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Introduction

Who am I and why did I write the Warcraft Domination Report?

Well I guess you're probably not that interested in who I am, but more interested in whether the tips and tricks are any good, so feel free to skip over this bit, I know I would.

If for some strange reason you want to know (why? ☺) then read on..

I make a living from "building" websites (aka Internet Marketing, yeah, I'm a computer nerd) and I spend as much of my spare time as I can, which is never as much as I'd like, playing World of Warcraft with my friends and my kids.

I've been playing for over a year now, but have only got "Good" at it recently, after I decided I was taking too long to level up and never had enough gold.

I made it my mission to find people who always had lost of gold or were always getting their characters up levels quicker than me and prise their secrets out of them.

This report is the sum of all the good bits that I've found out over the last few months.

This is not stuff I've just heard about second hand or read on a forum somewhere, it's stuff that I've tried and found to work, or been told about by people I trust, or have seen done by others, and in many cases work REALLY WELL!

I'm still not a "Pro", as I simply don't have enough spare time to devote to playing Warcraft, but that's the point of the Warcraft Domination Report, it's to help people like you and me who don't have time to play 24/7, but still want to get up to level 70 in the near future, not in a year or so, and don't want to always be trying to find enough gold to pay for new skills and kit!



Thanks to the tips in here I can now level up REAL QUICK and I ALWAYS have enough gold to buy what I want for my characters. This report is to share what I've learnt and help you do the same.

This is not some huge "book" covering every aspect of what you might want to do in WoW, nor does it have page after page of "Fluff" rehashing what you can find in the manual or on the Official Warcraft site.

I've deliberately kept it quick and easy to read and take in so that you can get on with using the tips in here to get as much gold as you need and to get your character up those levels quicktime!

Oh, and my heartfelt thanks go to all those fellow WoW players who have not only helped me get better at leveling my characters and keeping them in gold, but also helped me to gather together all these tips for this report.

I hope you enjoy this as much as I've enjoyed putting it all together.

Cheers,
Mattg

Aka "Gitt"

And a special dedication and thanks to my kids, Gemma (aka Raggs) & Sam (aka Buggy) who make my time in WoW extra fun and without whom this book wouldn't have happened.



Have you got any good WoW Tips?

If you have a cool tip that isn't included here, please send it in to: -

admin@warcraftdomination.com

If it's good enough to include in the next update, then as well as giving you credit for the tip (obviously) I'll also refund you the cost of the Warcraft Domination Report [just include your original receipt/order confirmation in the email with the tip].

Obviously this info is based on my opinion and my "in game" experience, as well as what I have learnt from friends in the game, you may always disagree.. :)

I'm going to try and run through the tips in a "logical" order, but it really depends on where you are in the game right now, so you may find it best to just jump to the bits you're interested in.

I also recommend printing out a hardcopy so you can make your own notes as you go through it, highlight the bits that you want to try and rip out the pages that you want to stick next to your monitor for reference, which will probably be the recipes for AH list and the instances list, I know those are what I keep handy..

N.B. I have included a MS Excel copy of the recipes list so that you can update it with the prices for the AH on your own server and keep track of what makes you the most money..



Glossary

I was going to put a list of the terms used at the end, but that seems daft, as you need them to start with, if you don't already know them, so here they are.

Glossary of Terms: -

- MOBS – Monsters, things you kill
- AH – Auction House
- Buffed – Made better
- Nerfed – Weakened
- IF – Ironforge
- SW – Stormwind
- BB – Booty Bay
- Grinding – killing lots of mobs in the same area for XP and loot, not questing
- Questing – Completing quests for XP
- XP – Experience Points, what you need to go up levels
- Farming - collecting stuff for your profession or to sell (normally stuff like leather, cloth, ore and herbs), this can of course include killing lots of mobs, but if they're grey then you're farming as you're not doing it for the XP..
- Class - Warrior, Rogue, Hunter etc.
- Professions - Mining, Skinning, Alchemy etc.



- Stack – loot/treasure/items that are grouped together in one slot in your bag, instead of taking a slot each.
- Buff – spell or affect that increases your characters primary stats
- Stats – Strength, Health, Agility, etc.
- Alt – your alternative character
- Wiping – Dying
- PVE – Player Versus Environment Server, i.e. you can't attack players of the opposite faction, or be attacked by them unless you turn on the PVP option
- PVP – Player Versus Player, you can attack or be attacked by any player of the opposing faction at any time
- RP – Role Play Server, for players who want to immerse themselves in the game and play "In character".
- Solo – Play the game on your own without grouping up with friends or other players.
- LFG – Looking for Group
- WTS – Want to Sell
- Respawn – how quickly new Mobs appear in the area



The Basics

First of all some simple changes to your interface options that make playing a bit easier, as well as speeding things up for you.

1. Turn on auto "Loot corpse" and auto self cast in the interface options

With this switched on when you right click to loot a body you won't need to actually click on the items to take them, it happens automatically and it's a lot quicker and easier. It's also great if you're trying to beat someone else to the loot, not that I would encourage such behavior when in a group.. ☺

2. Turn on auto "Auto self cast" in the interface options.

This makes sure you automatically target yourself for stuff like healing spells and bandages so you don't accidentally apply them to someone else..

3. Turn on the Instant Quest Text option in the interface options.

This will save a lot of time and irritation, if you don't have it "toggled" you will end up having to sit and wait for the NPS to read through all the text for the quest, which is not only a waste of time, but also an absolute pain!

4. In Interface Options - Advanced Options switch on the action bars.

These allow you to drag and drop extra items like potions, scrolls and skills on to the game screen so you can just click on them to use them, it saves a huge amount of time. It's actually saved me from wiping out many, many times, as I have my healing potions and other useful potions (like haste and invisibility) available when I need them most.

5. & 6. The Blue XP Bar

When you start you will notice that your XP bar at the bottom of the screen is Purple and it will stay that way until you are able to log off in a "safe" location, like an inn or city.



When you next log on you should notice that the XP bar is now Blue and there's a little marker further along the bar to the right, how far depends on how long you've been logged off with that character.

This is a real neat feature that in theory is to help people who don't play "all the while" to keep up with those that do play 24/7

When log off in an inn or city you will get more "rest" and your XP bar starts turning blue, the longer you are logged off for, the more blue bar space you will have.

Here's the important bit, while your XP bar is blue you get double the XP for all MOBS killed, nice.. :)

It doesn't count for quests though, just stuff you kill.

To get the most out of the Blue Bar feature you should: -

5. Always log off in an Inn or City to get your blue bar back up.
6. Always run two characters so that you can always be running in "Blue Bar" XP.

Once the character you're playing goes in to Purple, get to an inn and log off to play your other character, unless you are finishing off a level or quests and really want to just hit that next level of course..

You'll also probably find it more fun playing more than one character as you will experience the different styles of play for different character classes.

7. Playing two characters has another advantage as well.

It means you can share the loot you find that is specific to class (e.g. if your Rogue picks up a nice Bow he can send it to your Hunter, likewise if your Hunter picks up some nice Leather Armor he can send it to your Rogue, this can save a LOT of money and keep your character geared up with some pretty decent kit..!)



8. Don't bother with grey MOBS

When you click on a MOB to target it you will see what level it is (if the level isn't shown and you just see a skull then you shouldn't be attacking it as it's way too hard for your level!) and it will be colored.

Red means it's probably too hard for you to kill, unless you've got some help.

Yellow Means you should be able to take it down, but you'll probably need to do some resting or healing after.

Green means "go" ☺, you should be able to whack it good and move on to the next one.

If it's gray then it's too low a level for you and you won't get any experience for it, so move on, unless you need it to complete a quest or to get some loot from it.

The best way to max out on XP is to simply concentrate on Green Mobs as you will wipe out less and spend less time recovering between fights, so you can get on with killing and looting to the best effect.

9. Save up 100g when you're getting close to level 40, as you will want to get a Mount as soon as you hit that level.

Having a mount speeds travel up no end, you will find it a lot easier to zoom around on your mount, so make sure you've got the cash saved up and ready to spend.

This shouldn't be a problem if you follow the rest of the money making tips further on in this report..

☺



Combat

10. Use a ranged weapon or spell to drag mobs away from groups to tackle singly, but be ready to run if a second or third mob gets dragged along..

11. If your Class has a “get of jail free” talent [Rogues have Vanish, Hunters have Fake Death], be prepared to use it if the fight goes badly.

It’s usually quicker to run away and heal up than to wipe out and have to run all the way back to your body to resurrect.

12. If your class doesn’t have a “get out of jail” free card grab a haste potion of invisibility potion or two from the auction house for emergencies.

Choose your weapon carefully..

Don’t just choose your weapon based on it’s DPS (Damage Per Second) rating. Look at your skills and talents first to see if there is a better choice, for example: -

13. Warriors should use the use highest damage 2 handed weapon as they tend to have bonuses to damage that is based on the amount of damage done, so the more damage the weapon can do, the higher the bonus can be.

14. The exception to this is when fighting spell casters, in which case a warrior should go for a fast weapon [and a possibly shield] in order to be able to disrupt the caster.

15. Rogues should go for the fastest weapon possible as this will give them more chances to get critical hits, which is what makes Rogues so fast and deadly.

16. Hunters work best with an axe in the lower levels, and then two fast weapons [similar to a rogue.] once they can learn Dual Wield.

17. Spell casters don’t forget to grab a wand, they’re great for finishing of MOBS without using up mana, as well as for emergencies when you haven’t been keeping an eye on that mana bar..



Equipment

18. Get some bags as quick as you can, and upgrade to bigger bags as soon as you can afford it.

The more bag space you have the more loot you will be bale to carry without having to run off to a vendor and sell it or start dumping items.

19. Consider getting a profession related bag if you're collecting lots of ingredients, e.g. a herb pouch if you're a Herbalist, they are normally cheaper than all purpose bags for the same number of slots.

20. If you're a Hunter get a bag for your arrows or ammo and keep it stocked up. Don't forget to top up every time you have the chance, there is nothing more irritating than running out of ammo in the middle of a good grinding session, let alone in the middle of a big fight..

This has become a bit easier [and cheaper] with the addition of the Burning Crusades expansion pack as there are so many people leveling up on jewel crafting and filing up the AH with rings and necklaces.

21. Get tooled up with some jewelry as soon as you can afford it. Rings and necklaces are a great way of topping up your ability scores for your main characteristic.

22. Keep your eyes open on in AH for useful trinkets. Some trinkets can be a real bonus, and will often make the vital difference in a difficult fight, giving you that edge you need to survive.

23. Try to look a few levels ahead on AH to pick up bargains and be prepared for when you hit that level, it also gives you something to look forward too..



Leveling & Quests

24. Don't do just one quest at a time, many quests overlap or are in the same area, so grab all the quests in that area before heading out to complete them.

25. When you run out of easy quests in your starting area, pop across to the other race starting area for your faction [if it's close enough, e.g. dwarves and humans] and do the easy quests there before coming back to your starting area for the harder quests.

26. Dump quests that involve large amounts of travel, unless you are going to the area needed anyway. With some quests you can end up spending a lot of time traveling and end up getting very little XP for it.

27. Don't think you need to finish all the quests in an area before moving on, you'll often find it quicker for leveling to move on to another area and do the easy quests there, you can always come back.

In fact you are likely to find yourself revisiting many areas anyway, especially if you develop a "Recipe Run" for generating cash..

28. Some Quests you will need help for. Even if you're a die hard "Solo" artist [like me] there are going to be times when you just have to join a group. Try and save up a few of these quests to do together and keep the group time to a minimum.

29. For group Quests try and make sure you are the lowest level character in the group as you will get more XP.

30. If the group are not switched on and keep wiping out, dump them and find another group, otherwise you are going to be wasting leveling time again.

31. To find a group for the Quest you need simply go to the area where the quest starts and type in /1 LFG "questname"

/1 puts the comment on the General chat for the area and you should find anyone else doing the same quest quickly.



Classes

The best Classes for leveling quickly [imho] are Hunter, Rogue, Paladin, Warrior and Druids.

Why?

32. Rogues are simply wicked for quick killing and have the added bonus of being able to sneak into areas and past things that others can't.

33. Hunters have their pets, which making them a double team act. The Pet can soak up and deal loads of damage on the Mobs while the Hunter stands back and pings away with ranged weapons.

34. Paladins do pretty good damage and can heal themselves, nuff said.

35. Warriors and often referred to as "Tanks" for a very good reason, they can quickly get up to very high armor levels and deal out huge damage. They do need a constant stock of healing, but can power their way through levels by grinding alone easily.

36. Druids don't appear to be great for leveling when you first try playing one, but once you get to grips with all their talents and abilities they pretty much rock.

They have some of the best Buffs in the game, they can travel very quick, they can cast some useful spells and heal themselves, and they can deal out hefty damage in cat or bear form.

They also do well in PVP and Duels. I once got my level 55 Rogue wiped by a level 46 Druid!!

37. Take the time to learn a bit about the different classes.

Go to <http://www.worldofwarcraft.com/info/classes/>

Choose the class you're interested in and read up on the tips, they are useful.



Talents

38. Check out the talent tree calculator on Blizzards Site.

Go to <http://www.worldofwarcraft.com/info/classes/>

Choose the class you're interested in and then click on Talents

This is a great tool that can help you find the best permutation of talent points for your character.

Talents Tree to concentrate on for maximum leveling [not PVP] by class: -

39. Warriors = Fury

40. Hunters = Beastmastery (although you may want to change later for PVP)

41. Rogue = Combat, Max out your Critical Strikes

42. Paladin = Retribution

43. Druid = Feral Combat

44. Warlock = Demonology, almost as useful as a Hunters Pet

45. Mage = Fire for the pure damage value

46. Shaman = Enhancement

47. Priest = Shadow

48. Don't forget that you can always unlearn your talents and re-allocate the talent points, it does cost money so you don't want to make a habit of it, but once you get to higher levels and want to try out PVP, Raids and Battlegrounds you may want to consider doing so.



Primary Professions

I'm not going to cover professions in great details, they're kinda obvious, they allow you to make stuff using different ingredients, and the better you are at it, the better stuff you can make. ☺

49. There are Primary and Secondary Professions, as you can only have two primary professions, make sure you choose two that are complimentary, for example: -

Mining & Blacksmith

Herbalism & Alchemy

Mining & Engineering

Mining and Jewelcrafting

Skinning & Leather Working

Tailoring and Enchanting

50. When you are power leveling a character it can be better to go for two of the "gathering" professions, such as Herbalism and Mining, as you will be able to gather lots of raw materials that can then be sent back to your Mule for selling on the AH, making you extra cash.

51. Sell Ores unrefined ore, do not smelt it in to bars, it's less valuable as Jewelcrafting uses the ore itself for "prospecting" for Jems.

Ores have become even more valuable since the release of Burning Crusades as the new Jewelcrafting Profession uses a lot of ore up and there are currently a lot of people leveling up on it. I've seen even copper ore going for stupid prices recently!

52. The most powerful professions at higher levels are Enchanting, Jewelcrafting, Blacksmithing and Alchemy, in that order (imho).



Secondary Professions

There are also the “Secondary” Professions which seem to be grossly underrated by many people just because they don’t provide such obvious immediate advantages.

The secondary professions can make a real difference to your game so don’t just ignore them, here’s why: -

53. First Aid - The best, get this asap and keep it maxed, those bandages really will help keep you healed up

54. Cooking - Can be very useful for spell casters, but it's pretty easy to keep stocked up on food by buying it, although there are some higher level recipes that are "Fun" and Useful (Dragonbreath Chilli)

55. Cooking is very useful for a Rogue as they can use Thistle Tea which restores energy..

56. Fishing, great for when you're waiting for a boat or want some extra food, most useful thought for hunters to keep their pets stocked up with food.

57. Look out for recipes in out of the way places.

Whenever you find a new town check out the vendors to see what recipes they offer, you can often find some unusual and “uncommon” ones, which can give you the ability to make stuff that there aren’t loads of other people trying to sell on AH, so more profits, but that’s not the only reason you want to find these recipes, see Gold and the Recipe Run Method later on in this report..



WoW Gold & The Auction House

The Auction House can provide you with all the gold you will need in a short time if you know what you're doing, and it's not difficult, although practice will make it easier and quicker to get the most profits.

58. Set up a mule character at the auction house.

A "Mule" character is simply a low level character that just sits at the auction house collecting the stuff that you post to him/her and puts it on Auction for you. Your Mule will end up being your "banker" for all your characters.

This saves you running back to the AH all the while with your main character(s) and saves loads of time. It's also easier to keep track of what you've got on auction with one character to make sure you don't end up listing multiple copies of the same items at different prices, although this can be a useful tactic in itself at times.

59. Learn Enchanting with your Mule.

If your mule character is an enchanter, then they can disenchant low value green items to sell the enchanting materials for more profit, especially as enchanting materials don't cost anything to put on auction.

The other benefit is as they're by the AH which tends to be a fairly busy place they can offer their enchanting services to other characters.

60. Learn Alchemy with your Mule.

If your main characters are always out grinding they can also be collecting herbs for your Mule to turn in to useful and valuable potions, providing you with a cheap source of potions and allowing you to make even more profits selling excess potions on the AH.

If you follow the "Recipes Run" Gold Gathering method your mule will also end up being able to make a wide variety of valuable potions.



61. Before selling higher value items [especially blue or purple] on the auction house, see what you get offered in the open market.

To offer items open your backpack, type “/2 WTS” and then click on the item you want to sell and see what people offer.

Typing in “/2” puts your message on the “trade” channel, don’t just put the message on the general channel, people get “irritable” with you if you do that.

62. Unlike other items you put on AH, enchanting reagents have no listing fee, so you can just keep re-listing them until they sell without losing money, so don’t compromise on price and lose profits, if stuff doesn’t sell, just list it again.

63. Always put a “Buy Now” price [make sure it’s 25-60% above the bid price] as people don’t like to wait for what they want to buy and will normally pay more rather than wait or risk being outbid on an item.

64. Always raise the Bid price higher than the default that the AH system gives you. Do a search on the browse screen to see what other people are selling the same thing for and price it to sell.

65. Pricing – there is a very good reason why stuff in shops is priced at \$x.99 or \$x.95, it looks better to the buyer, so use the same model for your pricing.

66. Learn which items sell best in stacks and which don’t.

For instance herbs, potions and enchanting reagents sell best in small units or singles, as most people don’t want [or can’t afford] to buy a stack even if they would save money by doing so.

On the other hand first aid materials like cloth, wool and silk normally sell better in stacks of 5, 10 or 20, so set up auctions with different numbers of items and don’t forget to charge a bit more for the smaller stacks.



67. If you've got several of the same items to sell then price them differently, this will make your cheaper one's seem like more of a bargain.

68. Keep an eye out for under priced items that you can either buy out or bid on to add to your own stock, especially if doing so leaves one of your items as the cheapest left on auction.

This can be especially effective when items are on "short" or "medium" time.

69. A great time to do this for "Bids" is just before the regular server maintenance each week, because no one else will have a chance to out bid you, as the server is down.

70. If [or when] someone undercuts your items, don't get in to a price war, this will normally just loose you money.

71. If you can afford to, buy them out and re-list the items for a higher price.

72. Or list your items at the same price as theirs.

73. Or contact them and suggest you agree on prices for certain items, other wise know as "Price Fixing".

74. Price Fixing

N.B. Be aware this can be a very risky strategy as there is a lot that can go wrong, and often will, ending up in you losing money.

It can take a lot of time and effort to manage effectively [even with partners] and it does take a significant initial stake to get going, which you can lose fairly quickly if you get it wrong!

Price fixing is when you [possibly with one or more partners, which makes it easier] decide to corner a market for a particular item and go about buying up all those items offered on AH by anyone else so that you can control the price for the item.



It's basically a way of keeping the price for an item artificially high and gaining extra profits, but it can be a lot of work to keep on top of the market, especially on a busy server.

75. With uncommon items [e.g. pets and certain "hard to find" recipes] don't list more than one or two at a time.

Do not flood the market, you want people to see them as being rare, otherwise they won't get the best price as they will seem common and overpriced.

76. Selling stuff from AH on the trade channel.

This is a bit sneaky and you can get caught out if the item sells before you complete the trade, although you're not going to lose money if you do.

You keep an eye out on AH for under priced or cheap "High Value" items [blue, purple or one of a set].

When you spot one you can then post a message on the trade channel saying WTS "item" and see what you get offered, haggle if it's not quite high enough.

Then once you have a buyer, grab the item of AH and meet them to do the trade.

Beware, if you get spotted or get a "rep" for pulling this "stunt" some people may set you up with a sale and then not buy simply to "punish" you by putting you out of pocket, so you are taking a risk if you try this.

77. Some people believe it's worth snapping up bargains to sell on the weekend when more people are online.

Others disagree on the basis that there is always more for sale on Ah on the weekends as more people are grinding and selling their loot.



If you build up a big enough stock of items to sell and an effective way of constantly gathering them you will make the most money by always having the better selling items on AH for sale, there's always someone looking for what you've got.

78. Keep track of what consistently sells and either dump or limit your selling of items that cost you too much in re-listing fees. Re-listing an item over and over when it's not selling will eat in to your profits. Concentrate on the good stuff.

79. Don't ignore the auction houses in BB and Gadgetzan, they can not only be a great place to pick up bargains to sell in IF, you can also sell pets to the opposing faction through them and make good money.

80. Selling Pets to the Other Side

Pets from the opposite faction tend to sell for higher prices as they're harder to get hold of, but it's not that difficult to do.

To do this you need to have a friend in the opposite faction. If you haven't got one then go start your own character in that faction and get one, join a guild if you need to.

Then simply collect some pets and ask your new friend to put them on the BlackWater auction house for a low price and then go log on with your character on the other faction to quickly buy them up before anyone else gets the chance. Your new friend will be guaranteed quick and easy sales and you get a whole bunch of pets from the opposite faction that you can then profit from on your own auction house.. Easy.

81. Some weapons and armor sell for a lot more than it costs to buy the necessary ingredients to make them, so keep an eye on what sells well and for how much then check out how much the ingredients cost for the item.

For example, as a Blacksmith you can make Green Iron Helms fairly early level 20+ depending on how quickly you max out your blacksmithing skill, and they consistently sell [on my servers] for around 5gold a piece, and as the materials normally cost around 3g I make around 1-2g profit on each one, not bad for a few minutes work at level 20+



WoW Gold & Farming

Farming is basically killing stuff for something other than XP, whether it's cloth, elemental fire, rock salt or to skin for leather.

The difference between farming and grinding is simply that you're doing it primarily for the items gained instead of the XP and sometimes you will be killing Mobs that you don't even get XP for simply because you want to stock up on an item.

This is not going to be a complete list of items and places that are good for farming, there are just too many.

When you find an area that is good for grinding before you sell all the loot you end up with use your Mule to check on AH to see if any of it has a higher value on AH than with vendors.

You'll soon be able to build up a list of your own favorite farming spots.

82. The best tip for farming is to concentrate on humanoids, they have the best loot, dropping things like cloth, wool, silk and runecloth which are always in demand and you can use yourself for your First Aid skill as well.

83. Low level farming.

The Defias windmill is a great place to farm for cloth and some green items that can be disenchanting.

The Mob respawn level is almost instant, but you may have competition, it's a well known farming spot, even for high levels.

The last time I was there in just 15 minutes I picked up almost 80 cloth (which sold for about 1g on AH), a tigers eye, 2 recipes, 2 low level green items and a bunch grey stuff (which sold for about 10s).

The Windmill is on a Hill on the Gold Coast in Westfall, just above the Gold Coast Quarry, which is also a good spot for mining copper and some tin.



Finding the Gold Coast Defias Windmill



The small silver triangle with a blue dot on it is where the Windmill is, but don't forget to grind the quarry below as well if you have mining.

Higher Level Farming.

84. The circle of West Binding in Arathi highlands has a bunch of Fire Elementals that drop Elemental fire about 20% of the time. These can fetch up to 1g each on AH!

85. You can also farm these off higher level Fire Elementals (53+) on Fire Plume Ridge in the center of Un'goro crater.



86. The Tar Elementals in the Tar Pits, Un'goro crater are great to farm for Living Essences from Tar Elementals (lvl 50-55). These can easily sell for 2g+ in AH.

87. Badlands is good for farming Rock Salt and Solid Rock off the Rock Elementals. Both fetch good prices on AH as the Rock Salt is need for leather working and the Solid Stone is useful for engineering.

Silithus is another area with a whole bunch of prime stuff up for grabs.

88. Farm essences from the elementals

89. Farm cultist cowls, mantels and robes from the Twilight Cultists, who also drop a fair amount of Runecloth which always sells well (3-4g for a stack of 20), as well as encrypted twilight text (3g+ for stacks of).

90. The Western Plaguelands are not just good for grinding, if you're in the need for Runecloth you can harvest stacks of the stuff here from the level 50+ undead.

91. Light feathers can sell for 5-10g per stack as mages and priests need them. These can be found in many different areas, look for them off birds in the Barrens, birds and Moonkin in Darkshore, Serpents in the Thousand Needles and Buzzards in Loch Modan.

92. The Level 45+ Slimes in Skull Rock Cave in the Hinterlands usually sell for 1g or more.

There are plenty more farming opportunities, just keep your eyes open for them and always check the AH prices before you start selling of new loot that you've not come across before..



Disenchanting for Gold

Enchanting stuff can be just as good a money maker as enchanting.

93. Often you will make more money from selling the reagents you get from disenchanting a low level green item than you can for the item itself, so when you pick up greens, check the going price on AH and if it's too low to be worth selling the item, disenchant it and sell the reagents.

This can be more profitable simply because enchanting reagents cost nothing to list on AH.

94. There are some items where you will consistently make more money by disenchanting them than selling them, and if you can also make those items in the first place you can be on to a real winner, for example: -

If you have a character with leatherworking level 280 you can make money from disenchanting Wicked Leather Headbands or Wicked Leather Pants. You can usually pick up the recipe for these for 2 or 3g on AH.

The ingredients to make 10 will usually cost around 16-17g. You can then disenchant them to get (on average in my experience) around 5-8 Greater Eternal Essences, a shed load of Illusion Dust, and occasionally a Large Brilliant Shard.

This haul should at least double your investment at the very least. Not bad for 10-15 minutes work!

95. If you don't have a leatherworker, or they're not high enough level yet, it's still worth keeping an eye out on AH for these items as people will often create them just to increase their leather working skill and then sell them on cheaply without realizing their "true" value [once disenchanting].



Making Big Money With Recipes

I've saved the best until last for making money. This is by far the best method I've found to make loads of cash on a regular basis and it's sooo easy!

96. Visit the vendors that sell the popular recipes, buy them cheap and sell them high on AH. I did say it was simple and the profits can be quite amazing.

The hard part is working out what's worth buying up to sell on and where to find them all, so I've included my own list of favorites with where they can be found, how much they cost [this may vary according to your reputation, honor etc.] to buy, and how much I expect to sell them for on IF AH.

Have a look at the list, I think you'll agree it's an easy way to make serious cash: -

Location	Vendor	Item	Buy Price	Average Sale Price
	Old Man	Expert Fishing - The Bass		
Booty Bay	Heming	and You	1g	5g
Booty Bay	Kelsey Yance	Glossy MightFish	1g60s	5g
Booty Bay	Kelsey Yance	Filet of Redgill	1g60s	4g70s
Booty Bay	Kelsey Yance	Hot Smoked Bass	1g60s	4g50s
		Black Swashbucklers		
Booty Bay	Narkk	Shirt	15s	4g50s
		Gem-Studded Leather		
Booty Bay	Rikqiz	Belt	30s	4g
	Zarena			
Booty Bay	Cromwind	Moonsteel Broadsword	44s	4g
Booty Bay	Glyx Brewright	Frost Protection Potion	20s	3g50s
Booty Bay	Rikqiz	Shadow Skin Gloves	35s	3g
	Xizk			
Booty Bay	Goodstitch	Crimson Silk Cloak	10s	2g
	Old Man	Aquadynamic Fish		
Booty Bay	Heming	Attractor	3s	2g
Booty Bay	Narkk	Parrot Cage (senegal)	40s	1g50s
Booty Bay	Narkk	Parrot Cage (Cockatriel)	40s	1g50s
Booty Bay	Crazk Sparks	Green Firework	18s	1g50s
Booty Bay	Glyx Brewright	Nature Protection Potion	20s	1g
	Xizk			
Booty Bay	Goodstitch	Enchanters Cowl	10s	1g



Location	Vendor	Item	Buy Price	Average Sale Price
Brackenwall Village	Horde First aid vendor	Expert First Aid	90s	4g
Brackenwall Village	Horde First aid vendor	Heavy Silk Bandages	20s	3g
Brackenwall Village	Horde First aid vendor	Mageweave Bandages	45s	3g
Gadgetzan	Alchemy Vendor	Transmute Arcanite	5g	10g
Gadgetzan	Tailoring Vendor	Soul Pouch	1g20s	6g
Gadgetzan	Alchemy Vendor	Philosopers Stone	80s	5g
		Transmute Mithril to		
Gadgetzan	Alchemy Vendor	Truesilver	80s	3g50s
Gadgetzan	Alchemy Vendor	Transmute Iron to Gold	80s	3g30s
Gadgetzan	Kinkle	Golden Scale Coif	44s	3.5g
		Nature Protection		
Gadgetzan	Alchemy Vendor	Potion	20s	2g
IronForge	Burbicks	Jade Eye	25s	2g
	Bombus			
IronForge	Finespindle	Heavy Leather Ball	18s	2g
IronForge	Outfitter Eric	Tuxedo Jacket	50s	2g
IronForge	Outfitter Eric	Tuxedo Pants	45s	2g
		Enchanted Mageweave		
IronForge	Tilli Thistlefuzz	Pouch	60s	2g
IronForge	Tilli Thistlefuzz	Lesser Wizard Oil	40s	2g
		Enchant 2H W - Lesser		
IronForge	Tilli Thistlefuzz	Int	5s	1g50s
IronForge	Tilli Thistlefuzz	Minor Mana Oil	30s	1g50s
		Opal Necklace of		
IronForge	Burbicks	Impact	75s	1g
IronForge	Outfitter Eric	Tuxedo Shirt	45s	1g
		Lavendar Mageweave		
IronForge	Outfitter Eric	Shirt	40s	1g
	Gearcutter	Gnomish Universal		
IronForge	Cogspinner	Remote	20s	2g
	Gearcutter	Blue Fireworks		
IronForge	Cogspinner	Schematic	18s	1g



Location	Vendor	Item	Buy Price	Average Sale Price
Menethil Keep	Neal Allen	Pendant of the Agate		
Menethil Keep	Neal Allen	Shield	14s	6g
Menethil Keep	Stuart Fleming	Rockscale Cod	14s	60s
Menethil Keep	Stuart Fleming	Aquadynamic Fish		
Mirage Raceway	Jinky	Attractor	2s	2g
Mirage Raceway	Twizzlefixxit	Lovingly Crafted Boomstick	10s	2g50s
Mirage Raceway	Jinky	Gnomish universal Remote	12s	2g
North of Goldshire	Crazy Cat Lady	Cat Carrier: Bombay	20s	1g
North of Goldshire	Crazy Cat Lady	Cat Carrier: Cornish Rex	20s	1g
North of Goldshire	Crazy Cat Lady	Cat Carrier: Silver Tabby	20s	1g
North of Goldshire	Crazy Cat Lady	Cat Carrier: Orange Tabby	20s	1g
Raven Hill	Bliztik	Shadow Oil	15s	3g
Ravenholt Manor	Zan	Gnomish Cloaking Device	24s	8g+
Refuge Point	Shivsproket Hammon	Ruby Crown of Restoration	54s	3g
Southshore	Karwn	Icy Cloak	14s	10g
Southshore	Micha Yance	Heavy Iron Knuckles	14s	2g
Southshore	Nandar	Fire Protection Potion	14s	2g
Southshore	Branson	Blazing Citrine Ring	18s	1g70s
Southshore	Micha Yance	Enchant Bracer - Lesser		
Southshore	Micha Yance	Deflection	27s	1g50s
Stormwind	Jessica	Enchanted Mageweave		
Stormwind	Cordell	Pouch	54s	2g
Stormwind	Darian Singh	Blue Fireworks Schematic	18s	1g



Location	Vendor	Item	Buy Price	Average Sale Price
Stromguard Keep	Deneb Walker	Expert First Aid	90s	5g
Stromguard Keep	Deneb Walker	Mageweave Bandages	45s	3g50s
Stromguard Keep	Deneb Walker	Heavy Silk Bandages	20s	3g
Sundown Marsh	Frad Swiftgear	Minor Recombobulator	15s	2g
Sundown Marsh	Wenna Silkbeard	Green Leather Armour	20s	1g
Sundown Marsh	Wenna Silkbeard	Red Whelp Gloves	20s	1g
Thalanaar	Brienna Starglow	Azure Silk Cloak	14s	2g
Theramore Isle	Helenia Olden	Dragonbreath Chilli	70s	4g50s
Theramore Isle	Helenia Olden	Black Pearl Panther	50s	3g
Theramore Isle	Helenia Olden	Truesilver Crab	60s	3g

Once you start using this awesome money making method you'll probably find a whole bunch of other stuff that I've missed as well, so get out there and start looking for those recipes and building up your cash reserves.

I did say you should have enough spare cash for your mount by the time you hit level 40 didn't I!

Bear in mind that many of the recipes are single instance items and have "respawn" times (just like Mobs) that vary from a few minutes to several hours.

97. To get the best results it's often best to go on a buying run early in the morning before anyone else has managed to grab the new respawns before people start coming online for the day.

Having said that, they can and do appear at any time of the day, so you'd be amazed what you can find at the busiest of times,

98. The best method is to either have a character grinding in the area of your favorite items so they can check back regularly, or to have a character sitting at each of the better locations and just log to the periodically to harvest the best items as and when you can.

It doesn't take long to build up a fairly significant stock of items so that you can always have one of each on AH and keep your gold income pouring in to your coffers!



Grinding for Levels

99. Before you go Grinding always make sure you're stocked up with the gear you need first, such as arrows or ammo, bandages and food/drink, and a few potions in case you need them.

100. Empty your backpack of any unnecessary stuff like pets, happy fun rocks, changes of clothing, unrelated quest items etc. Leave all this in your bank so that you can have as much spare room in your bags as possible for loot. This will save you constantly visiting to vendors to sell it, or having to dump stuff.

101. Pick up all the quests for the area that you're going to Grind in, then dump any that are red, elites, groups or deliveries. Just keep those that will fit in with your grinding, like "kill" quests and "gathering" quests.

102. Pick areas to grind that have a high respawn rate for the Mobs, you don't want to end up spending time sitting around waiting for Mobs to come back after you've killed them all!

104. Concentrate on collecting loot that can stack, as you'll be able to carry more before having to go sell to the vendors.

105. At busier times of the day it will often be obvious when you find a good grinding spot, it'll be busy with others doing the same, so keep your eyes open for these spots when you are passing through new areas and make a note of where they are and what level the Mobs are so you can revisit the grind spot when it's right for you.

106. Don't get sidetracked. There's a lot going on in WoW, so it can be easy to get sidetracked and lose hours doing something that's not gaining you XP. Keep an eye on that XP bar and keep it marching along to the right..

107. Don't bother with Quests that have turned grey, you'll get no experience for them so dump them out of your quest log to make room for others.



108. Don't bother with quests that involve a large amount of traveling, they will seldom be an effective use of your time and you could gain more XP from simply grinding, with the added advantage of getting the loot.

109. If you're not sure whether a quest is worth doing or how much it's worth doing, take a few minutes to look it up on one of the Warcraft related info sites, <http://www.goblinworkshop.com> is my personal favorite.

110. Keep travel time to a minimum by using a mule character to sell and auction stuff for you and send you new supplies if necessary.

111. Don't worry about working on your primary professions, you can always catch up them later, although having gathering professions like mining and herbalism can be worth while for the extra cash that you can generate from picking up these always in demand resources.

112. Always remember to pick up the Flight Path for an area, there's few things worse than having done a long run to a new area, then using your stone to go back where you came from and realizing you didn't pick up the Flight Path and you'll need to do the run again! Not good.

113. Wiping is bad news, you end up burning up time running back to your corpse to resurrect. It's better to flee from a fight and heal up if you are in doubt, or chug down a healing potion. You can kill a lot of Mobs for XP in the time it normally takes to get back to your body.

114. Soloing is the best way to power level, stay out of groups except when you really need to for a quest, and then move on as soon as you can.

115. When you do have to join a group to complete a quest or instance dungeon, try and make sure you are the lowest level character in the group, you will get more XP this way.

116. If you want to Solo an instance dungeon you're going to need to be around 10 levels higher than if you do it in a group, so you'll get far less experience, if any at all, as most of the Mobs will be gray for you. They can still be worth doing simply to get some decent gear from the treasure drops.



Areas to Play by Level – Alliance

117.

Alliance

Level

Area

12-17

Westfall

18-21

Lakeshire

21-25

Wetlands & Hillsbrad Foothills

26-29

Duskwood

30-33

Arathi Highlands

34-37

Desolace

38-41

Swamp of Sorrows

41-42

Badlands

43-47

Tanaris or Hinterlands

48-50

Searing Gorge

51-52

Un'goro Crater

52-55

Western Plaguelands

56-58

Eastern Plaguelands

59-60

Winterspring

61-62

Hellfire Peninsula

62-64

Zangamarsh

65-66

Terokkar Forest

67-68

Nagrad

69

Blade's Edge Moutnains

70

Shadowmoon Valley



Areas to Play by Level – Horde

118.

Horde

Level

Area

12-25

The Barrens

25-29

Hillsbrad

30-33

Thousand Needles

34-38

Shimmering Flats

39-42

Dustwallow Marsh

43-45

Feralas

46-48

Tanaris

48-50

Searing Gorge

51-52

Un'goro Crater

52-55

Western Plaguelands

56-58

Eastern Plaguelands

59-60

Winterspring

61-62

Hellfire Peninsula

62-64

Zangamarsh

65-66

Terokkar Forest

67-68

Nagrad

69

Blade's Edge Mountains

70

Shadowmoon Valley



Instance “Dungeons”

Instances generally can't be Soloed and get you XP, by the time you're a high enough level to Solo an Instance the Mobs will all be grey, so no XP, that doesn't mean they're not worth doing, as some of the best loot in the game can be found in the instances.

Generally that means you'll want to group up for an instance which can of course be a pain, not just because it slows down your leveling but if you get a bad bunch of players you can end up Wiping too often and wasting LOTS of time.

If (I should say when, because it will happen) this happens to you, just dump the group and go look for another group, don't waste your time carrying the rest of them or trying to educate them.

119. Try to get in a group that is made of slightly higher level characters than you as you will get more XP.

120. You can reset an instance as group leader by right clicking on your character portrait and choosing the option, but this must be done from outside the instance and it will reset all the instances for your character, except Raids.



121. So here's a list of the instances and a rough guide to the minimum level you need to be before trying them out: -

Instance (aka "Dungeon")	Area	Min Level
Ragefire Chasm	Ogrimmar	14
The DeadMines	Westfall	16
Wailing Caverns	The Barrens	16
Shadowfang Keep	Silverpine Forest	20
Blackfathom Deeps	Ashenvale	23
The Stockade	Stormwind	24
Gnomeregan	Dun Morgh	26
Razorfen Kraul	The Barrens	27
The Scarlet Monastery	Trrisfal Glades	32
Razorfen Downs	The Barrens	36
Uldaman	Badlands	38
Zul'Farrak	Tanaris	44
Maraudon	Desolace	44
The Sunken Temple	Swamp of Sorrows	45
Blackrock Depths	Searing Gorge/Burning Steps	50
Blackrock Spire	Searing Gorge/Burning Steps	54
Dire Maul	Feralas	55
Stratholme	Eastern Plaguelands	56
Scholomance	Western Plaguelands	58



Higher Level Instance Dungeons & Raids

Instance (aka "Dungeon")	Raid # Req	Min Level
Onyxia's Lair	40	60
Zul'Gurub	20	60
The Molten Core	40	60
Ruins of Ahn'Qiraj	20	60
Blackwing Lair	40	60
Temple of Ahn'Qiraj	40	60
Naxxramas	40	60
Hellfire Citadel Ramparts		60
Hellfire Citadel Blood Furnace		62
Coilfang Reservoir The Slave Pens		62
Coilfang Reservoir The Underbog		63
Auchindoun The Mana Tombs		64
Auchindoun Auchenai Crypts		65
Caverns of Time Escape from Durnholde		66
Auchindoun Sethekk Halls		67
Coilfang Reservoir The Steam Vault		68
Hellfire Citadel The Shattered Halls		70
Caverns of Time Opening The Dark Portal		70
Tempest Keep The Mechanar		70
Tempest Keep The Botanica		70
Auchindoun the Shadow Labyrinth		70
Tempest Keep The Arcatraz		70
Karazhan	10	70
Blade's Edge Mountains Gruul's Lair	25	70
Hellfire Citadel Magtheridon's Lair	25	70
Coilfang Reservoir Serpentshrine Cavern	25	70
Tempest Keep The Eye	25	70
Caverns of Time Battle for Mount Hyjal	25	70
Shadowmoon Valley The Black Temple	25	70



Warcraft Interface Mods & Bots

There are a whole bunch of sites where you can get “Modifications” to the Warcraft game interface to do all sorts of useful things, the best ones can make combat a lot easier and give you the edge you need in PVP.

I’m not going to try and cover them here, there’s just too many, but here are a couple of sites where you can get some of the better ones: -

<http://ui.worldofwar.net>

<http://www.cosmosui.com>

A word of warning.

It is possible to get what are called “Bot” addons that will automatically farm or grind your character for you while you’re doing other things.

122. However, you need to be aware that if you use a “Bot” you are likely to get spotted, as it's not difficult to spot, I've seen many in the more popular grinding areas like Western Plaguelands, and once you've been spotted you will almost certainly get reported which can end up with your account being closed down.

My advice is don't do it, it's too big a risk, as it should be because it is basically cheating.

It may seem an easy way to level up, but it could cost you everything and you will miss out on most of the fun of the game anyway..

Just use the tips in here to power level and you’ll soon grind your way to level 70 without getting your account shut down.



“Emotes”

Emotes are basically commands you can type in to evoke different “emotions” or actions to interact with other players socially.

They can be a lot of fun.

My Favorite Emotes

Not a complete list by any means, just those that I can remember off hand as I use them fairly often..

/angry	/drool	/peer
/applause	/duck	/pick
/belch	/farewell	/point
/blow [blow a kiss]	/fidget	/purr
/blush	/flap	/ready [also /rdy]
/bored	/flex	/rude
/bounce	/frown	/salute
/bow	/gasp	/sexy
/burp	/giggle	/sigh
/cackle	/glare	/sleep
/cheer	/gloat	/sniff
/clap	/greet	/sorry
/congrats	/grin	/stare
/cough	/groan	/talk
/cower	/hug	/tap [tap foot impatiently]
/crack	/jk [joking]	/tickle
/cuddle	/kneel	/wave
/curtsey	/lie	/whistle
/dance	/moon	/wicked
/doh	/nod	/yawn

These can work on your own character or be targeted at someone else..

Experiment and enjoy!





Other Useful Websites

Thottbot.Com

ThottBot is considered by most as the definitive resource site for looking things up on Warcraft, from quests to item locations and item stats.

<http://www.thottbot.com>

Allakhazam.Com

Allakhazam.Com is considered Thottbot's main rival and has over ½ a million registered users!

<http://www.allakhazam.com>

GoblinWorkshop.Com

This is my personal favorite as I've always found it very quick and easy to find whatever I'm looking for.

<http://www.goblinworkshop.com>

The Ultimate Power Leveling Video Guides

How about watching someone power level a character from 0 to 60 in under 5 days game time?

You can.

[Alliance Power Leveling Video Guide](#)

[Horde Power Leveling Vide Guide](#)



Thanks!

Thanks for reading Warcraft Domination, I hope you've found the tips and tricks in here as useful and helpful as I have, but don't forget, if you've got any cool tips that you'd like to share send them to me at: -

admin@warcraftdomination.com

Cheers,
Mattg.