



www.ingamerauctions.com

Facilitates online trading and auctions between MMOG players. World Of Warcraft Gold – Platinum - Gil – Accounts- Items – More! 100% free listings. Don't miss it!

World of Warcraft Gold Guide

(Last Update: August 2005)

The information contained in this document has been taken from various sources including MMOTricks, RedGuides and the Official World of Warcraft Forums. If you are the original author of any information contained herein and have proof as such, please email me at blackobsidian@ukf.net and I will update the document with credit to you.

Enjoy! =D

Reference	Section	Page
1.	<u>Introduction</u>	2
2.	<u>Gathering Professions</u>	2
2.1.	<u>Mining</u>	2
2.1.1.	<u>Arcane Crystals (level 55+)</u>	3
2.2.	<u>Herbalism</u>	3
2.2.1.	<u>Herbalism Basics</u>	3
2.2.2.	<u>Prices</u>	3
2.2.3.	<u>Gathering Routes</u>	4
2.3.	<u>Skinning</u>	5
2.4.	<u>Fishing</u>	6
2.4.1.	<u>Fishing Basics</u>	6
2.4.2.	<u>Profitable Fish</u>	6
2.4.3.	<u>Azeroth Fishing Matrix</u>	7
2.5.	<u>Level Progression</u>	9
2.5.1.	<u>Gathering Zones Levels 1-10</u>	9
2.5.2.	<u>Gathering Zones Levels 20-30</u>	9
2.5.3.	<u>Gathering Zones Levels 30-40</u>	10
2.5.4.	<u>Gathering Zones Levels 40-50</u>	10
3.	<u>Production/Service Professions</u>	11
3.1.	<u>Alchemy</u>	11
3.1.1.	<u>Profitable Recipes</u>	11
3.1.2.	<u>Transmutes</u>	11
3.1.3.	<u>Factioning</u>	12
3.2.	<u>Enchanting</u>	12
3.2.1.	<u>Enchanting Basics</u>	12
3.2.2.	<u>Instance Farming (level 60)</u>	13
3.2.3.	<u>High Level Enchanting</u>	13
4.	<u>Farming</u>	14

1. Introduction

Nearly everything in World of Warcraft requires gold, equipment, repairs, mounts, spells, and they usually rise as you increase in level. In this guide we will show you how to keep your coin purse filled to the brim with easy strategies both common and unique. We've offered a bevy of strategies for you to pick and choose from, mix and match in order to adapt to your style of play.

You won't need to change your play style whether you're a hardcore Uber Powergamer, or a casual player. Simply pick and choose the spots and professions that most interest you and we'll show you how to accumulate gold.

2. Gathering Professions

Perhaps the simplest method of farming gold is to use both your professions early in the game for gathering professions, such as Mining, Herbalism and Skinning. The time to gather is only seconds away from your normal XP grind and after smelting the ore into bars, stacking your leather and herbs, you can sell them in the Auction houses of Ironforge or Ogrimmar for some decent cash. Alchemy and Mining seem to sell better in the early game, but ultimately the choice is at your discretion, so we'll put together some numbers in order to help you make a more informed decision. Also, you'll want to download and install some Custom Tradeskill UI's; Curse's Gatherer UI <http://www.curse-gaming.com/mod.php?addid=44> is an excellent choice for Miners and Herbalists. This UI automatically logs any ore/herb deposits you come across while adventuring. The deposits are marked by green or red circles on your world/mini map and if you place your cursor over a symbol, the UI will tell you what resource (Silverleaf, Copper etc) can be farmed from that deposit. The UI will even give you an estimate of how long it will take to refresh the deposit and how many units are available. This makes gathering especially easy once you have leveled up your skill. You can simply pull up a world map and scan which deposits you want to hit and plot out a route gathering all your materials in minimal time.

2.1. Mining

Mining is a great cash cow because there are multiple professions, which require various metal bars to create items. Engineering and Blacksmithing (and more specialized weapon smiths and armor smiths) assure a solid demand for metal bars in the Auction House. Mining can also yield expensive gems and specialty items. Plus the stones for blacksmithing can be vendored or sold in the Auction House for decent cash.

You'll also want to have an enchanter put a modifier enchantment on your gloves to have +5 mining skill.

Here are some numbers regarding metal ore:

<u>Metal Bar</u>	<u>Mining Skill</u>	<u>Approx. AH Price (per stack)</u>
Copper	1	60s - 80s
Tin	65	40s - 90s
Bronze	65	80s - 1g20s
Silver	75	5g - 8g
Iron	125	2g50s - 3g
Gold	155	2g - 4g
Steel	165	
Mithril	175	6g - 8g
TrueSilver	230	3g - 5g
Dark Iron **	230	(ore x10) 7g - 15g
Thorium	250	5g - 8g

Stones used in blacksmithing are also very profitable and usually come in higher quantity than metal ore from mineral veins.

<u>Stone</u>	<u>Found In</u>	<u>Price</u>
Rough Stone	Copper/Tin Vein	10s - 20s (stack of 20)
Course	Tin/Iron Vein	50s - 80s (stack of

Stone		20)
Solid Stone	Iron/Mithril Vein	1g - 2g (stack of 20)
Heavy Stone	Mithril/Thorium Vein	2g - 5g (stack of 20)

Bear in mind that these prices are simply a sampling and prices will vary and fluctuate on any given server depending on population and rule set (pvp/pve). It is a good idea to take a look at the prices in the AH on your server and modify your farming strategy accordingly. <http://www.thottbot.com> is a great research tool for finding mineral deposits; simply type a mineral like Mithril into the search field and click the item at the top, then select the zone you want to farm from a list. A map will display all the mineral deposits in a zone. Depending on the minerals you are farming, Mining can net you anywhere from 5g – 50g/ hour.

2.1.1. Arcane Crystals (level 55+)

With new profession recipes being released after patch, mining strategies and server economies change. Mining Arcane Crystals for blacksmithing is currently a booming business and can be very profitable. Arcane Crystals can fetch anywhere from 20g – 40g (30g seems to be average) in the Auction House and are very much in demand right now. Arcane crystals are rare (approximately 3% drop rate) and are found in Rich Thorium Veins. Burning steps, Ungoro, Winterspring, and Eastern Plaguelands seem to be hotspots for the arcane crystal drops. A good idea would be to wait till the server population is low (late night or early morning) and farm the thorium veins. Dire Maul East is also a great place to mine thorium/arcane (2-3 veins per run) assuming you have a group. You need to defeat the final boss Alzinn the Wildshaper to get to the vein, but the run is fairly quick (~30 mins) with a good group. The veins are located in the tunnel behind the boss area that leads to the exit. You can exit, reset instance and repeat. Also, be on the lookout for Azerothian diamonds and blood of the mountains, rare gemstones found in thorium veins that sell for 40 - 100g each. Unfortunately, they have about a 1% drop rate. You can find more mining information at <http://wow.allakhazam.com/db/guides.html?guide=392>
<http://wow.tentonhammer.com/index.php?module=ContentExpress&file=index&func=display&ceid=153&meid=74>

2.2. Herbalism

2.2.1. Herbalism Basics

Herbalism is another gathering profession that can yield quite a bit of cash if you are willing to put the time into farming. It's not much and you can do it as you adventure. The benefits are that herbs are abundant and they respawn quickly. As mentioned in the Mining section, Curse's Gatherer UI is extremely helpful, as is <http://www.thottbot.com>. Like mining you can search for an herb and pull up zone maps for where to find the deposits. Gatherer will then record them in your world map so you don't have to shift between <http://www.thottbot.com> and Warcraft. Like mining you can put a +5 modifier enchantment on your gloves to increase your Herbalism skill.

2.2.2. Prices

Here are some Auction house prices on stacks of herbs: -

Plant	Herbalism Level	Approx. AH Price (per stack)
Silverleaf 1 30-40s	1	30s - 40s
Peacebloom 1 20-30s	1	20s - 30s
Earthroot 15 30-50s	15	30s - 50s
Mageroyal 50 70s-1g	50	70s - 1g
Briarthorn 70 1g50s – 2g	70	1g50s - 2g
Stranglekelp 85 4g -6g	85	4g - 6g
Swiftthistle 85 4g-5g	85	4g - 5g
Bruiseweed 100 30s – 50s	100	30s - 50s
Wild steelbloom 115 7g – 8g	115	7g - 8g
Grave Moss 120 9g – 10g	120	9g - 10g

Kingsblood 125 7g -9g	125	7g - 9g
Liferoot 150 80s – 1g	150	80s - 1g
Fadeleaf 160 7g – 8g	160	7g - 8g
Khadgar's Whiskers 185 3g – 5g	185	3g - 5g
Wintersbite 195 5g – 6g	195	5g - 6g
Firebloom 205 2g- 4g	205	2g - 4g
Goldthorn 215 6g – 8g	215	6g - 8g
Mountain Silversage 285 8g – 10g	285	8g - 10g
Plaguebloom 285 5g -6g	285	5g - 6g
Dreamfoil 250 7g -8g	250	7g - 8g
Ghost Mushrooms 200 20g	200	20g
Gromsblood 250	250	

As you can see from chart, Wild Steelbloom and Kingsblood are the most in demand among the common plants. The problem is that most of these herbs are only found in certain areas that may be farmed extensively by other players. Grave moss, for instance, is only found in high concentrations in Duskwood and Wetlands. Use <http://www.thottbot.com> to pull up a map on where to find them. Wild Steelbloom can be found in large quantities in Stranglethorn Vale and Arathi Highlands among other areas. Ghost Mushrooms are found off of elite mobs in Maraudon instances. Again, use <http://www.thottbot.com> to pull up maps on where to find these plants.

2.2.3. Gathering Routes

If you are planning on gathering herbs and selling them in the Auction House your route throughout Azeroth is important since some zones are better for picking herbs than others. Time is a factor as is zone population and risk of death. As mentioned before, Kingsblood is one of the most profitable common herbs because of demand from faction turn in quests for the Thorium Brotherhood, and its use in healing and mana potions.

Alterac Mountains (level 35+) - One of the best routes for gathering Kingsblood and other herbs while on the way (Goldthorn, Fadeleaf, Sungrass) is to plot a route starting in the Alterac Mountains and leading up into the Hinterlands. If you follow the outer mountain ridge surrounding the Alterac ruins you can find lots of Kingsblood plants. Follow the north road up into the Hinterlands, and then follow the mountain ranges east to collect Sungrass and Fadeleaf. This route can net 20g from the auction house for only 30-45 mins of collecting.

Scarlet Monastery (level 35+) - If you have a love of repetitive tasks; you can even farm Kingsblood and Fadeleaf from the Scarlet Monastery instances. Being a rogue will help though since you will need to stealth past, or kill a few mobs first. Go to SM Library for Fadeleaf, it's a 100% spawn (second room) resetting the instance every time you get one. To reset an instance simply invite a friend, leave the instance, then leave the group. For Kingsblood, go to the graveyard; there are 2 picking plants for Kingsblood in there, just pick, then reset. You can make 20-30g/ hour this way.

Stranglethorn Vale (level 40+) - Another nice little path is in the surrounding roads of Lake Nazferiti in Stranglethorn Vale. Fadeleaf and Kingsblood are abundant around the lake and surrounding coasts. Wild Steelbloom grows in the northern and western mountains. Khadgar's Whisker grows through out Stranglethorn Vale as well. A few rounds about the lake, mountains and coast can net upwards of 100 gold per trip.

Blasted Lands (level 45+) - Another route is Swamp of sorrows to Blasted Lands to collect Fadeleaf and Gromsblood. Take a look at the Swamp of sorrows map of fadeleaf plants <http://www.thottbot.com/?m=21502> If you start at the northern central area of the zone and move southwest you will come across many fadeleaf plants to pick. This path leads directly to the Blasted lands. If you follow the southern road around the bend to Nethergarde keep there should be gromsblood plants on the right and left. If you are flying in via griffon it might be a good idea to follow the road around Blasted lands and up into the swamp of sorrows, then double back to Nethergarde keep for your exit. One of these runs can net about 20-30g for a quick 30 mins of work.

Dire Maul (level 50+) - Farming Dire Maul east is also a decent place for gathering herbs and you don't even need Herbalism. Simply zone in to the instance on the eastern side of Dire Maul and kill the whip lashers to the left. They are pre-grouped and thus great AoE'ing with a mage or warlock. The loot tables can be found on <http://www.thottbot.com> but the plants can drop dreamfoil, briarthorn and blindweed. Additional drops like living essence and items can result in net gain of 20-40g per hour depending on drops.
http://db.gamefaqs.com/computer/doswin/file/world_of_warcraft_herb_alchemy.txt

2.3. Skinning

Skinning can be a lucrative profession as well, since like Mining and Herbalism, it takes little more than a few seconds between adventuring. Here are some stats on leather supplies and the level mobs you need to farm. Leather is in high demand because Engineers, Tailors, Blacksmiths and of course Leatherworkers need it to craft their goods.

Mob Level	Skin/Drop	Approx. AH Price (per stack)
1-16	Light Leather/Hide	25s
17-30	Medium Leather/Hide	35s
31-40	Heavy Leather/Hide	50s
41-50	Thick Leather/Hide	65s
50-60	Rugged Leather/Hide	1g - 2g

Unfortunately, without leatherworking you can't make the higher end leather trade supplies. That's ok because unless you plan on going the route of elemental or tribal, leatherworking as a compliment to skinning is not very profitable. However, staying on the supply side and gathering resources with skinning can net you some cash. The best way to gather the skins to place in the Auction House is to farm skinnable humanoids. Farming skinnable humanoids kills two birds with one stone. Being humanoids, the mobs will drop coin. Skinnable corpses will allow you to glean some leather working supplies for extra cash. Here are some spots to find higher-level skinnable humanoids.

If you decide to stick with skinning for most of your career, you'll want to pick up Finkle's Skinner <http://www.thottbot.com/?i=13374> - Finkle's Skinner drops off of the Beast in Black Rock spire and adds +10 to skinning. You can also put a skinning enchantment on your gloves for +5 skill as well.

Hillsbrad Foothills (level 30+) - In the central part of Hillsbrad foothills, north of Southshore, you'll find a cave with Cave Yeti and Ferocious Yeti. These mobs drop decent coin about 1s a piece and they are skinnable. The yetis also have a chance to drop some decent loot. <http://www.thottbot.com/?s=yeti> <http://www.thottbot.com/?n=404621> The yeti can even be AoE farmed if you have a mage or warlock. Just gather them up with a wand or have a melee do it. You can make 5-10g here per hour as a good start.

Alterac Mountains (level 30+) - Giant Yeti <http://www.thottbot.com/?n=360684> in Alterac Mountains will also yield a lot of leather and coin since they are skinnable humanoids. You can find these mobs around the mountains surrounding the Ruins of Alterac. They can be skinned for heavy leather and heavy hide which sells moderately at 50s a stack. You can make about 5-10g per hour here.

WinterSpring (level 45+) - Winterspring is a good place to kill skinnable humanoids. The Ice Thistle yeti around overlook and off into the East near the Ice thistle caves will drop 4-6silver and can be skinned for rugged leather. The Yeti also have loot tables with a few blue and purple items as you can see at: <http://www.thottbot.com/?n=360491>

There are lower level Feral Scar yeti in Feralas also which are good for looting/skinning. The ones in the west center area are around level 45 and the ones in the north Rage Scar Vale area are 48-50. Skinning will only net about 5-10g per hour, but the drops are an added bonus as is the skinning skill ups and XP if you need them.

Un'Goro Crater – Devilsaur (Level 50+) - Devilsaur mobs are usually level 53 elites that wander around the southern part of the zone near the entrance from Tanaris. Skinning Devilsaur leather can be extremely profitable. The leather sells for about 5g a piece. Devilsaur mobs are fairly uncommon so it'll take some tracking work (Hunters will do well here) so you can hunt down 4-5 inside an hour for at least one Devilsaur leather per piece which translates into 20-25g per hour.

Black Rock Spire/Wetlands (level 55+) - Later on, you'll want to skin high level elite Dragonkin mobs like Rage Talon Captain and Chromatic dragonspawn and in Black Rock Spire to get Dragonscales, which are used for Dragonscale armor and can fetch 1-3g each. There are also elite dragon mobs called Red Dragonspawn in the eastern mountain pass of the Wetlands. You can skin Red Dragonscales off these as well. You can farm 20-40g/hour depending on your group and how many dragons you can kill. Molten Core (level 60) Molten core mobs will also yield core leather for Chromatic and Dark Iron armor. Guilds usually run Molten Core raids and thus designate a guild skinner to gather up the leather, so you'll have to be creative if you want to farm core leather. If you find a way, these leathers will be very valuable.

2.4. Fishing

2.4.1. Fishing Basics

Another lucrative profession that requires a minimal amount of effort is fishing.

Alchemists are in constant need of fish oils to concoct their potions. Recipes like Fire oil, Blackmouth oil, Elixir of Giant Growth and Stonescale oil. Fishing is a great profession, because it requires little more than sitting by a quiet body of water, casting out your line and clicking the bobbing lure when a fish takes hold. Up until recently, macros were available for players to automatically fish. Unfortunately, blizzard banned the use of such macros. They are still around the Internet, but use them at your own risk, if at all. Cooking and fishing also go hand in hand, and since they are secondary professions you can take both and still have your main professions. As an added bonus, occasionally you'll fish out a clam that can yield expensive pearls. Golden pearls can go as high as 30g in the Auction House. The Cosmos UI is excellent for fishing, because it has a specialty feature called Tacklebox designed specifically for fishing. This is not a Macro or Bot, which is illegal; it does however make fishing much easier and faster with fast cast and auto pole and glove locators. First, you'll need to get your fishing skill up. The only way to do that is to fish; however, here are some tricks to boost your fishing bonuses. Shiny baubles can be bought from fishing vendors very cheap; they only cost about 25-30c each and will increase your fishing skill by 25 for 10 minutes. Nightcrawlers will increase your fishing skill by 50 for 10 minutes. There are also a few enchantments for your gloves that will give you an extra 2 or 5 fishing skill. Engineers can make Aqua Dynamic Fish Attractors, which increase your fishing skill by 100 for 5 minutes. These attractors are fairly cheap, usually running about 1g for a stack of 20.

Another great aid to your Fishing is "Big Iron Fishing Pole". Although this is a rare drop in Desolace it adds +20 to your fishing skill meaning less fish get away from you and you catch them quicker. Well worth the effort if you're serious about making money with Fishing.

"Big Iron Fishing Pole" is a rare drop from the "Shellfish Traps" in the far South-West of Desolace.

The area is surrounded by 34ish mobs and 1 in 4 traps release another mob of 34ish so be prepared to fight or flee. As an example of how rare it is, I'm a Druid and was using SeaLion form and I was opening one trap, swimming to the next, opening that, swimming to the next etc and I did this for 2 hours and 30 minutes and still never got my Pole.

2.4.2. Profitable Fish

The Barrens – Wailing Caverns - Deviate Fish (level 20-30)

Deviate fish are an excellent catch that can net you up to 40 gold an hour. These little fish are fun because eating them will grant you a random buff like regeneration, armor, and even turn you into a pirate, or a ninja. A single deviate fish can go for as much as 1g each and even more if it is cooked. You can fish for deviates in the Wailing Caverns, and in the oasis's (stagent and lushwater) of The Barrens at location 46.37.

In order to cook your deviate fish you will need to get a recipe for Savory Deviate Delight -

<http://www.thottbot.com/?i=678> You can find the recipe off of various mobs in the barrens as well as south sea pirates in Tanaris.

Stranglethorn Vale/Wetlands (level 20-35)

Firefin snappers are used to create Fire oil which is a necessary ingredient in Elixirs of Fire Protection and Firepower, as well as many tailoring recipes like Crimson silk items. The demand for these fish is fairly healthy. Firefin Snappers are primarily caught in the southern tip of Booty Bay in Stranglethorn Vale, Baradon Bay in the Wetlands, and around the coast of Azshara. Stacks of Firefin snappers (20) go for 1-3g in the Auction House. Rumor has it, these fish are more easy to catch at night. You can catch a stack in fewer than 30 mins with the right conditions. This is a profitable time killer if you are waiting for the boat.

The oil made from Oily Blackmouth fish is very profitable, because it is used in alchemy, most notably for Free Action Potions, but also Elixirs of Water Breathing, Waterwalking, and Swim Speed potions. Blackmouth oil is also used in enchanting for Fishing Enchantments on gloves. You can find Oily Blackmouths by fishing off of Ratchet Wharf, Longshore in Westfall, and Menethil Harbor in Wetlands (near the sunken ship) as well as near the Gryphon Master in Auberdine. Stacks of Oily Blackfish go for 2-3g in The Auction House.

Feralas – Feathermoon Stronghold (level 40+)

Stone Scale Eels can be made into Stonescale Oil by Alchemists. The Oil is in demand because it is used for Elixirs of Superior Defense, Flask of Petrification, and Titans, and Greater Stoneshield Potions. You fish these off the coast of Feathermoon Stronghold in Feralas, Land's End Beach (far south of Tanaris) and off of Steamwheedle port. Stonescale eels can go for as much as 15g per stack (20) which translates to about 30g per hour.

2.4.3 - Azeroth Fishing Matrix

	Alterac Mountains	Arathi Highlands	Ashenvale	Azshara	Blackfathom Deep	Darkshore	Deadwind Pass	Desolace	Don Morogh	Durotar	Duskwood	Dustwallow Marsh	Eastern Plaguelands	Elwynn Forest	Felwood	Feralas	Frostfire Hot Springs	Hillsbrad Foothills	Ironforge	Loch Modan	Maraudon	Moonglade	Mulgore	Orgrimmar	Redridge Mountains	Silithus	Silverpine Forest	Stonetalon Mountains	Stormwind City	Stranglethorn Vale	Swamp of Sorrows	Tanaris	Teldrassil	The Barrens	The Deadmires	The Hinterlands	The Temple of Atal'Hakkar	Thousand Needles	Tirisfal Glades	Un'Goro Crater	Wailing Caverns	Western Plaguelands	Westfall	Wetlands	Winterspring			
Zone																																																
10 Pound Mud Snapper	X			X					X	X				X									X	X							X	X	X					X										
12 Pound Lobster				X					X					X									X	X														X										
12 Pound Mud Snapper	X			X					X	X				X									X											X	X				X									
15 Pound Lobster				X					X					X																																		
15 Pound Mud Snapper	X								X	X				X									X										X						X									
15 Pound Salmon*		X	X			X	X					X	X			X		X						X	X	X		X	X	X	X				X												X	
17 Pound Catfish		X	X		X	X					X	X		X				X		X			X	X	X	X	X	X	X	X			X				X			X			X	X				
18 Pound Salmon*						X																		X	X													X			X							
19 Pound Catfish	X	X	X		X	X	X	X			X	X						X	X	X			X	X	X	X	X	X	X	X	X		X	X				X			X		X	X				
22 Pound Catfish	X	X	X		X		X				X	X						X	X				X	X	X	X	X	X	X	X			X					X			X			X	X			
22 Pound Salmon*																																																X
26 Pound Catfish			X															X							X		X		X										X									
32 Pound Catfish	X	X	X				X				X							X						X		X		X																				
34 Pound Redgill*				X										X	X					X	X										X					X	X			X		X						
37 Pound Redgill*			X	X										X	X					X	X										X					X	X			X		X						
40 Pound Grouper				X											X															X		X				X												
42 Pound Redgill*			X	X										X	X							X															X											
45 Pound Redgill*															X							X																										
47 Pound Grouper				X											X							X								X		X					X											
49 Pound Redgill*														X	X							X														X						X						
53 Pound Grouper				X											X							X										X					X											
59 Pound Grouper				X											X							X								X		X																
68 Pound Grouper															X							X									X																	
Bloated Catfish			X								X							X						X			X																		X			
Bloated Mud Snapper					X	X														X			X				X		X						X						X							
Bloated Redgill*															X	X						X															X	X			X							
Bloated Salmon*						X											X					X																										X

[illegible]

[illegible]

2.5. Level Progression

Gathering professions should occupy your two primary profession slots on up into your 40's. We've talked about all the tips of the gathering progressions and how to make them profitable from an end game perspective. However, as a new player or simply a new character, it's important to start out on the right foot so that you can easily gather enough gold to purchase Spells, Equipment and a Mount (level 40)

It's important to start out knowing which zones will be appropriate to level and gather items. It's recommended that as a novice player without any gold (Assuming a new player or new server) start with two gathering professions, Skinning and Mining are preferable since Herbalism supplies like Silverleaf and Peacebloom don't sell well in the Auction House. Leather supplies, however, are in great supply and have a healthy demand from other production professions as we have discussed. Mining starts out fairly lucrative since the earliest metal you can mine is copper, which as we said sells for at least 50s - 1g/stack.

Also remember to train Fishing, cooking, and First Aid as secondary professions before you leave to start leveling. Characters that don't have these profession trainers in their starting cities may have to wait until they are a few levels higher so they can travel to major cities like Stormwind, Ironforge, Ogrimmar, The Undercity, etc. Remember to pick up a fishing pole/skinning knife/mining pick as soon as you are able. The reason you want to train all three secondary professions is that you won't have to spend silver on food and bandages, which, over time, can add up and cut into your gold supply. You fish out sustenance, cook it up at a local camp, fashion bandages from cloth looted off of humanoids to heal yourself in battle. A frugal play style will reward you in the end.

2.5.1. Gathering Zones

Levels 1-10

Level Mining (65)

Herbalism (50)

Skinning (50)

Fishing (100) with buffs

Most any starting zone (levels 1- 10) will be plentiful with copper veins, Silverleaf and Peacebloom plants, humanoids for cloth and beasts for leather. Here are some zones that are filled with all of these:

Trisfall Glades (Horde)

Elwynn Forest (Alliance)

Dun Morogh (Alliance)

Durotar (Horde)

Remember to utilize your downtime wisely, and farm every bit of trade material you can. Granted at earlier levels you will have limited pack space for equipment and quest items, that's why it's important to farm the trade materials so you can buy pack space. If you come across a body of water, spend a few minutes fishing there for a food stock as well as some skill level increases. This is another reason you want to spend your time wisely, as you level your skill levels should increase also. Level zones and the skill levels required for certain profession skills correspond. In other words you won't want to waste time going back to lower level zones to farm skill-increases so its best to do it as early as possible and continue throughout your adventuring.

2.5.2. Gathering Zones

Levels 20-30

Level Mining (125)

Herbalism (100)

Skinning (125)

Fishing (150) with buffs

The Barrens

A wide-open zone with lush oases perfect for Silverleaf, Peacebloom plants. Also not the Wailing caverns which house a fishing spot for Deviate fish, which are explained in the Profitable Fish Section. Be sure to keep a look out for the Cooking Recipe: Savory Deviate Delight when killing humanoids.

Loch Modan

A mountainous region with many caves that are heavy on copper/tin veins, which can be combined to make bronze, which sells very well. Also there are plenty of plants for Herbalism. Within the Ironband Excavation site there are copper and Iron deposits as well as named mobs that drop green items for disenchant. If you haven't already, it would be a good time to start an alt, get to level 5 in an hour or two and take up enchanting for disenchanters as we will explain later.

Stonetalon Mountains

Charred Vale is an excellent mining spot for tin, iron and mithril veins.

Wetlands

Prime ground for skinning leather, most mobs are beasts Crocolisks, Raptors, etc. Stranglekelp (coast) and Briarthorn are abundant in this region.

2.5.3. Gathering Zones

Levels 30-40

Level Mining (175)

Herbalism (150)

Skinning (175)

Fishing (200) with buffs

Scarlet Monastery

Kingsblood and Fadeleaf instance grabs.

Stranglethorn Vale

Around Nazferiti Lake, Kingsblood, Khadgar's Whisker

Alterac Mountains

Route up into Hinterlands for Kingsblood, Sungrass and Fadeleaf

Arathi Highlands

Excellent zone for Goldthorn, Mountainous area with Tin, Iron, and Mithril veins. Some key areas are the Withebark Village, Drywhisker Gorge, Bouldefist Outpost for veins, The northern mountain ranges for veins and goldthorn. Burning exiles for Elemental Fire drops

2.5.4. Gathering Zones

Levels 40-50

Level Mining (225)

Herbalism (200)

Skinning (225)

Fishing (300) with buffs

Blasted Lands

Gather Gromsblood and fadeleaf around the northern part of the zone and into Swamp of Sorrows while XP grinding. Mithril veins are also scattered around the surrounding mountain ranges.

Hinterlands

Goldthorn, Fadeleaf, and Sungrass gathering, Un'goro Skinning, Mining

Once you are well into your 40's and 50's it's time to put the gathering on hold. If you want to switch to other crafting professions, now would be the time to do it, although you should be aware that Gathering will always be the most profitable professions and if you drop a profession you will need to backtrack in lower level zones to build up your skill again, should you decide to use them again.

3. Production/Service Professions

3.1. Alchemy

3.1.1. Profitable Recipes

Alchemy is a useful profession for both profit and adventuring. However, buying plants can seriously cut into your profit margin. So, it's recommended that you use Alchemy in conjunction with Herbalism, and then sell excess plants in the Auction House. Health and Mana potions are the bread and butter of any alchemist's operation, but other potions like swiftness potions, rage potions, fire resistance potions, and free action potions can make a ton of money. Swiftness potions are great escape tools for cloth and low hp classes, resistance potions serve high level raid groups well (Fire BRD) and free action tools are perfect for PVP in the battlegrounds.

All Herbalism recipes can be found at <http://www.thottbot.com/?t=Alchemy>

Here is a chart of a few potions:

<u>Potion</u>	<u>Ingredients</u>	<u>Price (Stack of 5)</u>
Major Healing Potion	2x Golden Sansam	6g - 7g
	1x Mountain Silversage	
	1x Crystal Vial	
Swiftness Potion	1x Swiftthistle	4g - 6g
	1x Briarthorn	
	1x Empty Vial	
Free Action Potion	2x Blackmouth Oil	5g - 6g
	1x Stranglekelp	
	1x Leaded Vial	
Greater Fire Protection Potion	1x Elemental Fire	12g - 16g
	1x Dreamfoil	
	1x Crystal Vial	

3.1.2. Transmutes

Alchemy Transmutes are another profitable avenue. Although Essence transmutes are on long timers, about 1 day each, each transmute can grab you a few gold for 3 seconds work. Here is a table of transmute recipes:-

<u>Transmute</u>	<u>Location</u>
Recipe: Transmute Air to Fire	Vendor Bought: Argent Dawn Quarter Masters (Must get Honored Faction with Argent Dawn)
Recipe: Transmute Earth to Life	Dropped http://www.thottbot.com/?i=18553
Recipe: Transmute Earth to Water	Meliosh – Felwood http://www.thottbot.com/?n=97561 (Timbermaw Faction Needed)
Recipe: Transmute Fire to Earth	Vendor Bought: Plugger Spazzring - Black Rock Depths. http://www.thottbot.com/?n=18915
Recipe: Transmute Life to Earth	Dropped http://www.thottbot.com/?i=19065
Recipe: Transmute Undeath to Water	Dropped http://www.thottbot.com/?i=18818

Recipe: Transmute Water to Air	Vender Bought: Magnus Frostwake
	http://www.thottbot.com/?n=124928
	(Must complete all 3 of the Eva Sarkhoff quests in Scholomance)
	1) Doctor Theolen Krastinov, the Butcher
	2) <i>Kirtonos the Herald</i>
Recipe: Transmute Water to Undeath	3) Krastinov's Bag of Horrors.
	Dropped
	http://www.thottbot.com/?i=25758
Recipe: Transmute Arcanite	Alchemist Pestlezzug
	http://www.thottbot.com/?n=5791

3.1.3. Factioning

As you can see from the chart, some transmute recipes are vendor bought, but also require factioning for the vendor to sell to you. Argent dawn quartermasters, for instance, will only sell to you if you are honored. To increase your faction with the Argent Dawn, you must acquire the Argent Dawn Commission Trinket from the Chillwind Camp in Western Plaguelands. Wear this trinket while killing various undead mobs in Western and Eastern Plaguelands and they will drop Scourgestones for turn it at any Argent Dawn outpost. Meliosh in the Timbermaw camp also requires factioning. In order for Meliosh to sell to you, you must be of friendly status with the Timbermaw Furbogs. In order to increase your faction you must kill Winterfall and Deadwood Furbogs, enemies of the Timbermaws. There is also a quest called Timbermaw Ally which can be gotten from Grazle in Felwood in the Timbermaw camp. The quest is repeatable.

3.2. Enchanting

3.2.1. Enchanting Basics

Enchanting is quite possibly one of the most powerful and lucrative professions in World of Warcraft. As you know, green, blue and purple magical items are needed for disenchant in order to gather supplies for enchantment spells. Selling your services as an enchanter can be very rewarding, however, there is an inordinate amount of time needed to be spent to find customers and perform services. Not to mention the server economies have some enchantment prices falling well below the cost of materials. A better idea is to gather up enchantment supplies and put them up for sale in the Auction House. Cheap green items can be disenchanted into enchanting supplies like Strange Dust and Greater Magic Essence, which will be two and three times as valuable as the item you disenchant. Scouring the Auction House for cheap magical items for disenchant can yield incredible results. Gather up all the green items you can find for 10s or less, and then disenchant them for a few gold. Also, keep any magical items you find while adventuring. Enough items will eventually yield high priced essences and shards. Higher level green and blue items can yield results of a single shard that can sell for as much as 5 or 10 gold.

Here is a chart of some of the more profitable Enchanting Supplies:

Item	Price
Dream Dust	4g - 6g (Stack of 10)
Greater Nether Essence	3g - 5g (Stack of 10)
Large Radiant Shards	7g - 9g (Stack of 10)
Illusion Dust 1-2g	1g - 2g (Stack of 10)
Vision Dust	1g - 3g (Stack of 10)

Here's a basic breakdown of what you can expect from disenchantants:-

Armor - Dust
Weapons - Essence
Blue Items - A shard
Purple Items - Multiple shards

Farming low level zones to easy kill lots of low level mobs can yield tons of green items for disenchant.

3.2.2. Instance Farming (level 60)

You can also farm higher instanced zoned if you are clever. Rogues and Shadow priests can sneak through most mid to high level instances with stealth and shadow form. They can sneak through to the boss mobs, kill them quickly and flee the instance. Reset the instance and repeat. Here are a couple of instances and guidelines that can make you 80-150g / hour if done correctly.

Ulduman – Back door- Galgann Firehammer <http://www.thottbot.com/?n=613996>

Galgann Firehammer is located in Dig Three of Ulduman. With shadowform a shadow priest can get past most of the surrounding mobs if he's careful. Dig three is easily accessible from the backdoor of Ulduman which is at co-ordinates 65.45, Northwest of Lethor Ravine. Once you are at Dig three prepare for battle. Put up Powerword Shield, curse and nuke Galgann with everything you've got and flash heal where necessary. Ignore his adds, kill him quickly then AoE fear any stragglers as you flee the zone. Exit, reset the instance and repeat. Galgann has an assortment of blue and green item drops as you can see in his thottbot profile. Cart these items back to the Auction House, Disenchant, and sell. You can see a video demonstration at: <http://www.warcraftmovies.com/movieview.php?id=4111>

Scarlet Monastery – Library – Arcanist Doan <http://www.thottbot.com/?n=412620>

A similar method can be used in the Scarlet monastery instances. Simply stealth past the mobs in the instance to get to the bosses, kill them, loot items, reset the instance and repeat. Arcanist Doan is a prime target because he is a solo caster boss. His items are slightly lower level and have lower disenchant items, but you can make 40-60g/hour without breaking a sweat.

High Inquisitor Fairbanks <http://www.thottbot.com/?n=318597>

Herod <http://www.thottbot.com/?n=18624>

Scarlet Commander Mograin <http://www.thottbot.com/?n=412411>

High Inquisitor Whitemane <http://www.thottbot.com/?s=white>

All are to be found in the Chapel of the Cathedral. Be wary though, Herod has a spinning attack which can hit for over 700 damage. A single trip killing every boss in Scarlet Monastery can yield 30-50g in items, silk, and coin.

3.2.3. High Level Enchanting

After level 250, enchanting can require some gold investment to become more profitable. Higher level enchantment recipes can run a few gold, the +7 and +9 stat enchantments can run 5 – 10g and the even higher level and more rare enchantments like +9 int on a 2h can run as high as a few hundred gold. The supplies will be hard to come by since you'll need to disenchant valuable blue and purple items. There is a way around this, however. You'll need some heavy factioning to be able to buy the higher level recipes. Here are some tips.

Guide Title 21 +22 int on a 2h weapon can be bought off a vendor in the bar BRD. You need to have revered faction with the Thorium Brotherhood. As mentioned in the Herbalism section, Kingsblood can be used to turn in for higher faction with the Thorium Brotherhood. Timbermaw faction is also good to have because you can buy enchantments and alchemy recipes off of Meliosh in the Timbermaw camp in Felwood. Argent dawn is another faction you'll want to increase so you can buy recipes off of the Argent Quartermasters. Here's a list of the NPC's, their zone and what recipes they sell:

NPC Zone Recipe

Argent Quartermaster Hasana /Lightspark Western Plaguelands Winterspring Formula: Enchant Bracer – Healing Formula: Enchant Bracer - Mana Regeneration

Lokhtos Darkbargainer Black Rock Depths bar Formula: Enchant Weapon - Mighty Spirit Formula: Enchant Weapon - Strength
Meliosh (Timerbmaw) Felwood – Felpaw Village Formula: Enchant Weapon – Agility

If you want to simply go the disenchanting road and sell all your enchantment supplies in the Auction House, you should know that any novice enchanter starting at level one can disenchant any level item. This means that a level 1 enchanter can disenchant a level 60 epic item and still get the same enchantment supplies. It pays to have a low level alt (level 5 is the requirement for the enchanting profession) to mail all the items you come across/craft and have them disenchanted to post in the Auction house. This frees up the two main professions on your main character. However, this also means that you will not be able to disenchant any bind on pickup items, unless someone in your party is an enchanter.

4. Farming

By now, at level 35, you've gotten your profession skills high enough and have many of your skills and spells. You'll want to start grouping for higher level zones to get more highly sought after equipment. Item farming and cloth farming go hand in hand since most of the higher level mobs that drop Mageweave or Runecloth usually have very nice loot tables with blue and purple items.

Demons can drop Felcloth, which can be transmuted into Mooncloth every four days by a high level tailor. The following is a list of spots that are very lucrative in terms of coin, cloth and items according to Continent.

Arathi Highlands – Go'Shek Farm (Alliance) /Dabyrie's Farmstead (Horde) (level 35+)

In the eastern part of Arathi Highlands there are two farms, one horde faction and the other alliance. Both farms are populated by melee mobs packed together in buildings and in the fields. Either area is a good place to farm silk and coin as well as some green items. Silk and coin will net you 5-10g per hour.

Scarlet Monastery (level 35+)

The library instance in Scarlet monastery is an excellent place to farm coin and silk cloth. Mobs can drop as many as 4 pieces of silk which sells very well in the Auction house for about 50-60s a stack. As mentioned in the instance farming section, Arcanist Doan can drop some very nice Blue items like the Illusionary Rod and Hypnotic Blade. You can make 5-10g an hour with silk and coin alone, plus the drops from the bosses as mentioned in the enchanting section.

Badlands (level 35+)

Agmonds End in the Badlands is a good place to farm Enraged Rock Elementals. The elementals are melees with some knock down effects but nothing too difficult. They can drop a lot of blacksmithing stones like smooth stone chips, solid stones and deep rock salt which you can sell in the Auction House for some gold. See the mining section for prices. The elementals also have a chance to drop elemental earth which is used in professions like tailoring, leatherworking and smithing. Then there are the loot tables for green and blue items. With the stones you can make 10-15g/hour

<http://www.thottbot.com/?n=389694>

Arathi Highlands – Circle of West Binding (level 40+)

The Circle of West Binding is a smaller version of the Fire Plume ridge in Un'goro. This area is populated by about 10 Burning Exiles level 37-39. Melees will trouble with these mobs since they have a damage shield and hit fairly hard. Casters like Mages and Priests do well with ranged attacks. The Exiles will drop elemental fire (1-2g each) burning pitch (vendered for a few silver) and coal for smelting. With the vendor drops and elemental fires you can make about 5-10g per hour.

Western Plaguelands- Sorrow Hill (level 45+)

Sorrow hill is a very popular area, it can get crowded sometimes with horde and alliance (beware of 5 man deathsquads that are on their way to Scholomance or Stratholme coming through). Sorrow Hill is just east of the Chillwind camp in Western Plaguelands, it's a fairly compact area packed with pre-grouped undead mobs Skeletal Flayers and Slaving Ghouls.

<http://www.thottbot.com/?n=258633> <http://www.thottbot.com/?n=394834> The mobs wander around each of the three graveyards in tightly grouped packs which are easy to AoE. The mobs are all melees without any special abilities and moderate on healthpoints. The loot drops are nice, a few coin 4-6 silver, 1-3 pieces of Runecloth, and the all important Scourgestones, which, as we discussed, raise Argent Dawn faction later used for high level Enchanting and Alchemy. This is a productive spot for any player looking for some gold, Argent Dawn Faction and XP.

South Sea Pirates (level 45+)

South Sea Pirates are found in the Lost Rigger Cove in the Northeastern coast of Tanaris. The pirates are grouped into small camps of 2-3 mobs in the first set of 24 camps on the beach. Beware of Freebooters which have guns for ranged attacks if you are going to AoE. Other than Freebooters, most of the pirate and dockworker mobs are pure melees without any abilities. Once you are inside the compound, you'll notice two rectangular buildings and two ships, one holds the captain and one is

under construction. Most of the mobs are tightly grouped for AoE grinding. You can read an excellent write-up on AoE these mobs at <http://forums.worldofwarcraft.com/thread.aspx?FN=wow-mage&T=48467&P=2>
The mobs drop a fair amount of Mageweave cloth to sell as well as other goodies. <http://www.thottbot.com/?n=264102> Most of the gold farmed off pirates will come from cloth and coin, but there are also a series of quests including Stoley's Shipment, <http://www.thottbot.com/?q=989> and Wanted: Andre Firebeard <http://www.thottbot.com/?q=1135> as well as a Captain's Key found randomly on pirate mobs that unlocks a chest inside the ship at the dock. Rogues can also open up random footlockers around the compound for items and loot. You can farm 15-20g/ hour here.

Hearthglen (level 50+)

Hearthglen is the sister camp of Tyr's Hand, you could say. Some prefer Hearthglen over Tyr's Hand because of the slightly easier mobs which are 1-3 levels lower than those of Tyr's Hand and the fact that there are less Gold Farmers around. Hearthglen mobs drop a similar amount of coin and Runecloth. You can take a look at their item loot tables at <http://www.thottbot.com/?f=n&name=scarlet&title=&minl=&maxl=&elite=on&minloc=&maxloc=&zones=60> Hearthglen is in the Central Northern part of Western Plaguelands. You can get there by traveling north past Anderhol and just east of Dalson's Tears is a trail that leads north. Follow the trail north; you will come to a barricade manned by non elite scarlet mobs of levels 53-55. Kill them if you wish, but you can circle around the trees to get past them unseen. Beyond the Barricade is a road with intermitted guard outposts of more non-elite mobs. There's one outpost in particular you should pay special attention to. Just before the road curves into Hearthglen, there is a Tower on the eastern side of the road. There are usually two guard mobs, Scarlet Avengers/Spellbinder, outside and three inside. There are usually a few Scarlet Spellbinders within the tower. These mobs are great for farming because they are non-elite level 57 mobs that drop high end items like the Crusader enchantment formula plus other items. Then there's the standard Runecloth and a few silver. Take a look at other loot drops at: <http://www.thottbot.com/?n=32453> Rogues can sneak in and sap the adds, then kill one at a time, mages can Area Effect easily with Instant arcane explosion and Cone of Cold. The Spellbinders have low healthpoints and can be soloed easily. You can farm roughly 20g per hour in coin and runecloth, plus item drops and recipes. Past them in the northern most part of the Western Plaguelands Map lies Hearthglen. The gates are manned by two elite mobs, usually Scarlet Sentinels. Beware of the Crimson elite (60+) Guards that patrol the road. Don't try and avoid the guards by going around the eastern wall against the mountain, past the wall is a ditch that you can only get out of by hearthstone or teleport. Once inside Hearthglen there is a bevy of mobs to choose from. The elite mobs, Paladins, Sentinels, Clerics, drop better coin and items, but the non elite worker mobs near the mills and stables can be farmed rather easily by either Area Effect from mages or warlocks. The mines are also a good place for non elite farmable mobs.

Legash Encampment (level 50+)

The Legash encampment is another high population farming ground, but very worth it if you can avoid the groups of warriors and rogues that camp this area. The Legash encampment lies in Azshara beside the northern mountains around coordinates 61,25. There are two camps, one near the mountains and one off of the Cliffs. Both house demon Mobs called Legashi Rogues and Legashi Hellcallers of levels 48-53. These mobs are perfect for farming. Low hit points, very few special abilities. The Rogues can Gouge and stun and Hellcallers can AoE hellfire for a little bit of damage, but that's about it. The mobs are easy to AoE if you can round them up and snare them. These mobs drop great loot. Legashi's can drop 1-3 runecloth 1-2 felcloth, coin and have a chance to drop blue and purple items listed at <http://www.thottbot.com/?n=23799> and <http://www.thottbot.com/?n=24224> Felcloth sells 2-5 gold each, and can be transmuted by tailors into mooncloth, which increases the value, although most tailors will charge a few gold. Legashis have about a 2.7% drop rate on Felcloth. Legashis also have a chance to drop demonic runes <http://www.thottbot.com/?i=5907> which are used for high end blacksmithing and tailoring. High DPS classes like Rogues, Warriors, Hunters and Mages do very well here since you are competing damage-wise for fast kills. If you are the fastest you can make up to 50g an hour in coin, item drops and runecloth/felcloth. Another benefit to this area is that the Graveyard is right across from the camp. This makes for short runs on death, but if you are pvping it can be a nuisance since your enemies will keep coming back to attack you.

Thalassian Base (level 50+)

If you decide to hit up the Legash camp, you'll also want to take a look at the Blood Elf camps nearby. Or, if the Legashis are camped, Blood Elves a viable alternative to kill some time until the camp opens up again. The Blood Elves are a similar camp and very close to the Legashis. The Blood Elves reside in the Northern part of the Azshara curve, near the southern coast around location 59,31. Blood elves are between levels 50-53, Blood Elf Defenders, Reclaimers and Surveyors make up the camp. Like Legashis, Blood Elves drop Runecloth and coin plus a chance for blue and green items. Check out their Loot tables <http://www.thottbot.com/?n=24223> and <http://www.thottbot.com/?n=15170> Blood elves are also light on healthpoints. Just watch out for the Reclaimers which heal at about 30% health. Most of the mobs are either casters or warriors. The Reclaimers usually cast fire spells before running into attack, so throw up a fire ward or counterspell and they'll be easy. This area nets about 20-30g/ hour Maraudon – Orange (level 50+) Here's an area for the Area Affect classes like Mages and Warlocks. Inside Maraudon in the Orange instance you can round up almost 20 mobs with little threat to your healthpoints. Go into the Orange instance and follow the stairs up. Avoid the lasher mobs (if you are level 60 your aggro radius will be very small, anyone under should take care to stay as far away from surrounding mobs as much as possible. Head straight until you can't go further and hang a left down the tunnel. You'll notice a large room with three groups of Creeping Sludge 5-8 mobs each. These mobs are levels 40-46+. Gathering up the mobs will take some practice. If you need a demonstration from a Warlock or some direction on how to get to the Slime area watch this video: http://files.filefront.com/Warlock_AoE_Grinding_50_57/3909257/;fileinfo.html Notice how the Warlock taps and DoT's the mobs in the center first, then allows them to creep up the ramp. He then jumps back into the pit to make the first group switch directions to come down after him. He then attacks the second group which is on the other side of the pit. He allows these two groups to merge, then runs up the ramp to the third group which is closest to the entrance. He attacks those, and then

lets all three groups converge. He continues to DoT and tap all the mobs (you can use the Tab key to cycle through each mob). Remember not to get too close as these mobs hit very hard usually 200-400 damage. He simply kites around the massive group of sludges, jumping in and out of the pit since the mobs can't come straight at him, only circle around to the ramp. Also, be careful of the two Centaur mobs that wander around the pit. Try not to agro these since they are archers and can hit pretty hard with a ranged attack. Mages have a much easier time, especially frost mages. If you are a frost mage simply follow the gathering technique demonstrated by the Warlock in the video using your wand to conserve mana. Once you have gathered up the mobs, simply cast improved blizzard from a safe distance. You should be able to get one or two complete casts off before the mobs get too close. Once they are close to you, simply blink past the crowd, jump down into the pit and wait for the mobs to circle around. You can continue to cast Blizzards and Flamestrikes up onto the ledge. Finally, Frost Nova the Sludges and Cone of Cold/Instant Arcane Explosion to finish them off. If you are a fire mage, Blastwave and Flamestrikes will work just as well since the mobs are very slow to begin with. Once all mobs are dead and these tables will be your reward. <http://www.thottbot.com/?n=298583> <http://www.thottbot.com/?n=298584>

Generally, out of the 20 or so mobs, 1-4 will drop a green or blue item for sale or disenchant. There's also junk that sells to vendors for a few silver like skulls, extinguished torches and decomposed boots. This is mainly a money maker/Fast XP grind for 50ish Warlocks and Mages. You can make about 20g per hour here without any mess ups or deaths.

Ungoro – Fire Plume Ridge (level 55+)

The Fire Plume Ridge in Un'goro Crater is a heavily contested area on any PvP server. PvE servers may simply have players competing with damage to kill as many Scorching Elementals as possible. Scorching Elementals <http://www.thottbot.com/?n=369850> are levels 50-54 and are fairly easy kills as either a Rogue or Mage, Mages especially since Dampen magic and Fireward minimize damage taken. As you can see the loot tables are pretty enticing with Glowing Brightwood Staff and Hammer of the Northern Wind. However, the real money from Un'goro is in Essence of Fire, Heart of Fire and Elemental Fire.

<u>Item</u>	<u>Drop Rate</u>	<u>Price</u>
Essence of Fire	3%	7g - 10g
Heart of Fire	14.30%	50s - 1g
Elemental Fire	11.10%	1g - 2g

All three are valuable to players for Alchemy, Leatherworking, Engineering, Blacksmithing and Tailoring. If you play on a pvp server, come prepared with potions or friends to watch your back since this is a high volume area. Given the drop rates, you can make 20-30g/ hour with this strategy with the added bonus of a chance of item drops worth hundreds of gold.

Tyr's Hand (level 55+)

Tyr's Hand is perhaps the most popular area for corporate and private players to farm gold. Tyr's Hand is found in the South Eastern corner of Eastern Plaguelands. The zone is setup like a castle with some buildings and cathedrals, and a hill on the northern side. The greatest benefit of farming Tyr's Hand is the coin. Mobs (level 53-57 elite) can drop over 20-30 silver in coin alone, not counting cloth or item drops. Cloth drops usually range from 1-4 Runecloth which can be sold in the auction house for about 1.5g per stack. Mobs include Scarlet Warders (Paladins) Adepts (Clerics) Trooper (Warriors) Enchanters (Mages) Praetorians (Paladins/Warriors) Archmages (Mages). You can see their item loot tables <http://www.thottbot.com/?f=n&name=scarlet&title=&minl=&maxl=&minloc=&maxloc=&zones=59>

The melee classes are a bit tough, they have a fair amount of healthpoints, but entirely soloable by any level 60 player. Rogues and warriors are best suited for this zone because of their high damage output. If you have a caster with you remind them to counterspell the Paladin and Cleric heals. They start to heal at about 30% health. Also be aware that surrounding mobs will heal their comrades. Caster classes, however, are better relegated to killing caster mobs like the enchanters and Archmages, which tend to cast Arcane Missile and Firebolt. Mages are especially efficient with counterspell, Mage Armor, Dampen Magic, and Fire/Frost ward to minimize damage taken. You can farm roughly 20g per hour in coin and runecloth, plus item drops. Most of the higher mobs like Praetorians, Clerics, and Archmages wander around the northern hill in front of the abbey. These mobs drop better loot usually, but are a bit more difficult and higher level. Also around here is High General Abbendis, a level 59 elite mob usually surrounded by a few of his guards. Be wary of him since he walks up and down the hill and around the abbey. If you have a group he may be worth killing, although he doesn't drop anything above mid level green items. Rogues can do exceedingly well here, because of their high damage output, stealth and lock picking for foot lockers around the area.