

## **Introduction**

Welcome to gold making guide beta! have been in the world of warcraft black market since vanilla in 2003 beta. I now am sharing all my gold making secrets to you so you too can be sucessful in this very profitable mmorpg. This guide is dedicated to both the hardcore gold farmers who want to make 7-8k/hr or the casual who want to make 400-500g/hr. This guide doesn't contain repeated advice that all the other gold guides do. Not to mention, most gold guides claim to be able to make 400-500g/hr tops and you can make so, so much more. Take if from a gold seller who has been in the buisness 7 years. All information in this guide is gathered from my personal farming experiances and is never a complete reference. I filter out all the bullshit and list some of the best possible ways I have personally made gold with over the years. So enough chat on to the guide!

## **Eternal Farming**

If you've read the first paragraph of my gold making guide you noticed that I had said other guides just had eternal fire farming spots and that they were irrelevant in todays market. You're absolutely right, but what I am about to tell you ISN'T irrelevant in todays market.

## **Eternal Earth**

This secret has been around since wotlk came out and has been in many gold making guides. However I am going to teach you a twist that tripples the gold profit. What you do is take your elemental earth and turn your eternal earth into this with jewelcrafting:

Recognize this item? That's because this secret has been around for years. For those

of you who don't know what i'm talking about this is the Crystal Citrine Necklace. Which used to be farmed for infinite dust and cosmic essences back in wotlk release and used to easily net 2-3k an hour. Now with infinite dust prices at an all time low its almost not worth your time to farm them. Until now, I have come up with 2 ways of making decent gold with this item.

First of all id like to give the total amount of gold invested to make this.

Eternal Earth- 60-70g/stack

Huge Citrine – 35-40g/stack

Total Eternal Earth required for one necklace: 2 Crystalized earth costing 60-70 Silver.

Total Huge Citrines required for one necklace: 1 costing 1 Gold 75 silver- 2g.

Total Investment per necklace: 2g 35 silver – 2g 70 silver.

Now, Lets say we got mats at the cheapest possible price you will be paying 2g 70 silver for every one of these necklaces you make. Now onto what the old trick would normally make you.

113% infinite dust chance or 1-2 Infinite dust. Infinite dust are 2g each

12.5% lesser cosmic chance or 2 lesser cosmic essence. Greater Cosmic essences are 15g each so 2 lessers would be worth 10g.

So the maximum gold you can make per necklace is 10g if you get 2 lesser cosmics or 4g if you get 2 infinite dust.

Now, let's say for the sake of argument you made 100 of these and got 26 lesser cosmic essences and 124 infinite dust

$$26 \times 10 = 260g$$

$$124 \times 2 = 248g$$

$$260 + 248 = 508g$$

$$\text{Cost to make} = 235g$$

$$508 - 235 = 275g \text{ total profit}$$

So, the old way you made a 275g profit. Not bad right? Not great either considering the time it took to wait to craft and de all these. Now for my trick.

Now, you could of thought of this yourself but, the problem is nobody really thinks about it. Did you? If you did good for you if you didn't enjoy your 3x profit.

## **Tailoring**

This secret I happened to stumble across when I was farming netherweave cloth for netherweave bags a few months ago. Never before have you seen it in a gold making guide until now. (no i will not leave you hanging this time I will finish this :P)

Recognize these? They're a pair of cloth pants you're right. But what makes them special is that they're NETHERWEAVE PANTS! Why should we give a shit? Let me run some numbers by you (yes, again this guides all about numbers :P)

Netherweave cloth Price : 2-3g/stack

Rune thread price: 40 silver or 50 silver if you aren't exalted. (get exalted it saves you 10 silver)

Bolts of netherweave cloth required: 6

Bolts of netherweave per stack: 4

Rune thread needed: 1

Total Netherweave cloth needed : 30

Total cost to make: 3g 40 silver - 4g 90 silver or 3g 50 silver -5g

Got that in your head? Good. Now recognize this item?

That's right arcane dust. Disenchant these and you'll get the following results:

2-5 Arcane dust: 6-15g

1-2 Greater planar essence – 15-30g

So per pair of pants de'd you can make up to 30g a disenchant. Not bad for up to a 5g investment. So let's say for the sake of argument you paid the maximum of what netherweave cloth costs and just got the minimum amount of arcane dust every single time for 100 pants.

$2 \times 100 = 200$  arcane dust

$200 \times 3 \text{ g each arcane dust} = 600\text{g}$

Total maximum cost to make 100 pants = 500g

So even on the lowest odds possible you still make 100g. So there's NO way you can lose gold.

### **Instance Farming**

Instances are one of the best if not the best sources of gold in world of warcraft. It is extremely easy to make 4-5k in an hour in many weekly raids. While theres probably other instances out there that make decent gold im just listing the ones that made the most for me personally during my gold farming adventures. I personally recommend a 6500+ GS sm ret pally for farming raids but if you're unable to get 6500 gs or don't want to fork over \$800 USD or more a decently geared deathknight or ret pally can do some raids. Remember all prices here vary by server but it's all pretty much the same. I'll be organizing this by difficulty to solo.

### **Easy Difficulty**

#### **Shadow Fang Keep - 400g-6k/hr**

SFK is the best resettable instance in the game period. Not only is every mob skinnable but its decently long so you wont get instance locked. Usually takes about 15-20 minutes for a full clear. And you usually get a twink blue ever 2-3 runs so you can accumulate alot of gold very fast. I personally recommend either a toon with skinning/engineering (for Jeeves/Molle) or being horde.

### **Worthwhile items:**

Light Leather - Usually 4-7g/stack depending on server.

Medium Leather - 6-10g/stack depending on server. Usually in high demand so it sells quick.

Wool Cloth - Although you only get 2-3 stacks a run it is most definately worth your time/bag slots. Worth 15-20+g/stack.

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Assasins Blade - Omgwtfbqq this blue dagger is a must have for any 19 rogue twink and sells for alot of gold (4-5k depending on server) You on average get one about every 30 runs but you can get them in 10 or 5 runs even. (once I got 2 in one run)

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Shadow Fang - Twin to Assasins Blade. Also worth about 4-5k depending on server. Keep it.

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Darkweave Breeches - Bis Priest/Mage/Lock twink legs. Usually worth 100-200g

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Black Malice - Fair warrior/Paladin 2 hander worth about 200-300g.

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Face Smasher - I don't know why people buy this for 100-150g it has no twink value whatsoever and sucks. But were here to make gold not ask questions.

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Lil Timmy's Pea Shooter - Best twink gun if you arent using boa (and has a funny name

I had no idea blizzard were pedophiles) worth 50-100g depending on server since the  
boa gun replaces it.

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Sentry Cloak - 19 twink cape that sells very well usually 100-300g depending on server.

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Firebane Cloak - Utter crap when compared to sentry cloak but still decent. Worth 50-  
100g.

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Guillotine Axe - Complete crap for twinking meh for leveling. Worth 50-100g.

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Ironpatch Blade - Can you say crap? Still it goes for 50-100g.

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Keller's Griddle - Bis boe twink belt. Goes for 50-100g.

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Magefist Gloves - Bis caster twink gloves. Go for 100-200g.

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Mindthrust Bracers - Debatable about being bis over the cuffs from rfc. Regardless they're worth 200-300g.

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Night Reaper - Bis Warrior/Paladin axe. Goes for 250-400g.

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Night Watch Shortsword - Crap but still worth 50-100g.

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Rakzur Club - Decent Lvlng mace. Worth 75-150g.

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Silver-linked Footguards - Bis mail boots go for 100-200g.

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Skycaller - Bis wand and my personal twinkling favorite. Goes for 200-300g.

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Stormbringer belt - Bis mail belt. Goes for 100-150g.

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Witching Stave - Bis staff period it doesn't get any better than this. Worth 300-500g

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Antipodean Rod - This item would almost go in the worthless items section if it didn't go for 30-50g. It's a worthwhile profit.

All other non twink blues lvl 20 and over - These sell decent usually people buy them for vanity or lvling. Go for 50-200g.

### **Junk Items:**

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Linen Cloth - Unless you're lvling first aid/tailoring or are on a server where linen is more than 30 silver a stack. They're crap.

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Lighthide - They don't sell well at all are usually 1-2g/stack but aren't in very high demand. Vendorable for about 5 silver a stack, save your bag space and toss this crap out.

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Medium Hide - Same as lighthide complete crap save your bag space.

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Gray/white trash - If you're horde or have a jeeves it's worth looting this and using



vendo-matic to make a quick 1-2g. Otherwise toss this crap out, It isn't worth your time.

Ring Of Defense - Complete shit, Worth 5-10G if you're extremely lucky to find someone stupid enough to buy this. Id almost throw this out. In fact, yes throw it out.

### **Zulfarrak - 300-600g/hr**

Not available in beta.

### **Scarlet Monestary - 500-800g/hr**

Not available in beta.

### **Zulfarrak - 600-900g/hr**

Not available in beta.

## **Medium Difficulty**

### **ZulGurub - 500g-4k/hr**

Not available in beta.

### **Zul'Aman - 1k-5k/hr**

Not available in beta.

### **AQ 20 - 500g-3k/hr**

Not available in beta.

## **Hard Difficulty**

### **AQ 40 - 1-7k/hr (Split by 2-3 solable by a high geared ret pally)**

Not available in beta.

### **Blackwing Lair 7-8k/hr (Split by 2-3 soloable by a high geared ret pally)**

Not available in beta.

### **Karazhan 7-8k/hr (Split by 2-3 soloable by high geared ret pally)**

Not available in beta.

### **Tempest Keep (trash 1-3k/hr)**

Not available in beta.

## **Recommended Addons**

Vendomatic - I love this addon. It not only automatically vendors grays for you and is customizable for whites and tells you how much you made. But it auto-repairs and buys items all in a single click.

Dameonmailassist - Good mailbox addon but really any addon that mails will work. This just the one I use personally.

Auctioneer - Every gold farmers bible. Not sure what an item goes for on your server? It tells you. Want to buyout things with a click of a button? Done. What about auto bidding? You bet your ass. If you don't have this addon get it NOW.

Quick Auctions 3 - For posting your auctions. It's considerably faster than auctioneer.

Gatherer - For all your gathering needs. Everytime you mine/gather/skin it marks the node on your map it also imports profiles from other guild/party members.

Cartographer - If you ever get lost in instances (like me) or need coordinates this addons for you.

## **Recommended Toons**

This section is what I personally recommend and use in my accounts. All toons have 6 slot guild banks and full 22+ slot bags.

Ret paladin - A good geared/skilled paladin can solo anything and I mean ANYTHING up to tk25/BT trash. Recommended professions are engineering and Skinning or mining.

Mage - For porting around either have one on a seperate account or have a friend port you around. Recommended professions are tailoring/enchanting.

Deathknight - An excelent bank toon keep your guild bank on him. Ding him to 80 and gear him if you're unable to get a ret paladin to 6kgs+. Recommended professions are

blacksmithing/jc

Druid - Best herb farmer in the game because they never shift out of flight form when herbing. Can also solo some raids instances pretty well. Recommended professions are herbalism/mining or alchemy if your paladin is your miner.

Shaman - I personally just botted a fresh 80 shaman and she can solo instances pretty well over other fresh classes. Recommended professions are alchemy/inscription or leatherworking if you made your druid your alchemist.

Warlock - Personally I hate warlocks but I've heard they can solo instances quite well. Recommended professions are mining (for CDS) and alchemy (for cds)

Hunter - They can solo raids quite well although not as good as a deathknight/ret paladin. Recommended professions are leatherworking/alchemy (again alchemy is for cds)

Rogue - I have never had good experiences with rouges they're the top dps in raids and can solo raids quite well but I personally haven't had much luck with them. Recommended professions are tailoring (cds) and alchemy (cds)

Warrior - They're meh but I keep them for cooldowns and bank slots. Recommended professions are mining(cds) and tailoring (cds)

Priest - I have had really good experiences running the lower dungeons with these. Holy nova spam = hax. Otherwise... you guessed it CDS!. Tailoring/alchemy will do quite nicely.

Now you may notice a few things about this section. 1. It's called recommended toons yet i've listed them all and 2. I posted alot of mining cds yet cds are irrelevant as of patch 3.3. To answer the first statement these ARE the toons I recommend. You can't make the maximum ammount of gold possible if you don't have one of every class! As for the second statement I agree that saving cds are useless as of patch 3.3. However, they wont be in cata so the time to prepare for cata is now while gold stocks are cheap. This not only will make you alot of money (which isnt really what this guide is about) but also alot of gold. Expect to 2-3x your gold profit the first week of cataclysm.

## **Suggested Gold Making Profiles.**

Bryt's 1-450 Mining profiles (Hinterlands version)

[Link](#)

I ran this profile for the first hour and got the following results:

4 silver ore - 28g  
2 Jade - 20g  
1 Arcane crystal - 5g  
2 Citrine - 20g  
6 gold ore - 12g  
47 heavy stone - 94g  
7 Truesilver ore - 32g  
58 Mithril ore - 290g  
11 Fadeleaf - 22g  
11 Goldthorn - 33g  
76 Solid Stone - 76g  
3 thorium ore - 3g 75s  
6 dense stone - 15s (vendor value useless on my server)  
2 huge emerald - 15g  
39 iron ore - 39g  
6 Purple lotus - 12g  
7 Sungrass - 14g

Total profit: 677g

Not as much as I had first expected out of this profile but it's half decent. If you Run this for 24 hours a day ts a 15,677g profit. I also got stuck for about 10 minutes mining a truesilver deposit. So I thought it could make even more. I was right.

I later ran the profile for 7 hours and got the following result:



For those too lazy to count:

465 Solid Stone - 465g  
200 Heavy Stone - 400g  
376 Mithril ore - 1,880g  
179 Iron ore - 179g  
91 Sungrass - 273g  
60 Ghost Mushroom - 240g  
64 Golden Sansam - 192g  
54 Purple Lotus - 162g  
73 Fadeleaf - 219g  
3 Jade - 30g  
2 Huge Emeralds - 15g  
79 Goldthorn - 237g  
77 Khadgar's Wisker - 231g  
26 Liferoot - 13g  
22 Gold ore - 44g  
3 Moss Agate - 30g  
7 Black vintol - 70s (worthless posting vendor value)  
28 Truesilver ore - 84g  
5 Wildvine - 50s  
2 Aquamarine - 10g  
2 Kingsblood - 6g  
8 mageweave - 8g  
9 silver ore - 63g  
5 Citrine - 50g

Total gold made - 4831G

So I had made 92G over my first hour. Overall decent profile and earns my personal recommendation.

Vouches: Coming soon from daylooon and tozededao.

## **Conclusion**

Thanks for taking a look at gold making guide beta! The full version of this guide will include many many more gold making techniques and what i've covered here is only the tip of the iceberg! Hope this helped answer my questions i've recieved and happy gold hunting!

