

**This Report Brought To You By:**

**Graeme Eastman**

**World of WarCraft Gold**

**Visit Us At: <http://www.wowgold.com.au>**

# Getting **Gold** and Geared in the World of Warcraft *If You Can't Raid*

by:

Ryan Ambrose

<http://www.ebookwalkthrough.com>

This report:

**May** be given away as a bonus for an opt-in.

**May** be given away as a bonus for a product.

**May** be sold by itself, or as part of a product package.

**May NOT** be altered in any way.

**May NOT** be distributed except in digital format.

---

Like the World of Warcraft? Check out these other [titles from Blizzard](#) today! 1

## Disclaimer and Terms of Use

---

---

The author and publisher of this report and the accompanying materials have used their best efforts in preparing this report. The author and publisher make no representation or warranties with respect to the accuracy, applicability, fitness, or completeness of the contents of this report. The information contained in this report is strictly for educational purposes. Therefore, if you wish to apply ideas contained in this report, you are taking full responsibility for your actions.

The author and publisher disclaim any warranties (express or implied), merchantability, or fitness for any particular purpose. The author and publisher shall in no event be held liable to any party for any direct, indirect, punitive, special, incidental or other consequential damages arising directly or indirectly from any use of this material, which is provided "as is", and without warranties.

As always, the advice of a competent legal, tax, accounting or other professional should be sought.

The author and publisher do not warrant the performance, effectiveness or applicability of any sites listed or linked to in this report.

All links are for information purposes only and are not warranted for content, accuracy or any other implied or explicit purpose.

This report is not endorsed or authorized by Blizzard Entertainment or Vivendi Games. The author, Ryan Ambrose, is not affiliated with or employed by Blizzard Entertainment or Vivendi Games. World of Warcraft and Blizzard are trademarked and belong to their respective owners.

This report is © copyrighted by Ryan Ambrose. No part of this may be copied, or changed in any format, sold, or used in any way other than what is outlined within this report under any circumstances.

[This Legal Document Was Produced Using AutoWebLaw](#)

## Table of Contents

---

---

(Click the section title to hop to it)

Introduction	4
Getting Gold	4
Professions	5
Daily Quests	7
Bad Ideas	7
Getting Geared	8
Player vs. Player (PvP) Farming	8
Make Your Own	9
Reputation Farming	9
Buy It	10
Enchant It	10
Not so Good Ideas	11
Other Resources	11
Wrap-up	12

## Introduction

---

---

If you're like me, you've been in a position where you can't raid instances.

There could be any number of reasons:

- ◆ You didn't have the time to be on long enough to raid.
- ◆ You didn't have the gear to raid the instance you wanted, and you couldn't get the gear because you don't have the gear to raid.
- ◆ Your guild collapsed or disbanded, so you were stuck with Pick-up Groups (PuGs) that don't work so well.
- ◆ The guild you want to join because they go to the instances you want to see only takes well-gearred players.

It might be some of these sound familiar to you. Any of them puts you in a position where you're suffering gear and gold shortfalls because you can't raid, and you can't raid to get the better gear to go on raids. It's frustrating to say the least, but fortunately, it doesn't have to stop you.

Now, some gear can only be found as a drop in a specific instance, but other nice goodies are within arm's reach. You don't have to go on raids to get them, because there are other things you can do. Plus, you can make tons of gold without even having to look twice at an instance. All you have to do is know your options.

So, for those of you who've been in my position, I give you the how-to guide for getting around your raiding Catch-22 and getting gold and gear in other ways. I'll describe the ways to eliminate raiding as a must-do option if you want to get anywhere in the World of Warcraft, as I had to do with my toon, Figment.

My name is Ryan Ambrose, and I've been playing World of Warcraft for a couple of years. I came up with these tactics after months of not being able to see some of the end-game content I wanted, and now Figment's no slouch anymore. So sit back, relax, and enjoy some enlightenment from my experiences with him. I've earned him epic gear, an epic flying mount, plus shiny and powerful new weapons, and I did it all without being a slave to the raids.

## Getting Gold

---

---

It's good to be loaded.

Gold gives you access to all sorts of stuff, especially the kinds of things you can buy from the Auction House. That means buying potions, armor, weapons, and other goodies without a lot of trouble, even if it costs you a good chunk of change. It's also a wonderful feeling to look in your bags and see a big pile of gold there, just in case an opportunity to buy something you may not see again comes along.

So, how do you get the gold?

## Professions

---

Everyone in the World of Warcraft gets two professions, plus First Aid, Cooking, and Fishing.

Figment can make big gold off of the three professions he uses to make money: Alchemy, Herbalism, and Cooking. Yes, you can make money from Cooking, because once your skill is high enough, you can make food that buffs stats, spell damage, and healing. When you're making that kind of food for high levels, you're selling it for gold coins per stack.

As far as the Alchemy and Herbalism goes, Figment can do things with them a lot of other professions can't do, and that's make consumables. Better still, he can make consumable buffs. Even if he's done so much farming he's auctioning excess herb stacks, those herb stacks are being sold to people who also want to make consumables, and have the gold to do it without farming. That means Alchemy and Herbalism are steady sources of income.

Now, I've heard of people becoming pure gatherers, such as some combination of Skinning, Mining, and Herbalism, but I've taken a liking to Figment's Alchemy/Herbalism combination. They compliment one another, and he can make consumables anyone can use. And because they're consumables, someone is always going to need more of them sooner or later.

I know you don't want a dissertation, so I'll just boil it down to a tip list.

- ◆ When choosing professions, it helps to choose one you can use for yourself. Taking a Mining/Blacksmithing combination wouldn't have been very helpful to my mage Figment, for instance. But being an Herbalism/Alchemy is very helpful to Figment. He can sell buffs in a bottle and use them too.
- ◆ When choosing your professions to generate gold, there are two routes that work best. Be a pure gatherer and sell raw material stacks, or choose a complimentary pair. Complimentary pairs are things like Mining/Blacksmithing, Skinning/Leatherworking, Herbalism/Alchemy, and Mining/Jewelcrafting. Enchanting/Tailoring is also popular, because you can disenchant your own creations and auction off the raw materials, not

- to mention boost your own skill levels and sell enchantments to other players.
- ◆ Engineering does not make money as a profession. Most of what you create can only be used by other engineers or you, which I discovered the hard way with a previous toon. This means you can make gear for yourself, but sadly, you won't make any gold from it.
  - ◆ I've had the most luck with professions that create consumables, like potions. That's because when they're used, they're gone. Then your customers need more if they want the same effect again. Cooking buff food works the same way, and also raw material stacks. If you have the time to farm and want to keep to a steady in-game income, stick with the consumables.
  - ◆ Professions really pay off when you're making the things those who've maxed their levels can use. It doesn't mean you can't make potions usable by lower levels, but you won't make as much from those sorts of items.
  - ◆ Slow and steady wins the race when making money with professions. Don't spend hours a day working them, or you'll burn yourself out and bore yourself to death. I spent most of a month affording what it took to buy Figment his epic flyer because I only spent a couple of hours a night farming. It was all I could manage.

Now, once you have your raw material stacks, finished products, or whatnot, you'll have to sell them at the Auction House to make gold. While the products, the gold, and the Auction House are all fake, the people buying from you are not. So just throwing something up and hoping it sells won't do.

To use the auction house effectively:

- ◆ Before you go out and make things to sell, find out what's selling first, and for how much. There is no frustration quite like making something for sale, only to find no one wants to pay anything for it. Focus your efforts on the products that sell best so as not to waste them.
- ◆ **Always, always, always** include a buyout with your auction items. This is especially true with things people can use on raids, like potions and flasks. People with money who need items to raid want them right then, so accommodate them or lose out on their business.

Furthermore, make sure the buyouts aren't above and beyond the buyouts other people have put on identical items. Quality is not an issue in the World of Warcraft, so no one tolerates higher prices on something

they could buy more cheaply from someone else. I always check them, then undersell them by 50 silver to 1 gold or so. You want a buyer to choose you above your competitors, but you don't want to undersell your competition so much you don't make a cent.

- ◆ Don't be picky. If, in the course of your farming, you find something valuable you don't want or can't use, don't be afraid to post it in the Auction House. At worst, you'll just wind up vendoring it if the auction fails.

A wise choice of professions can put you in a good position to make your own gold, so take some time in choosing them. Otherwise, you may find you have one or two that don't work for you.

## Daily Quests

---

When you max out your level, quests pay in gold instead of experience points. Some of those quests can be done daily, and that's where the gold farming comes into play.

Daily quests pay fairly well. You do something that might take you a few minutes, and you can get somewhere upwards from 7 gold or better for completing it. As of this report, the limit on the number of daily quests you can do per day is 25, which makes them a great opportunity for gold farming.

I've never completed a full 25 quests in a day, but even if you only go to a zone where more than a few are available, you can still make a decent income with daily quests. Plus, they're still available once you max your reputation with a faction that offers them, so you can use them indefinitely.

Again, slow and steady wins the race. I've been bored senseless trying to do all the dailies in a single zone, and I don't recommend running around the game world in an attempt to max out your 25 quests per day. It will annoy the heck out of you, and you'll stop doing them because you can't stand them anymore.

## Bad Ideas

---

If you want to get gold, here are a few bad ideas that I don't recommend.

- ◆ **Buying it online:** Even if the service is legitimate, Blizzard tends to frown on gold buying. In some instances, these services are interested in stealing your login information so they can strip mine your toons. If they do sell gold for real, you're still trading real-life money for fake game gold, and it's just not worth it.

- ◆ **Ninja looting:** A good way to lose friends and annoy guilds. Taking stuff you haven't won so you can sell it for money will likely get you kicked from guilds and parties. It could ruin your reputation besides if those you annoy start complaining about you on the forums. If you're trying to earn gold so you can buy what you need to raid, it will end your chances in a hurry because no one will want to raid with you.
- ◆ **Begging:** World of Warcraft players are notoriously intolerant of beggars. It's kind of hard not to be, when you can go to a zone and mug the monster spawns for drops right from level 1. So, unless you'd like to be the target of a general channel flaming, don't beg for gold in the game world.
- ◆ **Drop farming:** This works well in those instances and raids you can't or don't want to run just now. In the general game world, you're relying on luck to do what can better be done with a bit of planning. Yes, you have to do a lot of this in your earlier levels, but once you max out, you have better options.

Gold isn't that hard to earn if you know what you're doing, even if you can't raid. With a little practice, you can master in-game money-making, make your in-game life far more convenient, and help your toon get geared.

## Getting Geared

---

---

I talked about making gold first, because it's a big way to get geared if you can't or don't raid. There are some other tricks you can use too, and I'm going to list some of the common ones for you.

### Player vs. Player (PvP) Farming

---

Even on the Player vs. Environment (PvE) servers, PvP zones exist. These zones allow you to earn honor and badges, which can then be traded for gear you can't get anywhere else. Figment gained a lot of gear this way, and it helped him get ahead.

Yes, I know some people don't like Player vs. Player. People much like me, until I found out it was a good means to an end. I don't have so much of a problem with it anymore, though I maxed out all the gear I could earn that way some time ago. I expect that will change in any future expansions, however, so I'll still have that option in the future.

When farming gear with PvP zones:

- ◆ Pick out a piece of gear you want and focus on it. It'll take forever if you keep bouncing between PvP zones trying to earn multiple goodies at the same time.
- ◆ Horde is better at PvP than Alliance. This will affect how well (or not so well) your PvP farming will go, depending on which faction you play.
- ◆ As with everything else, slow and steady wins the race. I have a friend that can do marathon honor farming runs, but I've never been able to manage it. I only PvPed a couple of hours a night when I was trying to earn gear, and don't recommend marathons to you either.

## **Make Your Own**

---

In the "Getting Gold" section, I mentioned that you should pick your professions to benefit your own toon. One reason for this is because it will allow you to make your own gear. In the higher levels, that means making your own epics.

Now, here are some of the things that apply:

- ◆ The patterns/recipes/whatnot for the good stuff will cost you a bit of gold to buy from the Auction House, which is why you should master making gold in some form or another.
- ◆ Once you have the pattern/recipe/whatnot, you'll have to gather what you need to make it. In some cases, this may involve raiding instances that you can't reach right now, and you'll have to table a project until you can. In others, you can farm or buy what you need, in which case you're set.
- ◆ Focus your efforts on garnering the raw materials for a single project if it happens to be something requiring a lot of work on your part. Running around all over the place for multiple projects will just delay the construction on all of them.
- ◆ If it's for your own use, cost is not an issue. You can spend as much gold for it as you can make at a time, because no profit margin is involved. You just want gear you can use.

Yes, a lot of the fun stuff comes from the big raids, but that doesn't have to stop you from making your own improvements beforehand.

## **Reputation Farming**

---

Certain factions in the game world have their own reputations, and when you earn enough of one, you get access to gear. Farming enough reputation to do that takes a while though, so to make the most of your efforts:

*Like the World of Warcraft? Check out these other [titles from Blizzard](#) today!* 9

- ◆ First, determine if one of a faction's rewards is something you could use or really want. Farming reputation for the heck of it is no kind of fun at all.
- ◆ If the faction does have something you want, focus on farming the reputation for that faction alone. They'll have their own dailies or quests you can do to build it. Stick with that one faction's quests, and don't spread yourself thin trying to farm multiple factions at the same time.
- ◆ You're not going to get the highest reputation possible in one day, so do what you can in one game session, then repeat daily until you're where you want to be.

Now, some of these items will require more than a reputation to get, and you might have to farm some gold first to buy it in addition to the reputation requirement. Fortunately, you tend to earn a fair amount of gold in the process of farming reputation.

## **Buy It**

---

This is the brute force financial approach to getting gear. If you have the gold, just go to the Auction House and buy it.

There's no real trick involved with this. If you find something that can improve on what you have, pay the buyout and get it. Dropping bids risks you being outbid, and you can avoid that entirely if you have the gold. Then make more gold and repeat as you require to upgrade all the gear you can't get any other way.

## **Enchant It**

---

Once you have gear, make the good stuff better by enchanting it, or having it enchanted.

- ◆ First, don't have anything enchanted unless it's a piece of gear you'll be using for a while. Big enchantments will cost you money in materials, and it's not worth spending on a throwaway piece.

If you're the enchanter looking to raise your skill, offer to do free enchants in a major city if the customer provides the materials for you to use. You can save yourself some gold practicing and help out other people at the same time.

- ◆ Get enchantments that work best for your class and specialization. Mages don't need Agility enchants, warriors don't need Intelligence boosts, and so forth.

---

*Like the World of Warcraft? Check out these other [titles from Blizzard](#) today! 10*

- ◆ Materials for enchantments can be bought at the Auction House. Just make very certain you know which materials are required for what enchantment before spending gold.

If you can make your own materials with disenchanters, or win an enchantment raw material in a drop roll, save them for later.

- ◆ You can also buy temporary weapon buffs like oils, weights and sharpening stones. However, these are consumables with durations that only last a short time.
- ◆ Get the best enchant you can manage for that particular piece of gear. Otherwise, you'll put an enchant on it, then have to go through it all again to get the better enchant later.

## Not so Good Ideas

---

Just like with gold, some ways to get gear should not be attempted. I don't recommend either of the following.

- ◆ **Ninja Looting:** This is just like the ninja looting for gold, except that you actually want the item, so you steal it from your party at the drop roll. Again, this is a great way to lose friends, annoy guilds, and get flamed in the forums. Don't do it.
- ◆ **Account Buying:** You buy a toon someone else has created, played, and geared, or so goes the advertisement. There's no way to tell if that's what you'll get, or if they're after something else you don't want to give them. Even if they're on the level, again, you're paying real money for a fake toon that exists solely in a digital world. You'll also get no satisfaction from building your own, and have no real understanding of how to play the one you've bought even if it's heavily geared.

Seriously, it's just a game world. Don't be sleazy trying to get yourself geared.

## Other Resources

---

It could be you want more information, or you're having trouble in other areas. If you are, here are some other things that can help you.

- ◆ [The World of Warcraft Web Site](#): Are you reading this guide because you're trying to decide if you want to play World of Warcraft for the first time? Check out this web site for more information.

---

*Like the World of Warcraft? Check out these other [titles from Blizzard](#) today! 11*

- ◆ [Other Titles from Blizzard](#): Blizzard has made more cool games than just the World of Warcraft, plus the new titles that are coming. That includes the World of Warcraft and its expansions, if you're reading this guide to decide if you want to play the World of Warcraft and you don't have it yet.
- ◆ [Zygor In-Game Alliance and Horde World of Warcraft 1-70 Leveling Guide](#): A guide to help you level your toon from 1-70 that appears in-game.
- ◆ [Warcraft Millionaire](#): This guy says he has the secrets to massive WoW gold beyond the basics I mention here. I can't say anything about that claim one way or another, but you can still take a look.
- ◆ [Ultimate World of Warcraft Guide](#): A guide that talks about both leveling and gold farming, all in one.
- ◆ [Nhym's Warcraft Guides](#): A series of ebooks dealing with raiding and gold farming.

## Wrap-up

---

---

If you can't or don't raid for whatever reason, it's not the end of the world.

There are still plenty of options open to you for getting gold and geared. Granted, some of the most exotic stuff comes from raiding, but this report can help you get to the point you can go to those places eventually.

Good luck, and may you load up your toon with digital goodness!