Flying Between Gorgrond & Talador



Player Housing Lumber

Legion – Fel-Touched Lumber
Val’Sharah

Battle for Azeroth – Darkpine Lumber
Zul’Dazar

Shadowlands – Arden Lumber
Ardenweald

Dragonflight – Dragongrave Lumber
The Azure Span

The War Within – Dornic Fir Lumber
Isle Of Dorn

Midnight – Thalassian Lumber





Character Setup

From a Goldfarming perspective, i would advice to have the following character setups:

Druid 1: Herbalism & Mining

Druid 2: Skinning & Tailoring

Skinning & Tailoring can be on the same toon in Midnight, as you can't get darkmoon cards by killing mobs, like you could in War Within.



Free Materials

Before you go ahead with farming, you should bring all lvl 8+ Characters to [Captain Flaresworn](#)

- This NPC Will give you a choice between 3 bags containing Midnight Materials
- This is Once per toon, and if you do have a profession learned, you can choose bags appropriate to those professions.





Herbalism/Mining



Herbalism

Herbalism Skillpoints is still king, in order to get higher quality herbs. I'm personally gonna max out Bountiful Harvest 40/40 before speccing into the specific herbs.

Once i've done that, i'm going into Botany and maxing that out as well.



Mining

Mining Skillpoints is still king, in order to get higher quality Ore. Max out Plentiful Ores 50/50 before going into Meticulous Mining 40/40 for additional mining skill.

The image shows a mobile game's mining skill interface. At the top, there are three tabs: "Over-LOADED", "Meticulous Mining", and "Plentiful Ores". The "Plentiful Ores" tab is selected, indicated by a yellow border. Below the tabs, the title "Plentiful Ores" is displayed, followed by the subtitle "Build your knowledge in all of the Midnight ores, learning how to make the most of each deposit." To the right of the subtitle is a small icon showing a level indicator at 520 and a gear icon. In the center, there is a diagram showing four ore types: a red rock (40), a purple rock (40), a blue rock (40), and a white rock (50). Arrows point from the smaller rocks to the larger one. To the right of the diagram is a large, ornate circular emblem featuring a central gemstone. Below the emblem, the text "BRILLIANT SILVER" is displayed, followed by "40/40".





Herbalism/Mining ROUTES



Eversong Woods



Harandar





Skinning Specializations

Thorough Tanning Gainful Gathering Talented Tracker

Thorough Tanning

Improve at your general skinning techniques, learning how to gather, prepare, and store the various standard reagents you can gather from the creatures of Midnight.

SUPERB SCALES
40/40

Apply Knowledge

MAX Out Through Tanning 40/40 for Skillpoints, then max out leather & Scales before going into Gainful Gathering. This is due to Skinning meta being groupfarmed so it outperforms “Talented Tracker” in the long term.



Skinning Farms



Around the water in this northern area, is filled with these “flying jellyfish” called Delectable Root Drifter’s. They are skinnable and there are huge amounts of them.



Skinning Farms



This area in Zul'Aman is filled with beasts named “Cinderdig Amazard”. These are connected to a quest, and will hyperspawn, can be skinned for Void-Tempered Scales



Skinning Farms



This island in Zul'Aman is filled with different types of beasts, where almost all of them are skinnable, was hard to get a proper test solo on hyperspawns, but some of the mobs are connected to quests. So could be a very good location.



Skinning Farms



One of the most obvious great skinning spots in Midnight, this area is filled with skinnable beasts. And it's apart of the first campaign quest going into the Voidstorm. This might be nerfed

WARNING: You can't Proceed further into the campaign, as the area changes, and mobs are removed



Skinning Farms



This Area is filled with “Prowling Griefshredder” Hyperspawning beasts.



Skinning Farms



The Voidspire is filled with Skinnable Aberration mobs called “Glowering Siphoid”. The area also has other skinnable mobs called “Sulking Ultradon”



Skinning Farms



The Obscurion Citadel is a very interesting location, as it's quite similar to the Bee & Wolves location in War Within. The Area is filled with skinnable mobs, both normal mobs & Elites.



Skinning Farms



This area west of Obscurion Citadel is also filled with skinnable mobs, seems to be hyperspawning well on the BETA.





Cloth Spec

Fabric Specialist

Attune yourself to the cloth used in the various Midnight societies, improving your ability to find cloth and increase the quality.



Pretty straight forward from a farming perspective.
Max out Fabric Specialist in order to get more cloth from
humanoids.



Cloth Farms

Loads of Humanoid mobs on the Beta has no lootable at all, this was also the case on some mobs on The War Within Beta, as well as loads of “placeholder” items on the Lootable, such as old Dragonflight materials.

This makes is a bit tougher to test of Hyperspawning Cloth Locations, but below you'll see some spots i found where the mobs do actually drop cloth on the Beta.

Will Obviously add new ones & remove bad spots as soon as i discover them on the Live Servers after release



Cloth Farms



The Western shoreline called “Daggerspine Landing” is filled with Daggerspine mobs, they are humanoid and do drop cloth.



Cloth Farms



This area is filled with hyperspawning humanoids & Elemental Mobs, could be quite good. But currently poor lootable on the Beta.



Cloth Farms



This area is filled with Platforms where you'll find many humanoid mobs (Lightblinded mobs). They appear to be hyperspawning quite well.



Cloth Farms



This location down south of Zul'Aman is filled with Gnarldin mobs, they are humanoid and will hyperspawn.



Cloth Farms



This location in Zul'Aman is a Bonus Objective area, hyperspawning humanoids & Undeads.



Cloth Farms



This location in Zul'Aman is a filled with hyperspawning
Twilight mobs



Cloth Farms



This location in Zul'Aman is a filled with Murlocs, there are loads of grouped up murlocs, but the area is big. Could need two separate groups for proper hyperspawning.



Cloth Farms



This location in Zul'Aman is a filled with Spiritpaw mobs (humanoids) The density of these mobs is extremely good!



Cloth Farms



This location in Zul'Aman is another location filled with Twilight mobs



Cloth Farms



Filled With hyperspawning Shadowguard humanoids

Change Log 2025

V3.6.6

- New Speedset Guide (lvl 80)
- Updated Talents

V3.6.7

- Page 181->183 New 2x4 BoE+Cloth farms in the undermine
- Updated Druid talents for farming

V3.6.8

- Removed Mauradon from dungeon list
- Added different 5-man transmog farms
- Removed Nerfed Goldfarms
- Undermine Pets for Resonance Crystals

V3.6.9

- Flame radiance daily quests
- Removed open world cloth farms in TWW
- DFC and Priory solo follower dungeon farms
- Removed Proff. Treasure pins, the WA is enough.
- DF open world cloth farms removed, replaced with solo dungeon method.
- Updated spot for Rousing Fire
- K'aresh Cloth/Boe Farm
- Big Red Ray Gun
- ATT added under addons

V3.7.1

- Removed some older farms
- Started Adding Midnight Profession Specs
- Started Adding Midnight Herbalism/Mining Routes
- Started Adding Midnight Cloth/skinning Farms
- Added best Knothide skinning (due to player housing)
- Added list of vendor materials needed for Player Housing Decor crafts
(same spreadsheet as the other materials, on page 179)

