



ZENA'S PRO GOLD WoW GUIDE

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ZENA'S PRO GOLD WoW GUIDE

Welcome, bold adventurer, to Zena's Pro Gold WoW Guide. Soon you will discover the means to get all the dreamy stuff that only gold can buy in World of Warcraft; top level enchantments and gems for your gear, the best formulas and recipes for your Professions, expensive potions and elixirs and, of course, the one thing every level 70 must have, an epic flying mount.

Here is the simple truth about the secret to acquiring gold in WoW: There is no secret. Others who have made WoW gold guides would have you believe they know some amazing *secret* technique for building your bank. It just isn't true.

So if there is no secret, why do you need this guide? Because learning the techniques for making gold takes a lot of time. WoW is an amazingly complex game. I've put in the time and done the research for you. This guide will save you many hours of searching and experimenting, allowing you to advance to the fun stuff much more quickly.

You'll also pick up plenty of tips about other elements of the game, such as leveling quickly, building faction reputation, Battle Grounds, questing and grinding. Have fun!

GETTING STARTED--HOW IT'S DONE

When I got started writing this guide I tried to anticipate who might be reading it. Most likely you're a player who has already been in the game for a while and you're a little frustrated with how hard it is to make gold. Building up your gold supply is my main focus, but there are probably other elements of the game you find confusing, no matter how far into the game you are right now.

This left me with a difficult decision: Where should I start? You might already have several characters in their 70's but none of them can afford an epic flying mount or you might have just one character almost level 30 that desperately needs gold for its first ground mount. I decided just to start from the very beginning, offer lots of options and let you choose the techniques that will work best for you.



Here is my primary gold making technique, in the briefest possible description: Have at least two characters with Professions that work off each other.

That's it! This method will work for you no matter when you start using it. You don't need to go back and start brand new characters, but you may need to start new Professions. This isn't as hard as you may think. Just stay with me, keep an open mind and you'll see how it works.



Of course, just having two or more characters with Professions that work off each other doesn't make gold magically start appearing. You have to work those characters and those Professions, which means grinding, running dungeons solo and learning how to use the Auction House. I'll tell you about lots of great grinding spots, the

best dungeons to solo and give plenty of tips on how to make the most of AH.

First, though, you must have some tools and know some strategies. I know you're eager to get back in the game and rush your way to a bank full of gold. Let's not get ahead of ourselves. You don't need my help if all you want to do is grind and gather to make gold. Yes, I know some great grinding and gathering spots and yes, I will tell you about them, but just grinding and gathering is the slow way to make gold.

Take just a little time to learn a few strategies and be sure you have the right resources. Then you can double

the amount of gold you make from your grinding and gathering time.

MUST-HAVE RESOURCES

If you've been at the game a while and have a high level character you already know that playing WoW requires help. Before WoW I played Diablo a lot and I didn't use any cheats or hacks. The only place I went for help was the Blizzard hosted web site called "The Arreat Summit." Maybe I'm old school, but I choose to play online games because I like playing the games, not to see if I can out cheat other players.

Unfortunately, so many players in Diablo were using cheats and hacks that it pretty much ruined the game for purists like me. The folks at Blizzard took care of this problem in World of Warcraft in a couple ways. For one, they designed WoW so well that it's almost un-hackable. Further, even if someone did figure out a hack it wouldn't mean much because the game is spread out over dozens of servers.



Second, the game is designed so that it actually encourages

embellishments from third party software writers. Instead of coming up with cheats or hacks, software savvy folks can write AddOns, and the game comes with a folder specifically for these enhancements.



ADDONS

When I first started playing WoW I was still such a purist and such a novice that I was three months into the game before I tried my first AddOn. Finally I understood that AddOns are not cheating; they're part of the game and Blizzard intended WoW to be this way.

AddOns will dramatically improve your gaming experience. In fact, many guilds will not allow you to participate in raids unless you have their required AddOns. Software writing gamers responded and hundreds of AddOns have been written for WoW. A web designing gamer responded to that huge number of AddOns and put up a site to catalog all these AddOns: [WoWInterface - Find WoW AddOns!](#)

Okay, with hundreds of AddOns to choose from, which do you really want or need? There are three fundamentals

that you need. For our purposes in this guide (that is, for improved gold building), you must have [Auctioneer](#) with Enchantrix. I'll be referring to Auctioneer and Enchantrix a lot in this guide. Get that AddOn bundle and you get more gold. No kidding, it's that simple.

Next you need a map coordinates AddOn. Map coords AddOns give exact locations to points on zone maps using basic x/y coordinates. The x=0/y=0 point is the top left corner of a zone map and the x=100/y=100 point is the bottom right corner. Almost all quests send you to some specific point to kill a guy (or gal), kill a bunch of guys, rescue someone or pick up some crucial item. Helper web sites like Thottbot will tell you where that specific point is, but usually it will be in the form of map coordinates. So you need an AddOn to find these places. (Lots more info on helper web sites is ahead in the next section of this chapter.)

There are several map coordinate AddOns to choose from and which you use is personal choice. I happen to like Simple Coords because, as the name implies, it's simple. AddOns are very easy to install and remove, so try one map coordinate AddOn for a few days, then try another till you find the one you like best.

There are no in-game maps of dungeons, and dungeons are by far the easiest places in the game to get lost. So, you guessed it, there's an AddOn to take care of this problem called [Atlas](#). Atlas provides maps of dungeons and also includes very useful info on where to find bosses

and how to accomplish dungeon-specific tasks. My gold making technique involves lots of solo instance runs, so having Atlas is very helpful.

Finally, for raids and major instances you'll need raid mods such as BigWigs or Deadly Boss Mods and Omen. As I mentioned earlier, most raiding guilds will absolutely demand you have some kind of raid AddOns. At lower levels you won't use raid AddOns, but I thought you should know how important they are when you hit those high level instances.



Top pane is the standard tooltip you see when you hover your mouse over an item. Lower pane is all the additional info provided by Auctioneer.

The remaining huge selection of AddOns are all about personalizing your game experience. You can find AddOns to change the appearance of your bags, your player portrait and your User Interface. There are AddOns specifically designed for each class. Some AddOns are just plain silly, silliness then silly on, dude!

To install an AddOn just download it from the referring web page at WoWInterface - Find WoW AddOns! The package will usually download as a compressed file, so it will need to be unzipped. AddOns are cross platform software, so the same AddOn will work on a Mac or a Windows PC.

In the World Of Warcraft folder in your computer you will find a sub folder called Interface. Inside that folder is a folder called AddOns. Drag the unzipped folder into the AddOns folder and you're done! Next time you start up WoW you'll find new features to play with.

Here's the tricky part. Often when you unzip a compressed file a new folder is created by the decompression software. If you drag that folder to the AddOns folder, the AddOn won't work. You need to open that folder and drag the folders *inside* it to the AddOns folder. The way to know is if the decompressed folder has the identical name as the ZIP file, except with "Folder" at the end instead of the ".zip" suffix. If the name of the decompressed folder is identical to the ZIP file, then open that folder first and drag its *contents* to your AddOns folder. If the decompressed folder name is different from the ZIP file, then drag that whole folder to your AddOns.

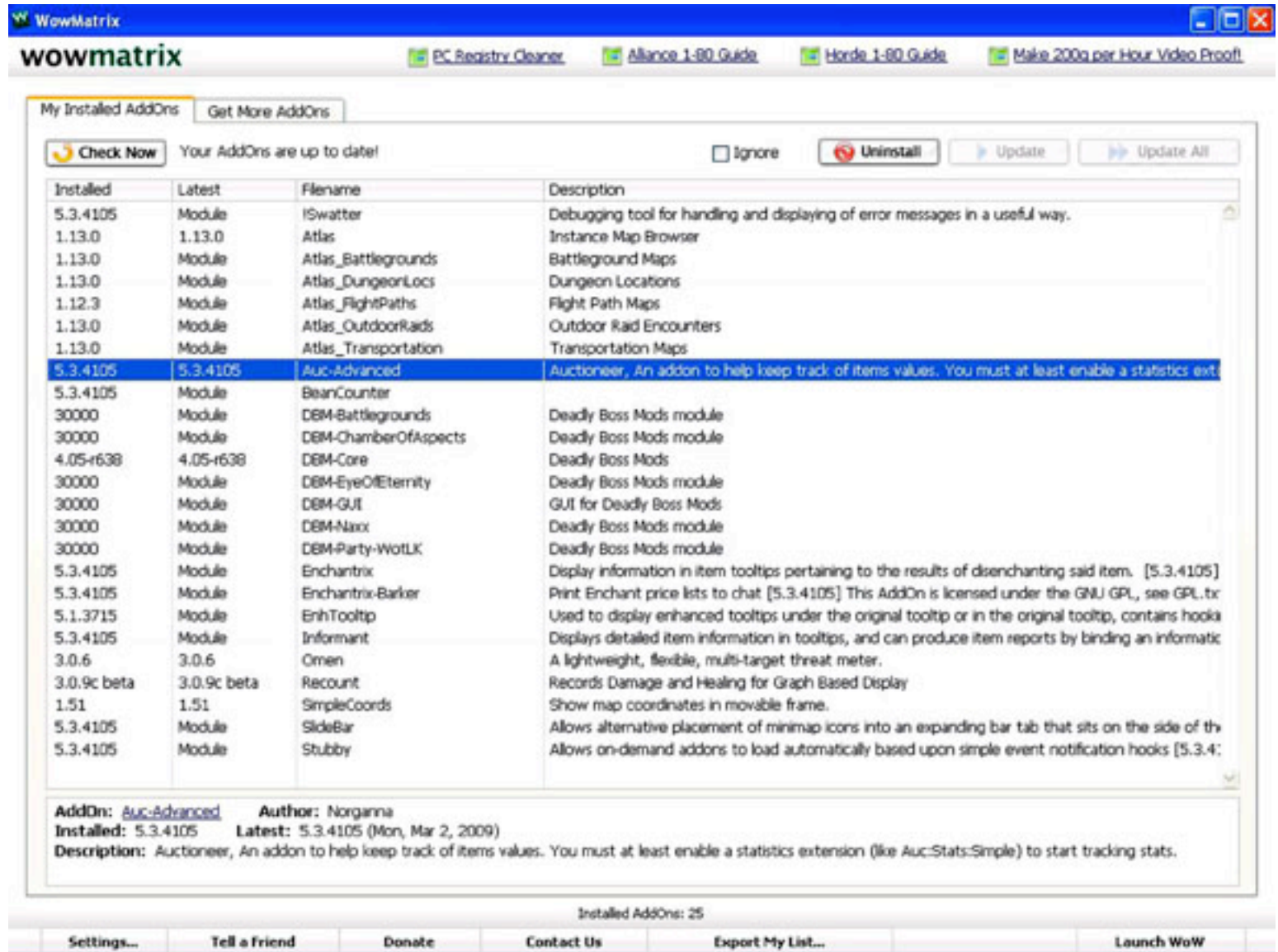
There is a wonderful, easy to use free application that will install or uninstall AddOns for you and check for updates. This stand alone program is called [WoWMatrix](#) and is available for both Windows and Mac. The drawback to WoWMatrix is it doesn't include much info about AddOns. It provides a long list of available AddOns

and makes it very easy to install them, but you still need to do a little research on your own to know which AddOns you want.

One final note on AddOns. You need them, but it is possible to have too many. If you load up your game folder with twenty or thirty AddOns they will slow down your game, especially as you move between zones or switch characters. If you love having all those AddOns and you don't mind a game delay now and then, well, go crazy! Personally I prefer keeping the load on my RAM and CPU to just the items I really need.

To recap, the three AddOns you'll really need for gold making are Auctioneer with Enchantrix, a map coordinates AddOn

and Atlas. At high level you'll also likely need BigWigs or Deadly Boss Mods and Omen for Raids. Those are AddOns I have and use regularly. If you want to save yourself the time and trouble of researching AddOns you could simply



download [WoWMatrix](#), then use that to install Auctioneer, Simple Coords and Atlas and you're ready to go.

How You Play WoW

This guide is written with the assumption that you are a fairly dedicated WoW player. That means you play the game at least 12 to 20 hours a week. Of course, the truly dedicated WoW player would say you must put in 12 to 20 hours a day, so my guide also assumes you are a normal person with a life, friends, family, a job and stuff like that.

World of Warcraft is not a good game for the occasional gamer. Someone who plays one day a week for just three hours can't enjoy this game as it is intended to be enjoyed. On the other hand, there are people who give up their lives to WoW and really do play 12 to 20 hours per day every day. I don't know how these folks make a living. These intense players can tell you the name of every boss in every dungeon. They have memorized the stats on every piece of T7 (Tier Seven) Raid gear and where it drops. They'd rather wet themselves than run to the bathroom during a boss fight. No kidding. That seems funny (and it was even made fun of in the South Park episode—so gross when Cartman uses a bucket for a toilet), but it's actually the mind set of some players.

The casual gamer won't get much out of this guide because, frankly, the casual gamer won't get much out of WoW anyway. The intense gamer won't get much out of

this guide because that kind of player wants to study much more advanced information than what I write about. Besides, the intense gamer prefers to read WoW forums so that he can respond and tell other players how wrong they are about the best spec for a Death Knight and stuff like that.

If you are what I call a WoW "Hobbyist," which means you play regularly but not so much that the game is your life, then this guide is for you.



WHERE THE HECK DO I GO FOR THIS QUEST?

INFO RESOURCES

Some WoW quests are very easy to understand and do. You're instructed by an NPC (Non Player Character), "Go kill wolves outside of town and report back to me." Other quests are ridiculously complicated. You may have to go to four different zones, sometimes even on different continents, to find specific items, then take those items to some other NPC whom you're not sure where to find.

Thank goodness there are web sites that explain how to do these complex quests.

[Thottbot](#) - This site was created by an avid EverQuest player who made the jump to WoW. With its Google-like simple layout, Thottbot is the go-to site for concise, no frills information on quests, Professions, dungeons and raids.

[World Of Warcraft Help](#) - Here you will find lots of tips on leveling, Professions, talent builds and gear. My favorite section of this site is [WoW Reputation](#), which gives simple and easy to follow advice on how to gain that all important rep.

[Petopia](#) - Choosing *the* perfect pet is a tough decision for hunters. This site provides lots of helpful info on all tamable beasts in WoW.



[WoW Guide Online: 1-450 Professions](#) - Professions are the way you make the most gold. This web site is an excellent guide to choosing and using Professions.

[World Of Warcraft - Emotes](#) - Sure, most emotes are just for fun and silliness, but they are an integral part of the game. You may as well know the slash commands for all the good ones!

[World Of Warcraft](#) - This is Blizzard's own site for WoW. It may seem an obvious site to refer you to, but I'm surprised how many players don't take full advantage of the info here. For example, check [The Armory](#) for info on gear and even see what other players are using. Also, be sure to check "Under Development" and "Patch Notes" regularly. Sometimes you can bring in a boatload of gold just by knowing what's in the next patch and figuring out how to take advantage of it.

Those are the web sites I use the most to help me through the game. There are many more sites dedicated to us dedicated WoW players. I'll list a few more that you can check out to see which you find useful.

[WoWWiki](#) - This site is so crammed with WoW info it's almost overwhelming. It has tons of lore and game development info. The "Interface Customization" is a great section to help you learn all the ways you can set up WoW to suit your style. If you really like to do your game research (like I had to do for this book!), this site and WoWhead, the next one listed, are for you.

[WoWhead](#) - General WoW info site but with extensive lore and background info. Nice lists of dungeon and raid loot. Support in French, Spanish and German.

[AmpWow](#) - General WoW info site but with lots of maps and all the maps have a mouse-over feature that shows coordinates. With "view map" links to almost everything, this is the site to check if you're having trouble finding certain mobs or to know where rare mobs spawn.

[The term "mob" refers to any computer generated enemy you encounter in the game. It's unclear where the term came from. Some think it's short for "mobile" or it may be a shortened adaptation of "monster."]

[World of Warcraft Guru](#) - General WoW info site. Claims to have "The largest international WoW database...." I don't know if that's true, but this site does offer multiple language support.

[The Goblin Workshop](#) - General WoW info site with cute page design.

[Alakhazam](#) - General WoW info site.



ABOUT PROFESSIONS

**(IF I DO HAVE ONE "SECRET" FOR MAKING GOLD IN WoW,
HERE IT COMES.)**

The way to make the most gold in WoW is with Professions. That's it! This isn't a secret. Giving players ways to make gold is the primary reason Professions exist in the game. The difficulty is most players don't know how to use Professions for maximum gold income.

The folks at Blizzard added a wonderful element to the game when they thought up the idea of Professions. Then for some reason Blizzard designed their web site to give very little information about the Professions. When I was a new player just starting out I had no idea what Professions to choose and the WoW web site offered practically no help. This is where third party help from web sites like Thottbot is so important. A player needs to find out what benefits and limitations each Profession offers, especially at high skill level.

Choosing and using the right Professions is crucial, both for improving your game play and increasing your gold. The trouble comes when players discover that building up Professions is time consuming and complicated. Many players overlook the advantages to using Professions effectively.

Some gold guides will tell you to select gathering skills, such as skinning and mining, for *both* your Professions. Yes, gatherers can consistently make gold by gathering materials and selling them at the Auction House. But who are they selling these materials to? Think about it. If all players were gatherers they'd have no one to sell their precious materials to, because everyone else would be gathering the same mats!

So who buys the materials that gatherers put up for Auction? Crafters. Oh yeah, those crafty crafters buy materials from gatherers and then turn them into items they can sell for five times as much as the mats cost. Don't believe anyone who tells you skinning and mining are how to make gold in WoW.

I'm not suggesting you should not have a gathering Profession. The game needs gatherers and yes, gathering does make gold. In fact, both your Professions probably could be gathering until you reach about level 20. But after level 50 if you still think using Mining/Herbalism or

Skinning/Mining is the way to make gold, you're missing a fundamental element of the game.

At high level the really big gold is in crafted items, but that's only part of the point. Every crafting Profession has



certain items that only the person with that Profession can use. If you want to be a strong end game player, you need at least one crafting Profession to make terrific gear for yourself or to enhance your own gear with enchants or gems.

Here's my "secret," if you can call it that: Create more than one character on your realm. Right, almost everyone who plays WoW has more than one character. The trick is choosing Professions for your characters that support each other. Blizzard cleverly designed the game to allow each character only two Primary Professions. Smart players cleverly design their alternate characters to give themselves multiple Professions. Use the in-game mail system to exchange mats between your characters and you've easily doubled your gold making opportunities.

If you are a true beginner to WoW, starting out your very first level 1 character, then go ahead and select gathering for both your Professions, if you'd like. That's still not the route I would choose, but I wouldn't fault someone who wants to gather and sell, gather and sell to build up their gold at low level.

At low level your Main character can go out gathering-a-go-go. I do recommend Mining as one of the gathering Professions because Mining is the only gathering Profession that supports three crafting Professions. Skinning supports Leatherworking, Herbalism supports Alchemy and Inscription, but Mining supports

Engineering *and* Blacksmithing *and* Jewelcrafting. This guarantees a good market for mined materials.

You then create a second character and choose crafting skills for both its Professions. Those crafting skills should be Tailoring and any Profession supported by your main character's gathering skill.

Yes, tailoring should be one of your Alt's Professions, even if the Alt is a warrior. Tailors make more than just cloth armor. They also make bags, which are very marketable. What's more, most items a tailor can make are magical, meaning they can be disenchanting into enchanting materials. And your main character is going to be an Enchanter. More on that in a bit.



The main reason your Alt will have Tailoring as one of his or her Professions is to give you something productive to do with all the cloth your Main character will be picking up in drops from humanoid mobs. You may think I'm crazy to suggest this if your main is level 10 and you're hardly getting enough cloth to learn First Aid. Be patient. WoW is not a game you play to the end in one evening.

Your Alt's other primary Profession will

be whatever is supported by your Main's gathering Prof. That is, if your Main is a Skinner, your Alt should be Tailoring and Leatherworking. If your Main is an Herbalist, your Alt should be Tailoring and Alchemy or Inscription. If your Main is a Miner your Alt should be Tailoring and Jewelcrafting or Engineering or Blacksmithing.

Here's how it works, my "secret" technique for making gold: Have two characters, giving you four Professions to work with. Two of those four Professions are Tailoring and Enchanting. The other two are a gathering and a crafting skill of your choice.

For max gold making until level 70, your Main should have Enchanting and the gathering Prof of your choice. Your Alternate should have Tailoring and whatever crafting Profession is supported by your main's gathering skill.

Your Main does the gathering and mails the mats to your Alt, who does the crafting. Your Main also mails cloth drops to the Alt for Tailoring. Your Alt crafts up a bunch of green or blue items, then mails them back to your Main character who disenchant them. You see, the materials used for Enchanting come from disenchanting. Stuff has to be *disenchanted* before other stuff can be *enchanted*. This is why Enchanting mats are so valuable.

The reason your Main is an Enchanter is simple; that's the character you will be playing the most. Your Main will be acquiring dungeon drops and quest rewards. These items are almost always Bind On Pick Up (BoP), which means they can't be transferred to another player.

After building up plenty of gold your Main can drop Enchanting to select a Prof that might be of more benefit to your character, if you so desire.

If you choose Herbalism as your Main's gathering skill, the Alt is Alchemist or Inscriptionist, which means the Alt will not be crafting as many magical items for your Main to disenchant. The Alt crafts potions and elixirs or scrolls and glyphs to sell on AH but still uses cloth from the main character to Tailor items that the main can disenchant.

How do you decide which Professions are right for you? I was just about to get to that! Your main goal until level 70 is to **make gold**. Sadly, most of the items you can make with Professions at low levels are junk. There are a few exceptions, especially for Alchemists, but most low level crafted items suck compared to what you'll be getting from dungeon drops and quest rewards. This is a flaw in the game design, in my humble opinion, but it's the way it is. At low levels you craft items just to disenchant them, not to use them, and that's about it.

When deciding on Professions at high level how much gold you might make is the last of three things to consider. First thing to consider is how much a Profession will benefit your character, then think about how much you'll like doing that Profession, *then* consider the gold you hope to make. This is the decision making process on Professions when your character is high level. At low level it's just the opposite: First priority is gold making, then how much you'll like the Profession, then how much that Profession might benefit your character.

Now is the time to take a good look at [Thottbot](#). Click one Profession at a time and study the list of items each crafting Profession can make.

Even with the detailed information on Thottbot it's difficult to know the actual day to day practical uses of Professions. Each of us is different and you'll need to make your own decision, but I will offer my take on the Professions for you to consider.

Before we continue I do want to point out you don't *have* to use Professions to make gold. I'm trying hard to sell you on this but I know there are some stubborn players who just will not do Professions. All right, if you just can't get into Professions, that's fine. It's your game, play it your way. I've learned that it's with Professions that you make gold fastest in WoW, but there are other ways to build your bank and, yes, I'll cover those other ways later.

Just remember the game is *designed* for you to make gold with Professions. There's even an Achievement called "Skills To Pay The Bills," which is earned by building up the Secondary Professions. By that Achievement's very title, Blizzard is telling you to use Professions to make gold. Heck, moms have commented how impressed they are that their kids are playing a game that's like real life. Sure, you can get along in WoW without a Profession, just as in real life. But you excel much faster and make a lot more money if you choose a Profession wisely and then work at it, just as in real life! That's my pitch. Now here comes an overview of each Profession.



GATHERING PROFESSIONS

Before choosing a gathering Profession strictly for gold making, visit the Auction House to check your server's market. Click on "Trade Goods," then click each of the gathered materials types--Leather, Metal & Stone, Herb--and look at how much of that kind of mat (mat is short for "material") is up for sale.

On most servers you'll find Metal & Stone has the most listings, followed by Leather with about 25% less, then Herb with about 50% less. If the AH on your server has 20 pages of Mineral & Stone listings, 15 pages of Leather and 10 pages of Herbs, then your server is pretty evenly represented by gatherers.

If you find 20 pages of Mineral & Stone, only 5 pages of Leather and 12 pages of Herb, then your server needs more Skinners! That makes the decision easy for you!

MINING



Of the gathering skills, Mining is certainly the easiest and probably the most profitable. It's easy because there are only about a dozen types of ore in the game, which means less items to keep track of and less bag slots occupied. Also, every deposit or vein will yield at least two drops and some will yield five or six drops. Herbalists and Skinners only get one drop per gather.

Mining is profitable because ore and smelted bars are the main materials needed by three of the crafting Professions; Jewelcrafting, Blacksmithing and Engineering. There is always a good market for mined mats.

The down side is you and I aren't the first to notice the advantages to Mining. Lots and lots of players are Miners. In Nagrand or Sholazar Basin it's common to see half a dozen players on their flying mounts trying to beat each other to ore deposits. It also follows that with so many Miners in the game the price for ore and bars drops significantly at the AH.

SKINNING



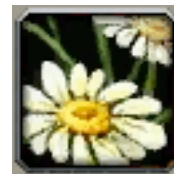
Skinning is next down on the scale of easiness and profitability. It's easy because you're going to be killing beasts while questing anyway, so it's a nice benefit to be able to

skin them while you're at it. Leatherworkers use skins the most, of course, but almost all crafters need skins to make some of their items. Like Miners, Skinners will always find a market for their leather and dragon scales on AH.

The down side to skinning is you only get skins from beasts, and beasts drop the least valuable loot. One player could run around Ferales killing bears and wolves and skinning them for heavy leather but getting no coins and lousy loot drops. Another player could run around Ferales killing ogres and get coins, armor, weapons and cloth drops. The Skinner might come out ahead by selling the leather, but not by much. (Yes, I know beasts do sometimes drop armor and weapons, but at a much lower percentage than humanoids.)

On the other hand, there are zones and dungeons where almost all the mobs are beasts, so the skinner has a big advantage. Also, at higher levels the beasts yield much more valuable leathers.

HERBALISM



Herbalism is the most difficult and least profitable of the gathering Professions. Some Herbalist might read this and scream, "No way! I make tons of gold selling herbs!" Sure, herbs can sell for a lot, but you're not taking into account the *time* invested in gathering those herbs.

The difficulty is in the sheer number of herbs you have to keep track of. I tried Herbalism and soon got tired of how fast all my bag space got filled up. Each plant only yields one herb, so you're constantly moving from plant to plant to do you're gathering. That means fighting off a lot of mobs in the process. Herb gathering is very time consuming.

There are some Tailoring and Leatherworking patterns that require herbs, but almost all of the Herbalist's market is Alchemists and Inscriptionists. Sometimes you can put herbs on the AH and they sell within minutes, other times the same type of herbs come back to you attached to an "Auction Expired" mail.

The up side to Herbalism is just the opposite to the down side of Mining. That is, not many players (myself included) choose it as their gathering Profession, so there isn't a lot of competition. Don't let my personal bias against Herbalism keep you from doing it. If your AH doesn't have a lot of Herb listings then, yes, you will make substantial gold as an Herbalist.

Wrath of the Lich King update! With the latest expansion, Herbalism has become much more attractive and more profitable because of the new Profession, Inscription. Now Herbalists have more folks to sell their gathered mats to because Inscription depends heavily on Herbs; not as much as Alchemy depends on Herbs, but Inscriptionists do need enough Herbs to make Herbalism considerably more attractive than it was before WoTLK came out.

Yet another addition to Herbalism in WoTLK is Life Blood. An Herbalist can heal himself during battle or on the run with this instant cast spell. Some character classes with no self healing ability find this spell an extremely attractive reason to take up Herbalism.

I have admitted that I have a bias against Herbalism because I simply didn't like it. You may want to read what some others have to say about it in Thottbot's [Herbalism Forum](#).

If you can stand the tedium of Herbalism as a gathering Profession you stand to make excellent gold with Alchemy as a crafting Profession. What a nice segue into:

CRAFTING PROFESSIONS

ALCHEMY



Alchemists have the distinct privilege of crafting more items that players *have* to have than any other Profession. Even at low skill level, Alchemists can make Strong Troll's Blood, which is required by players of all classes to complete a quest in Hillsbrad Foothills. Strong Troll's Blood cannot be bought from a vendor. It doesn't drop from any mob and it can't be looted from any chest. The only place to get it is from an Alchemist.

Warlocks know the price they have to pay for Elixir of Shadow Power and Alcanite Bar, which are required for their epic ground mount quest. Both those items are only available from Alchemists. (I know, Warlocks no longer have to do that horrible quest series to get their Dreadsteed. It's just an example of items Alchemists make that are required by other players for quests.)

Lots of folks build up their gold by farming for motes in Outland. Motes can be turned into primals, which are used by all crafting Professions. Anyone can farm for primal airs, fires, manas, shadows, etc., but only an Alchemist can make Primal Might, the most valuable of all primals.

Another advantage to Alchemy, and this is the reason I tried it, is Alchemists make *consumables*. When players hit top level and max out their gear with enchants and gems, they don't need to re-enchance or re-gem their stuff. However, they do need to restock on potions and elixirs, so Alchemists get to sell their goods to the same customers repeatedly.

The down side to Alchemy? Oh boy, it's a pain in the neck. At least I thought it was. There are soooooo many types of herbs and most Alchemy recipes require combinations of several herbs. It seemed I always had too many of some herbs and not enough of others. It just wasn't my thing, but that doesn't mean it's a bad Profession. If you have patience and organizational skills you can generate a steady gold stream through Alchemy. Also, at high

level an Alchemist is a great asset to their guild.

Alchemy is distinct among crafting Professions in another way; almost everything an Alchemist makes is marketable, at low and top trade skill level. This is the only Profession that crafts many marketable items at both low and high levels. With such a long list of sellable items, an Alchemist can easily rely on a consistent income of gold.

There are a few items an Alchemist can craft at top skill level that only the Alchemist can use. These are Bind on Pickup trinkets that aren't really desirable

compared to others you can get in the game. They aren't reason enough to choose Alchemy for your Main character, so if you want the gold you can make with Alchemy then choose that for your Alt and, of course, choose Herbalism for your Main's gathering skill. With this build your Main would have Enchanting/Herbalism and your Alt would have Tailoring/Alchemy.

Swiftnes Potion
Requires Level 5
Use: Increases run speed by 50% for 15 sec.
Cooldown: 1 min
Charges: 1 (Expendable)
Item Level 15
Cost to make: 1 Gold 65 Silver
Auction: 3 Gold 59 Silver (17 Gold 98 Silver for 5)
Vendor value: 25 Copper
Source: Recipe, Quest, Drop
Use: Recipe

Just remember that both Alchemy and Herbalism require patience and organization. Your Main character will be a perpetual herb gatherer and you'll be mailing crap loads of herbs to your Alt. It will pay off when, even at low skill level, you start making such desirable items as Swiftess Potion and Elixir Of Water Breathing.

This is why you consider all the three factors about which Professions to choose. (Remember those? At low level they are: 1-How much gold you'll make, 2-How much you *like* the Profession and 3-How much the Profession will benefit your character. At high level you reverse those, which means how much you *like* the Profession is always the second priority.)

If I liked Herbalism I would have stuck with that and Alchemy as two of my Professions. I simply didn't find Herb gathering to be something I enjoyed, so instead I chose Mining and Jewelcrafting as my gold makers. Just as in real life, if you don't enjoy your work, you're not going to do well at it.

One last note about Alchemy. Several Alchemy recipes require fish, so you'll want your Main to take up the Secondary Profession of Fishing. I think all players may as well take up all the Secondary Professions anyway, as I explain in the following section. If your Alt is going to be an Alchemist, though, your main positively needs Fishing. (All three of my high level characters are Grand Master Fishermen. It's easier to do and makes a lot more gold than you may think. More on that in the Secondary Professions section.)

BLACKSMITHING



There are only three character classes that really benefit from Blacksmithing: Warriors, Paladins and Death Knights. Blacksmiths can craft a few items that sell regularly, most notable of which are rods that Enchanters *have* to buy. (Aargh, the gold my Enchanter had to spend for rods!) At high level Blacksmiths can make truly valuable heavy armor or weapons, although those again are only useful to characters that can wear plate armor.

If you don't have a plate armor character, then don't bother with Blacksmithing. If your Main character is a Warrior, Pally or Death Knight, don't bother with Blacksmithing till your char is at least level 60. Like most Professions in WoW, Blacksmithing doesn't do much for you at low level. Take a look at Thottbot for some of the items you can make through [Blacksmithing](#). Scroll down to the high skill levels and check out those awesome Bind On Pickup items.

Okay, if your Main is a plate wearer and you lust for those amazing items you can craft for yourself through Blacksmithing *and* you want to maximize your gold with my four Profession technique, then here's how to do it:

Choose Mining and Enchanting for your Main until at least level 60. (personally, I'd stay with Mining and Enchanting

for my Main until I hit level 70 and had my epic flyer.) Your Alt chooses Tailoring and Jewelcrafting. Do the system of mailing cloth and mining mats to your Alt, crafting those mats into magical items with your Alt and then mailing them back to your Main to disenchant. Sell the Enchanting mats on AH, make tons o' gold, then your Main can drop Enchanting and take up Blacksmithing after that character reaches at least level 60.

It may seem like an awful lot of work to build up one Profession then start all over with a new Profession, but at high character level it's really not that hard. And for building up your gold reserves it's definitely worth it. You can build Blacksmithing from 1 to 300 in a day, then to 450 in two or three days. If you start off your Main with Blacksmithing instead of Enchanting it's going to take you many more extra days to make the gold you need, so a few days of building a new Profession is not wasted time.

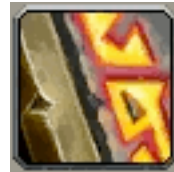
Plan ahead! Your Main is also going to be a Miner, which is how most Blacksmithing mats are gathered. Set aside several bags of low level ores. This way when you start up Blacksmithing you won't have to buy too many starter materials or go back to low level zones to gather them. (Aaargh, now that would be a waste of time!) Heck, create a third character just to store Blacksmithing mats until you're ready to take up the trade. In your travels you're Main will come across NPC's who sell Blacksmithing plans. Grab 'em and store 'em!

Several high level Blacksmithing plans require Enchanting materials. By starting out your main as an Enchanter you

can store up expensive Enchanting mats, such as Arcane Dust and Large Prismatic Shards. This will save you more gold than your entire expense to level Blacksmithing from 1 to 300.

One thing more. Many Blacksmithing plans require gems. Hey! Your Alt is a Jewelcrafter. You can prospect your own ore and get your own gems. This is going to be so easy. I'm almost tempted to start a new character just to try it out myself. Almost tempted.

ENCHANTING



Some players won't believe this, but Enchanting is a great gold maker. In fact, for Zena's Pro Gold technique, Enchanting is the gold maker! It's true that building Enchanting skill is difficult at first, and I've already complained about how much rods cost that Enchanters have to buy from Blacksmiths. Aside from the costly rods, though, Enchanting is a *cheap* Profession! You just have to do it right with the one "secret" I've already told you about in this guide.

I can't believe how many folks think they have to buy mats to build Enchanting. Almost every web posting I've seen on the subject is from folks whining and moaning about how expensive Enchanting mats are. Good grief, why would you buy mats for Enchanting? Enchanting mats are free!

Let me explain in a little more detail how this works. You have two characters. Your Main is an Enchanter and gatherer, your Alt is Tailor and crafter that corresponds with your Main's gathering skill. Let's say you choose Mining as your Main's gathering skill and Jewelcrafting as your Alt's crafting skill. This is how I did it.

Off you go, questing and grinding away with your Main. In the process, your main is going to pick up tons of cloth drops. Most players just sell that cloth at AH. One guide I read (which cost \$37!) suggested you should first make the cloth into bandages and then sell those to vendors. Why? Because, this pinhead wrote, bandages sell for more to vendors than the cloth pieces. Okay, if you have



absolutely nothing better to do with a bunch of linen pieces than just sell them to a vendor then yes, make them into bandages first to make a little more silver. Anyone can figure that out. But selling to a vendor is just about the worst thing you could do with cloth of any type. I couldn't believe this guy had the nerve to sell his terribly outdated guide for thirty-seven bucks. (Sorry, had to vent on that.)

Anyway, you're never going to sell your cloth to a vendor and you're never going to sell it on AH. You're going to mail the cloth to your Alt. Your Alt Tailors magical items with

the cloth and mails those back to your Main to disenchant. Then you sell those Enchanting mats for a lot more than you would have got for the cloth.

It's so easy! *Everyone* gets cloth drops. It seems obvious and simple to me that *everyone* should at least have an Alt with Tailoring/Enchanting. Thank goodness more players haven't thought of it, though, because if they did Enchanting mats would severely drop in value.

Continuing with our example where your Main is Enchanter/Miner and your Alt is Tailor/Jewelcrafter, you also mail your mining mats to your Alt. Many players who are Miners just sell their ore and bars on AH. You're going to mail the ore to your Alt. Some of the ore you smelt first; some you send raw. Jewelcrafters need both bars and raw ore.

Okay, switch to your Alt and start crafting away! Even at character level 1 your Alt can start building its crafting skills. Eventually you'll need to build up the Alt's character level in order to build the Alt's trade skill levels, but that will be easy with the help of gear drops picked up by your Main.

Your Alt uses the cloth and mining mats to Tailor and Jewelcraft loads of magical items. The only expenses for this will be thread bought from a Tailoring supplies NPC and a few tools bought from Jewelcrafting supplies NPC.

After crafting up a bunch of green and blue items with your Alt, you mail those items to your Main who then

disenchants them. Now you have plenty of Enchanting mats that cost you very little. At low level almost all items made by crafting Professions are practically useless. For example, one of the first items a Jewelfrafter can make is a **Braided Copper Ring** that gives +1 Spirit. That's a pretty useless ring *except* for the fact it can be disenchanted!

At first this system will not make you much gold because you'll be using all mats to build trade skill levels for your two characters. Thing is, it also will not be costing you much gold, as most people think it does to build trade skills, especially Enchanting.

One tip on building Enchanting skill: You can apply the same enchantments to your own gear repeatedly. This is the easiest and quickest way to build your skill level. You're not going to find many players who want a low level enchant, such as +1 Stamina to bracers, even if it is free. You'll waste hours of time spamming for test subjects if you stand in a major city and post something like, "enchanter lfw--offering **[Enchant Bracer - Minor Stamina]** FREE! pst"

Go ahead and enchant your own gear over and over to build up your skill level. Yes, you'll be burning through lots of mats, but you're providing those mats to yourself for free, remember?

As your Main levels up you'll start getting Bind On Pickup (BoP) items as quest rewards and dungeon drops. There are only two things you can do with a BoP item. You can

equip it, of course, if it's something your character needs, or you just sell it to a vendor for a set price. You cannot sell it on AH because it's bound to your character. As an Enchanter, however, you have the third option of disenchanting a BoP item. This will yield an Enchanting mat which you *can* sell on AH and usually for much more than the set vendor price for the item.



This system really starts bringing in the gold when your Main hits level 30. That's when you can go solo low level dungeons, such as The Deadmines or Wailing Caverns. Since you're solo you get to keep all boss drops, which are all BoP, and disenchant those for valuable shards. In short order you'll have plenty of gold for your level 30 mount. You'll also be able to enchant your own gear so you're better prepared to hit the Battlegrounds at level 39.

This strategy is how I had plenty gold on hand for a standard ground mount when I hit level level 40, epic ground mount at 60 and flying mount at 70. (Before Patch

2.4.3 you didn't get your first mount until level 40.) I did have to grind for a few days after hitting 70 to get enough gold for the epic flying mount, but I've known players who were level 70 for weeks or even months before they could afford their epic flyer. Even back at level 30 there are far too many pitiful players who beg for gold loans so they can get their starter mount. My characters *never* had to borrow gold from anyone.

ENGINEERING



Engineering is complicated and requires lots of mats. There are only a few items Engineers can make that are steady gold makers, such as scopes and ammo that Hunters will buy to increase damage for their guns or bows. Engineers can also make a few items that are required by other players for quests, such as a Deadly Blunderbuss, required for a quest in Ashenvale.

Engineering can make you some gold, but the main reason to choose this Prof is for the benefits it can give your character, regardless of your char's class or race. Engineers make devices that greatly enhance their fighting abilities. Other Engineering items allow you to transport your character to towns that even Mages can't teleport to. Engineers can wear goggles that let them see gas clouds in Outlands, greatly increasing the number of motes they gather. And, of course, Engineers get to build and use the coolest of all flying mounts.

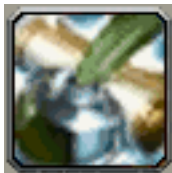


Engineering is easily the funnest of all the Professions, although it is also the hardest Profession to learn. It's not a great gold maker, but then it isn't bad. Gnomes should definitely choose Engineering since that race gets the benefit of +15 skill bonus.

This is not a Profession to choose for your Alt to make gold with. Yes, Engineers can make gold by crafting and selling scopes and ammunition. My second Alternate makes consistent gold by crafting and selling Mammoth Cutters (bullets) and Saronite Razorheads (arrows).

Still, most of the benefits of Engineering apply strictly to the character that has that Profession. A character with Engineering has a nice bag o' tricks to increase damage and defense abilities, and those tricks are especially nice in BG's. Your Main is the one who needs those tricks, not your Alt. You may decide to choose Engineering for your Main, but again, not till that character is high level and has plenty of gold built up. The way to do this is the same as for Blacksmithing, which you can review [here](#).

INSCRIPTION



Inscription isn't turning out to be the big gold maker that many players thought it would be. This may change because Blizzard designed Inscription to be a "growing" Profession. That is, more and more high level items are being added to Inscription over time.

Some players thought the introduction of Glyphs would be a new path to wealth. When Wrath of the Lich King first came out, some players pounced on Inscription and built it up as fast as they could. They put Glyphs up for sale at AH for outrageous prices and got those prices for a while.

Then more and more players got their Inscription skill up and started posting Glyphs on AH. It was just a matter of weeks after WotLK came out before prices for Glyphs plummeted. You can still make gold selling Glyphs, but not nearly as much as some folks thought they were going to make when the new Profession was first introduced.

The thing that I think makes Inscription attractive is the scrolls they can make. As with potions and elixirs made by Alchemists, scrolls are consumable. A player uses a scroll that gives them a buff for a set time, then they need to use another scroll.

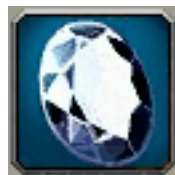
Consumable scrolls and potions are not much benefit to PvP for the simple reason that your character dies too

often in BG's. It sucks to use a scroll or gulp down an expensive potion that gives you a terrific buff for an hour and then you're dead in four minutes and the buff is gone. In arenas the game doesn't even allow you to use scrolls or potions.

Scrolls and potions *are* big benefits to players who do lots of dungeons and raids. Everybody in a raid wants to have every possible buff they can get, so it's common for those players to stock up on scrolls and potions before their guild goes a-raiding. I've known Priests who spend 100g in one weekend on Scrolls of Intellect and Super Mana Potions.

So Glyphs may not be big gold makers (although they do bring in *some* gold), but Inscriptionists could make fairly consistent gold with scrolls. An Inscriptionist would be particularly popular with their guild by providing a steady supply of scrolls for raids.

JEWELCRAFTING



Like most of the crafting Professions, Jewelcrafting is not a gold maker at low skill level. Many servers ended up with a glut of Jewelcrafters after Burning Crusade came out. Lots of players (yes, including me) wanted to jump on the newly added Profession with the expansion. Still, even with a lot of competition from other players selling JC items at the AH, Jewelcrafting is a pretty

consistent gold maker once you level it up.

I saw a couple reasons to choose Jewelcrafting as one of my four Professions. (Yes, four Professions. Remember to think of your Primary Professions in that way.) First, Jewelcrafting is easy to learn. Most designs require only two or three materials, and almost all mats are easily provided by Mining.

The second advantage to Jewelcrafting, if you're going to use my gold making technique, is even at very low level you can make magical items that can be disenchanting. Jewelcrafters do much more than craft gems. In fact, you don't get your first gem cutting design until skill level 300.

Jewelcrafters make lots of rings and pendants, all of which can be disenchanting into very marketable Enchanting materials. Send those low level rings and pendants to your Enchanter who disenchanting them for the mats. Sell the mats on AH or use them yourself to build your Enchanter's skill level. Then laugh, as I do, at the players who complain about how much mats cost to build Enchanting!

Jewelcrafters don't cut gems at low level, but they can *prospect* for gems from raw ore. This gives you mats to make rings and pendants with, and when you have a surplus of low level gems it gives you yet more things to sell on AH.

At high level your Jewelcrafter can cut gems that easily sell for 25g to 35g each and Meta gems that sell for 200g each. My Main character used to do enough mining in a few hours, just while doing quests and grinding, to get mats my Jewelcrafter could use to prospect and make gems that would sell for 250g.

Jewelcrafting is a gold maker only if you have Mining to support it. Keep in mind you are working with four Professions. Jewelcrafting needs to be supported by Mining, but you don't need to have both those Professions on the same character. If you are going to choose these Professions, Mining needs to be on your Main character, since that's the one who will be out in the field the most.



On my realm Jewelcrafting went down in value after WotLK came out. High level gems are

almost too easy to make now and my server just has too many Miners and Jewelcrafters. If you check your AH and see long lists of gems for sale don't despair. You can still get good use from a Jewelcrafting Alt by making items just for their disenchant value. That's what I did.

(I don't even have a Jewelcrafter any more. My Main dropped Enchanting and took up Engineering, so my first Alternate dropped Jewelcrafting and took up Enchanting. But before rearranging my characters' Professions I had made plenty of gold through Jewelcrafting.)

LEATHERWORKING



Similar to Blacksmithing, Leatherworking is a class specific Profession. That is, to take full advantage of it your character should be a class that wears leather or mail. (Leatherworkers also make mail armor.) This is not a Profession to choose for building wealth fast, but it does have gold making options.

You can make some gold through Leatherworking by crafting and selling armor kits that any class can use to enhance their armor. These kits are the only player made enhancements that can be used on head or shoulder armor. This gives Leatherworkers a steady market since Enchanters can't do anything for those armor slot items. Leatherworkers also can make the highly coveted Riding Crop, a trinket that increases mount speed by 10%.

Beyond armor kits and Riding Crops there are some high end armor pieces a Leatherworker can make that might or might not sell at Auction House for big gold. So there are ways to make gold with Leatherworking. The real advantage, though, is in the items Leatherworkers can

only make for themselves. Take a look at [Leatherworking](#) for yourself. Scroll down to 375 skill level and check out some of the Bind on Pickup items you could make at that level and higher.

If you don't have a Druid, Hunter, Rogue or Shaman, then don't bother with Leatherworking or Skinning. If your main character is a Druid, Hunter, Rogue or Shaman and you lust for those amazing items you can craft for yourself through Leatherworking *and* you want to maximize your gold with my four Profession technique, then here's how to do it (This is different from the technique for Blacksmithing and Engineering.):

Go ahead and choose Skinning and Leatherworking for your main's two Professions right from the start. Choose Tailoring and Enchanting for your Alternate character.

At low trade skill level your Leatherworker Main character will be making items that have little sell value. Build up your skill level by crafting those items and then mail them to your Alt to disenchant. Mail your cloth drops to your Alt, who will Tailor them into magical items and disenchant those as well.

Your Main will miss some gold making opportunities by not being an Enchanter because you'll just have to sell Bind on Pickup items to vendors. This means when you read the section, Summary--Putting It All Together, some parts regarding soloing instances will not apply to this character build. The purpose of running instances solo is

to get the BoP boss drops and disenchant them into sellable Enchanting mats. With this character build your Alt is the Enchanter, not your main. Your main will only want to run instances with lots of beasts that you can skin, such as Wailing Caverns, Blackfathom Deeps and The Temple Of Atal'Hakkar (Sunken Temple). Without Enchanting don't even bother killing bosses, except, of course, bosses that are beasts that can be skinned.



TAILORING



This one is a no-brainer. I'm amazed how few WoW players have figured out they should have an Alt character with Tailoring. Everyone gets cloth drops. If you don't have a Tailor all you can do with cloth is dump it on AH. With a Tailor you can craft your cloth into disenchantable items,

you can make bags that all players need, and you can make novelty items that many players love to have, such as tuxedos, stylish dresses and seasonal costumes.

If you don't want to bother with anything else suggested in this guide, at least create one Alt character with Tailoring or choose Tailoring for a low level Alt you already have. And if you don't have Enchanting on any other character, then choose Enchanting for that Alt's second Primary Profession.

Every time I check AH for cloth listings I am amazed by how many there are. Here's a big "thanks" to all those hard working saps--er, I mean players--who gathered all that cloth and plopped it on AH for players like me to buy. Sometimes I have spent an entire day just buying cloth off AH, Tailoring it into items, disenchanting the items, then putting the Enchanting mats up for auction. Those were the days when I was in the mood to do nothing but make gold, and I made a ton of it. How nice it is that so many players haven't figured out anything better to do with the cloth they pick up than sell it on AH.

The only thing that may complicate your decision on Tailoring is if your Main is a "squishy;" a character class that can only wear cloth armor--Warlock, Mage or Priest. In that case you may want to choose Tailoring for your Main. Tailors can make awesome cloth armor for themselves at high level. Take a look at [Thottbot-Tailoring](#) and check out the specialty bind-on-pickup armor Tailors can make.

If your main is a “clothier” and you lust for those amazing items you can make for yourself with Tailoring, then here’s how to do it and still build up your gold:



Choose Mining and Enchanting for your Main until at least level 60. (If it were me making this decision I’d stay with Mining and Enchanting for my Main until I hit level 70 and had my epic flyer.) Your Alt chooses Tailoring and Jewelcrafting.

Do the system of mailing cloth and mining mats to your Alt, crafting those mats into magical items with your Alt and then mailing them back to your Main to disenchant. Sell the Enchanting mats on AH, make tons o’ gold, then your Main can drop Enchanting and take up Tailoring after that

character reaches at least level 60. Your Alt drops Tailoring and takes up Enchanting.

Wait! Before your Alt drops Tailoring and switches to Enchanting, consider this: Your Main only needs Tailoring

long enough to make that high level cloth armor you want. You *could* build up Tailoring on your Main, choose the Tailoring specialization that best suits that character (lots of posts on that subject in forums, so I won’t go into specializations here), make your armor and then *switch back* to Enchanting on your main.

Why do this? Your Main character is the one that’s going to be running instances and quests, getting lots of Bind-on-Pickup items. Those are the top value items for disenchanting and they can’t be transferred between characters. Once your Main has made its high level cloth gear that only that character can wear, you’re done with the reason your main needed to take up Tailoring.

If your Main switches from Enchanting to Tailoring *and* your Alt switches from Tailoring to Enchanting, that’s two Professions retrained, right? If your Main switches from Enchanting to Tailoring, then back to Enchanting, that’s also two Professions retrained, so the retraining costs balance out. It’s something to consider.

And here’s one more option to consider: Maybe your Alt and your Main could both be Tailors! What? That seems silly. Why have two characters with the same Profession?

Because of the cool down time on specialty cloth. Each of the specialty cloths--Moonshroud, Ebenweave and Spellweave--has a 92 hour cool down. If you had two characters who were Tailors you could double your output of specialty cloth.

My first Alternate is a Tailor with Mooncloth specialty, so she can make two Moonshroud every 92 hours. That means it takes almost sixteen days to come up with enough cloth to make just one Glacial (22 slot) Bag. That just wasn't enough for me, so I took up Tailoring on my second Alternate character, too!

Now you know why a Glacial Bag sells for up to 900g on AH. Each type of specialty cloth has very high auction value because of those long cool down times. If you had two Tailors you could double your specialty cloth output and make more gold and that's the point of all this!



It may seem like an awful lot of work to build up one Profession then start all over with a new Profession, but at high character level it's really not that hard. And for building up your gold reserves it's definitely worth it. You can easily build Tailoring from 1 to 300 in a day, then to 450 in two or three days.

Remember, the goal

is to maximize your gold making until your Main character reaches high level, then switch Professions to maximize your character's gear. You don't need to learn every item the Profession Trainer teaches; just buy training on the items that will level up your Trade Skill fastest and net you the most gold.

Important Note About Crafting Your Own Gear

I've pointed out the ways you can use your Professions to make outstanding gear for yourself. You may have thought my suggestions for building up one set of Professions then switching to another set of Professions, just to make gear for yourself, seemed awfully complicated.

You're right. It is complicated. And it's not necessary. The best gear in the game comes from raiding (PvE gear) and Battleground rewards (PvP gear). You can make great gear for yourself with Professions, and that will give you a jump on other players. But once you start doing raids, running heroic dungeons and playing BG's, you will soon replace your crafted gear with far better items.

Good grief, then why did I suggest you go through all the trouble of switching Professions just to craft great gear? Hey, you need to know your options. Getting great gear is hard! Your best gear will come from high end instances, but you have to be able to get through those instances to get the gear. It takes many, many raids and heroic dungeons to get a character fully equipped. If your gear

is really inadequate it is not uncommon for a group to kick you out of a dungeon run because your character just isn't holding up. Ouch! Equipment is acquired in stages. You need good gear in order to get great gear. You need great gear to get Uber epic gear.

This is why the option of making your own gear is valuable, but it's not the only option. You may have friends or guild buddies who don't mind helping you run instances and letting you keep the boss drops. Heh, I'm laughing at myself for even writing that. Most players do mind, and mind a *lot*, having a poorly geared character drag along in a high level dungeon. But maybe you have really nice friends.



The original Succubus and the newer, hotter Succubus

One more option to get good gear is just to buy it. Some folks scoff at the notion of buying gear from the Auction House. I guess those folks think we should all earn our gear the hard way and buying it from AH is too easy. Well, the very best gear can't be bought anyway because almost all the best gear is BoP. You're about to become a gold making fiend. Why not drop some of that gold on gear? You just want good enough gear to be able to

keep up in high level dungeons and raids. You need to be well equipped to go after better equipment.

My way of gearing up was running lots and lots of Battlegrounds. This got me great PvP gear, which was good enough for running raids till I could acquire good PvE gear. Running lots of BG's is very time consuming. I happen to love PvP, so for me the time spent on BG's is fun. Furthermore, since I like doing BG's, the time spent to acquire PvP gear is worth the effort because I use that gear a lot. If BG's just aren't your thing or you don't have time to do BG's for hours on end, then being able to craft your own gear becomes quite important.

What's the difference between PvP and PvE gear? It's damage your character can inflict versus damage your character can take. In PvP battles a high damage output means little if your character is easy to kill. In PvE battles you have an organized group with healers and it's the tank who takes most of the damage. PvP gear is more focused on Resilience and Stamina while PvE gear is designed to increase damage, crit and hit ratings. A Mage decked out in PvE gear will get slaughtered in BG's before he can unleash his huge spells. That same Mage decked out in PvP gear will not do the damage expected of him in raids.



SECONDARY PROFESSIONS

Like a lot of WoW players, I started out thinking the Secondary Professions were a waste of time. My first character was an Undead Warlock. When my health got low I could just use Cannibalize, so I didn't even carry food. I didn't see the need to invest time building up Fishing or Cooking. I did take up First Aid for those times when I was killing non-humanoids and couldn't cannibalize any corpses.

Then I started my second character--a Hunter. Now I do have to carry food to feed my pet. At first I just bought food from vendors, still not seeing the benefit of all the time it would take to build up Fishing and Cooking.

Finally I saw the error of my thinking when I ran out of food and could not find a food vendor. I forget which village I was in, but there wasn't a food vendor NPC to be found. I decided to take up Fishing and Cooking and it was a smack-self-on-head discovery. Fishing and Cooking

are very beneficial skills for any character class.

Cooking: As a cook you can make food that does more than just heal your character. Even at low skill level many recipes are available for special foods that give your character nice buffs, such as increased stamina and spirit for a set time.

At high skill level those added buffs increase. Many Priests won't even start a raid without a good supply of Golden Fish Sticks, which increase Healing by 44 and Spirit by 20 for thirty minutes. That means Golden Fish Sticks sell for up to 3g each at AH. The only way to make Golden Fish Sticks is through Fishing and Cooking.

Other high level Cooking items increase Spell Damage, Agility, Strength, Critical Strike Rating, plus all those items have a secondary buff to Spirit or Stamina.

You're going to be killing beasts along your travels anyway, and beasts drop meat. Low level meat isn't worth much on AH. You could sell the meat to a vendor, but if you cook it first you get about twice as much for it.

As with all crafting Professions, you don't need to buy every skill offered by the Cooking Trainer. Just get the skills you need to level up that Profession. If you go to the Cooking Trainer and you see four or five new items are available for you to train, just select one. Use that new skill to level up till four or five more items become available for you to train. Once you hit high level you'll

probably never use those low level items again, so you don't need a long list of low level items in your Skill window.



Also, try to avoid low level Cooking skills that require extra ingredients, such as "Mild Spices." For one thing, those extra ingredients have to be purchased and you're trying to build up gold, not spend it. For another thing, if all you need is the meat or fish and a cooking fire to make an item, then you can cook that item any place you find a fire. You don't have to find a cooking supplies vendor to buy extra ingredients. As a Cook you can even make your own fire anywhere. I don't bother making my own fire because fires, cooking pots, smoke racks and braziers can be found all over the place, and all those heat sources qualify as cooking fires.

One more reason to take up the Secondary Professions, especially Cooking, is for the seasonal festivals. If you are a Cook you'll receive special gift recipes in the mail that only are sent out to characters with the Cooking Profession. You'll also be able to make special holiday treats that other players need to complete festival quests. Imagine the fun you'll have making Eggnog or Hot Apple Cider.

Fishing: Holy fish-face, Batman--what a gold maker Fishing has become in Wrath of the Lich King! This may change as more players catch on, but you can easily make over 150g per hour just by Fishing in Northrend. Any time I find myself in a waiting situation, like waiting for a group to get assembled for a raid, I dash off to the nearest lake or river and *fish!* It's an unbelievably easy way to make your down time profitable!

The downer to Fishing is it's boring. There's no getting around that. In real life fishing is a fun outdoor activity. In WoW it's just boring. That's why many players (including me, at first) don't take up Fishing. Even more discouraging is how long it takes to level up Fishing as you, well, level up. At first you get one skill point for every fish you catch. Then it takes two catches for each skill point, then three, four, and so on till it takes ten or more catches to gain just one skill point after level 300.

Here's how to level up Fishing without feeling as if you're wasting tons of time. There are occasions in WoW when you have to wait on something. The two most common waiting-around times are when you're in the queue for a Battleground (until level 80, when there are enough players available that the queues are usually less than a minute) and while a group is getting together for an instance. Use that wait time to fish!

Leveling up Fishing is unlike any other leveling mechanism in WoW. There is no leveling range limit. For character level, in order get Experience points your character has to kill mobs that are near its level. To level up Professions

you have to craft or gather increasingly higher level items. Fishing skill can be increased anywhere you do it.

Yes, there are high and low level fishing areas, but that only applies to the quality of fish you'll catch in those areas. You could be at level 350 Fishing and still build that skill by fishing an area that only has level 1 fish. You won't catch anything worthwhile, but you'll still get a skill point for about every ten fish you catch, no matter where you catch them.

Once you get Fishing to 450, then the real fun begins, especially when you get your flying mount. There are daily quests for Fishermen only and there are lots of special fishing pools that yield items beyond just good fish.

I leveled all three of my top characters to 375 Fishing simply by fishing while waiting for Battlegrounds. My favorite place to do this, once I got Fishing above 300, is the pond right outside the eastern entrance to Shattrath. You can join the queue for a Battleground in Shattrath, then trot out the tunnel and fish away while waiting for



your turn for any of the Battlegrounds. I've caught loads of Golden Darters from that pond, cooked them and sold them as Golden Fish Sticks for loads of gold. How cool is that? You build your Fishing skill *and* make gold while just waiting around for a Battleground!

I used to wonder what the heck a player was doing when I'd see a level 70 character fishing in one of

the level 1 ponds in Thunder Bluff. Then I figured it out. That player was waiting for a BG and was killing time by leveling his Fishing skill.

First Aid: Everyone may as well learn First Aid, even healer classes. Sure, Paladins, Priests and Shamans can heal themselves and all classes can heal by eating food. But for those occasions when a healer is out of mana or any other class is out of food, it's a nice back up to be able to use a bandage to get your health back up.

First Aid is very easy to learn and only uses cloth to make bandages. With such a low investment of time and materials you may as well get First Aid and be done with it.



SUMMARY--PUTTING IT ALL TOGETHER

By now I hope the basics of my technique are clear. You need two characters, giving you four Professions that all work together to increase your gold intake. I like my own technique so much that I created two

Alternates, giving me six Professions that all work in concert with each other. And one more note to those who say gathering is the way to make gold; of the six Professions I use, only one is gathering. My Main is a Miner. That's it. The rest of my gold comes from crafting Professions.

This is the conclusion of your classroom study on how to make gold. Now it's time to put these ideas into practice.

Remember that at first you will not be bringing in boatloads of gold. Your goal is to level up your Professions quickly at first, then the gold will start pouring in later on.

You don't need to buy every skill offered by Profession Trainers

On my first character I dutifully reported to the Profession Trainers every chance I got and as soon as a new skill became available I *bought* it! Before long I had ridiculously long lists of trade skill items I never made any more.

At low trade skill level all you care about is not being at low trade skill level. Once your trade skills get above level 100 you will almost never have reason to make a level 10 item again. At level 250 you will almost never have reason to make a level 100 item again. So it makes sense *not* to buy training for all items offered by Profession Trainers.

The time to visit a Profession Trainer is when all the items in your skill window have turned green or gray. Then carefully look at the list of available items to train and choose just one or two skills that use low amounts of materials and yield the best items to sell or disenchant. You only need to buy training on about one of every five items offered by any Profession trainer. This is not true, of course, for gathering Professions. Miners, for example, need to buy all smelting skills.

Pointers for your Alt, the money maker

Having an Alt does more for you than just give you two

more Professions to make gold with. It gives you storage space, for one thing, and it gives you a character that can be parked near an Auction House, Bank and Mailbox. That's why I like parking my Alt in Thunder Bluff. The Bank, Auction House and Mailbox are very close together and the Tailoring supplies vendor is just up one rise. Also, Thunder Bluff doesn't have crowds of players like Orgrimmar or Dalaran. The best place to park your Alt if you're Alliance is Ironforge, I think. If you want to waste time being a lounge lizard, hanging out with the crowds, showing off your mount and expecting everyone to be impressed, then Dalaran, Stormwind and Orgrimmar are your kind of towns. If you want your Alt to be productive, choose a city where the the Bank, Auction House, Mailbox and your regents vendor are close together and easy to get to.

Avoid giving your Alt an obvious "Alt" name. This may seem trivial, but behind every character in WoW is a real person. Some real people don't like to buy items from a character named "Auctionguy" or "Banknsell" or "Iwantyourgold."

One more benefit to having an Alt that does your auctioning is you'll spend a lot less time on that character than on your Main. This means you won't get whispers

from players asking about your auctions. When you have something really desirable up for auction you're almost guaranteed to get whispers from folks who want you to cancel the auction and sell the item directly to them. You'll also get tells from players who want to know where that item dropped or how you got so much Arcane Dust or where you farmed all those Motes Of Mana. It's nice not to get all those spams by spending most of your play time logged on to a different character.



Phoenix Flying Mount--fastest, most gorgeous and hardest to get of all flying mounts. In fact, this may be the most valuable item in the game.

forty or fifty bucks) and they'll show you how! Those ads are like infomercials on late night TV that promise you can make millions of dollars on eBay.

Sure, there are simple ways to make the Auction House work for you, even if you are using no Professions and you have a low level character, but do you think we're the

Okay, about the Auction House

Yes, there are more ways to make gold than just by using your four Professions, and we'll get into those techniques as we go along. First I'll touch on the Auction House.

You may have seen ads for ways to make hundreds of gold an hour just by using the Auction House. Buy their program (for

only ones who know about these tricks? With AddOns like Auctioneer there are thousands of players on every server who diligently watch the Auction Houses every hour of every day.

Plenty of gold making opportunities still come up, though, so here's how to play the AH. The one AddOn you must have is Auctioneer. (You did read the part on Auctioneer in the first chapter, didn't you?) This AddOn provides very valuable info on all items in AH. Be sure to run the scan feature every other day or so to keep Auctioneer's database current.

Do your research but don't try to know every category. Focus on the items within your characters' Professions and classes. My primary characters are a Warlock and two Hunters and the Professions I use the most are Mining, Enchanting and Tailoring. I don't even look at Leatherworking trade goods or Plate Armor categories on AH. I do, however, regularly look at the categories I know and use.

What you're looking for are underpriced items, and there are plenty of players who don't know what price their items should sell for. Those players put things up for auction at prices that are either much too high or too low. Perhaps they looted a chest and got something they aren't familiar with or they just want to unload items to clear up storage space. Or they're just not smart players like us. Whatever the reason, there are buy low, sell high opportunities on AH.

What I do is run the Auctioneer scan every other day or so. This can take several minutes, so start the scan and then make a sandwich or refresh your beverage of choice (a healthy juice drink for you kids, liver destroying alcohol for us old farts--I happen to prefer 18 year old Scotch).

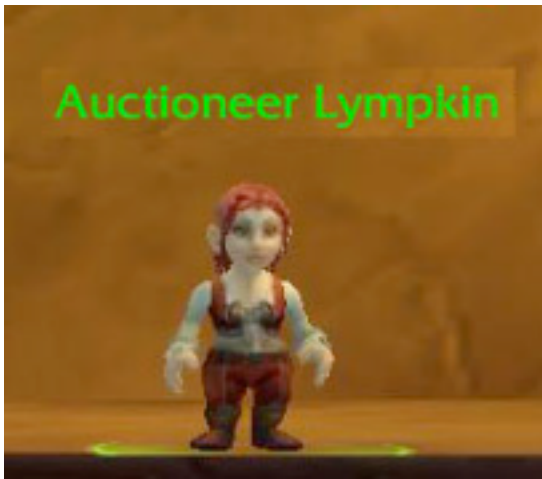


When the scan finishes I spend a few minutes searching items in the categories I know. I sort the listings by Percentage ("Pct" in the Auction window), a feature provided by Auctioneer. Let's say I find twenty auctions for Large Radiant Shards. Three of them have buy out prices at 62%, the rest are at 90% and above. Since I'm an Enchanter, I know that Large Radiant Shards are hot sellers, so I promptly buy up those three low priced auctions and relist them at higher prices.

I do this for two reasons. For one, I know I can resell those Large Radiant Shards for an easy profit. For two, and this is even more important, I want to get that low ball seller out of the Auction House as quickly as possible. I'm not a price gouger. I don't want to push prices artificially high, but I also don't want some inexperienced seller pushing prices artificially low!

Next let's say I find a whole bunch of listings for Small Glimmering Shards and a lot of them are at 50% or even

less. That may seem like a terrific buying opportunity, but I know my Enchanting trade goods. Small Glimmering Shards are not strong sellers. Auctioneer provides lots of info for me to work with, but I still need to use my head and make good buying and selling decisions. If there's a glut of some item on AH, that's not the time to be buying up that item, even if it does seem to be at a good price.



There's an easy way to do this and it's a technique I use every time I post an auction. When you right click on an auctioneer NPC the auction window pops open on your screen. That window defaults to "Browse" when it first opens. I open my bags and Shift->Left

Click on an item I want to sell. That copies the exact name of that item to the Name search field. I click Search and get a list of all the items in AH that match the item I'm selling.

Then I quickly see if there are a few underpriced auctions, which I immediately buy up. If there are a lot of auctions for that item perhaps I should wait a couple days to sell. Sometimes I find there are only a couple auctions for an item I know usually sells well, and the auctions that are posted are overpriced. That's the time to sell all of that

item I have at a price that undercuts the overpriced seller. This is free enterprise and healthy capitalism at their best!

For the next item I want to sell I return to the "Browse" tab in the lower left corner of the auction window. Then I Shift->Left Click the next item in my bags to copy the name to the search field, click Search and start the process over again. Auctioneer will tell you the average price that items are selling for, but you still need to check every item yourself against other auctions of the same item.

Low starting bids, high Buy It Now auctions

Here's another easy way to buy and resell items for profit on AH. Sometimes you'll see low starting bids and high Buy It Now prices on auctions. Players may have been in a hurry when they posted those auctions or they just didn't think to reset the starting bid and left it at the low default.

Players who are looking to buy those items may be only searching the Buy It Now prices. This is especially true for Trade Goods, where there are lots of listings for the same items. Players routinely just want to buy some mats they need right then and get on with their day.

This is time consuming, but if you look closely down the lists of Trade Goods (in the categories you know, remember) and see some items with low starting bids and

high Buy It Now prices, then bid the low starting amount! You don't need that item, so it's no concern if you have to wait till the auction ends to see if you got it. Searching for low starting bids is easier if you select the "Show stacks as price per unit" option.

You and I aren't the only ones who have thought of doing this, of course, so you often won't win those auctions with your low starting bids. Also, most players are smart enough not to post auctions with really low starting bids. Still, it's worth a little time to look for those bargains. It's something I do almost every day.

The screenshot shows the 'Browse Auctions' window in World of Warcraft. The search criteria are set to 'Netherweave Cloth' with a level range of 60-73 and rarity of 'All'. The 'Show stacks as price per unit' option is checked. The table below lists 13 items, all of which are stacks of 20 Netherweave Cloth. The prices range from 25 gold to 30 gold, and the percentages range from 118% to 141%.

#	Auction Item	Min	ILvl	Left	Owner	Price	Pct
20	[Netherweave Cloth]		60	12h	Gorewind	25 00	118%
20	[Netherweave Cloth]		60	12h	Gorewind	25 00	118%
20	[Netherweave Cloth]		60	12h	Gorewind	25 00	118%
20	[Netherweave Cloth]		60	12h	Gorewind	25 00	118%
20	[Netherweave Cloth]		60	48h	Ahstuff	25 04	118%
20	[Netherweave Cloth]		60	48h	Ahstuff	25 04	118%
20	[Netherweave Cloth]		60	48h	Ahstuff	25 04	118%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Horla	27 00	127%
20	[Netherweave Cloth]		60	48h	Versino	28 65	135%
20	[Netherweave Cloth]		60	48h	Salinastus	30 00	141%

Items 51 - 73 (73 total)

11022 37 73

Scan Bid 1 89 99 Bid Buyout Close

Browse Bids Auctions BeanCounter Search Post Appraiser

Auctioneer Beardo



Cross Faction Auctions

Here's another trick I've seen touted in other guides that does not work. The cross faction auctioneers, where Allies can bid on Horde items and vice versa, are not easy paths to wealth. For one thing, they're quite a bit out

of the way. Everlook, Gadgetzan and Booty Bay are not towns you will visit often unless you happen to be in the level range to be questing nearby.

For another thing, the listing fees and deposits for cross faction auctions are much higher than the regular Auction Houses. And finally, there are very few items one faction gets that players in the other faction might want. If you're one of those players who has characters on both sides of the war and you're familiar with these few items and you happen to get one of them, then maybe it's worth your time to place it on the cross faction AH. Be sure to switch to one of your other faction characters and advertise in Trade Chat that the item is on the cross faction AH. Most players don't visit those AH's often.

When to use--and not to use--a Buy It Now price

Some players think you should always put a Buy It Now price on their auctions. This is true for Trade Goods, such

as Enchanting mats, leather, ore, etc. Items that players buy and sell regularly have accepted price ranges that are fairly stable.

The time *not* to put a Buy It Now price on your auction is when you have an epic item to sell. On one of my solo runs of Sunken Temple I picked up a purple shield, and it was Bind on Equip, meaning I could sell or trade it to another player. It wasn't even a boss drop; just one of the regular elite mobs dropped this amazing shield. I forget the name of that shield now, but it was obviously a very desirable item for a "twink" Paladin. (We'll get into "twinks" more in a bit.)

Auctioneer showed the value of that shield to be around 280g. I did my usual check of AH and found no other auctions for that same shield, so there was nothing for me to compare it to. That also meant there was no one else selling that shield. I could have put the shield up for auction with a 280g Buy It Now price. Instead I set the auction with a starting bid of 250g and no Buy It Now price. The shield sold for 440g.

Epic items can be weapons or armor, like that shield from Sunken Temple, but exceptionally rare items can also be patterns or recipes, cards (especially if you get the Ace to any deck) and even rare pets.

My warlock picked up a Meta Gem Jewelcrafting design in Netherstorm. Again, it was not from a particular boss or special named mob, just a random monster near Manaforge Ultris. It was an "Omigod!" moment, I can tell

you. Auctioneer valued that design at 700g. No one else had that item on AH. I put it up for auction with a starting bid of 550g and no Buy It Now price. It sold for 750g.

Sometimes an exceptionally rare item will not sell on your first auction. After all, someone has to be looking for that item and *really* want it. If an item fails to find a buy after the third auction, then try lowering your starting bid, but still don't put a Buy It Now price on it.

Stack Sizes In Your Auctions

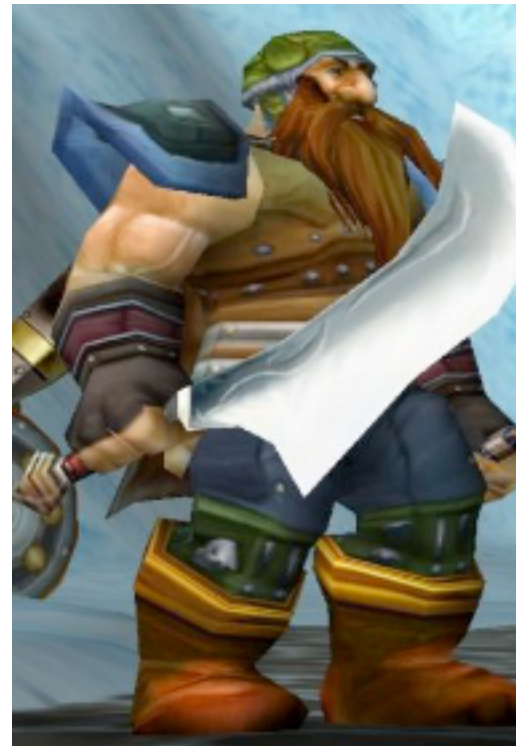
Some items are best sold in full stacks, others should be listed one or two at a time. Fish, for example, should be sold in full stacks. Enchanting shards should be sold one at a time. This is something you'll pick up with practice.

When you post an auction--and you always search the AH for that same item before listing yours--look over how others are selling that item. Try to put yourself in the mind of your buyer. Do they need a lot of the item you're selling? Or do they just need one or two of that item at a time?

Crystalized Fire is an excellent gold maker. Some players go through stacks of that at a time; others just need one or two to craft something. When I post auctions for Crystalized Fire I first look at the other auctions for it. If I see many auctions for one and a few auctions for full stacks, I'll sell mine in auctions for two or maybe four per

auction. If there are lots of auctions for two or four of the item, I post a bunch of auctions for one.

(To break up your stacks of items, Shift->Left Click on the stack and a small window will pop up allowing you to choose how many you want to remove from the stack. To do this while the AH window is open switch to the "Auctions" tab. If you're on the Browse tab, using Shift->Left Click on an item stack will just place the item name in the Search field.)



Our favorite customers-- Twinks and Vanity Players

A "twink" is any character who has the best possible gear for that character's level. This term applies to characters below level 80, because once a character hits top level then, of course, that player is going to try to get the best possible gear.

Twinks are built by players who already have a level 80 character, maybe even several level 80 characters. So they have plenty of

gold (and plenty of time on their hands, apparently) to start new characters and max out their gear at very low levels. No character can become a level 19 or 29 twink on its own. It's impossible to acquire enough gold and do enough dungeon runs at such low level to get the best possible gear without help from another character.

Why do I use levels 19 and 29 as examples? The reason players build twinks is to be bad asses of Battlegrounds. The low level Battlegrounds, Warsong Gulch and Arathi Basin, are restricted to players spanning ten levels; 10-19, 20-29, 30-39, and so on. Therefore, the best time to hit those BG's is when your character's level ends with a 9. In fact, most players, myself included, find it very annoying when some moron enters BG's at level 32, 41, 53, etc. Having even one low level player in a BG limited to ten players (WSG) or fifteen players (AB) makes our whole team weaker.

A player who builds a level 19 twink does not intend to level that character beyond 19. Otherwise it would be silly to invest so much in gear that a character will only use for a few days. But if that character is never going to get above level 19 and the player who built that character wants to feel like Mr. Big Shot in BG's, then he'll spend outrageous amounts on the best available gear for his twink. That's why we love twinks at AH. I don't mean you should focus all your efforts on selling items to twinks. Just be aware of these players so that you know a low level blue item you picked up on a solo run of Shadowfang Keep might be worth a lot.



Gotta look good for your WoW wedding! Yes, some vanity players get "married" in the game. There's even a vendor in Booty Bay who sells rings for the occasion.

Vanity players are folks who play the game for more than the challenge of questing and killing enemies. Vanity players want their characters to look good. They also want to have cool items, like unusual pets, even if their cool items don't necessarily improve their game play. These players are more likely to play the Role Playing realms, where lore and appearance are taken more seriously than on the normal PvE and PvP realms. Still, every realm has vanity players who will buy rare

companion pets, stylish hats, tuxedos, seasonal costumes and other gadgets and toys available in the game.

I don't mean to poke fun at vanity players. Heck, my female Undead Warlock has a "Stylish Purple Dress" and my foxy little female Blood Elf Hunter (also my Tailor) made herself those very sexy "Green Winter Clothes." I'm just pointing out that some players are really into these vanity items, and that gives you a market to sell to.

Why Is The Auctioneer AddOn So Important?

Here are a couple examples of what Auctioneer does for you.

Recently I did the Fishing daily quest from the guy at the lake just northeast of Shatt. The reward for that quest usually includes fishing lures that give +100 Fishing skill, which is why I still do the quest, plus there's usually some gold and other items in the reward bag. On this recent occasion the reward bag included an item called Noble's Monocle.



When I hovered my mouse pointer over Noble's Monocle the tooltip window popped up and showed it to be a white item that sells to vendors for 11g. Hey, how nice! There's an extra 11g I wasn't expecting. If I didn't have Auctioneer that's all I would have known about this item.

With Auctioneer, however, a wealth of additional info is presented to me in a secondary tooltip window. The Auctioneer/Enchantrix window shows what an item will disenchant into. This is extremely useful for our method of gold making. Noble's Monocle is a white item, so it does not disenchant, of course, but the Auctioneer window also shows what an item sells for on AH. The secondary tooltip revealed that Auctioneer had seen Noble's Monocle at the Auction House in the past week and the average price was 182g! Holy money bags, Batman! And I thought it was cool that I could vendor the item for just 11g!

What the heck makes this silly monocle so valuable? Off to the Internet for a Google search of "Noble's Monocle." Come to find out this monocle is popular among players who have banker Alternates. They dress up their "banker" in a tuxedo, cuff links, dress shoes and Noble's Monocle and the character looks quite distinguished, indeed. The monocle drops



rarely and only from the Fishing quest reward. Now that fewer and fewer people are doing the level 70 daily quests, and the fishing quest is one of those, there are reports of Noble's Monocle going for over 300g on some servers. How I do love taking gold from vanity players and Twinks.

And how I do love having Auctioneer/Enchantrix info on every item I look at! I put Noble's Monocle up for auction, starting on a Friday, ending on a Sunday—the best time to run auctions. I set the Starting Bid at 69g and did not set a Buy It Now price. Remember it's best not to put a Buy It Now price on rare items like this. Mine was the only auction for Noble's Monocle all weekend. It sold for 97g; less than what Auctioneer predicted but almost ten times as much as I thought it was worth.

Here's another example, this time of how Auctioneer could have saved someone else but greatly helped me that they did NOT have it.

I was about to create one of my daily auctions for Robes Of Arcana (which you'll learn more about later—I've made a LOT of gold off this item). As I always do before creating an Auction I opened the AH window and Shift->Left Clicked on my item, Robes Of Arcana. By searching the item first I know what buyers will see when they search the same item. Every now and then someone will slip in with an under priced auction for the Robes. If there is a very underpriced Robes auction I buy it! What an easy profit maker to buy an underpriced item and just turn

around and resell it. On the other hand, there may be auctions for Robes Of Arcana that are way over priced. Hey, my price for the Robes just went up! I still undercut the other auctions, of course, so I sell my Robes for more than I usually get but appear to be a bargain compared to the other sellers.

Okay, on with our story. A search for “Robes Of Arcana” will bring up that item but will also show any auctions for “Pattern: Robes Of Arcana.” Every now and then I see auctions for that pattern with prices ranging from 50g to as high as 80g. If someone is selling the pattern for under 30g I grab it but I do NOT resell it. I want as little competition as possible for MY auctions of the Robes!

On this recent occasion that I was creating an auction for Robes Of Arcana my search of the AH revealed an auction for the pattern. Some poor sop who did not have Auctioneer must have stumbled onto that pattern and obviously had no idea what it was worth. The Buy It Now price was a measly 4g. **Four gold!** I did a double take,



then hit the Buy It Now button as fast as I could!

If that player had Auctioneer it would have shown him that "Pattern: Robes Of Arcana" usually sells for over 50g. That item is not on AH very often, so even if that player had done a search he may not have seen any other auctions for it. With nothing to go on he created an auction and threw out a price that was less than 10% of what that item usually sells for. Sad for him, lucky for me. And no, I again did not turn around and resell the pattern on AH. Sure, I could have made an easy 50-60g profit, but then I would have allowed one more player on my server to make Robes Of Arcana and compete with me! I mailed the pattern to my storage character, who now has six of them. If I ever decide to quit making Robes Of Arcana I'll auction those patterns off one at a time.



Where to go, what to do

We're about to send you boldly out into the world to start putting these techniques into practice. Many of the specific places to go and things to do are covered more completely in my

videos, but the following section gives general suggestions on how and where to maximize your efforts at various character levels.

How did I get most of my gold? By soloing instances. I got almost all my main character's gear by doing BG's and raids. My alts got almost all their gear from drops picked up by my Main.

Running instances solo is only profitable if you're doing it with an Enchanter. Boss drops are almost always Bind on Pickup. If you're soloing an instance you have to be quite a bit higher level than those bosses, so their drops are not going to be items your character will need. You want to disenchant those items and sell the mats. That's about all there is to it.

Once you hit level 60 it's kind of a toss-up whether you make more gold running instances or just grinding away in Outlands. Same goes for Northrend when you hit level 70. In Outlands and Northrend, every run of the mill mob drops far better loot than monsters in the "old" world. On the other hand, Outlands and Northrend are crowded. You won't be able to avoid running into other players. When you solo an instance you know you have the whole place all to yourself.

At level 70, before WotLK, I ran Black Rock Depths solo over and over, picking up at least a couple hundred gold every time. I could solo all the bosses in BRD in about three hours. Yes, *all* the bosses in BRD in about three

hours when I was level 70. (If you're a player who's been in the game for a while and you know what BRD is, you're really impressed by this.)

What makes the difference here is whether you're on a PvP or PvE realm. If you're on PvE get to Outlands as soon as you hit 60 and have your epic mount. If you're on PvP hold off and make your gold in instances and other areas I'll show you in "old" world. On PvP servers Outlands and Northrend are loaded with gank-happy level 80 players. I like PvP, as you may have gathered by now, but being ganked over and over by level 70 Rogues (that was before WotLK--now you'll find level 80 Rogue gankers) when I was a level 62 Warlock became really tiresome.



One final note--you need bags, dude (or dudette). Here's another benefit to having an Alt with Tailoring. You can make your own bags! Make or get the biggest bags you can as soon as you can. It's an agonizing waste of time to have to keep running back to town because your bags are full.



LET'S GO QUESTING AND GRINDING!

LEVEL 1 - 30

Questing means focusing on missions (quests) given to you by NPC's. Grinding is just killing mobs, mobs and more mobs for Experience points and loot. Most of your standard game play in WoW is a combination of questing and grinding.

This chapter is called Level 1 - 30, but your first 20 levels are about the same no matter where you start out. All the level 1 - 10 starting zones have almost identical amounts of humanoids and beasts to kill, mining and herb nodes to "farm" (gather from) and quests to run. Some folks think certain starting zones have more mining nodes while others have more herbs. Even if this is true the differences are too small to matter. Besides, we're talking about starting zones. You'll only be in these areas a short time.

The starting zones *look* dramatically different, from the sparse desert of Durotar to the snowy mountains of Dun Morogh to the lush forest of Tirisfal Glade, but the monster types and gathering nodes are almost identical. I won't waste your time trying to give specific details about what to do in these zones. We'll get into more details when you're approaching level 30 and it's time for your first mount!

In the Maps Guide I've included images of all zone maps. Most of the low level areas have nothing highlighted because, as I just wrote, those areas are all basically the same. You experienced players will notice that the high level Dungeons and Raid instances are not highlighted. That's because I figure by the time you're ready to hit those places you don't need me to tell you what they're about. (Here's wishing you no "wipes" on your first Kara run. [Kara veterans chuckle here.])



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Don't try to be heroic

Here's one tip that will help you whether you're level 12 or 72: **Don't try to be a hero.** There are players who think they can accelerate their leveling (and think they're impressing other players) by killing monsters that are two or three levels higher than their character. This does not accelerate your leveling. In fact, it does just the opposite; it slows you down.

Sure, you get more Exp points by killing a monster that's two levels above you than by killing a monster that's two levels below you. But if you go around killing monsters above your level, each kill takes much longer than killing monsters below your level and you'll spend a lot more time regenerating your health and mana. Also, if you're in a zone with monsters that are a couple levels above you, your character will die a lot, no matter how tough you think you are. You're not impressing anyone if you have to run from the graveyard back to your corpse every fifteen minutes.

On the other hand, killing monsters that are right at the bottom of your Exp earning range (5 levels below your character at level 15, 8 levels below your character at level 50) means you make a lot more kills, spend less time healing up and no time running back to your corpse because you will hardly ever get killed.

What other benefit do you get from more kills in less time? Come on...you know this. Yes! **More loot!**

Try timing yourself. Spend an hour making kills on mobs that are above your level, another hour making kills of mobs that are right at your level, then an hour killing mobs that are at the low end of your Exp gaining range. Keep track of how many kills you make in each of those hours and be sure to record how much loot you get in each of those hours.

I found that by keeping to mobs that were below my level I could average about two or three kills per minute, and that included down time to heal and regen mana. Against mobs above my level I did well to average just one kill per minute, and what a woeful drop in loot per minute.

So, yes, killing monsters that are above your level yields more Exp per kill than killing mobs below your level, but not twice as much. If your kill rate per minute is less than half as fast against higher level monsters than lower level ones, then killing higher level mobs is actually slowing down the time it takes to level up. And, must I repeat, you're greatly reducing your loot intake.



Low level Battlegrounds

Hey, you're starting to get the hang of this game. Your character is in its teens and you think maybe you want to try the Battlegrounds! On my very first WoW character I didn't try BG's until I hit level 49. The game was still so new to me that the BG's seemed very intimidating. After all, so early in the game I didn't know how to cast spells in the proper sequence or even what some of my spells actually did! Perhaps you can relate.

When I did finally start joining Battlegrounds at level 49 I quickly became hooked. At first I was disappointed with my character because I seemed to die a lot. Then I learned that everybody dies a lot in BG's. In fact, if you don't die in BG's you must not be joining many fights. I also noticed that I was always near the top of the "Damage Done" list and often my wicked warlock was number one damage leader! Woot! (Pardon me while I brag.)

Anyway, what I'm getting at is I really liked Battlegrounds and I especially liked the gear I could get as Honor rewards. So when I started my second character I thought

I wanted to start hitting BG's as soon as possible at level 19. That's when I discovered how fortunate I was to have waited till level 49 on my first character. I might have never done Battlegrounds again if my first experience had been with a level 19 or 29 BG.

What's wrong with low level Battlegrounds? Twinks. I explained near the end of the first section that Twinks and vanity players are great customers at the Auction House. And the reason a person creates a Twink character is to be a bad ass in BG's. Well, I don't know how much fun those players are having, because now the low level BG's are almost all Twink players.

Horde Wins					
Name	Killing Blows	Deaths	Honorable Kills	Damage Done	Healing Done
Zenatulsum	15	1	56	166091	20982
Detex	12	3	53	131289	26068
Alefaca-Garona	11	1	65	126436	5703
Trinstert-Garona	5	0	22	103757	2592
Casmaster-Dehecius	7	1	77	99063	1187
Perdn-Hellscream	2	10	9	98245	70740
Trspilt-Stormreaver	13	3	31	95251	12818
Mnerva-Stormreaver	5	9	13	93403	13128
Gravedigger-Ildan	5	3	65	83142	18770
Loganlctron-Hellscream	6	0	27	82657	8633
Galathana-Stormreaver	5	3	34	72005	11561
Flynnaght-Stormreaver	4	7	19	69213	5012
Gallon	7	3	22	67370	0
Geiseric-Hellscream	5	5	34	65822	1349
Bloodknight-Dehecius	6	3	47	60813	6351
Tajan-Stormreaver	0	7	15	58900	13138
Thrapah-Chn'gall	2	2	7	55060	3357
Rageannon	6	1	40	53967	155630
Gwllidor-Alexstrasza	1	0	10	53650	19100
Nanlepoo-Alleria	1	10	8	52235	711

15 Alliance Players / 15 Horde Players

When my second character started trying BG's at level 19 I only spent a couple hours on it. How humiliating it was to find myself near the bottom of the "Damage Done" list. Many of those BG's closed without me having a single killing blow. It seemed I could hardly do anything to the enemy players and they were just slaughtering me with ease. Good grief, what happened? I realized I wasn't playing badly; I was being totally out-gearred.

There were plenty Twinks on my side, too. I started noticing that other players on my team had more than twice as many Hit Points as my character. (Hit Points=the number on your character's Health bar.) A quick "Inspect" of a few of my fellow players and, holy crap, I saw why my character wasn't doing well. Everyone else had just insanely great gear for their level.

Twinks are the kind of players who love to spit on you, fart on you, roll on floor laughing at you, have pity for you, make rude gestures at you, and use any other insulting emote they know on you. Leave the level 19 and 29 BG's to the Twinks. You'll have a lot more fun and success in Battlegrounds at level 39 and above.

and acquire good gear. This is especially true for low to mid level dungeons. High level dungeons are good, too, of course, but they become much more difficult and require players who know how to get around. High level dungeon bosses have special tricks up their sleeves that can wipe a group of players who don't know what to do against those bosses.

Low Level Dungeons

As you just read, I don't recommend low level Battlegrounds, but I most certainly do recommend low level Dungeons. Go ahead and use the "Find Group" dialogue for dungeons as soon as your character gets into the level range for them. Unlike soloing, killing monsters that are slightly above your level in dungeons makes sense because you'll be in a group. Don't be a jerk and try to tag along in a dungeon that's five or more levels above your character, because you'll be little help to the rest of the group. But if your character is right at or even two or three levels below the dungeon level, then go for it! (Measure the dungeon level by the top end level of the monsters you'll find there. To run a dungeon with mobs level 15-20 your character should be at least level 17, not level 13.)

Running dungeons with groups is a great way to level up



In the continuing argument about which faction has it easier, Horde or Alliance, it could be argued that Horde has a tiny advantage in the area of low level dungeons because the two lowest level dungeons are both in Horde territory. So Horde players can start hitting dungeons a couple levels before Allies can. This is true, but the third lowest level dungeon, which is in Ally territory, is *fantastic*, so I'd say that evens things out.

Let's discuss, shall we? The very first starter dungeon is Ragefire Chasm (RFC), level 13-16 elites, and it's located underneath Orgrimmar. (Incidentally, level ranges refer to the levels of the mobs in a given zone or instance, not the recommended player level to enter those zones or dungeons.) Since this dungeon is actually *underneath* Orgrimmar it's almost impossible for low level Allies to get to it. Don't fret, Allies; it ain't much of a

dungeon. Still, Horde players should definitely run this dungeon a few times when they're at level 14-17.

The second lowest level dungeon is Wailing Caverns (WC), level 15-20 elites, located right in the middle of The Barrens. Horde players should run this several times when they're around level 17-22. Allies could get to Wailing Caverns, but it would require a perilous trip through Ashenvale from Duskwood. And it would be silly for Allies to bother with Wailing Caverns when they have The Deadmines.



The Deadmines--wow, what a place. This is third up the scale of low level dungeons, with level 15-20 elites, located at the southwestern corner of Westfall. Here's where Allies catch up fast to the slight advantage Horde has on low level dungeons.

Ally players should run this lots of times at around level 17-22. Everybody in a group of five will get loads of Experience points and literally more loot than they have room in their bags to carry. The Deadmines is such a good dungeon that some in-the-know Horde players recruit higher level characters to escort them through Stranglethorn Vale just to get to it.

"A Donation Of Cloth"

At around level 12 or 14 the first "Donation Of Cloth" quest will become available to your character. In every major city you'll notice an NPC near the Tailoring Trainer with an exclamation point above his head. Click on that NPC (the Cloth Quartermaster) and you'll be asked to turn in 60 pieces of Wool Cloth.

SIXTY pieces of Wool Cloth?! No way! How are you supposed to level up Tailoring AND First Aid AND turn in 60 pieces of wool? That's what I thought the first time I saw that quest and I didn't do it on my first character. Later I found out this is an *excellent* quest. The Experience and Reputation rewards are huge. Yes, it's hard just to "donate" all that cloth when you desperately need it for Tailoring and First Aid, but the rewards are worth the effort. Remember, you're going to be soloing instances a little later on, and that will give you all the cloth you'll need for your Professions.

If you do the cloth donation quest at all five NPC's that offer it, you have to come up with 300 total pieces of

cloth. Wow, and you thought getting 60 seemed like a lot! Just grind away and you'll get enough cloth drops. Don't worry about leveling up Tailoring or First Aid. Use the pieces of cloth for the quest first. The later you do the "Donation Of Cloth" quests, the less Experience you get from them. You'll have plenty of time (and plenty of cloth) to work on your Professions later. And remember that the Quartermasters want pieces of cloth, not bolts.

Wait, how can there be five Cloth Quartermasters when each faction only has four major cities? (I didn't miscount. Shattrath and Dalaran are major cities, but they are cross-faction cities. Each faction--Alliance and Horde--still has four major cities.) Both Allies and Horde have a "bonus" cloth donation NPC. Horde will find this NPC in the hut in Valley Of Spirits of Orgrimmar. Allies will find a little guy in Tinker Town of Ironforge near the entrance to the Deeprun Tram. The other four Cloth Quartermasters all hang out next to the Tailoring Trainers.

As you level up, these same NPC's will offer donation quests for silk, mageweave and runecloth, all for the

same amount of 60 pieces. I recommend you do all those turn-ins at all five NPC's. The donation of wool is the hardest because wool has the lowest drop rate of all common cloth types. Wool is dropped by mobs that are around levels 16-24. Mobs in that same level range can still drop linen and they can start dropping silk, too. The monsters that drop silk, mageweave and runecloth are pretty consistent, but wool drops fall in the overlap between linen and silk. This is why wool actually sells for more than silk at the Auction House.

Just doing all five donation of cloth quests with all four cloth types will gain your character a good three or four levels. That's if you do them as early as possible. Again, wool is the hardest, especially because that quest becomes available before your character is high enough level to start even seeing wool drops.

As with all quests, the Experience reward diminishes as your character level increases. Don't worry. You can turn in wool at level 20 or 21 and still get great rewards from it. Once you do the wool turn-in the silk,



mageweave and runecloth will seem easy.

After you do the initial donation of cloth quest you'll have the option of turning in additional donations. The additional cloth donations do *not* give Exp rewards; only reputation points.

Questing or Grinding--Which is Better?

Ask this question in the game and you'll easily start a heated debate. Basically, the game is designed for you



to level up your character with a combination of doing quests and killing mobs. Some players will swear you should just do quests as quickly as possible, kill only as many mobs as you have to and race on to the next quest givers. Other players think quests are annoying and they level up by grinding.

There are businesses that will level up a character for a fee. I've read that those professional leveling services use the grinding technique almost exclusively. On the other hand, there are power leveling guides that lead you straight from one quest to the next. If the pros use grinding to

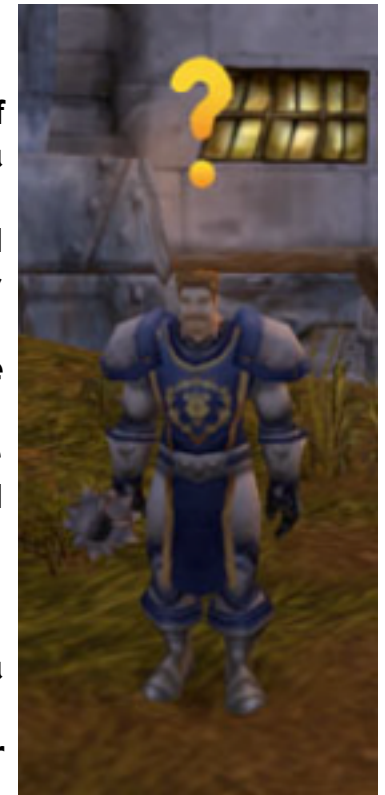
level up characters but guides recommend questing, which is better?

The answer comes down to two factors; loot intake and knowledge of the game. Grinding means more loot. Speed questing requires knowing the quests.

Leveling services usually are also in the business of selling gold. If they're collecting a fee to level up a character, they may as well use that character to collect loot while they're at it. Leveling up a character by killing lots and lots of mobs means collecting lots and lots of loot.

Leveling fast by doing quests requires knowing the quests. If someone has already built half a dozen high level characters, starting a new character and racing through quests is easy because they already know the quests. All the leveling guides I've seen are really just quest guides. No reason to buy a quest guide when you have Thottbot and dozens of other FREE web sites to guide you through quests.

So the answer is this: If you're a casual player who is in the game to have fun, then level up your character the way the game



intended, which is doing a combination of questing and grinding. When you get a quest that sends you out to obtain an objective, kill mobs on the way to that objective, kill mobs in the area of the objective and kill mobs on the way back from the objective. Turn in the quest, move on to the next objective and continue killing mobs. This way you'll get those big Experience Points bonuses from quests, plus the reputation bonuses from quests, and you'll be collecting plenty of loot.

Don't be impressed by people who sell game guides and boast they level characters from 1 to 70 in just a few days of played time. Leveling that hard and fast is not a fun way to play the game, unless you're a nerd with something to prove. And absolutely no one could start the game new and speed level their very first character; not with any guide or any AddOn at any price. Besides, what good is it to make 70 super fast but have no gold to buy a flying mount? Speed leveling means no time allowed for building Professions, playing Battlegrounds, exploring the world or even chatting with friends.

Bottom line is, just like most things in WoW, it's your game so play it your way. If some quests are annoying or seem too complicated, dump those quests from your log and go on to quests that are more fun. (But check those quests on Thottbot first--they may be easier than you think with a little guidance.) There are some zones I don't like to grind in simply because I don't like the graphics. I mean, if I'm going to spend a few hours killing mobs in one area, I may as well like the way that area looks!



Named Mobs and Other Monster Types

There are four basic types of monsters: Normal, Named, Elite and Boss. Normal mobs are, well, normal. They have no special abilities or stats, other than what that mob type would be expected to have. Every zone is loaded with normal mobs and these are what you spend most of your game time fighting against.

Named Mobs are special. These are rare monsters that spawn in almost every zone and they are highly desirable

kills. A named mob is an enhanced version of similar mobs in a zone. It will look slightly different from other mobs of its type, perhaps be a little larger, have a different color or different highlights. When you click on a named mob its portrait will be surrounded by a silver serpent, similar to the gold serpent that surrounds the portrait of an elite mob.

For example, in Hillsbrad Foothills you'll find loads of green and brown spiders called Moss Creepers. If you hover your mouse pointer over one of these spiders the info window will show something like "Giant Moss Creeper-Level 24 Beast." In the southwest corner of Hillsbrad Foothills, every now and then you'll see one gray spider roaming around. If you hover your mouse pointer over this spider the window will show "Creepthess-Level 24 Beast." And if you click on this spider the portrait at the top of your screen will be outlined with a silver serpent. This is a Named Mob.

This becomes confusing to new players because not all mobs with names are Named Mobs. When players refer to Named

Mobs they mean the rare spawns, not the quest objective mobs, even though those also are named. In Hillsbrad Foothills you'll find several named humanoids among the farmers and peasants. There's Citizen Wilkes, Farmer Getz, and Miner Hackett, to name a few. Even though these enemies have names, they are not rare spawns. When you click on them their portrait will not be highlighted by a silver serpent. These mobs with names exist as quest objectives. Named Mobs are rare bonus kills that only spawn every few hours or even only once every few days.



The reason Named Mobs are such desirable kills is they have much higher loot drops than their normal counterparts. Beware that they are also tougher adversaries than normal mobs, but not as tough as elites.

Some players focus specifically on hunting Named Mobs for the high loot drops. These players load up their macro log with `"/target ___"` commands for tons of named mobs, then go hunt the zones where those Named Mobs spawn. This may be fun as a sporting kind of game play, but it is not an effective way to acquire loot.



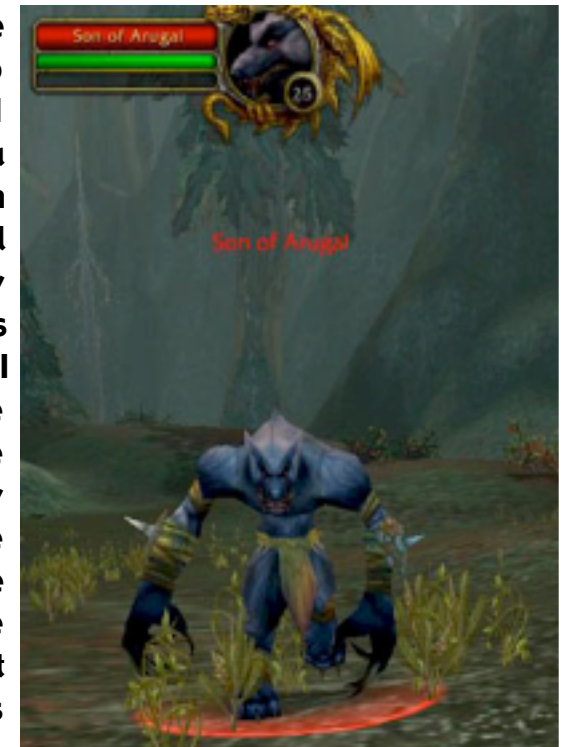
Still, you need to be aware of Named Mobs and be sure to kill them every time you happen to see them. If you notice a bear or murlock or wind serpent or whatever that looks different from the other bears, murlocks or wind serpents in the area, click on it. If it has a silver serpent around its portrait you've found a rare Named Mob. Kill that sucker before someone else gets to it! Just don't spend an hour

looking for a specific monster when you could have spent that time killing a truck load of Normal Mobs.

For more on Named Mobs you'll find a nice comprehensive list here: [Rare Mobs By Zone](#)

Elite Mobs are monsters on steroids. These are the mobs you encounter in dungeons and they are meant to be taken on in groups. Groups of players, that is, not groups of elites. A well equipped character can usually take on one elite at that character's same level, but it will be a tough fight. If one or two more elites get drawn into the battle, the well equipped character is toast.

Elite Mobs are generally confined to instances, but Blizzard designers sprinkled in a few elites that roam amongst the Normal Mobs in almost every zone. This is to keep us players on our toes, I guess, but it can be very irritating to be happily grinding away and suddenly be attacked by an Elite that kills you in five seconds. Don't let it bother you. It happens to every player.



Bosses are the top level monsters in dungeons and raids. No character, no matter how well equipped, can take on a boss their same level by themselves. The game is designed this way. Bosses drop the best loot and PvE gear available in the game.

Make Gold While Leveling Weapons Skills

Here's one last leveling tip before we move on to the next section, and this will also be your first serious gold making trick. What I'm about to tell you has made a

steady stream of gold for my Warlock, totaling over 7000 gold in two years. Sound like something you'd be interested in? I thought so!

All classes have Weapons and Defense skills, and all those skills are leveled up simply by using them. If your Warrior's weapon of choice is a two handed sword, you level up that skill by attacking mobs with the two handed sword. Your character gets five weapons skill points for every character level. At character level 10 you have fifty available points in every weapons skill. At character level 80 you have 400 available points in every weapons skill.

Most weapons skills are easy because you use your weapons to attack anyway, so those skills level up as you go about regular game play. There is that one pesky skill that's hard to level up, though, especially for casters, and that skill is Unarmed. The only way to level up Unarmed skill is, you guessed it, you remove your weapons from their equip slots, store them in a bag and go out fighting monsters bare handed.

Don't even bother with Unarmed skill until you're at least level 20. It's hard enough to make kills at really low



levels *with* weapons, so don't try unarmed combat till you have a decisive level advantage over the mobs you're fighting. Don't worry, your Unarmed skill will catch up very fast. The game accelerates the rate at which you learn any weapon skill based on how far behind that skill is compared to your character level. This is so you can take up a new type of weapon and not have to spend days and days building up that skill.

For example, you may have a Hunter that's been using bows up to level 50. Your bow skill is maxed at 250. Then you get a fantastic crossbow that's a big improvement over the bow you had been using. Before you can even equip the crossbow you have to go back to the bow weapons trainer and get the crossbow skill, and you start with zero points in crossbows. Then you'll have some fun because just about every shot you make with the crossbow will give you a point in that skill. The flip side to the fun is many of your shots will miss, and the shots that do hit cause very little damage. As the skill level approaches maximum it will start to slow down. And just wait till your character is level 80. Getting those last Weapons Skill points from 399 to 400 seems to take *forever!*

Okay, here's the fun tip to make building your Unarmed skill more worthwhile all the way to level 80. After level 25, do your Unarmed training against spiders; specifically the spiders in Stonetalon Mountains, Hillsbrad Foothills

and Redridge Mountains. All spiders above level 13 can drop some kind of silk. Spiders at level 15 to 25 drop Spider's Silk, a very valuable material to crafters, especially your Tailor.

I'm amazed at how few players go out farming Spider's Silk or any of the other silks dropped by spiders. Regular Spider's Silk sells for 1.5g to 2g each on AH, and Netherweb Spider Silk (dropped by Dreadfang Widows in Terokkar Forest) sells for 8g to 10g EACH! The only spider silk drop that is not worth much is Thick Spider's Silk, which is so low in value that I don't even bother putting up on AH. I just vendor Thick Spider's Silk.

The Spider's Silk alone is a valuable commodity on AH, but this gets even better. Your Tailor is going to learn the pattern for Robes Of Arcana. That item is required by Warlocks to complete an important quest series, and making it requires Spider's Silk. The pattern for Robes of Arcana is not sold by any vendors and is not taught by trainers. It is only obtained as a drop from some level 28 to 30 mobs, which have to be fought two or three at a time and which are only found at two places in the game, both deep in Alliance territory.

Since Warlocks get the quest that requires them to obtain Robes of Arcana at level 31 they're not likely to be tough enough to get the pattern on their own. The pattern sells for 60g to 80g on AH, so most Warlocks at around level 31 also aren't likely to have the cash to buy the pattern.

Besides, the only time Warlocks need Robes of Arcana is to complete their quest, so hardly anyone bothers to learn that pattern. Most Warlocks just *buy* the item on AH, turn it in to the quest giver and go on with their lives.

Are you putting all this together? Warlocks *have to get* Robes of Arcana and almost all of them buy the item on AH. I did not know what a wealth stream I was finding when I decided to go after the pattern for Robes of Arcana. I just wanted to take on the challenge for fun. What's more, I had not seen the Robes of Arcana on AH in several days of looking for it and I had not found a Tailor who could make the item. My Warlock needed the damn item for the quest, so I decided to find out how to make it for myself.



The way you get the pattern for Robes of Arcana requires a character that is at least level 31, so I'll dive into that in the next section. Don't worry—it will be the very first thing we cover to follow nicely after the last thing covered in *this* section. For the moment just focus on building Unarmed skill and storing up Spider's Silk.

Oh, and why would a caster want to build Unarmed skill in the first place? Unarmed skill is figured into a character's

other weapons skills and defense rating. That's why!

I got the pattern for Robes of Arcana and made it for my Warlock quest. Since I had some extra mats, and since I figured there were other Warlocks who might be having the same trouble I had finding the darn item, I made a couple extra Robes and put them up on AH. I forget what price I started out with, but they sold immediately. Next day I put up another auction for Robes of Arcana, this time with a slightly higher price. *That* sold immediately. I kept experimenting with prices for a few days till I found the "sweet spot" price on my server was 9g 95s Buy It Now with a starting bid of 7g.



That was a little over two years ago. Since then I have sold a Robes of Arcana at the average rate of one a day and at the average price of 9g 95s. Sometimes I'll put one up for auction and within an hour I'll get a message that "A buyer has been found for your auction of Robes of Arcana." I'll go put up another one for auction (usually at a slightly higher price) and end up selling two or even three Robes of Arcana in a single day! Of course, there are also the rare occasions when one will come back to

me attached to an "Auction expired" mail. There also are rare occasions when someone will win the item with just the starting bid price, but those were fine with me. The gold was still pouring in!

The only hard part about making Robes of Arcana, aside from getting the pattern in the first place, is getting the Spider's Silk. For some reason there just aren't many players who farm the stuff and put it up for auction. And when I have found Spider's Silk on AH it's usually at an outrageous price. That's how I came up with the idea of building Unarmed skill by killing level 15 to 25 spiders, even when my characters were level 60 and above.

Allies have the advantage here, both on the pattern for Robes of Arcana and for farming Spider's Silk, because Allies don't have to leave their safe territories to find both items. I imagine that means Robes Of Arcana and Spider's Silk both sell for considerably less on Alliance Auction Houses than on Horde so maybe that evens things out.

Spider's Silk can drop from any spider from around level 15 to around level 25. Sometimes it does drop from a slightly higher or slightly lower level spider, but the highest drop rate is from spiders right around level 18-22. And whaddaya know, the Alliance zone Redridge Mountains is positively teeming with level 19-20 Greater Tarantulas.

Horde have to go to Stonetalon Mountains or Hillsbrad

Foothills to find spiders that drop Spider's Silk. The Creepers in Stonetalon are level 15-20, so that's the place to go for Unarmed training when you're level 30 or so. It's a great place to grind level 18-25, too, of course. Just hang out killing spiders in Sishir canyon. Whether you're grinding or training Unarmed skill you'll be building up a good supply of Silk for when you get the Robes of Arcana pattern.

The best place to farm Spider's Silk is Hillsbrad Foothills, where there are loads of level 20-24 spiders. You could make the loop around the perimeter of that zone over and over indefinitely because by the time you got back to where you started more spiders would have spawned.

The down side to Hillsbrad Foothills is that zone is gank central on PvP servers. When gank-happy Rogues were making nuisances of themselves while I was in Hillsbrad Foothills fighting spiders—and I was unarmed with my pet on Passive so I could build Unarmed skill—I just left the area and went out to Stonetalon Mountains. The drop rate of Spider's Silk is slightly lower, but filthy cowardly Rogues don't hang out in Sishir Canyon.

There it is; my trick for farming Spider's Silk while building Unarmed skill. Yes, I did this all the way to level 80. Of course, even at level 80 it takes my poor weak Warlock a full minute or more to kill a level 21 spider with no spells, no weapons and no help from a Felguard.

It was in Hillsbrad Foothills that I got my final point in Unarmed Skill, earning me the Achievement "Did someone

order a knuckle sandwich?" When that message flashed up in guild chat I got several "Grats!" messages, followed by, "Wait, what the hell are you doing in Hillsbrad?" I've tried to explain my build—Unarmed-skill-while-farming-Spider's-Silk trick to guild buddies but hardly any of them has tried it. And then they complain when they have no gold. Tisk, tisk.



LEVEL 30 - 40

Woohoo! Level 30 at last! This is a big level in WoW. It's like turning 21 in real life. Suddenly several things about the game will change. You can get your first mount at 30, which is huge, and what's important to us is your gold making will increase dramatically from this level on.

First things first; get your mount. You've probably been

chomping at the bit, so to speak, to get your mount for many levels now, so you don't need to be told how important a mount is. I almost hesitated to buy my first mount because the cost seemed exorbitant and I thought I'd rather spend my gold on better gear. Of course, at that time you got your first mount at level 40 and it cost 90g, including the training.

As of a few patches ago the first mount becomes available at level 30 and costs 45g; 10g for the mount and 35g for the rider training. At level 80 you could easily spend that much gold on one repair bill after a long raid. At level 80 you can also make that much gold in ten to fifteen minutes, so it's all relative.

At level 30, though, 45g seems like a huge sum. You may not even have that much saved up yet, and you really need better gear and you sure could use some bigger bags and baby needs a new pair of shoes....

Getting your mount is top priority. Moving through the game is very time consuming. As you climb higher in level the distances you have to travel are going to increase. By traveling faster you play faster, which means you make gold faster! Even if your gear desperately needs upgrading, don't buy anything until you have a mount. We're about to dive into accelerated gold making. Get your mount first and soon after you'll have plenty of gold to get new gear.

Robes Of Arcana

We left off in the last section preparing for making Robes Of Arcana by farming Spider's Silk while building your Unarmed skill. Now let's get you the pattern and start actually making the item. First, however, before you even bother with getting this pattern, ***check the Auction House!!*** Check it many times over a period of many days. Just typing the word "Arcana" into Auction House Search will bring up any auctions for Robes Of Arcana. If you find as few as two or even just one listing every time you check AH and the Buy It Now price is under 7g, then you're too late to capitalize on selling this item on your server.

I've had characters on two servers, one PvP and one PvE. On Demon Soul I was the only person selling Robes Of Arcana regularly. On Kael'thas I had a couple competitors, but they pooped out after I consistently under priced them. Most players don't bother with selling the Robes because of the two factors I described in the close of the last section; the pattern and Spider's Silk are both hard to get. If the players on your server are like most folks, it should be easy for you to make a steady income of gold with Robes Of Arcana. If some other player has figured out this gold making trick, well, bully for them and you may as well not even bother.

Robes Of Arcana is only one of the gold making techniques you're about to start using. Selling one Robes Of Arcana per day will bring in about 10g a day, and this will

continue with very little time invested for months or, in my case, years. However, running low level dungeons will bring in 20g to 50g per day, depending on how much play time you have, so don't fret if other players on your server have already cornered the Robes Of Arcana market.

All right, you've checked your Auction House many times over the past several weeks (start checking AH every day from the very first day your character reaches a major city), and you rarely see a listing for Robes Of Arcana. If you do see it listed the Buy It Now price is above 15g, which means the player who is selling that item is price gouging. If this is the condition of your AH, then your server needs a Robes Of Arcana seller! Let's go get the pattern!

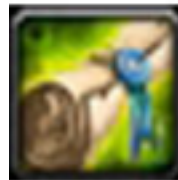
There are two places in the game where this pattern drops; Tower Of Althalaxx in Darkshore and the two farmsteads in Duskwood, Addle's Farmstead and Yorgen Farmstead. At the farmsteads in Duskwood the pattern is dropped by Defias Enchanters. In Tower of Althalaxx you'll need to kill Dark Strand Voidcallers.

The Defias Enchanters in Duskwood are slightly lower level and stay more spread out than the Voidcallers in Darkshore, which makes them easier to kill, but it also means their drop rate for the pattern is lower (by about

half the rate of Voidcallers in Tower of Althalaxx), and it takes much longer to make the kills. Also, only three Defias Enchanters at a time spawn at each farmstead. You have to kill those three, trot over to the other farmstead, kill those three, and back and forth. You can try either place where the pattern drops, but I recommend Tower Of Althalaxx, so that's what we'll discuss.

Getting to Tower Of Althalaxx is easy for Allies because it's in one of their low level zones. Horde have to make a long run up from Ashenvale. The Tower is almost at the very north end of Darkshore. It's highlighted on that zone's map in Zena's Zone Maps Guide.

How well I remember my first time doing this. My Warlock was level 32 on a PvP server and it was my first solo venture into Ally territory. And remember—no mount at level 30 then, so I had to run the whole way on foot. My heart was pounding, my palms were clammy. I had to keep reminding myself that it's just a computer game! Strange how this intense game can elicit genuine fear and the thrill of the hunt. I did get killed once by a level 35 Hunter who apparently was helping a lower level friend. Okay, they



Pattern: Robes of Arcana
Requires Tailoring (150)
Use: <Learning>
<Robes of Arcana>
"Teaches you how to sew Robes of Arcana."
Charges: 1 (Expendable)
3 sec cast
Item Level 30
Auction: 46 Gold 90 Silver
Vendor value: 2 Silver 50 Copper
Source: Drop

got me. I ran back to my corpse and went on my merry way.

If you are Horde and you're on a PvP server, don't worry about the long run into Alliance territory. Darkshore has level 12-20 mobs, so most Allies you'll encounter there are around that same level. Another advantage to Tower Of Althalaxx over the farmsteads in Duskwood is the very nature of it being a tower. You'll be inside the Tower and out of view from other players the whole time you're killing Voidcallers.

The mobs in Duskwood are all level 12-20 *except* for the mobs in Tower Of Althalaxx. I'm sure many Alliance players have had an unpleasant surprise by straying into the Tower.

I mean, there are mobs standing around right outside the entrance to the Tower that are level 16-17. Then you go *inside* the Tower and you're facing level 28-29 mobs.

What's more, if you hadn't guessed by their name, Dark

Strand Voidcallers summon Voidwalkers, so you have to fight two level 28-29 mobs at once every time you take on a Voidcaller. Tower Of Althalaxx is not an instance. There's no glowing portal to go through. You just walk into a tower. I have to chuckle to imagine an unwary level

18 Ally who thinks to himself, "Hmmm, wonder what's in here?" and strolls into the Tower, right into two level 29 mobs.

Once you make it to the Tower Of Althalaxx it's time to settle in for a nice long grinding session. I've obtained the pattern for Robes Of Arcana twice. Both times it took about four hours of just killing Voidcallers over and over. It paid off because, in addition to the pattern, I had completely filled my packs with silk cloth and several green items.

The icing on the cake on my first run at it was by the time the pattern finally dropped I had leveled up to 33!

Triumph at last—the pattern drops! (I could hardly believe





my eyes at first. Was that really it? Finally?) Head back to town and craft up the Robes but do not put several of them on AH at once. It isn't likely that lots of Warlocks will be needing this item at the same time, so it isn't likely for you to sell lots of them at the same time. Besides, when there are several listings of an item the perceived value of that item goes down because people think there are lots of them available. You want Warlocks on your server to see just one listing of Robes Of Arcana at a

decent price. They'll be much more inclined to buy it right away.

There's plenty more info about obtaining the pattern for Robes Of Arcana on the web. For fun you could try a quoted Google search for "Robes Of Arcana." You can also review other players' experiences on the subject on Thottbot by going here: Pattern: [Robes Of Arcana](#).

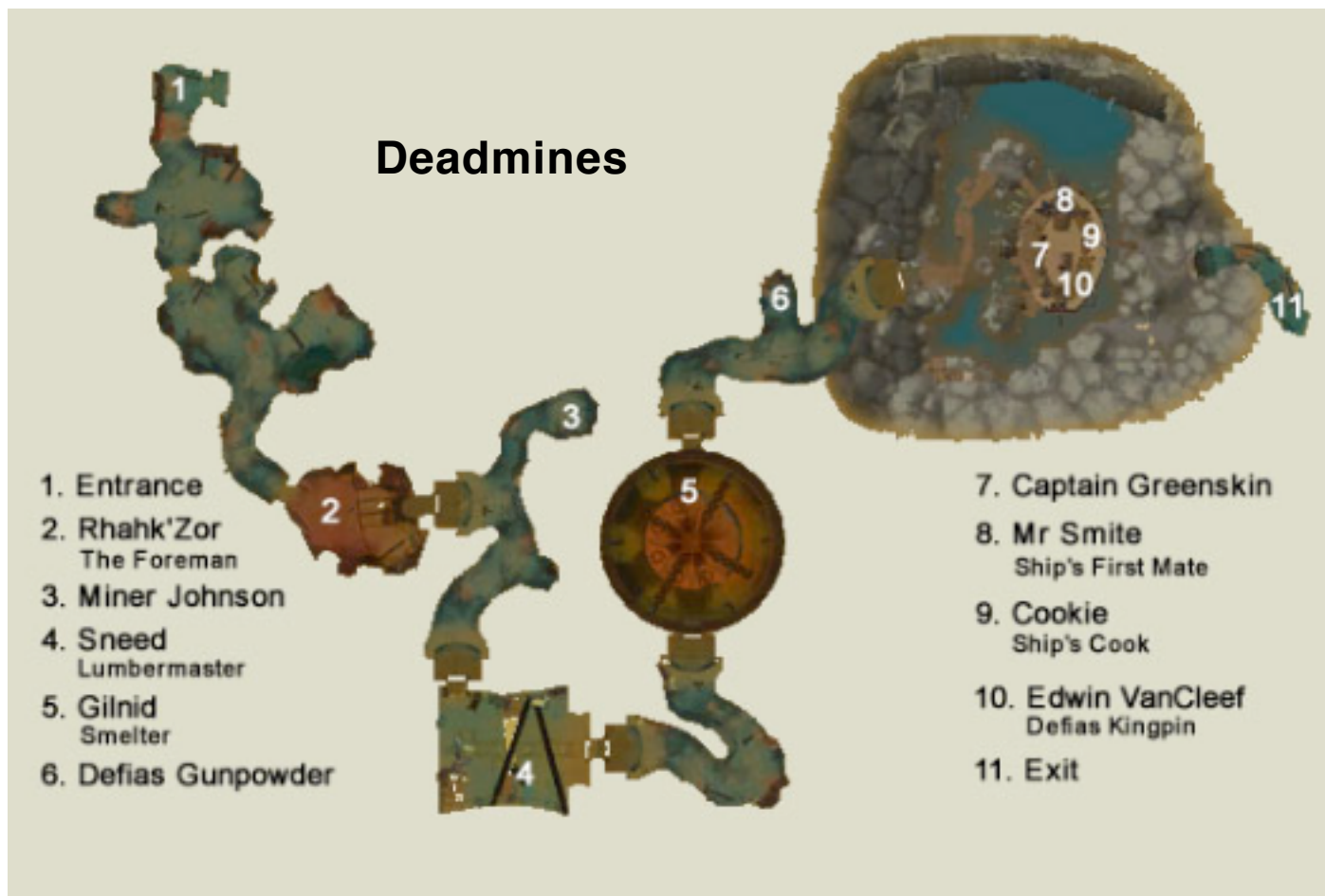
The Road To Riches Leads Down To The Dungeons!

Now it's time for some fun and some serious gold making. At level 30 you can solo Deadmines. That dungeon is a regular Eldorado (mythical city of gold) for our gold making technique. If you're a Skinner you'll want to do solo runs of Wailing Caverns, but if you went with my technique of Enchanter for your Main you want to get that character to Deadmines.

Before writing this book I wanted to make sure I wasn't leading you astray. I had a Warlock alternate character that I created just to get Alchemy and make Swiftess Potions and also as a place to store stuff. For research on this book I leveled that guy up to 30, got him a mount and headed out to try Deadmines. For Horde this requires trotting up through Stranglethorn Vale from Grom'gol Base Camp, then west on the road in Duskwood into Westfall. Deadmines is in the southwest corner of Westfall.

My level 30 Warlock was able to clear all of Deadmines up to the last group of bosses. I couldn't get past Captain Greenskin, the guy at the dock who summons help. That was okay because my bags were already completely full of Wool cloth, ore and lots of green and blue items. I had even dumped a bunch of low value items along the way to make room in my bags.

With that kind of loot you can really accelerate your Professions. This is why I advised earlier that you should



1. Entrance
2. Rhahk'Zor
The Foreman
3. Miner Johnson
4. Sneed
Lumbermaster
5. Gilnid
Smelter
6. Defias Gunpowder

7. Captain Greenskin
8. Mr Smite
Ship's First Mate
9. Cookie
Ship's Cook
10. Edwin VanCleaf
Defias Kingpin
11. Exit

don't get bored doing the same dungeon over and over, you keep building up your character while also continuing to build up your gold and your Professions. It's an exciting time. My level 80 character looks upon you in your 30's and sighs, "Ah, to be 32 again."

Running Deadmines solo in your 30's is a great gold maker, but there also is a series of 30-40 dungeons that are fantastic for you to do with a group at that level; Scarlet Monastery. SM is four dungeons in one location. SM Graveyard is the lowest and can easily be done by a five person group of 30's. Next up is SM Library, then Armory and

do the "Donation Of Wool" quests—all five of them—as soon as you could and worry about building Tailoring later on. Once you can solo Deadmines you can get all the Wool you want.

finally Cathedral. For Armory and Cathedral you'll want a group that is at least level 38. Join groups and run the Scarlet Monastery dungeons a lot while in your 30's. You'll gain lots of Exp points and pick up tons of loot.

I recommend you spend your 30's alternating between Deadmines runs and leveling your character. Level up to 31 and go hit Deadmines again, then again at 32 and so on till you can actually kill the final bosses solo. This way you

More Bennies To Having Two Characters

Have you discovered some of the extra benefits to having

two characters? One of the big ones is resting. A rested character earns twice the experience of an unrested character for mob kills. Your experience bar is blue when you're rested and turns purple when you "feel normal." I guess Blizzard created the rested/normal experience rates as a way to get kids to leave the game now and then and do their homework or go outside and play. We clever folks with too much time on our hands just switch characters when the Experience bar turns purple and go right on playing!

For most people the rested state on two characters lasts just about the right length of time for a good session of gaming. That is, if you have a job and a life outside WoW and you play a few hours a day, that's about right to use up both your characters' rested states. Mix in a little time working on Professions and putting items up for auction and it's time to give your characters and yourself some rest.

Another advantage to leveling more than one character at a time is how much easier quests are the second time around. You can even pick and choose which quests you want to do. On my Main character I accept just about every quest that's offered. When I come along on my Alts to the same quest givers I look over the objective and think, "Oh yeah, that quest was a real pain in the &*%. I'll skip that one." On my Main I also learn which towns have groups of quests that can be done in the same area, which makes doing those quests much more efficient. Then I go to those towns on my Alts for some fast questing.



LEVEL 40 - 60

Now the work begins. The forties and fifties are kind of tough. Your character is high enough level that the rate at which you gain levels slows down, but you're not high enough level to do any really cool stuff yet. Many players get bogged down in this range. In fact, Blizzard saw this and changed the leveling rate in a recent patch so that moving your character up through the forties and fifties doesn't take as long as it used to. That patch changed the leveling rate up to level 60. After level 60 you still have to work as hard as ever to earn every level.

Even with the patch giving a faster leveling rate, leveling up in your forties and fifties takes time. During this phase I

recommend you just focus on getting your character's level up. Running low level dungeons gains you no Experience Points anyway, so you may as well level up. Then go do those dungeons with your character at a higher level and you can race through them much faster.

Put your Professions and gold making on hold and focus on questing and grinding for this range. Of course, don't quit working on Professions and gold making altogether. Keep putting Robes Of Arcana on AH and, as you acquire mats, continue building Professions as you can. I just don't recommend grinding for mats or focusing on Professions until you hit 58.

There are some good dungeons in this level range. Zul'Farrak is excellent for groups of mid 40's level characters. The humanoids drop Mageweave cloth and almost all the boss drops disenchant into highly valuable Large Radiant Shards. ZF is also easy to get to; just a short ride from Gadgetzan. You'll be returning to ZF later on for solo runs to get those shards.

A Few Words On Battlegrounds

If you're into PvP, level 49 is a good time to hit the Battlegrounds in earnest. All lower level BG's (that means all BG's under level 80) can have wait times of twenty minutes or more. The wait time for level 80 BG's is very short. You can join the queue for up to three Battlegrounds at a time, and at level 49 only two of the five BG's are available to you, so get in the queue for both

of them! You'll still have to wait a while for one of those BG's to come up. That's the time to go Fishing.

There's another advantage to entering more than one queue. Often you'll join a Battleground and find your team is badly outnumbered. This happens to Horde a lot because, despite what Blizzard claims about the balance of players, Alliance dramatically outnumber Horde on almost every server. You also may join a BG and find yourself in a team of just lousy, under equipped players. You don't stand a chance of winning, but you don't want to exit the BG because then you'll have the Deserter's Debuff, which prevents you from joining another BG for 15 minutes.

If you join one Battleground while you're already in another Battleground, you do not get the Deserter Debuff. Now, we all hate players who bug out of BG's early almost as much as we hate AFK players in BG's. Often a BG will start with your side outnumbered but more players will join within just a matter of minutes. Give the game a chance. However, let's say you're in Arathi Basin and your team is outnumbered 15 to 10. The other team has claimed four of the nodes and they're closing in on a Five Cap. If Warsong Gulch "pops" for you right then, go ahead and click "Join Battle." This will port you directly into Warsong Gulch. Even though you left Arathi Basin before the battle was over, you went directly to another BG and therefore won't get labeled a dreadful Deserter.

The first time you enter any of the five Battlegrounds you are going to feel lost. Of course, you feel lost every time

you enter a new dungeon or even just going into a new zone, but in BG's the feeling is very intimidating. Battlegrounds move extremely fast compared to regular game play. Your opponents are actual people, not computer generated mobs. They won't stand in one place and wait for you to attack them. Just the opposite; they will aggressively run around the field looking for folks like you to kill!

Here's how to handle a Battleground that's new to you. First, *do not* use BG chat (/bg) to ask, "So what're we supposed to do in here, anyways?" Visit the WoW community web site or do a Google search and at least read up a little on what each BG is about. Then just follow what the other players are doing till you know your way around. After you know every BG thoroughly it's still good strategy to stay with a group of other players, but this is crucially important your first several runs.

Battleground chat has its own lingo, just as in the rest of the game. I'm sure you were as confused as I was the first

time you saw a message like, "I'm BFD—need hlr then gtg." In my day, the abbreviation BFD stood for Big F***king Deal! In WoW it stands for Black Fathom Deeps. So that message means, "looking for 1 more Black Fathom Deeps—need healer then good to go."



Abbreviations are heavily used in Battlegrounds, too, but now the messages are more urgent. In fact, good use of BG chat can make the difference between a loss and win. In Arathi Basin you'll often see messages like "inc LM—need help from BS." That means "incoming Lumber Mill—need help from Blacksmith." Okay, you wonder, so where's the Lumber Mill, where's the

Blacksmith and what's incoming, anyways? *Please* don't ask such a question in BG chat.

The thing to do is use Guild Chat (/g) to ask your guild buddies or send a Whisper to a friend if you really don't

understand what's going on in a BG. If none of your friends is online and you've given a BG several runs to try to learn it and there's still something you just don't get, then at least be humble and polite in the way you ask the question in BG chat. Type something like, "please pardon the noob question, but who is Galv and why do we need him?" or, "please forgive a dumb question—I'm new to WSG—how do I get to their roof?" Courtesy and humility go a long way toward getting help from other players.

Each time I tried a Battleground that was new to me I was completely bewildered and befuddled on the first several runs. I'd just follow groups of my side's players, not having any idea what to do except run when they did and stop and fight when they did. I got killed over and over. The BG would end and I had no clue what just happened. This is normal. Every Battleground will begin to make sense after you've run it a few times.



Closing In On 60

At around level 58 it's time to focus on making gold again. I'm sure you know why; to get your epic mount! Getting your fast ground mount at level 60 is almost as liberating as getting your first standard mount at level 30. The standard mount lets you travel 60% faster than on foot. The epic mount lets you travel 100% faster than on foot; almost double the standard mount speed!

As with all mounts, the big expense for the fast ground mount isn't the mount itself; it's the *training* to be able to use that mount. You may have thought 35g was a lot to spend on Apprentice Training for your level 30 mount. Journeyman Training costs—are you ready for this?—600g! Here we go again, wondering

if it's worth it. After all, 600g is enough to buy a bunch of great gear, Glyphs and other stuff you desperately want. Do you really need to blow that much gold just to be able to ride faster?

The answer is an emphatic yes. My message is the same for getting your fast mount as for getting your first mount. Make it your priority. Traveling is a large part of the

game. The faster you travel, the faster you play. The faster you play, the faster you make gold!

There's an added benefit to obtaining a fast ground mount the moment you hit level 60, and that is showing off! There are players who get to level 63 or even 65 and still don't have their epic mount. You get to run circles around them. Your guild friends will all be jealous as hell and wonder how you did it. In Alterac Valley you'll race ahead of the pack when the gate opens and the BG begins. Muahahaha.

The ways to make gold at level 58 depend greatly on whether you are on a PvE or PvP server. On a PvE server, if you have pretty good gear, then you may want to head on out to Outlands. Mob drops in both expansion continents, Outlands and Northrend, are much better than mob drops in the "old" world. Even the coin drops go way up with kills in Outlands. On a PvP server, though, you're better off leveling up to at least 60 before hitting Outlands. A lone level 58 player is just too tempting to the opposing faction, and in Outlands there are lots of the opposing faction to contend with.

Personally, I didn't go to Outlands until at least level 60 on either PvP or PvE servers for the simple reason that I didn't want to be trotting around Hellfire Peninsula on a slow mount. There are several old world places where you can build up your gold *and* level up your character, so let's discuss those now.

Grinding Spots For Level 58 - 62

At the north end of Felwood is Felpaw Village. This area around a small green lake is inhabited by Felpaws, the sworn enemies of the Timbermaw. There's a Timbermaw guy standing at the entrance to the tunnel there who will give you a quest to kill Felpaw scum. Once you've done the first quest you'll be given a repeatable quest to collect beads from the corpses of more Felpaw scum you kill.



The Felpaw in the Village are level 50-52. This means you can kill these guys and still be gaining Exp points all the way to level 60. You can just make the loop around the lake, killing Felpaws as you go, and by the time you get

back to where you started more Felpaws will have spawned. In the process you'll be picking up loads of Runecloth, green items and coin drops, and you'll be improving your reputation with the Timbermaw.

There is a Timbermaw Quartermaster inside the tunnel who sells some excellent patterns and designs for almost all Professions. Building Timbermaw rep is very beneficial.

In Western Plaguelands there are four farms right along the main road; two on the north side and two on the south side. If you've explored these areas the little farms will show up on your map looking like almost identical baseball diamonds of dotted lines. All four of these farms have similar quests, requiring you to kill a mob standing next to the throbbing gizmo in the middle, loot that mob for a key and then use the key to disable the throbbing gizmo.

All four farms also have mobs that drop Runecloth, green items and coins. These mobs respawn pretty fast, so, like Felpaw Village, you could make the loop around one farm



and by the time you got back to where you started more mobs will have spawned. The mobs at these farms are progressively higher from west to east. The mobs at the westernmost farm are around level 50-52. At the easternmost farm the mobs are level 56-58.

Western Plaguelands is also home to Hearthglen at the northern tip of the zone. Hearthglen is a village full of level 55-57 Scarlet Crusaders; all humanoids so they drop lots of cloth and coins. There are only two quests I know of that lead players into Hearthglen, so the area is almost always empty. Beware, however, that mingled among the 55-57 Scarlet Crusaders there are several 58-62 elites.

On my PvP server I leveled both my top characters to 62 before even setting foot in Outlands by grinding Hearthglen and the eastern farm in Western Plaguelands. This gave me plenty of Runecloth for all five "A Donation Of Runecloth" quests, plus plenty more cloth for Tailoring, lots of coin drops and green and blue items to Disenchant into sellable mats. On the PvE server I took my Orc Hunter to Outlands at level 60, but only after he got his epic ground mount.

The reason I like these two areas of Western Plaguelands is I could grind Exp points while also grinding for drops. For just fast gold making without gaining Exp we go back to our old trick of soloing instances. At around level 60 you can easily solo Shadowfang Keep, Razorfen Kraul and Razorfen Downs. Allies have The Stockade and Gnomeregan in their zones, Horde has Scarlet Monastery.

All of these can be soloed at level 60. The only place you might get into trouble is SM Cathedral, but that still leaves SM Graveyard, Library and Armory to pick clean.

You may have noticed I left out Blackfathom Deeps. Yes, BFD is easily soloed at level 60, but it's a pretty long way for both Horde and Alliance to get to it from any major city. And then it's kind of a pain to go through the long tunnels just to reach the entrance. Furthermore, you want to focus on soloing instances that have mostly humanoids to kill. Of course, you may decide you like soloing BFD. Go ahead and give it a try. If you like it, then solo-a-go-go in Blackfathom Deeps!

Which instance is the best place to do solo runs? On my server it's currently Zul'Farak. To solo ZF you need to be at least level 64. The boss drops from ZF disenchant into Large Radiant Shards, which are currently selling for more than much higher shards. That's on my realm. When I solo ZF I kill every humanoid. Yep, that includes disturbing every shallow grave and killing all the mobs that pop up. This means I get loads of Mageweave, vendor trash and several extra green items that I would not get if I just bolted straight to the bosses.

On your realm you'll need to experiment a little to find out which instances you can solo that yield the best profits. Charge into instances that are 15 levels below your character. Find the dungeons that fill your bags with valuable loot *and* that you can solo fairly quickly.



LEVEL 60 - 70

It's time for Outlands-A-Go-Go! There are tons of quests, dungeons and grinding spots in Outlands. With The Burning Crusade Blizzard introduced a new era of reputation building with various factions. In the Old World increasing your rep with factions didn't mean a whole lot. The only real benefits to higher reputation was the price for flights reduced and you could get another faction's mount by becoming exalted with that faction. (You did know your price for flights goes down as your reputation goes up, right?)

In Outlands your Reputation becomes much more

important and there's a whole bunch of new factions to gain rep with. Good grief, just when you thought you were getting the hang of this game they throw the new reputation thing at you! You didn't think WoW would get *easier* as your level got higher, did you? The rep requirements continue in Northrend, so you may as well learn to make the most of them.

Reputation is required by Outlands and Northrend factions to grant you permission to buy very desirable armor and weapons. For our purposes, though, it's more important to know that reputation allows you to buy patterns and recipes for your Professions. You don't have to have faction rep to improve your armor and weapons because you can get gear with a few lucky boss drops or by running a bunch of BG's. The only way to get the best skills for your Professions is through increasing reputation.

Before we get carried away with reputation in Outlands remember that you'll be starting with a whole new group of factions in Northrend. And there your character goes to level 80 and Professions to level 450. Don't waste time on level 375 Professions Skills in Outlands when much better Skills are waiting for you in Northrend.

On the other hand, there are a few Professions Skills in Outlands you may really want. In a moment I'm going to tell you about your Tailor's next big gold maker; an item my Tailor sells almost every day for almost 200g almost every time! The only place to get the pattern for that item is Zangarmarsh, and to get the pattern you must

build reputation with some funny little purple people.

First let's cover the basics of factions and reputations. You don't need high reputations with every faction in Outlands or Northrend. In fact, it would be a silly waste of time to try to get exalted or even honored by everybody. Each faction has a Quartermaster who offers items that benefit different Professions. The Consortium Quartermaster, for example, has good stuff for Jewelcrafters and Enchanters.

At level 60 you're too low even to get to all the factions in Outlands, so how do you know who to build rep with? Get yourself back on the Internet! Thottbot's my favorite for this kind of research. Just click on the link to the Profession you most want to work on and scroll down the list of items you make with that Profession. After level 300 you'll notice that several of the really good items are not taught by the Trainers. For those items you have to visit a vendor. That vendor is usually a Quartermaster, and to buy from that Quartermaster you must have varying levels of reputation with a specific faction. Thottbot will have all this info for you.



Remember to look ahead as you're doing your research. You may discover some fantastic Enchantment you can get with 350 skill and Exalted reputation with a specific faction. Before you spend the next two weeks getting that Exalted rep, look ahead on Thottbot's list of Enchantment items. There's probably a better Enchantment you can get at, say, level 420 than that level 350 Enchantment, so don't waste your time. Still, you'll likely find there are some items you do want to add to your Professions that you can only get in Outlands and only through reputation building.

In Outlands you build reputations by doing quests, just as always, and by killing specific enemies of specific factions. Outlands also incorporates faction reputation into almost all of the dungeons found there. Each dungeon or series of dungeons is tied to a faction. Every kill in one of these Outlands dungeons will give you rep points with some faction. So the thing to do is figure out which faction's Quartermaster has things you must have, then figure out which dungeons are tied to that faction and go run those dungeons a bunch of times!



Forgive me, I make this sound easier than it is. With Wrath of the Lich King it's often difficult to get a group together for an Outlands dungeon. If you can't find peeps (people) to do an Outlands dungeon after several tries, then just let that dungeon go. Better stuff is ahead in Northrend.

As you explore Outlands be sure to look over every NPC in every town you discover. Blizzard cleverly tucked some Quartermasters in little villages where you wouldn't expect to find anyone important. Also, just as in Old World, some little villages have General Goods vendors who sell very desirable items. If you find a Quartermaster, visit him! Right click on him (or her) and look over his goods. If you find some items that look fabulous but you need to be exalted with that Quartermaster's faction to buy those items, then get back on the Internet and do a little research before you invest the huge amount of time it takes to achieve exalted status.

Personally, I didn't bother achieving Exalted status with any of the Outlands factions. You'll be glad to know there are several worthwhile items that only require honored or revered status with certain factions. One of those items is what I sell for around 200g per day ever day. Wait—not yet! We'll get to that item soon. First let's get through your low 60's in Hellfire Peninsula and some ideal grinding spots in Terokkar Forest for your mid 60's.

Starting Out In Outlands

Hellfire Peninsula is a well designed zone for its purpose, which is to get you leveled up and geared up for the other Outlands zones. There are lots of relatively easy quests, lots of places to grind and lots of nodes to gather from. Hunters and melee classes will receive excellent quest reward items. Casters don't fare so well in Hellfire Peninsula, but don't worry, you get good stuff later on. Hellfire Citadel has two instances that are great for easy Exp points, Rep points and drops. (Yes, I know there are actually four instances in Hellfire Citadel, but two of them are too high for a level 60-62 character.)

First thing to do when you get to Hellfire

Peninsula is ride right through the zone and out the other side. You want to get to Shattrath City. This will make life a lot easier for you in Outlands because Shatt is *the* main city of Outlands. From Shatt you can take portals to all the other lower level major cities. Get to Shatt, set your Hearthstone to an Inn there, and from then on it will be easy to go almost anywhere in all of Azeroth.



There are two roads leading from Hellfire Peninsula that will take you to Shattrath. The easier way to go is the wide road that heads due west from Hellfire Peninsula into Zangarmarsh. You'll have a few Ravagers to deal with along that road but nothing too serious. (This is why I recommend getting to 60 and having your fast ground mount before venturing into Outlands. You can run right past those level 64 Ravagers.) When you cross into Zangarmarsh you'll drop into a neutral city called Cenarion Refuge. Trot on through the town and at the lake's edge you'll hit a North/South road. Take that road South and it will lead you straight to Shattrath with very few mobs along the way.

First thing you do when you get to Shattrath is take a tour of the town. This is actually a quest you're given on your way into the city. You

are guided on your tour by a minion that whispers more chat to you than you can read while trying to keep up with the minion at the same time!

Once you've settled in and learned your way around Shattrath a bit, head back to Hellfire Peninsula and dive into the quests. Hellfire Peninsula is not a great place for

grinding. Go ahead and do the quests as efficiently as possible (that is, killing only as many mobs as you have to) and run Hellfire Ramparts and The Blood Furnace dungeons a few times. This will easily get your character to level 63 or 64 in short order.

At around level 63 or 64 it's time to head to Terokkar Forest and spend many hours killing Arakkoa, the "bird men." This will get you loot, gold, Exp points and Professions skill points. Killing Arakkoa is such good grinding that you'll often have competition because it's hard to keep this trick a secret.

Arakkoa drop Netherweave cloth (although the lower levels sometimes drop Runecloth), lots of coins, green items and gray items that sell for a LOT to vendors! Sound good? It gets better. In Shattrath City there's a "good " Arakkoa named Vekax who gives you a repeatable quest to turn in thirty Arakkoa feathers at a time. For each turn in of the feathers Vekax gives you Reputation with Lower City *and* a bag of goodies. The bag of goodies is called Outcast's Cache. It always contains at least one Super Mana or Super Health Potion, a scroll and one green or blue item. The potions are quite helpful in raids and Battlegrounds, so you may want to stockpile them or just sell them for up to 3g *each*. The scrolls are nice to give you buffs while grinding. And I'm sure I don't have to tell you how nice it is to get green and blue magical items that you can disenchant into money-making mats!

The "good" Arakkoas you find in Lower City of

Shattrath are the outcasts, see, and they want to strike back at the rest of the Arakkoa faction, who are evil and vicious. You'll find this out when you fight them. They are nasty buggers. There are other Arakkoa quests and plenty of Lower City quests. Don't do any of them yet! You can turn in feathers to Vekax only until you're Honored with Lower City. Then the repeatable quest goes away. You don't want to do anything other than Vekax's quest to gain Reputation points with Lower City



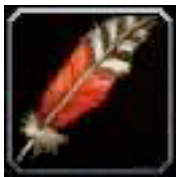
so that you can maximize the number of times you get the Outcast's Cache.

On my first character I didn't know the trick of doing the Vekax feather turn in quest exclusively until I was honored with Lower City. I trotted out and did other quests while I was killing Arakkoa for feathers and, bingo, I was honored with Lower City before I knew it and no more gifts from Vekax for me. Waaaa.

Vekax wanders around up in the trees in the northern corner of Shattrath. His quest is called "The Outcast's Plight" and it is not a daily. A daily quest is repeatable but can only be done once per day. A repeatable quest means you can do it over and over all day long.

The Arakkoa you'll be grinding are found in five villages in Terokkar Forest. This is another reason Arakkoa are such good grinding. They are humanoids in concentrated areas where you won't have to kill any other mobs but them. There are more Arakkoa up in Skettis, but those are level 69-71 and you gotta have a flying mount just to get to Skettis, so we won't worry about those guys now.

All their villages are called "Veil" something. Veil Reskk and Veil Shienor are where you want to start. Those two villages are in northeastern Terokkar and the Arakkoa are level 60-62. Beware because, as I mentioned before, this technique is too good to keep secret. You will encounter other players who grind Arakkoa.



If you do find yourself among several players killing the same mobs in the same area, or if you're getting ganked on a PvP server, move on to the other Veils that surround the Bone Wastes. If the Bone Wastes were a clock face, the Arakkoa villages would be at 9:00, 7:30 and 4:00, and the Arakkoa in those Veils ascend in level in that order.

Let's kill some more spiders!

Want another excellent grinding spot before I tell you about the item that I sell every day for 200g? It's another place in Terokkar Forest, but unlike the Arakkoa villages, you rarely find other players grinding this area. Time to go spider killing again! You remember how valuable Spider's Silk is, right? The Dreadfang Lurkers and Widows of Terokkar Forest drop Netherweb Spider's Silk, which sells for up to 12g each.

Lurkers are found sprinkled all over Terokkar Forest. These are the giant white spiders you see almost everywhere in that zone. They are level 60-63 and have a low drop rate for Netherweb Spider's Silk. Dreadfang Widows, on the other hand, are concentrated along the eastern edge of The Bone Wastes in a region called Netherweb Ridge. The Widows are higher level than the Lurkers, 63-66, and they also have a higher drop rate for the silk than the Lurkers.

You may have heard people brag about grinding 200g per hour and wondered how they did it. Well, here it is. You

could grind in Netherweb Ridge and make 200g per hour. (Later on at level 80 you'll be able to grind for 300g-400g per hour, but let's not get ahead of ourselves.) About one in five Dreadfang Widows will drop Netherweb Spider's Silk. At level 68 you should be able to kill about 75 Widows per hour, which means about 15 silks per hour. Those sell on AH for around 10g-12g (up to 15g on some servers), so 15 Netherweb Spider's Silks should sell for over 150g. The Widows also drop yucky spider parts (such as Dripping Spider Mandibles) that sell to vendors for surprisingly high amounts. And now and then the spiders drop armor and other things that should never be carried by a spider but we players are glad to take them. Add it all together and you're pushing or exceeding 200g per hour. Be sure to attack the wiggling spun webs in Netherweb Ridge, too. Those will release mobs, usually humanoids, that will drop coins and cloth.

On my second and third characters I leveled from 64 to 70 without doing a single quest. All I did was kill Arakkoa and Dreadfang Widows. This is important because, as you probably know, when you do quests after you've maxed out your character level, the quest reward grants gold



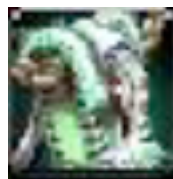
instead of Exp points. I hit 70 long before WotLK came out, so that was the max level at the time.

There I was, level 70 with almost all the quests in Outlands still to do, and I already had gold enough to go straight to my epic flyer. That's right, my second and third characters never even bought a standard flyer. Why waste the gold on a standard flyer when I could already afford the fast one? I did this by running instances solo and just grinding Arakkoa, Dreadfang Widows and Bog Lords.

Wait—what's that? Bog Lords? We haven't said anything about

Bog Lords. Okay, friends, it's time to talk about a big, fragrant bag.

Mycah's Botanical Bag



By now you've surely discovered that bags can be a good source of income for your Tailor. Trouble is every other Tailor knows this, too, so Auction Houses are often loaded with bags for sale. Certain bags, however, are not so easy to find on AH for the simple reason that the patterns and/or mats for those bags are not easy to get.

Mycah's Botanical Bag is a 28 slot Herb bag. It's the biggest bag currently available to Herbalists and it's highly desirable because Herbalists need lots of bag space. The pattern for the bag is sold by Mycah, the Sporeggar Quartermaster, but to buy it you must be Revered by the Sporeggar. That's the small village of funny little purple "Nerf" people on the western edge of Zangarmarsh.

Here's where this gets tough. To get the pattern for Robes Of Arcana you could send your Main character up to the Tower Of Althalaxx. When the pattern finally dropped your Main character just mails it to your Alt, who is likely your Tailor. This technique won't work for Mycah's Botanical Bag because the pattern is a Bind On Pickup item. If your Alt character is your Tailor, then your Alt is the one who has to become Revered by Sporeggar to get the pattern.

This was no problem for me because I enjoyed going back and forth between leveling up my Main and my Alts. I'd play one until the "Rested" state was used up, then switch to the other. My Main was always a few levels ahead of my Alts, which meant she was picking up armor and weapon drops that the Alts could use. My Alternates aren't all decked out in epics, but I never intended to run BG's and major dungeons with my Alts. They always had

plenty good gear for their purpose, which is simply leveling up enough to advance their Professions.

If you have not been leveling up your Alt as you go and you're not interested in devoting time to leveling Alts, that's fine. You can skip the pattern for Mycah's Botanical Bag and there will be plenty of other gold making opportunities ahead. (Although I have to ask, do you

understand the "Rested" state? If your Main is level 65 and your Alt is still level 5, you must have been playing your Main character in "Normal" state quite a bit. In "Rested" state your character gets *twice* the normal Experience for every mob kill. That means two hours of killing mobs in Rested state is as good as four hours of killing mobs in Normal state. It just makes sense to switch characters when your Experience bar changes from blue to purple and the "You feel normal" message appears in your chat window.)



Reputation with Sporeggar is earned three ways. First things first; find the village! Our little Nerf-like friends are at the western edge of Zangarmarsh along the lake shore just north of The Spawning Glen. When you first get there the little dudes are UNfriendly to you. Venture into The Spawning Glen and you'll find a Sporeggar guy who gives you a quest to kill the Bog monsters in the area. Do that quest and you'll be neutral with Sporeggar.

Go back to the village and all of a sudden several of the Sporeggar NPC's, who are now neutral to you, will have yellow exclamation marks over their heads. They have quests for you—lots of them! The quests are one way you build Reputation with Sporeggar. You also get Rep by killing monsters in the Coilfang Reservoir dungeons, and the third way to get Sporeggar Rep is to continue killing the bog monsters in The Spawning Glen. There is a crucial job you need to do before you do any of the steps to get the pattern for Mycah's Botanical Bag. I'll bet

you know what it is. Check the Auction House!! I've written several times that I sell one of these bags for about 200g every day. My actual Buy It Now Price is 195g 95s with a starting bid of 165g. I found that to be the "sweet spot" on my server. I am not the only player on my realm with a Tailor who can make the bag, but I am the only one who puts one up for sale every day.

Sometimes when I search the AH for Mycah's Bag before posting my auction there will be four or five of them posted for 250g each, all from the same seller. That poor sucker doesn't know our tricks. A bag like this will not sell four or five at a time. It's an expensive item and only Herbalists will even be looking for it. Just like our technique for selling Robes Of Arcana, which is only of interest to Warlocks, you should only post one of the item until it sells. Almost every day I have mail from the AH that my auction for Mycah's Botanical Bag sold. I go straight to the AH and put up another auction for the bag. Sometimes it's two



days before the auction sells (I use the 48 hour auction option). Occasionally the auction closes without selling and then there are occasions when an auction sells shortly after I posted it, so I put up another one and end up selling two of the bags in one day.

That's all well and good on MY server, but some clever player on your server may have discovered this gold maker already. Just as you did for Robes Of Arcana, check your AH many times over a period of weeks. Just type "Mycah's" into the search field and you'll find any auctions for the bag. If you consistently find listings for the bag and the Buy It Now prices are below 125g, then curse your luck and move on. If you rarely find listings and the auctions you do find have Buy It Now prices above 250g, then you have a good market for Mycah's Bag.

It's important to know your market for several reasons. First, obviously, is if other players are already providing a steady supply of auctions for Mycah's Bag at low prices, then you don't want to spend the time to get the pattern. This also affects your decision on which Tailoring Specialization to take up. Once your character meets the minimum requirements of being level 60 with Tailoring at 350 you have the option of taking up a cloth Specialization in Shattrath. It's highly recommended that you do choose a Specialization, but which one? Many Tailors in WoW have agonized over this question.

Mycah's Botanical Bag requires Mooncloth. If you're going to be making and selling that bag you're going to want to be a Mooncloth Tailor. The Specialization you choose

allows you to double the amount of that cloth type you make with the same materials over a non Specialist of that cloth type.

If someone else has cornered the Herb bag market, you may want to check AH for other kinds of bags to sell. I like Mycah's Botanical Bag because you can get the pattern with a character in its 60's. Move up ten more levels and you could get the pattern for Abyssal Bag, a 32 slot soul bag coveted by Warlocks. For that you would want to be a Shadowweave Specialist. Your realm might have a strong market for Mysterious Bag, a 32 slot bag that is the dream of any Enchanter. For that you would want to be a Spellfire Specialist. The Abyssal Bag and Mysterious Bag sell for over 600g *each* on most servers.

Then again, you may want to stick with Mooncloth Specialization so that you can make Glacial Bags, which are 22 slot bags usable for anything. Currently the Glacial Bag is the largest general purpose bag in the game and it sells for a whopping 800-900g on some realms.

Is this beginning to make your head hurt? You're not alone. With The Burning Crusade and then again with Wrath of the Lich King, Blizzard introduced elements to the game that make us have to study, research and think pretty hard! Don't let it cause your brain to boil.

Remember, for our purposes you're using Tailoring to make gold. Your Tailor makes gold by crafting and selling unique valuable items, such as Robes Of Arcana or the bags we've just discussed. The rest of the time your Tailor

crafts magical items which are then disenchanting into mats that are sold. That's about it. When deciding which Specialization to choose just look over the AH for the kind of cloth your server has the least of. If you just can't decide keep in mind you're always safe with Mooncloth because that's the cloth needed to make bags everyone can use. The other cloth types are needed strictly for special purpose bags.

The Specializations were primarily designed to suit the three classes that wear cloth; Warlocks, Mages and Priests. Shadowweave is designed for Warlocks, Spellfire is for Mages and Priests generally want Mooncloth. For simply making gold the easy and common choice is Mooncloth. I just wanted you to know your other options in case your realm is overrun by Mooncloth Tailors. Please relax now and allow your headache to go away.

Closing In On 70

Just as you did when you were nearing level 60, when you get close to 70 you want to focus on gold making. Even the reason to do this is the same at 70 as it was at 60; to

get your next mount! I described getting your very first mount way back at level 30 as "liberating." Wait till you get your first flying mount. It takes your breath away. You'll spend your first hour with the new flyer just floating all over the place, looking down at the landscape from above, seeing things you'd never noticed before and loving being beyond the reach of monsters on the ground.



The standard flying mount costs 100g and the required Expert Riding costs 800g. That's a lot, but at least you can get your first flyer for under 1000g. This will allow you to see how much doggone fun it is to fly. Very soon, however, you will realize how dreadfully slow the standard flyer

is. The standard flyer's air speed is the same as the *slow* ground mount speed, which is only 60% faster than you travel on foot.

The epic flyer travels at--are you ready for this?--280% the rate of your on foot speed; four and a half times

faster than the standard flying mount. The fast flying mount costs 200g, but the required Artisan Training costs--are you ready for THIS?--5000g. Gulp!

If you don't have the gold for the epic flyer by the time you hit 70 don't worry. In fact, it's just as well to go ahead and get to 70 before you do some really hard gold farming. At 70 you have access to a bunch of gear that is a big step up from 69, plus most classes get several skill upgrades at 70. I like to brag that my second and third characters had enough gold to go directly to Artisan Flying when they hit 70. The fact remains that my first character did not have 6000g when she first hit 70. (Yes, 6000g; 800g for Expert Riding training, 5000g for Artisan Riding Training and 200g for the epic flying mount.)

The game is quite different now from when I got my three main characters to 70. At that time 70 was the maximum level, so quest rewards at 70 were in gold instead of experience. A quest that had paid five or six gold, plus Exp points, suddenly paid ten or even fifteen gold with no Exp points. That's nice, but even if every quest paid 20g you'd have to do 300 of them to make the gold needed for an epic flyer.

(A friend of mine did exactly that. He was too impatient to learn any Professions, so his only way of making gold at 70 was to run all the daily quests and every other quest in Outlands he could find. It took him about two months to get his fast flyer. He has since taken up Mining and Jewelcrafting, partly after being annoyed that I always had plenty of gold and he was always broke!) (Hope you

don't mind being ribbed a little in my book, Dagger.)

What I did at 70 was go back to running instances solo. In particular, I ran Black Rock Depths solo. I've cleared BRD so many times I see the place in my sleep sometimes. The blue items that drop from bosses in BRD are the right level to disenchant into Large Brilliant Shards, which were extremely valuable at that time. Unfortunately, those items also can disenchant into Small Brilliant Shards, which are practically worthless. The elites in BRD drop Runecloth and a fair share of green items, so I found it to be a great gold maker.

Before even hitting 70 I had started running other dungeons solo, too. I frequently ran Maraudon, Sunken Temple and Zul'Farak. In my experience the best rewards for the time invested came from Black Rock Depths and Zul'Farak. This may not be true for you because of your server's economy and your method of game play, so go ahead and try soloing several dungeons till you find what works best for you.

Now that we have Northrend it's a whole new strategy. You can't use any flying mount in Northrend until you're level 77, no matter how much gold you have. We've established that, with a few important exceptions like Mycah's Botanical Bag, the faction rewards in Northrend far exceed the faction rewards of Outlands, so you may as well forget Outlands Rep and go start building Northrend Rep. The gold you make with Professions goes up in Northrend and the drops from everyday ordinary mobs increase in Northrend. With all those factors in mind

you may as well cruise on to Northrend at 70, whether you have your flyer or not.

It's a shame to skip most of the entire continent of Outlands, but it's also not worth staying there when big rewards await in Northrend. You can go back and explore Outlands to your heart's desire later. The only reason *not* to go on to Northrend when you hit 70 would be if your Professions need work, especially your gathering Professions. The only way to build gathering Professions is by, well, gathering. If your Mining, Herbalism or Skinning isn't high enough you won't be able to use that Profession in Northrend, so you'd need to build it up in Outlands.

Again I remind you that it's your game. Play it the way you want to. If you simply must know the thrill of fast flying at the earliest possibility then go solo some dungeons at 70 before you head to Northrend. Pile up the gold you need for Artisan Flying and get that fast flyer! Heck, soloing dungeons is a blast, I think, and you're playing this game for fun, right? Far too many players act as if WoW is some kind of mission that has to be accomplished as fast as possible. It is more "efficient" to go to Northrend at 70, but you certainly don't have to if you don't want to.



LEVEL 70 - 80

Here we go on the final stretch toward a top level WoW character. This brings up several possibilities for leveling and new options for making gold. I realize many players may already have two or more high level characters when they start reading this guide. If you do have two or more characters that are already 70 or higher, feel free to skip ahead a to "[Look Out Northrend, Here We Come.](#)" The next couple pages are things to consider for players who have a Main character that just hit 70.

Until level 60 we'd been leveling up our Main and

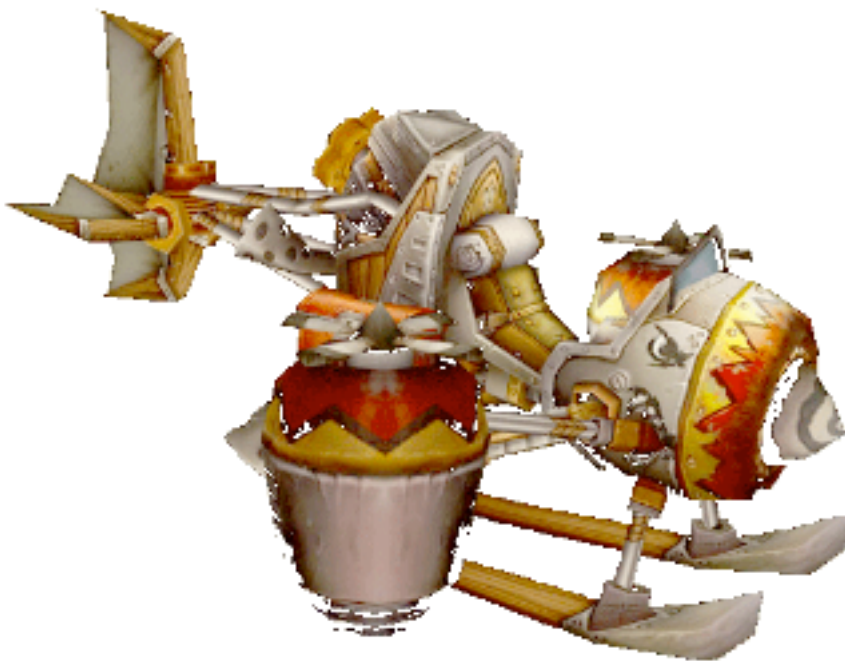
Alternate characters fairly evenly. Above 60 the rate at which your characters level up slows down significantly. You may have wondered at times if it was worth the effort to keep your Alt within a few levels of your Main. I contend it most definitely is worth the effort.

After 70, though, the level up rate slows down even more. From 70 to 80 you really earn every level. Now it's time to evaluate your gaming time and what you want to accomplish with your WoW experience. That may seem an overly analytical attitude to take toward a game, but you do want to keep it fun and get the most out of your gaming experience. This requires a bit of analyzing.

Level 80 is the objective of most players. Not only is that currently the top level of the game, but you must be level 80 to participate in raids and to use the best gear. The game doesn't end when you reach 80. On the contrary, level 80 is when a whole new world of adventures opens up.

With this in mind you may want to focus on getting your Main to 80 and leave your Alt behind for a while. That's

what I did, BUT (and this is a big BUT) at that time I had already been playing two characters at 70 for months. I had plenty of gold saved up and my Main was fully equipped with fantastic gear. My Professions and combat skills were all maxed and both my 70's had their epic flyers. I couldn't *wait* to dash off to Northrend on the very first day that Wrath of the Lich King was released. (Installing the expansion seemed to take sooo long!)



That was my status and I'm sure it was the same for literally millions of other WoW players when WotLK came out. For someone who is just hitting level 70 now there are several factors I would suggest you consider.

Points To Ponder Before Dashing Off To Northrend

How much time do you play? For most people, each level between 70 and 80 is going to take a good 12-15 hours of game time. Yeah, yeah, I know there are fanatics out

there who would tell you they went from 70 to 80 in three days, and for \$49.95 they'll show you how they did it. Let's put it this way: Most people *who are still playing the game for fun* will spend around 12-15 hours earning each level from 70 to 80.

Think of it. Even if you play pretty hard and fast, those last ten levels will take you at least 120 hours; the same as three weeks at a full time job! When you're trying to level up two characters then this is obviously something important to consider.

If your play time is limited, focus on your Main and let your Alt lag behind for now. If your play time allows it, continue leveling up both your Main and Alt characters. The extra time spent will pay off in extra gold rewards.

How much gold do you have?

This book is primarily a guide for making gold, after all, so let's take a look at how much gold you really need after you hit 70. The most expensive thing you need is mounts. There will be other items you crave that cost more, but we're focusing on what you need. We've already discussed the fact that you can't use a flying mount at all in Northrend until level 77. After 70 you'll likely be spending most of your time in Northrend, so you may as well wait to get your flyer. Keep in mind that to go from no flying mount at all to fast flying in Northrend will cost a whopping 7,000g. If you're level

70 and have three or four thousand gold saved up, then don't stress over getting a fast flyer right away—unless you simply want to. On the other hand, if you're level 70 and still can't afford a fast *ground* mount (which you should have had since level 60), then you need to get your mind on your money for a while!

This brings to mind my friend Dagger again. He's a player I know in RL (Real Life) and he started playing WoW several months before I did. Dagger is one of those

intense players who knows the name of every boss in every raid. He's a great friend and has helped me out a lot in the game in all areas *except* Professions. That guy had been playing the game for three years before he even started to use Professions to make gold. I like to tease Dagger that I'm a regular Newb compared to him, but I always have more gold!

What do Dagger and many players like him do with their game time? Raids. Dagger has way better gear than I do because he spends so much time in raids. The best PvE gear in the game comes from boss drops in raids, but raids and heroic



dungeons are not the way to make gold. In fact, repairing your gear after a big raid will usually cost more than the gold you picked up from the raid, so raids actually cost you money.

Just a few nights ago I was doing Naxxramus with some guild buddies. We were having trouble with a particular boss and suffered several wipes. (A wipe is when the entire raid dies, the boss resets and you have to start over.) Returning to Naxx after a wipe is a short flight from Venomspite. Three members of our group kept getting back to the instance much later than the rest of us. What was holding them up? They still had slow flying mounts! I couldn't believe it! The guild rags on me sometimes because I don't have fabulous raid gear like they do, but there three of them are on slow flying mounts at level 80! Why doesn't the guild rag those guys for that? After all, the rest of us had to wait around for those pinheads to get back to the instance on their pathetic slow mounts.

I bring up these goof balls in my (former) guild and my friend Dagger to make a point, and it's the same point I make often in this guide: Play the game the way you want to play it. If you want to race to level 80 and then spend all your time doing raids, knock yourself out! You'll always be broke but you'll be getting great gear.

Personally, I prefer a balanced approach of raiding and gold making. I couldn't stand to be level 80 and still stuck

on a slow flying mount. I'd hate to have a great helm but not be able to afford a great Meta gem for that helm. And I will never be the guy in a raid who has to borrow gold to pay for repairs.



You may have gathered I have little patience for players who are always broke. You don't have to be rich with thousands of gold stored in your account, but there simply is no excuse for always being broke in WoW. Being broke in real life? That's another story.

Here's another quick Naxxramus story to show what I mean. A few weeks ago I joined a PUG (Pick Up Group) for a 25 man raid on Naxx. Getting a 25 man raid assembled and organized takes time. Since I was just the fifth or sixth person to join the group I knew it would be a while before the raid was ready to start. The entrance to Naxx is very near the river that runs between Dragonblight and Grizzly Hills. I flew over to that river and started fishing. In the twenty minutes it took to get the raid assembled I caught 40g worth of fish! See what I mean? It's easy to maintain an adequate gold supply.



If you enjoy being rich, as I do, then you need to invest time in Professions and leveling up alternate characters. If you want to be an “Uber” raider with awesome Tier gear you’re going to invest a lot of time in raids. No matter what endgame part of WoW you choose, whether it’s Raids, Battlegrounds or Arenas, just set aside a little time for your Professions and you’ll always have plenty of

gold.

What's your realm's economy? This is a little more complicated than evaluating how much time you play and how much gold you have, but for clever players like us it's worth looking into. When Blizzard releases an expansion or a major patch to the game it almost invariably causes a shift in the game's economy. Items that had been very valuable become cheap and some items that had been cheap become surprisingly expensive.

An easy example of an item losing value is the Primal Mooncloth bag. Oh, how painful it was to see that wonderful gold maker vanish when WotLK came out.



With 20 slots, a Primal Mooncloth bag used to be the largest general purpose bag in the game. Both my Alts are Mooncloth Tailors, so, even with the 92 hour cool down time, I could make and sell one Primal Mooncloth bag every eight days. A Primal Mooncloth bag on my realm easily sold for 350g.

Alas, no more! The cool down time on all the

top cloth types of Burning Crusade has been removed. Any Tailor can now make Primal Mooncloth all day, so long as they have the materials. Also, Wrath of the Lich King introduced a 20 slot Frostweave bag. *That* 20 slot bag (pardon me as I try not to cry) now sells for under 100g and the price continues to drop as more Tailors level up.



You would expect this kind of thing to happen, of course. Newer, higher level items that come out with expansions are supposed to be worth more than the older, lower level items. But there are some items that go through the opposite effect, and it's easy to figure out why. Most players want to charge into new areas, farm new drops and craft new items when an expansion comes out. That leaves many older items unfarmed and uncrafted, even though there may still be a market for those items. Soon there is a glut of the newer items on AH and lack of the older items. You know how supply and demand works in a free economy. Too much supply of an item makes the price go down. Not enough supply of an item makes its price go up.

A good example of this reverse effect on the value of an item is Mote Of Water. It used to be common to see three or more players at a time all swimming around in the big lake in Skettis, killing Skettis Surgers to get Motes of Water. The Auction House had lots of listing for Motes of Water with prices around 1g each. Primal Waters, which are made



from ten Motes of Water, sold for around 12g to 15g each.

Motes of Water are now selling for 1.5g to as high as 3g each, and Primal Waters are at 22g to 30g each; double the prices of what those items sold for before Wrath of the Lich King. A Mote of Water now sells for more than a Saronite Bar, a much higher level item. When I discovered that I quit flying all over Sholazar Basin looking for Saronite nodes and went back to Skettis to farm Motes of Water! I had the whole lake to myself. Hardly anyone is farming Motes of Water these days.

There are many items from Outlands and even the Old World that have increased in value because so many players are focused on Northrend, but how do you figure out which items have undergone this effect? Work with what you know. I know all about Primal Water because it's a necessary material for making Primal Mooncloth, which is a necessary material for making Mycah's Botanical Bag. Pay attention to the items you work with regularly and what those items are selling for. The game's highest level items are in Northrend, but that does *not* mean those items are fetching the highest prices on AH. Northrend is overrun with players who are just going along with what everyone else is doing and they're not paying attention to the market.

Look Out Northrend, Here We Come!

All right, you've considered your gold and gear status, evaluated your game playing time and you're paying attention to your realm's economy. You may have decided to hang back in Outlands for a while to build up your gold and your Professions. I appreciate your discipline. Perhaps just your Main is moving on while your Alternate stays back, or you may have both your characters (or all three, four, or more!) ready for the big time. Let's dive into Northrend! From here on you may find things in this guide that don't apply to you or simply don't interest you. That's perfectly all right and it's



the reason I wrote the "Points To Ponder" section above. I wanted to prepare you for the many options you now have.

It's time for more grinding and Northrend has lots of places for it. We'll start out with my favorite; grinding for cloth drops!

First thing I discovered about Northrend was how dreadfully low the drop rate is for cloth. In Outlands I had been accustomed to mailing stacks and stacks of Netherweave to my Alternate for Tailoring. In Old World and Outlands you can count on a cloth drop from about half your humanoid kills. In Northrend the cloth drop rate plummeted to about one in every five or more humanoid kills. Good grief, how was I ever going to supply my Tailor with enough cloth to maintain my gold making technique?

I found the answer when I brought my Alt out to Northrend. I had finally accumulated a few stacks of Frostweave Cloth with my Main, so my Alternate—the Tailor—needed to visit Northrend to get Tailoring training up so that she could use the cloth. Imagine my surprise when my Alt was offered a simple quest that gave the reward of Northrend Cloth Scavenging, a passive ability that increases cloth loot! I immediately switched back to my Main and went back to the same NPC that had given my Alt that quest. The quest was not available to my Main. What the...?

Off to Thottbot. And there I found the answer. Perhaps I



should have noticed that the quest is given by the Grand Master Tailoring Trainer. Northrend Cloth Scavenging is only available to Tailors. At that time WoTLK had only been out for a few days. It's funny now to think of all the posts on Thottbot about this issue. None of us knew for sure how this cloth finding ability worked. Some thought it only worked if your character was in a group and you'd get to loot a mob for cloth even after another player had looted that corpse. Some thought it granted the ability to "crit" loot a corpse for up to 6 pieces of cloth, instead of the usual one or two.

Having been in Northrend for a while now, playing both a Tailor and a non Tailor character, I can tell you that a Tailor with Northrend Cloth Scavenging gets more than twice the cloth from all kills of humanoids over a non Tailor. It doesn't matter if you're grouped, fighting normal mobs or elites. Aargh, so if I wanted to get a lot of cloth drops in Northrend I'd have to grind there with my Alt.

Here we go again, having to consider if it's worth the time to level up our Alternate. I decided it was worth the time to get my Alt at least to level 77 so that she could use her flying mount in Northrend. However, I only made that decision after I discovered *the* cloth farming spot in Northrend. I'd like to take credit for this discovery, but I must admit finding it on the Internet with a search for "Frostweave Cloth drops."

Farming for Frostweave--Kaskala

Don't waste any time on this if you're on a character that is not a Tailor and does not have Northrend Cloth Scavenging. This is useful for the Tailoring/Enchanting technique of making gold, which is my favorite method. There are plenty other opportunities to make gold in Northrend and we'll get to those shortly.

If you do have your Tailor up to level 68 or above and you've done the quest granting you Northrend Cloth Scavenging, then you are going to love this place.

In Borean Tundra right about the mid point of the southern coast is an area called Kaskala. There are a couple quests that take you to this area and there's a daily offered by one of the "Walrus-Men" there. If you've visited this area and done the quests you may not have thought there was much reason to go back. For most players there really isn't much reason to go back to Kaskala. For Tailors, though, this beach is a gold mine.

Kaskala is defended by "Walrus-Men," as I like to call them, who are conveniently called Kaskala Defenders. These fierce little furry guys with tusks are fighting off a continuous onslaught of Kvaldir Raiders; Viking type attackers who arrive in boats.

Several factors make Kaskala a great place to farm for cloth drops. The Kvaldir Raiders are only level 68-69 and they have a good drop rate for Frostweave. That's cool,

but what really makes this area work is the Kaskala Defenders help you out! The Raiders usually arrive five at a time. They jump out of their boat and run on to the beach. If you stand back near the Defenders, you can attack one or two of the Raiders *without* drawing aggro from all five.



As the Raiders continue to run in from the water, the Defenders will engage them in battle. After you drop the one or two Raiders that you attacked earlier, you can turn and attack a Raider that's already fighting a Defender. So long as you do at least half the damage you get credit for the kill and you get to loot the corpse. If you click on a Raider and see that the Defenders already have him down to 50% Health, don't bother attacking.

This cycle of Kvaldir Raiders attacking and being fought off by Kaskala Defenders is *constant*. By the time you loot the corpses and get back in position another Viking boat will be arriving. At level 69 my Hunter Alt (who does not have exceptional gear) could make two or three kills of every group of five Raiders. At level 74 she consistently got four and sometimes all of the five kills.

I leveled my first Alt from 70 to 72 almost entirely by grinding Kvaldir Raiders and my second Alt from 69 to 72 the same way. (Yes, both my high level Alternate characters are Tailors.) Grinding at Kaskala for hours on end gets boring, so I did run some quest in Howling Fjord and Borean Tundra. But most of my Exp points came from Kaskala, and that provided plenty of cloth, plus coins, lots of greens and even a few blue item drops.

More Frostweave Farming--Don't be Scornful of Skorn!

Right in the middle of Howling Fjord is a village called Skorn. Both Allies and Horde get a quest that sends you to Skorn. Don't go there until you

get that quest, which is called "Skorn Must Fall." Allies get the quest in Fort Wildervar, Horde get it in Camp Winterhoof. You'll need to complete a few other quests in those towns before "Skorn Must Fall" becomes available, but they're easy quests.

There are a couple reasons you want the quest "Skorn Must Fall" before you venture into Skorn. The quest directs you to show an emblem and a "brave" will reveal himself to you. Horde will get a Tauren brave and Allies will get a Dwarf. This brave gives you three more quests to do right there in Skorn. Grouping quests is very convenient and efficient.



The other reason to have this quest is the brave will stay with you and help fight the mobs in Skorn! If you look up this quest on Thottbot you'll see posts from people who say the brave isn't much help. It's true, the brave does very little damage, but he does do *some* damage. More important, he's a handy meat shield and he will hold aggro sometimes when you find yourself fighting three or more mobs at once, which will happen often in Skorn. The peeps who think the brave is worthless are just in a hurry to do their quests and move on. We're more interested in scoring lots of cloth and item drops.

After you complete the brave's three quests you will be awarded the "Conquerer Of Skorn" quest, which you turn in back at Camp Winterhoof or Fort Wildervar. Don't turn that quest in yet! You can return to Skorn over and over and call upon the brave to assist you. Once you turn in "Conquerer Of Skorn" you lose the emblem and no more helper brave for you.

After you complete the brave's quests and you're just in Skorn to grind you'll find it best to stay in the lower area of the village. In the upper area there are fewer mobs, which means less kills and less drops, but what's worse is in upper Skorn you're much more likely to draw fire from the mages in the towers, and they can drop you fast.

Still More Frostweave Farming--New Hearthglen

My third favorite place to grind for Frostweave is New

Hearthglen in southeastern Dragonblight. There are lots of quests that send you into New Hearthglen, so this town is often crowded with other players. You won't have any help from NPC's in New Hearthglen, as you do in Kaskala and Skorn, but the mobs drop lots of cloth and items.

New Hearthglen is one of the known areas of Dragonblight where Scarlet Highlord Daion spawns. He's one of the very rare mobs you kill to get the "Northern Exposure" Achievement. Achievement aside, Scarlet Highlord Daion has fantastic drops. I explained early in this guide that rare Named Mobs are very desirable kills, and this guy certainly qualifies as one of those. Beware, however, that he is a level 72 elite and he almost always patrols among other mobs.

Keep in mind we're talking about cloth drops here. You could grind Kaskala, Skorn or New Hearthglen because the mobs are humanoids so they drop coins and items. But to get the most from these areas you need to go in with a character that is a Tailor and has the Northrend Cloth Scavenging ability.

Also remember that you're not farming cloth just to sell it at the Auction House. You're farming for cloth with a Tailor, after all. You're going to use that cloth to make very sellable items, such as Frostweave Bags, or to make magical items that your Enchanter can disenchant into sellable mats.



Enough Cloth--What Can Non Tailors Farm? Food!

In Burning Crusade Blizzard dramatically improved the items players can make with Cooking. In Wrath of the Lich King they did it again. Now Cooks can whip up food that gives terrific buffs. Some foods give buffs that are specific to classes, such as increased expertise or attack power. Other foods give buffs

that benefit any character, and best of all are the feasts that one player can provide for an entire raid to munch on. The Fish Feast grants 80 Attack Power *and* 46 Spell Power *and* 40 Stamina to everyone in a raid who eats it.

Cooks need meat and fish to make these wondrous foods, and many high level players just don't want to take the time to hunt or fish their own ingredients. I was astonished, frankly, by how much meat and fish sell for on AH. Meat and fish now sell for such good prices on AH that I find killing beasts and Fishing more profitable than solo runs on instances.

If you are a Cook, which I have suggested you should be, don't cook the meats or fishes, except for what you want to use yourself. Raw meat and fish sell better on AH than the cooked items. If you have a Skinner, hunting for meat

drops is double bonus for gold making!

Chilled Meat (≈10-12g per stack of 20)

Chilled Meat can be dropped by any beast in Northrend, but some are much more likely to drop it than others. Best beasts I've found for Chilled Meat drops are the sea lions and Reef Cows of Howling Fjord. Sea lions are along the southeast coast below Explorers' League Outpost. There's a giant cliff along the coast there, but you'll also find a convenient lift to take you down to the water. Reef Cows are found bellowing on the south coast of Isle Of Spears, the big island off the west coast of Howling Fjord.



Rhino Meat (≈30g per stack--Incredible!)

This is my favorite meat to grind with my warlock. The rhinos roam in herds in Borean Tundra just north of Warsong Hold and west of Lake Kum'uya (almost dead center of the zone map). Since the rhinos are in herds it's very easy for a caster to use DOTs and AOE spells to kill

huge numbers of them in short order. I usually check my friends to see if a Skinner wants to come along when I grind rhinos, because I leave a corpse trail of literally hundreds of them on the tundra!

Chunk o' Mammoth (≈36g per stack)

Mammoths can also be found roaming in herds in central Borean Tundra. They're east of Lake Kum'Uya on either side of the long north-south road there.

Shoveltusk Flank (≈36g per stack)

Here's yet another beast that roams in groups, making it easy to kill many of them fast. Shoveltusk herds are found in eastern Howling Fjord, north of Explorers' League Outpost and east of Nifflevar.

Those are the best beasts to grind for meat drops. Yes, there are other beasts that drop valuable meat, such as Worgs and the giant Worms. Those beasts don't roam in herds, though, so it takes more time to find and kill a lot of them.

Fishing in Northrend is very profitable!

Almost every fish caught in Northrend will fetch a good price on AH. The highest prices go for Glacial Salmon (Grizzly Hills rivers and lakes--not the coast), Nettlefish (Sholazar lakes), Dragonfin Angelfish (Dragonspine Tributary at eastern edge of Dragonblight) and Moonglow Cuttlefish (southern coasts of Borean Tundra and

Dragonblight, especially near Unu'pe on southeast Borean Tundra coast).

Like many players who are Miners I spent a lot of time flying over Sholazar Basin searching for Saronite nodes. When that got boring I dropped down to the big lake in Sholazar Basin and fished for a while. What a nice surprise to find out that Nettlefish sell for more than Saronite Bars! Sholazar Basin is the best place to find Saronite Ore, but it's also the only place to find Nettlefish. If you wanna farm gold in Sholazar Basin, go Fishing instead of Mining!

Nettlefish
Item Level 70
Auction: 3 Gold 81 Silver (76 Gold 32 Silver for 20)
Vendor value: 8 Copper
Source: Fishing
Use: Recipe

Saronite Bar
Item Level 80
Cost to make: 2 Gold 24 Silver
Auction: 2 Gold 49 Silver (49 Gold 82 Silver for 20)
Vendor value: 1 Gold 25 Silver
Source: Recipe
Use: Recipe

*Hmmm, what else could you grind for drops?
Hey, let's kill some more spiders!*

I've recommended grinding level 18-24 spiders in Hillsbrad Foothills for Spider's Silk and level 62-64 spiders in Terokkar Forest for Netherweb Spider's Silk. Now it's time to grind spiders in Northrend for Iceweb Spider Silk.

Amazingly, Iceweb Spider Silk sells for *less* than many of the meat and fish items we just discussed, even though it's considerably harder to get. Also, the AH listing deposit for Iceweb Spider Silk is outrageously high. Before you go grinding for this silk check your AH to be sure it's worth the effort. If Chunk o' Mammoth is selling for 1.5g each and Iceweb Spider Silk is only selling for 2.5g each, go kill Mammoths instead of spiders.

There are only a few specific types of spiders in Northrend that drop Iceweb Spider Silk. The easiest of these to grind are Trapdoor Crawlers found in a concentrated area of Zul'Drak. If you're looking at your zone map, this area is just left of center, north of The Argent Stand. The spiders are level 75-76 and are called Trapdoor Crawlers.

A Final Tip To Gatherers

Sholazar Basin is to Northrend what Nagrand is to Outlands; it's the farm belt of the continent. Miners, Herbalists, Skinners and Fisherman all find plenty of upper level nodes and beasts to farm in Sholazar Basin.

Making Gold At Level 80

Woot! Ding! You finally hit the big 80. What do you do now to make the most gold? You again have many options. Let's start with what I do and then I'll present other techniques and you can choose which ones work for you.

When I hit level 80 with my Main character I basically quit using that character as a gold maker. My Main character is now for raids and Battlegrounds. On weekends I do BG's on my own and raids with my guild. On Tuesday evenings I often look for PUGs for the short raids; Obsidium Sanctum and Vault of Archveon. Tuesday evenings are good times to look for raid groups because raids all reset Tuesday mornings. Lots of players are just chomping at the bit to get back into those raid instances.

Raids and Battlegrounds do not make gold. In fact, they cost gold. If I quit using my Main as a gold maker, what did I do to keep up an income? I turned it over to my Alts. During the week, when I'm not doing raids or BG's, I play my Alt characters. I have several Alts, as most of us in WoW do, but two of them are my gold makers. They both are Mooncloth Tailors and can make Moonshroud. Having two Mooncloth Tailors allows me to make eight Moonshroud every eight days. Moonshroud sells for 80-100g each, so you can see what a nice gold maker that is. For even better profits I use that Moonshroud to make Glacial Bags, which sell for 600-800g each.

One of my Tailor Alternates continues to make Mycah's Botanical Bag, which I described in length earlier in this guide. I sell one of those bags a day almost every day for 195g. I also sell Frostweave Bags at the rate of about one a day for around 85g each.



Strand Of The Ancients Battleground

You see, Blizzard made Tailoring more valuable in Northrend with the introduction of the “Northrend Cloth Scavenging” ability. A character who is not a Tailor sees far fewer cloth drops in Northrend than on any other continent. A character who is a Tailor—and has Northrend Cloth Scavenging—sees about the same number of cloth drops from humanoid kills in Northrend as on lesser continents. A Tailor in Northrend gets about twice the Frostweave of a non-Tailor. I don't recommend switching your Main to Tailoring just for grinding Frostweave, but if you have time to level up an alternate with Tailoring it's

definitely a gold maker.

And, of course, there are still Enchanting mats to be sold. With my Alternates out grinding for cloth several hours a week they pick up plenty of green and a few blue items. Those are promptly disenchanting into Enchanting mats that I can use or sell.

I said my Main doesn't do gold making but that character does still generate plenty of gold. By not “doing” gold making I mean I don't focus on gold with that character. My Main actually makes lots of gold just by fishing whenever there is down time. I used to go searching for Mining nodes when I was waiting on my raid group to get together or for a Battleground to start. But my server, like most servers, has too many miners now. A Saronite bar, which requires two Saronite Ore to make, sells for less than one Nettlefish. Amazing! I can catch

more Nettlefish per hour than I can mine Saronite, so I forget Mining and go Fishing.

There is yet another thing you can do (or, to be more precise, not do) that will insure you keep a steady gold income. Don't be a lounge lizard! Every evening and all through weekends I see a whole bunch of players just standing around in Dalaran. What the heck are these people doing? I realize WoW is a social game. I like to chat with friends and do frivolous things like get into snowball fights during Winter Festival. Sometimes when I

have lots of Baby Spice stored up I go with a friend to the Ally side of Dalaran and we have a blast shrinking Gnomes and Dwarfs to tiny sizes. So I'm not suggesting you should *always* be working on your gold, but someone just sitting in front of the Dalaran bank to show off their Mammoth mount for hours on end is not impressing anybody. They're just in the way. Sure, I like to show off, too, when I get an impressive new mount or piece of gear, but only to friends and guildies and only for a few minutes. I totally



don't get these lobby lizards who hang out for hours in Dalaran or Stormwind or Orgrimmar. Are they hoping to meet girls or something? At least that I could understand.

If you have time to kill while you're waiting for friends to log on, go Fishing! Or Mining, Herbing, Skinning! Scan the AH for bargains that you can resell. Do something more than just hang out.

Just doing something that simple—making productive use of my wait times—keeps my Main well supplied with gold to cover expenses of raids and Battlegrounds. And my hard working Alts keep me filthy rich. There is one thing my Main occasionally does to farm gold, and that's grind in Wintergrasp. We'll cover that in a bit.

Gold Making At 80 With Your Main

If you don't have time to level up an Alternate or two there are plenty ways your Main character can continue to make gold. There's always the option of running dungeons solo, or you could just go on questing! When your character level is maxed all quests reward you with gold instead of Experience points. This means quests

that used to pay 8 or 10 , plus Exp points, will pay 12 or 15 gold or even more at level 80. If you can finish 20 quests in an evening you could easily make 400g from quest rewards and drops.

Running quests also builds your Reputation with the various factions in Northrend. This may or may not be important to you, depending on what you want to accomplish, but it is an added reason to go on questing at level 80.

Daily quests are a little harder in Wrath of the Lich King than they were in Burning Crusade. It's not that doing the actual quests is so hard; just getting to the quest givers is hard. BC daily quest givers are mostly found in groups, so

you can pick up several dailies and turn them in without having to roam all over the continent.

WotLK daily quest givers are spread out all over Northrend. You'll come across them as you do your other quests and exploration. A daily quest giver has a blue exclamation point over their head. Every time you see one of those go click on that NPC and see how complicated the quest is. You'll find out which dailies you want to do regularly and which ones are just too much trouble. I personally don't find dailies very useful for the simple reason that they're just too spread out. I mean, a daily that only takes five minutes to do may seem terrific, but if it takes you fifteen minutes just to get to the quest giver it ain't so great.

My Fave Dailies

I do have three favorite dailies and here they are. Easiest dailies ever are the Cooking dailies. I do the Cooking daily always. There are five of them that alternate and the only one that's even a little difficult is the one that requires gathering wild carrots from Crystalsong Forest. Allies and Horde will find their Cooking daily quest giver in their respective Inns in Dalaran, which is very convenient.

The Cooking Daily pays almost 10g at level 80, plus a Dalaran Cooking Award and a bag of spices. Anyone who doesn't take up Cooking and do the Cooking Dailies is missing out on both the easiest daily of all *and* the ability to make their own fantastic buff-giving food!



Some of the daily Cooking quests require Chilled Meat and Rhino Dogs. Keep a supply of those items in your bank so that you don't have to go out and get them for the quests that call for them. That would be a time waster.

Second easiest daily quest I've found is "Preparing for the Worst" in Kaskala on the southeastern coast of Borean Tundra. I have already explained how much I like Kaskala for grinding Frostweave. Every time I go there to grind for cloth I also pick up this easy daily. All you have to do is gather eight Kaskala supplies, which are found on the ground all over the area. Turn those in to the Walrus Man in the middle of Kaskala and you're done.

There are two drawbacks to the "Preparing for the Worst" daily in Kaskala. This quest only pays 5g, for one thing. It takes less than two minutes to do the quest, but if you have to travel ten minutes just to get there it isn't worth it. The other drawback is an easy quest like this doesn't go unnoticed by other players. Sometimes you'll find lots of peeps in Kaskala grabbing the supplies before you can get to them, so you have to stand around and wait for them to respawn. On the up side, this daily gives 500

reputation points with the Kalu'ak. If you want rep with the Walrus Men then that's a good chunk of points.

Third easiest daily quest I know of is "Drake Hunt" in Caldera. Get this quest from Raelorasz in Transitus Shield (under the glowing dome). From there head almost due west and in a short distance you'll come to some cliffs. You stand at the top of one of those cliffs, target a Nexxus Drake Hatchling when it comes within range and throw Raelorasz's spear at it. The drake will attack you for a while then become friendly. Don't fight the drake and Hunters and Warlocks put your pets on passive. Once the Drake Hatchling is friendly you can mount up—yes, even on a flying mount—and lead the drake back to Raelorasz to complete the quest.



Drawback to this quest is another low pay out. The

reward is only 4g 70s. Blizzard knows how easy their easy quests are, apparently, and rewards you accordingly! The quest takes three minutes to do but, again, if you have to travel ten minutes to get there it isn't worth it. Advantage to this quest is it gives 250 Reputation points with Wyrmmrest Accord, which is a desirable faction to gain rep with.

Why do I even bring up daily quests that only pay out about five gold? In Northrend there are really only two reasons to do dailies; to build reputation with a faction or because you happen to be in the area. This is why the Cooking Dailies are so nice. Almost everyone is going to set their Hearthstone to Dalaran once they get there. That means when you "Hearth" you're going to end up just a few feet from the Cooking quest giver. When you log on you're usually going to be a few feet from the Cooking quest giver. It's absurd *not* to do the daily Cooking quests!

In my humble opinion it's not worth the trouble to do any of the other dailies unless you're building rep with a faction or you happen to be in the vicinity of the quest giver. If you're looking for a group to do The Oculus, head out to Caldera and do the "Drake Hunt" quest while you wait. If you're going to grind for Frostweave in Haskala or fish for Cuttlefish along the Borean Tundra coast, then grab the "Preparing for the Worst" daily quest. Same goes for any other place you happen to be where an easy daily quest is available.

Of course, if you find a daily that you like doing because it's just plain fun, there's no harm in a little travel time to get to it. There's a hilarious daily called "The Way To His Heart" that starts in Kamagua on Isle Of Spears in Howling Fjord. You go catch some fish in a net, then use the fish to lure a Reef Bull to a Reef Cow so they'll mate and make Reef Puppies. When the bull gets close to the cow they hold up their heads and bellow and pink hearts float around them. It cracks me up every time.

That quest requires going to the same place where I like to grind for Chilled meat when I'm low on it, so I do the quest while I'm in the area, maybe twice

a month. Heh, that means I get the Reef Bull and Cow to mate, then promptly slaughter them for their meat—doh! Once you're level 80 Kamagua is quite a bit out of the way from places you'll usually go. You might want to run "The Way To His Heart" just because it's fun, and there's nothing wrong with that. Just don't go out of your way to do a daily unless you have a good reason, such as gaining reputation or because you want to have a little fun.

There are three places in Northrend where you can do several daily quests at the same time, and those are the three PvP areas; Wintergrasp, Venture Bay and Blue Sky

Logging Grounds. If you're into PvP and you do Wintergrasp regularly you know that those dailies are no-brainers. You practically stumble over the quest givers at the start and conclusion of every WG battle, so it only makes sense to grab the WG dailies while you're there.

At Venture Bay and Blue Sky Logging Grounds in Grizzly Hills there are several dailies and each of them pays a reward of

9g 96s (at level 80), plus ten Venture Coins. The Venture Coins can be traded at the Venture Bay Quartermaster if your faction has control of Venture Bay. The items you can get with Venture Coins suck, though, and you could make more gold in an hour by fishing for Glacial Salmon in Grizzly Hills than doing all the PvP dailies.

I know some players will tell you otherwise, but running





daily quests is not a good way to make gold. It is a way to make gold, but it isn't a good way to make gold. Maybe you just enjoy the process of running quests. Knock yourself out with dailies! Who am I to stop you? To be practical, though, only bother with dailies if you need to build reputation with some faction or when you happen to be in the area of a daily quest giver.

Grinding in Wintergrasp

Excellent gold but only for well geared 80's!

Ahah, you are a daring soul, aren't you? Yes, Wintergrasp is the best—and most dangerous—place to grind solo in

Northrend. During Wintergrasp battles all mobs disappear and it becomes an all out PvP zone. In the 2.5 hours between battles the mobs reappear. All mobs in WG are level 80 and some are especially tough 80's at that. Also, of course, it continues to be a PvP zone whether the Battle for Wintergrasp is on or not. Folks on PvP servers will find this nothing new, but PvE players have to adjust to the fact that the enemy faction can attack them at any time. Oh yeah, Wintergrasp is plenty scary and dangerous, and it's an excellent place to pick up highly valuable items.

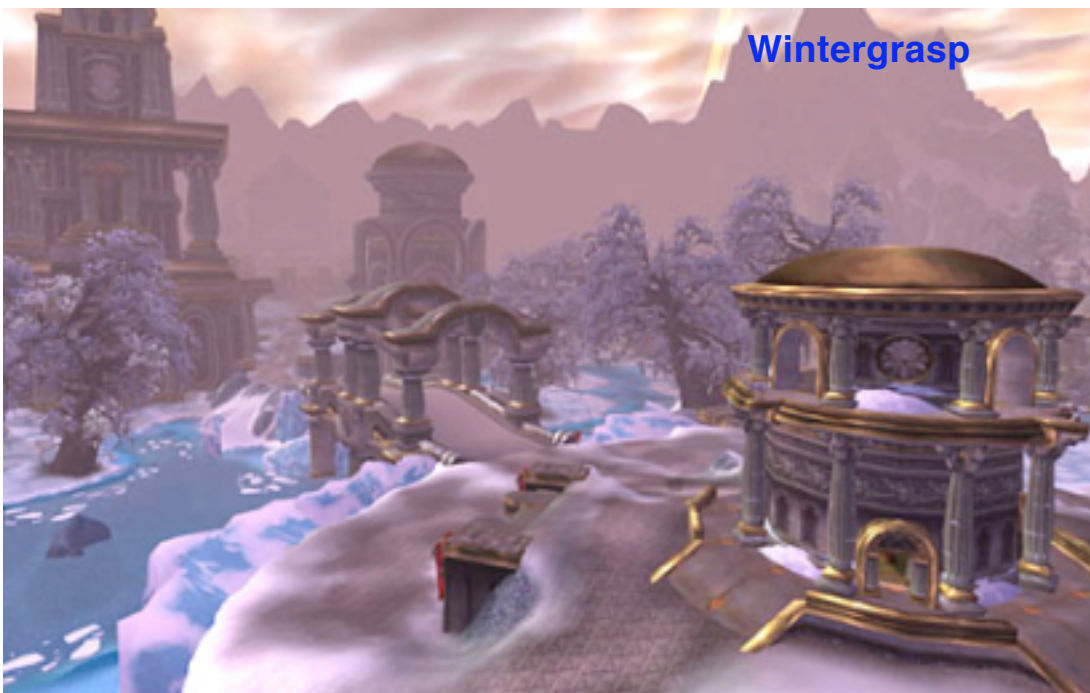
Blizzard made it very desirable to win the Battle For Wintergrasp in several ways. If your faction has control of WG you get to teleport in and out of the zone at will. No waiting for your Hearthstone cool-down, no time consuming flight to or from the zone. You also get two buffs if your faction controls Wintergrasp; one is a damage increase buff while you're in the zone, the other is an experience increase buff that everyone in your faction gets over the whole continent of Northrend. That second buff, called "Essence Of Wintergrasp," also means you will get Stone Keeper Shards from dungeon bosses in Northrend. Vault of Archveon, a short and easy raid instance, is only accessible when your faction is in control of WG.

Those are some pretty nice perks for winning The Battle For Wintergrasp, wouldn't you say? There's still one more sweet benny, and it's the best one yet for gold farming. If

your faction won the latest battle for the zone, then only your faction can see Revenants in Wintergrasp for the two and a half hours till the next battle. Revenants are super-sized elementals with twice the health of their smaller relatives, and they have a 100% drop rate for crystals. This is what we're after. The main reason people grind Wintergrasp is for Crystallized everything.

equipped level 80 characters. Sure, some players try to impress themselves by going to Wintergrasp with their level 78 Paladin or whatever and killing some Revenants. Woop-de-doo. I'll come along with my 80 Warlock and kill twice as many in half the time. Don't go to Wintergrasp until you're level 80 and have some decent gear.

Elementals and Revenants of like type are grouped in different areas of Wintergrasp. Shadow Elementals and Shadow Revenants are grouped in the spooky forest in the southwest area of the zone, Water Elementals and Water Revenants are—whaddaya know—in the water, and Fire Elementals and Fire Revenants are in the scorched area in the southeast corner of the zone. Earth Elementals and Revenants are the only ones that can be found scattered all over Wintergrasp.



Wintergrasp is the only zone where Titanium nodes regularly spawn. I once found a Titanium node on The Avalanche between Sholazar Basin and Ice Crown, so Titanium can rarely be found other places, but Wintergrasp is where that ore is most commonly found. Titanium is very, very valuable.

As I mentioned, Revenants have twice the health of the regular elementals. I don't know the actual stat on damage, but Revenants definitely hit harder than regular elementals, too. Grinding in Wintergrasp is for pretty well

If you're not a Miner you can do very well with Herbalism in Wintergrasp. There are several top level herbs found there. Wintergrasp is the only known place where Herbalists can find Frost Lotus nodes, which are sprinkled all over the zone. Herbalists should also go to the southwest corner of WG. There's a somewhat hidden path

that leads up a hill. At the top of the hill is a large meadow—an Herbalist's dream.



Sorry, Skinners, there are no beasts in Wintergrasp. Good grief, isn't it enough you can kill entire herds of beasts in Borean Tundra, skin them *and* sell their meat for boatloads of gold?

That's it. Wintergrasp is the highest grinding spot there is. You've reached the pinnacle of loot farming, unless you can solo an Outlands dungeon. Now you can

do what I do. Let other poor fools do the gathering. Occasionally I'll still spend a day on my Alts in Kaskala farming Frostweave. Of course, every four days I take those two Alts out to Emerald Dragonshrine in Dragonblight to make Moonshroud.

Most of the time I just scan the AH for bargains on all types of cloth. I buy up the cloth, make bags to sell and items to disenchant. Then I switch back to my Main and pounce on Allies in Battlegrounds. What a life. Excuse me, I think I'll pour myself another Scotch.

Thanks for coming along with Zena through the continents of Azeroth. You're sure to find a few tricks of your own in your adventures. Here's wishing you many great loots and a mailbox full of gold from the AH every day!



GLOSSARY

Add – An extra monster that joins an existing battle.

AOE – Area of Effect; a spell that hurts a group of monsters in an area.

AFK – Away from Keyboard

Aggro – To aggravate a hostile mob. This means the monster becomes aware of you and you've activated it to attack.

Aggro Radius – The area around a monster that will cause Aggro. If you step within that invisible circle, the mob attacks. The higher a character's level is compared to a monster, the smaller that monster's Aggro Radius is to the player.

Agi – Agility

AV – Alterac Valley (Battleground)

AB – Arathi Basin (Battleground)

BBL – Be Back Later.

BG – Battleground

Buff – A beneficial spell that enhances stats or abilities. Players commonly remind each other to “Rebuff” or “Buff up” before taking on a difficult challenge in a dungeon or raid.

BRB – Be Right Back

BRT – Be Right There

BTW – By the Way

Caster – A character that almost exclusively uses spells in combat. Warlocks, Mages and Priests are Casters.

CC – Crowd Control; using spells such as Polymorph (Sheep), Shackle, Fear or Freeze Trap to take a monster out of a fight so a group can focus on fighting other monsters first.

Char – Character

Cheese – To exploit an imbalance in the game.

CoC – Code of Conduct. The rules for playing.

Critter – a creature that won't attack back, such as a Bunny or Deer.

DD – Direct Damage; a spell that does all of its damage in one hit rather than spreading its damage over time.

Ding – Term used to tell the group/guild that the player has leveled. (One of many terms carried over into WoW from EverQuest.)

DMG – Damage

DOT – Damage over time

DPS – Damage per second; an overall average of damage inflicted. A low damage weapon with a fast attack speed might actually do more DPS than a high damage weapon with a slow attack speed.

De-Buff – A negative spell that removes Buffs from an enemy. Also can mean a spell that reduces an enemy's power, such as Curse Of Weakness.

EOTS – Eye Of The Storm (Battleground)

Exp – Experience

FH – Full Health

FM – Full Mana

Gank – Intentionally attack another player when that player is at a disadvantage and doesn't have a chance to win.

GG – Good Game

GJ – Good Job

GM – Game Master. Someone employed by Blizzard Entertainment to assist players. The term also can mean Guild Master.

GTG – Got to Go or Good to Go

HoT – Heal Over Time

HP – Hit points or Health

IIRC – If I Remember Correctly

IMHO – In My Humble Opinion

IMO – In My Opinion

Inc – Incoming; an attack is coming. Term is used most often in Battlegrounds

INT – Intelligence

ISO – In Search Of

Kite Or Kiting – a hit-and-run technique of attacking a monster while running away from it, thereby doing damage to the monster without letting the monster get close enough to damage the player. Kiting can be used to cause a monster to chase a player back to a friendly town, where the player will get help from the town guards.

KOS – Kill on Sight; a hostile enemy that will attack as soon as it sees you.

LEET – a clever language using numbers and symbols for letters which seem to be gibberish until viewed upside down or reversed. After too many geeks started thinking they were super cool by messaging constantly in LEET, the language became very *unclever*. In LEET speak, “LEET” is spelled 1337 and is short for “elite.”

LFG – Looking for a group.

LMAO – Laughing My Ass Off

LOL – Laugh Out Loud.

Lvl – Level

Melee – Close combat. The word “melee” actually means confused, riotous fighting or a wild mob of people, like a bar fight in an old western movie. In WoW they use the word to mean any fighting done within range of hand weapons. The word is pronounced “maylay,” not “mealy.”

MMOG – Massive Multiplayer Online Game

MMORPG – Massive Multiplayer Online Role Playing Game

Mob – Mobile or Monster; a creature created by the game computer.

Nerf – Make something permanently less powerful.

Newb, Newbie – A new player to the game, although the term is more often used as an insult to imply someone plays *as if* they were new.

NM – Never mind

N00b (with zeros instead of o’s) A childish way to call someone a Newb.

NP – No Problem

NPC – Non Player Character; a computer generated character that players interact with, such as a vendor, trainer or quest giver.

Nuke – A spell that does massive damage.

OMG – Oh My God

OMW – On My Way

OOM – Out of Mana. People say this to let their party know they are out of mana and can’t cast any spells, especially healing.

Org – Orgrimar

Own – thoroughly defeat another player in a fair fight; not the same as gank or PK.

Pat – Patrol; a monster that doesn't stay in one spot.

Pet – a creature controlled by a player. These can be combat pets, meaning they can fight for the player, or companion pets, which just keep the player company. Companion pets cannot be attacked.

PK – Player Kill; specifically killing another player who is at a disadvantage. This is a carry-over term from Diablo. In WoW, PKing is more commonly referred to as “ganking.”

Plz – Please. If you're asking for something you'll get farther by spelling out the word.

Prof – Profession

Pull – A group technique for controlling monsters. One of the players in a party draws or “pulls” one or more monsters back to the party. The strategy allows a party to battle just one or a few monsters at a time, rather than trying to take on a whole room full of mobs.

Primary Assist – Used on raids to tell everyone who they should be assisting. Also called “Main Assist”

Proc – Abbreviation for “Programmed Random Occurrence.” A Proc is when one of those “Chance On Hit” or “Chance On Spell Cast” items releases its occasional spell. For example, a ring called [Deadman's Hand](#) (a favorite for level 29 Twinks) grants the wearer a chance to freeze an enemy upon being hit by that enemy. Each occasion that the freezing enemy effect happens is a “Proc.” The term “Proc” applies to combat random occurrences; things that happen because of items or skills your character possesses.

This is different from “Drop Rate,” which is the chance for a monster or gathering node to drop a certain item. In technical terms, a Proc and a Drop Rate are both programmed random occurrences, but since they have different in-game applications players came up with the two distinct terms.

PvE – Player vs. Environment; it's you against the computer. It can be difficult and challenging, but it's predictable.

PvP – Player vs. Player. It's you against other actual people. It's very difficult and challenging because it's unpredictable.

Pwn – Player Own; one player thoroughly defeats another player in a reasonably fair fight. In speech the term is pronounced “pone.”

Raid – A specific type of dungeon or conquest requiring a large scale attack by a group of high level players. Normal instances or dungeons are designed for five player groups. Raids require a minimum of ten players and some are designed for forty players. Battleground teams are considered Raid groups because even the smallest BG (Warsong Gulch) is designed for ten players on each side.

Rdy – Ready

Re-Spawn – A monster that has been killed has spawned (been generated by the computer) again.

Resilience – Blizzard blew it on this word, and it confused me plenty at first. Resilience actually means the ability of a person or thing to recover quickly from damage or injury. Rubber, for example, is a resilient substance. A resilient person will regain their health

quickly after illness or injury, but they still take the initial damage to their health from that illness or injury. In WoW (and *only* in WoW) Resilience means a reduction in damage taken in the first place, especially critical strike damage, not an increased rate of recovery from damage. The folks at Blizzard should have used “Resilience” instead of “Spirit,” because that’s what they actually mean by Spirit in WoW; the rate at which a character recovers health and mana.

RL – Real Life (as opposed to the game world)

ROFL – Rolling on the Floor Laughing

ROFLMAO – Rolling on the Floor Laughing My Ass Off

Spawn – to generate a creature or thing by the server computer. As a noun: something generated by the server computer. Game terrain is permanent. Mobs and Mining Nodes are spawns.

SPI – Spirit; determines how quickly a character recovers Health and Mana.

STA – Stamina; World of Warcraft misuses yet another word. In WoW Stamina is used to mean Health. Unlike Diablo, WoW characters can run forever without losing stamina. In WoW, equipping an item with a +Stamina benefit will directly increase your character’s Health, not how long you can run or swim before becoming tired.

Stack – To hold more than one of the same item in one bag slot.

STR – Strength

Strafe – In WoW, strafe means to move your character sideways (another misused word. Shame on Blizzard!)

Tank – A character designed to withstand a lot of

damage. In a group a tank pulls a monster’s attack while the other party members damage the monster.

TB – Thunderbluff

Tell – send someone a private message.

Thx – Thanks

Toe-to-toe – Melee combat (that is, as WoW uses the term “melee” to mean any combat within range of hand weapons.)

TTYL – Talk to You Later

Twink – A character equipped with the best possible gear available to that character’s level; gear more powerful than the character could have earned on his/her own.

Uber – super, very powerful (from the German word “über” meaning “over” or “above.”)

UC – Undercity

WTB – Want to buy

WSG – Warsong Gulch (Battleground)

WTS – Want to sell

WTT – Want to Trade

XP – Experience

YW – You're Welcome

Zerg – In Battlegrounds, a blitz or rush attack focusing all efforts on offensive objectives while ignoring defense. (Borrowed from the Zerglings of StarCraft.)



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