



Module 4 – As Much Gold as You'll Ever Need

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Pay close attention to the title of this section. It's not "as much gold as you can get". It's "as much gold as you'll ever need". Basically, I want to show you in this section how I get the gold counts that most of the raiders and PvPers out there are used to seeing – 10,000-40,000. It's a ton of gold, and it will be enough for just about anything you ever need to do.

And if you're really interested in doing well in World of Warcraft, you can stop right here and be perfectly fine. Every time you need a new mount or a new set of gear for whatever content comes your way, you should be able to login, do some quick trading and make a few thousand gold. But, here's the thing. I called my program "HitGoldCap" for a reason. I want to show you how to get all the way to the top, not to the middle.

So, if you reach the end of this section and decide you haven't had enough, then keep going. Keep reading and I'll show you how to hit the gold cap next, the top tier of gold making that only the truly elite have managed to pull off. Anyways, let's get going. Module 4 – how to make plenty of gold for whatever your needs may be.

Selling Items at the Right Price

The first thing I want to talk about is the one thing I think most players mess up the most – how to price your items in the auction house. You'd be surprised how many people I've stumbled upon who just plain have no idea what they're doing in there. They spend hours each day

buying and selling items and then they waste all that effort by not pricing their items to sell *and* profit.

The key is to know when and how to undercut effectively. If you are going to go to the effort to undercut, you need to be sure you go as low as possible while still managing to make the price look different and attract buyers. Don't undercut things every time you post. Do it when you know you *need* to undercut to make a profit. Say for example, you snag a stack of Titanium Ore for 250 gold, but you know it's been selling on your server for 375 gold on average. Don't sell it for 275 gold and be happy with a paltry 25 gold profit. Wait for the prices to normalize and sell it for 360 gold. You're still undercutting the averages, but you're doing it by far less than when you made your purchase.

You need to recognize what the price ranges are for any given set of items and then undercut within those ranges. Doing that will ensure you make the most possible profit. Don't be happy by just profiting. Be happy that you made a *good* profit.

Undercutting Yourself

There is a strategy that I've seen floating around for some time now, and generally speaking, I don't recommend doing it every day, because it won't always work. And never do this with items that sell in high volume. You'll only waste your gold and a lot of time in the process. But it works very well for gear and BoEs that sell in low-medium volume.

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Say you have a BoE Epic from Trial of the Crusader. These usually sell for between 2000 and 10,000 gold each. If you find it for sale at a price of only 900 gold, you of course buy it right away, but how do you undercut that price on the Auction House without the supply needed to establish values. These items are priced according to the need of whoever happens to be buying it.

So, instead of wasting your time by posting it for different prices and running the values up and down until you make a sale, try undercutting yourself. Take that BoE Epic and post it on the Auction House for 8,000 gold. It's a decent deal and it undercuts the high price of the item by about 20%. However, unless someone really wants it right away, you'll never sell it for that much, especially with Tier 10 gear flooding in.

Instead, have a second character go and start advertising the exact same item on the Trade Channel for 4,000 gold – half the price of the auction. People interested in the item will go and see that item in the Auction House for 8,000 gold, see the trade deal and think they're getting a steal. Even if they have an auction house mod, they'll see that the 8,000 gold is about average, and so the 4,000 must be a spectacular deal. You can then make a 3,000+ gold profit while undercutting your own auction. Pull it off and sell it for straight gold in trade and take your profit.

Buying in the Trade Channel

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The trade channel is not just for selling though. You can also get some good deals if you look to buy in the trade channel. The goal here is to know the value of an item before you start making offers. I like to look for items that have steady values and offer between 6%-80% of the Auction House Value for them. Many players will gladly sell their goods right away, especially if they're not gold farmers. This is because they can get gold immediately and without needing to spend hours waiting for an auction to finish. They also pay no fees to the auction house and they can talk to someone upfront.

Of course, by going to the trade channel, things become much more fluid. You may find yourself negotiating with people over prices and you need to be comfortable with this if you want to be effective in the venue. Make jokes, discuss the game, talk about a patch – do whatever it takes to personalize yourself and make the trade more amenable to the person you're trying to deal with. You should always stand strong on your prices. That's not to say you should never allow haggling, but if you cave in right away on prices, you'll never be able to make it through the process without losing some gold and a bit of face.

If you're lucky, you may find someone with a big inventory of junk they don't need from running raids. There are thousands of players who play the game each week for the instances. They run them religiously, but they don't really care about all the stuff they drop. You can often find some real gems in there – BoE epics, reputation items, craftables, and orbs that they should have sold for a big profit but didn't think to do. If you can buy these too, you'll make a huge profit in the process.

Trading Items

The thing that most players neglect the most is that they can make a huge profit just buying and selling items like Titanium Ore or Frozen Orbs. These things all have value, and always will, so if you can find a good deal using your add-ons, you'll almost always make a profit on them.

Remember that list of items we added to your Market Watcher scan list? Those are the things you need to be searching for. Here are more details on each of them.

Eternals

The most basic of crafting materials in Wrath is Eternals. These things are used in everything and while they are not worth nearly enough to go farm and make a nice profit on, you can buy and sell them for huge profits if you know how to do it right. They sell in high volumes and their prices go up and down dramatically depending on patches and server population. Life and Fire in particular are very volatile. They are needed quickly and in large numbers so if the auction house goes empty, you can sell them for as much as 80% over list price just because of increased demand.

My recommendation for Eternals is to buy them in stacks and resell them in singles. Many players only need a few at a time so they're much more willing to just pay whatever it costs for one or two Eternals. However, a full stack of 20 eternals, which can cost 200 gold or more, is far more intimidating, so lower prices are necessary to get rid of them.

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20	[Eternal Shadow]	75	48h	Andramake	370	00	00	00	102%
20	[Eternal Shadow]	75	12h	Xoous	375	00	00	00	95%
20	[Eternal Shadow]	75	48h	Shootsrus	340	00	00	00	92%
20	[Eternal Shadow]	75	48h	Shootsrus	335	00	00	00	92%
20	[Eternal Shadow]	75	48h	Shootsrus	340	00	00	00	92%
6	[Eternal Life]	75	12h	Joetim	277	40	00	00	179%
10	[Eternal Life]	75	12h	Joetim	288	00	00	00	100%
10	[Eternal Life]	75	12h	Agoios	255	00	00	00	97%
10	[Eternal Life]	75	12h	Agoios	270	00	00	00	97%
20	[Eternal Earth]	75	48h	Squidchin	250	00	00	00	114%
20	[Eternal Earth]	75	48h	Andramake	114	53	20	00	109%
20	[Eternal Earth]	75	48h	Shootsrus	135	25	80	00	107%

For that reason, you can generally find stacks of 20 at about 40%-75% of the normal sale price.

Buy them up, break them apart, and make between 3-6 gold per eternal by selling them on their own. The key here is to check the prices throughout the day and learn when volume is highest and when demand is highest. Normally, on my servers, I find that volume peaks for Eternals in the evening after players running Wintergrasp return to auction their goods. The demand however peaks earlier in the day when crafters get on to prepare for raids. Take advantage of those times to make the biggest profits.

Titanium

Titanium was always valuable, but since the epic gems were added in 3.2, it is worth far more than it ever was before. These days, you can make a tremendous profit on Titanium – especially if a not well informed Miner decides to sell off their Titanium stash for 30% of the market value (which happens far more than you would expect).

1	[Titanium Ore]	80	2h	Adegas	19	18	75
1	[Titanium Ore]	80	2h	Adegas	20	00	00
1	[Titanium Ore]	80	2h	Adegas	19	18	75
1	[Titanium Ore]	80	2h	Adegas	20	00	00
1	[Titanium Ore]	80	2h	Adegas	19	18	75
1	[Titanium Ore]	80	2h	Adegas	20	00	00
1	[Titanium Ore]	80	2h	Adegas	19	18	75
1	[Titanium Ore]	80	2h	Adegas	20	00	00
1	[Titanium Ore]	80	2h	Adegas	19	18	75
1	[Titanium Ore]	80	2h	Adegas	20	00	00
2	[Titanium Ore]	80	48h	Vathros	38	37	50
3	[Titanium Ore]	80	48h	Lightyman	45	35	64
4	[Titanium Ore]	80	2h	Emmanna	56	69	55
5	[Titanium Ore]	80	48h	Andramake	75	70	00
5	[Titanium Ore]	80	48h	Andramake	79	80	00
					100	00	00
					115	00	00
					100	00	00
					115	00	00

Many farmers will just want the cash they can get right away too, so even if they know the value of what they have, they'll take whatever you have to get rid of their Titanium and finance their raid. Titanium bars are good too because they can take all that useless saronite that floods the market alongside Titanium and convert it into profit (8 Saronite Bars equals 1 Titanium Bar).

The most important thing to remember about Titanium is that it gets bought in different sized stacks depending on demand. Jewelcrafters will eat up stacks of 5 while engineers and blacksmiths will take whatever they can get. You won't make a fortune breaking up stacks of 20, but you're more likely to find a good deal on a stack of 20 than on a stack of 5 or 10.

Titansteel

This is another one of my favorites and for a few good reasons. To start with, Titansteel changes in value constantly, but it always remains fairly high. You'll find less really good deals, since most Miners know that they are creating something pretty good, especially with the long cooldown.

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The reason why Titansteel is such an effective item to sell is that people will sell it off for undercut prices that don't really net anyone a profit. It's easy for you to take advantage of that and resell the Titansteel at actual value, but in bunches of 10 bars or so. Most people who need Titansteel are in need of a lot of it. If you can get large stacks put together for them, you'll end up having a substantial collection for them to work with and can sell it at face value – they'll pay it because it's easier and you can get away with charging far more.

Orbs

Frozen Orbs are not necessarily as highly traded as they were back in the original days of the game, but they can be bought for very low prices in the Trade Channel and then flipped for a substantial profit, if only because the other people selling them are lazy and you are not. Runed Orbs still sell in decent volume as well, as they are used for a lot of level 226 items. Crusader Orbs are very expensive to trade back and forth, but if you have the gold to buy a few, they can be bought for a substantially low price off of new raiders and resold to crafters for a monstrous profit.

Primordial Saronite

Blizzard threw out a new one in Icecrown Citadel that was not an orb and it is worth a fortune right now. Expect the value for this stuff to go down as 3.3 lasts for a while longer, but for now, you can expect values on the Auction House of between 2,000 and 3,000 gold. Which means, if you can get these things without needing to spend over 2,000 gold – or if you can load up on Emblems of Frost in the instances, you'll be able to land yourself quite a few of these, and you

can bet they resell almost instantly, considering how many are needed in the Tier 10 Epic craftables.

Getting to the Next Level

At this point, you should have been able to build up a substantial sum of gold that will help you get through a good chunk of content. That includes having at least a week or two of good data on your add-ons, higher volume trades and more gold flowing in over time. The key here is to stop worrying about how much gold you have, and start making more frequent, high level, and most of all intelligent trades. If you can do all that, you'll be well on your way to the upper echelon of content that you've been aiming for all this time.

You'll keep trading the items we've already discussed a few times over, so don't expect that to change. Watch your Market Watcher data, review any good deals, and trade them frequently to make as large of profits as possible throughout the day when you login.

Going for the Gear

Something we've skipped up to now is the buying and selling of gear in the Auction House. I don't like to recommend this outright for a few different reasons. To start with, it can be very tricky. It's impossible to know the actual selling value of a Raid BoE epic because volume is so

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low. You might find an item on the Auction House that has only ever been looted 5-10 times.

How can you possibly know what it will sell for?

However, as you get used to the game and play more often, you'll start to see how certain iLvl's work and what they are worth. Just take a look at all the Level 80 epics on the Auction House at a random time (a Sunday morning to be exact):



Item	Pc	Profit	Stk	Buyout	Bid	Reason	Seller
[Titansteel Shanker]	70	280 67 24	1	656 86 69	545 49 36	General	Victoris
[Titansteel Bonecrus...]	101	53 81	1	925 00 00	900 32 18	General	Draygar
[Avool's Sword of Jin]	112	45 73	1	1800 00 00	1709 00 00	General	
[Tankard O' Terror]	116	65 37	1	975 00 00	900 07 99	General	
[Tankard O' Terror]	119	65 37	1	1000 00 00	900 07 99	General	
[Titansteel Destroyer]	143	24 32	1	1800 00 00	1500 35 08	General	Talazadriel
[Tankard O' Terror]	148	65 37	1	1250 00 00	1201 01 01	General	
[Namiak's Supernum...]	150	44 67	1	955 03 38	847 50 08	General	Dontellthelf
[Tankard O' Terror]	176	65 37	1	1485 00 00	1432 87 50	General	
[Avool's Sword of Jin]	266	95 16	1	4260 50 57	3823 23 35	General	

As you can see, the prices will vary greatly. Ignore the Tankards O'Terror as these are from the Brewfest Holiday, but the rest are all very different depending on which raid boss they dropped from and what the chances of getting them are (plus how useful they are). The key here is to know which ones are worth more than what they're listed for. I don't like to bid on anything that is worth only slightly more than what it is posted for, because you can make big mistakes doing that. Additionally, if it is an epic that you find more than 1 or 2 of, it is probably easy to get, or from a raid that is getting run by casuals more often. Look for the really nice stuff that

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drops in the higher level raids and is getting sold for far too little. Remember how to undercut yourself too and use the trade channel to sell this stuff off.

I have included a list of raid epics that are BoE from the Wrath raids. There are values listed to the right for each item. Remember though that these are all multi-realm averages. They might be incredibly inaccurate for your server. It's imperative that you watch the demand and the supply for your server and make decisions that are based on what you think you can actually get for the items, not what I've told you. I make no claim that these numbers will be the same for you:

Eye of Eternity (10 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Surge Needle Ring	Alextrasza's Gift	Ring	3000 Gold or lower	7000 Gold or higher

Eye of Eternity (25 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price

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Arcanic Trampers	Alextrasza's Gift	Cloth Armor	3000 Gold or lower	6200 Gold or higher
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Naxxramas (10 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Bone – Framed Bracers	Noth the Plaguebringer	Plate Armor	200 Gold or lower	400 Gold or higher
Chain of Latent Energies	Zone Drop	Amulet	600 Gold or lower	1200 Gold or higher
Mantle of the Extensive Mind	Instructor Razuvius	Cloth Armor	750 Gold or lower	1500 Gold or higher
Putrescent Bands	Grobbulus	Leather Armor	200 Gold or lower	500 Gold or higher
Rusted – Link Spiked Gauntlets	Grand Widow Faerlina	Mail Armor	300 Gold or lower	990 Gold or higher

Naxxramas (25 Man)

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Item	Source	Type	Target Buyout Price	Target Sale Price
Benefactor's Gauntlets	Thaddius	Mail Armor	400 Gold or lower	1000 Gold or higher
Bindings of Yearning	Gothik the Harvester	Cloth Armor	1000 Gold or lower	1800 Gold or higher
Boots of Impetuous Ideals	Loatheb	Cloth Armor	2000 Gold or lower	5000 Gold or higher
Boots of Septic Wounds	Patchwerk	Leather Armor	2500 Gold or lower	5000 Gold or higher
Gloves of Fast Reactions	Sapphiron	Leather Armor	1000 Gold or lower	2000 Gold or higher
Gloves of Token Respect	Grand Widow Faerlina	Cloth Armor	500 Gold or lower	1200 Gold or higher
Inexorable Sabatons	Anub'Rekhan	Plate Armor	1000 Gold or lower	1600 Gold or higher
Iron – Spring Jumpers	Heigan the Unclean	Plate Armor	1200 Gold or lower	2000 Gold or higher
Poignant Sabatons	Noth the Plaguebringer	Plate Armor	1000 Gold or lower	1600 Gold or higher

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Slime Stream Bands	Grobbulus	Mail Armor	1200 Gold or lower	2000 Gold or higher
Spaulders of Egotism	Instructor Razuvious	Leather Armor	1250 Gold or lower	2000 Gold or higher
Torn Web Wrapping	Maexxna	Mail Armor	1500 Gold or lower	2800 Gold or higher
Zeliek's Gauntlets	Four Horsemen Chest	Plate Armor	1200 Gold or lower	2100 Gold or higher

Obsidian Sanctum (10 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Signet of the Accord	Sartharion	Ring	1300 Gold or lower	2000 Gold or higher

Obsidian Sanctum (25 man)

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Item	Source	Type	Target Buyout Price	Target Sale Price
Mantle of the Eternal Sentinel	Sartharion	Leather Armor	1000 Gold or lower	1500 Gold or higher

Ulduar (10 man)

Item	Source	Type	Target Buyout	Target Sale Price
Armbands of the Construct	XT – 002 Deconstructor	Plate Armor	600 Gold or lower	1150 Gold or higher
Armbraces of the Vibrant Flame	Ignis the Furnace	Mail Armor	1100 Gold or lower	1700 Gold or higher
Bindings of the Depths	General Vezax	Leather Armor	1100 Gold or lower	2100 Gold or higher
Bracers of the Smothering Inferno	Razorscale	Mail Armor	1300 Gold or lower	2050 Gold or higher
Cable of the Metrognome	Cache of Innovation	Plate Armor	1300 Gold or lower	2400 Gold or higher

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Cloak of the Iron Council	Zone Drop	Cloak	2150 Gold or lower	3000 Gold or higher
Combustion Bracers	Flame Leviathan	Cloth Armor	1400 Gold or lower	2400 Gold or higher
Handwraps of Resonance	Cache of Storms	Cloth Armor	1300 Gold or lower	2500 Gold or higher
Nimble Climber's Belt	Auriaya	Leather Armor	1400 Gold or lower	2400 Gold or higher
Shawl of the Shattered Giant	Cache of Living Stone	Cloak	2500 Gold or lower	4500 Gold or higher
Signet of Winter	Cache of Winter	Ring	2000 Gold or lower	3000 Gold or higher

Ulduar (25 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Asimov's Drape	Cache of Innovation	Cloak	3000 Gold or lower	8000 Gold or higher

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Cowl of the Absolute	Auriaya	Cloth Armor	2500 Gold or lower	6000 Gold or higher
Darkcore Leggings	General Vezax	Mail Armor	2000 Gold or lower	5500 Gold or higher
Iron Riveted War Helm	Flame Leviathan	Plate Armor	2500 Gold or lower	6000 Gold or higher
Leggings of Lost Love	Cache of Storms	Cloth Armor	2000 Gold or lower	6900 Gold or higher
Leggings of the Stoneweaver	Cache of Living Stone	Mail Armor	1500 Gold or lower	3200 Gold or higher
Lifeforge Breastplate	Ignis the Furnace...	Plate Armor	1800 Gold or lower	4500 Gold or higher
Northern Barrier	Cache of Winter	Shield	2500 Gold or lower	9500 Gold or higher
Nymph Heart Charm	Freya's Gift	Amulet	2400 Gold or lower	6000 Gold or higher
Phaelia's Vestments of the Sprouting Seed	Zone Drop	Leather Armor	2000 Gold or lower	4400 Gold or higher
Proto – hide	Razorscale	Leather Armor	2500 Gold or lower	5100 Gold or

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Leggings				higher
Signet of the Earthshaker	XT – 002 Deconstructor	Ring	2000 Gold or lower	5000 Gold or higher

Trial of the Crusader (25 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Band of the Traitor King	Anub'arak	Ring	5000 Gold or lower	8000 Gold or higher
Circle of the Darkmender	Lord Jaraxxus	Ring	5000 Gold or lower	7500 Gold or higher
Cloak of Displacement	Faction Champions	Cloak	4000 Gold or lower	8000 Gold or higher
Cloak of the Untamed Predator	Icehowl	Cloak	5000 Gold or lower	8000 Gold or higher
Drape of the Untamed Predator	Icehowl	Cloak	6000 Gold or lower	9000 Gold or higher

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Ring of the Darkmender	Lord Jaraxxus	Ring	5000 Gold or lower	8000 Gold or higher
Shroud of Displacement	Faction Champions	Cloak	4500 Gold or lower	7000 Gold or higher
Signet of the Traitor King	Anub'Arak	Ring	4000 Gold or lower	7000 Gold or higher
The Executioner's Malice	FjolaLightbane	Amulet	5000 Gold or lower	8000 Gold or higher
The Executioner's Vice	FjolaLightbane	Amulet	3000 Gold or lower	6500 Gold or higher

Icecrown Citadel (25 Man)

Item	Source	Type	Target Buyout Price	Target Sale Price
Carapace of the Forgotten Kings	Festergut	Mail Armor		
Marrowgar's Frigid Eye	Lord Marrowgar	Ring		

The Lady’s Brittle Bracers	Lady Deathwhisper	Cloth Armor		
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Tapping Into Your Fellow Players

This next section is about how to use your fellow players to make more gold, outside the auction house. The Auction House will always be our final line of profit – where we get things to turn over and make us gold – but it doesn’t need to be the only place we go to get the inventory we’re going to sell.

To start with, you need to keep in mind that not everyone is as savvy as you are, even now, while you’re reading this book. Many players are just looking to finance their raiding and need to make sure their profession items sell and that they are well off for the long term. If you’re not one of those players, you can take advantage of their willingness to sell things at sub-market prices.

The easiest way to do this is to find people who can use their profession cooldowns for you. I have done this multiple times and find that it is far easier than you’d expect. Buying Titansteelcooldowns or Transmutation cooldowns can be highly profitable if you do it right. You’ll need to know how much it costs to buy the materials for the cooldown, and then be able to find people who have their cooldown for sale. Just use the trade channel and say “WTB Titansteel CD”. You can usually find miners willing to toss their cooldown your way for as little as 10 or 20 gold, which, on most servers will convert to a profit of up to 50 gold if you can get

materials low enough. The transmutations are a bit less profitable, but are far easier to pick up and between the two, you can get a lot of these each day, without having to wait for your own cooldowns to expire.

Buying Out Back Stock

Another thing I like to do that has been highly successful once you have a good stash of gold in place is to buy out collections of items from other players. This can be done relatively easily on most servers because players will start to build up dozens and hundreds of items that they don't know what to do with. A guild leader might have 50 Orbs laying around that they don't need and will sell them off to you for a fraction of their actual value. You might find farmers who have been farming all weekend and either don't know how to use the auction house, or don't want to bother with it.

Advertise to these individuals in the trade channel and offer them a fair, but below market value, offer for their goods. You can sometimes make profits as much as double your investment on huge collections of items that you wouldn't otherwise need to farm or buy for yourself.

Cross Faction Trading

Another trick I want to show you and one that is far trickier than anything we've done yet is cross faction trading. This is something that will take quite a bit more work on your part, but that can pay off immensely because of the huge disparity between factions when it comes to the

value of certain items. To start with, you'll need to have a character on each faction on the same server. You cannot trade with yourself, so you'll need to have a second account – either of your own or of a friend who is a good sport. Set up the same list of Market Watcher items on your second auction house character and run scans whenever you run them for your main alt. Basically, this character should be a mirror of your main alt. Every bit of data one gets, the other should have. This will make it far more accurate when you go to trade between them.

What is Arbitrage?

Before I go any further, I want to tell you about what you'll be doing. It's a financial term known as arbitrage and it's essentially the buying of a commodity in one market to resell in another at a higher price. You do no work beyond transferring the item between markets and get all the profits by making the transfer.

In the case of World of Warcraft, you'll be taking items off of the Alliance or Horde Auction house and trading it through the Neutral Auction House in Booty Bay to the other Faction for a profit. This is the reason why you need to keep very close track of the actual values though because if you misjudge the values you can lose a great deal of gold doing this.

Setting Up Your Characters

To start with, you need to create four Auction House characters. You need one in each opposing Faction's capital cities, and you need one for each faction in Booty Bay. Remember, each faction needs to be on a different account so that you can trade with yourself. Also

remember that the Neutral auction house will charge 15% on each item, so if you try to move gold between accounts, it is expensive. However, if you do it right, the items should be easy to transfer.

Transferring Items

I'll use an item as an example here. Keep in mind that I'm making these numbers up, so don't actually go out and do this. Say that Primordial Saronite is selling for 2100 gold for Horde and 2500 gold for Alliance. You watch the market and see that it is fairly consistent for at least a week. So, you would go and buy out the cheapest Horde auctions and mail them to your second Horde AH character in Booty Bay. He or she would then post them on the Neutral Auction house for 1 copper.

The key here is that your Alliance Booty Bay AH character needs to buy them instantly, because if someone else is hanging nearby and sees the deal, you're going to get ninja'd and you'll lost a few hundred gold in the process. This allows you to avoid the 15% transaction fee, but it also opens you up to some potential trading risks, so be careful in doing this strategy. Once you've made the transfer, get them back to your main Alliance AH character and sell them quickly. Never wait more than an hour or two to sell these off because the prices could always fluctuate between days.

If you need to get gold between factions, keep in mind that the game will take 15% of your gold in a transaction fee in Booty Bay. So instead of doing it that way, just send over a very

expensive item that will sell for as much or more than what you bought it for. You can then transfer gold between characters that way, without paying transaction fees.

Getting Your Gold In Hand

This module was designed to get you up to a lot of gold – somewhere in the realm of 25,000. If you've never had 25,000 gold, then you're probably salivating just thinking about it right now. But, I want you to keep in mind that 25,000 gold is only about 12% of the gold cap. You're not even close to all the way there. And even if you think that 25,000 gold will last you a long time, it really won't. Just consider how much things like Primordial Saronite cost. Take Bladeborn Leggings – aiLvl 264 crafted epic that takes 8 PrimordialSaronites to craft. That would be enough gold on its own (20,000), but then you need to get 20 Nerubian Chitin (100 gold), 8 Arctic Fur (400 gold), and 16 Eternal Shadow (80 gold). You would spend your entire 25,000 gold just to get the materials to make those Leggings. That's a lot to pay for +162 agility, +162 stamina and a +8 agility socket bonus.

These days, the gold cap is the way to go. It ensures you have everything you'll ever need in terms of gold. You'll never need to worry about building up a stash again and if you need more gold for any reason, you can toss around what you have with a flick of the wrist. So, if you're ready to step up to the next level, let's take a look at Module 5 and the rise to the Gold Cap.