



Module 5-The Gold Cap

To get started, I will mention that everything you've already been doing should continue. It's not an easy road to follow, but consider this-you just reached 25,000 gold in less than a month. You can easily do it again and with the strategies I'm about to show you, you can push your limits even further. With all that gold in hand, you can start making much larger, much more impressive trades that will translate to big cash returns on a scale no one is used to seeing in this game.

Keep in mind as well that if you just keep using what I've shown you, and up the ante to trade a lot more items, a lot quicker, you can reach the gold cap almost as fast. But, I want to show you the tricks I've been using to speed things up substantially-making gold in ways that no one has even thought of (and ways everyone has thought of but are doing wrong).

Disenchanted

I almost included this in the last module, but it is one of those slightly more complex, math heavy strategies that I didn't see a reason to throw at you unless you're serious about making big gold-upwards of the gold cap.

Basically, what this entails is buying green and blue gear from the auction house and disenchanting it to make money on the enchanting mats. The key though is to develop a strategy that allows you to simply look at the ilvl and cost of the item and flip it into a profit almost instantly, without having to take any risk. Here's how it works:

Start out with a maxed out Disenchancing skill-375 will do, but 450 is better. Your mods should already be in place and you should have good data. Here is a list of the enchanting mats you'll be dealing with. Add them all (or the higher level ones if you are discerning) to your Market Watcher list.

Dust	Essence	Shard	Crystal
Strange Dust	Lesser Magic Essence	Small Glimmering Shard	Void Crystal
Soul Dust	Greather Magic Essence	Large Glimmering Shard	Nexus Crystal
Vision Dust	Lesser Astral Essence	Small Glowing Shard	Abyss Crystal
Dream Dust	Greater Astral Essence	Large Glowing Shard	
Illusion Dust	Lesser Mystic Essence	Small Radiant Shard	
Arcane Dust	Greater Mystic Essence	Large Radiant Shard	
Infinite Dust	Lesser Nether Essence	Small Brilliant Shard	
	Greater Nether Essence	Large Brilliant Shard	
	Lesser Eternal Essence	Small Prismatic Shard	
	Greater Eternal Essence	Large Prismatic Shard	
	Lesser Planar Essence	Small Dream Shard	
	Greater Planar Essence	Dream Shard	
	Lesser Cosmic Essence		
	Greater Cosmic Essence		

You're going to be buying gear now that can be disenchanting into these materials for a low cost, with a higher resale value. The real value here is that enchanting mats can be resold for a big profit without any listing fees-a very easy flip.

Since the drop rates on the enchanting mats can vary slightly, we need to create a formula that tells us the overall, average value of that piece of gear when it is disenchanting. To do that, we'll pretend we are buying 100 of them-creating an artificial data set that is large enough to satisfy the necessary deviation of the drop rates. This requires that you have enchantrix installed-but it should already be there from your Auctioneer Suite.

Let's get started with the Ice Pick of the Beast-a level 174 1H Axe. If you were to disenchant this item, you would get the following goods:

- 75% Greater Cosmic Essence (1-2)
- 20% Infinite Dust (5-6)
- 5% Dream Shard (1)

With Market Watcher we already know the value of these items, but we need to find out the average resale price based on how many we can possibly receive at any given time from the drop.

If you get a Greater Cosmic Essence, you will get 1 of them 50% of the time and 2 of them the other 50% of the time. That means if you got Greater Cosmic Essences from 100 items, the average number you would receive is 1.5. The same is true for the Infinite Dust (the median of which is 5.5) and the Dream Shard (just 1).

Now multiply those median numbers by the percentage chance that you will get any of them and you get a breakdown of what the average numbers are for every 100 of the Ice Pick of the Beast you disenchant:

- 112.5x Greater Cosmic Essence
- 110x Infinite Dust
- 5x Dream Shard

It's impossible to provide set values for these items, but here are some averages based on general server data I've gathered from across the game.

- Greater Cosmic Essence-17 Gold
- Infinite Dust-2 Gold
- Dream Shard-8 Gold

Now multiply the values of those 3 items against the number of each you would get for 100 different disenchantings. There are no deposits so this should be the final total for you:

- Greater Cosmic Essence-1912.5 Gold
- Infinite Dust-220 Gold
- Dream Shard-40 Gold
- Total-2172.5 Gold

For every 100 Ice Pick of the Beasts you get, you will receive a gross profit of 2172.5 gold after disenchanting and reselling the items. Now, divide this total by 100 to get the maximum amount of gold you can spend on that sword before you take a loss. That should be 21 gold and 73 silver. Currently, this sword sells for an average of 15 gold and 55 silver-though it can go up by 10 and down by 5 depending on the server conditions. Your goal then is to maintain a buying price of no more than 21 gold, which should be a cake walk.

A Formula

Here is the formula I've created to make your life a bit easier. Just drop the numbers into this puppy and you can determine what each green or blue item is worth when you search for them on the auction house. Over time, you'll be able to do this just by ilvl, which converts to far better and faster results.

- $((A \times A1 \times A2) + (B \times B1 \times B2) + (C \times C1 \times C2)) / 100$

Your variables are the following:

- A = the percentage drop rate of enchanting material 1
- A1 = the percentage drop rate of enchanting material 2
- A2 = the percentage drop rate of enchanting material 3

- B= the number of enchanting material 1 that might drop
- B1= the number of enchanting material 2 that might drop
- B2= the number of enchanting material 3 that might drop

- C=the current price of enchanting material 1
- C1=the current price of enchanting material 2
- C2=the current price of enchanting material 3

Keep in mind that your profits may not be 100% consistent, but they will average out over time and result in a decent profit. It might take a bit of time, but if you get the hang of it, and in time upgrade to blue or even epic items, you can start flipping 10-50 gold per transaction with ease. For a list of item levels and what they disenchant into, see the end of this module for the added data.

Patch Notes Galore

I alluded to this already, and if you've ready any gold guides you've already heard it a few times, but it is one of the premiere ways to make big gold in this game. Consider two examples from the Wrath era content that I made massive amounts of gold with:

- **The 3.2 Titanium Surge**-When the 3.2 patch was announced, I noticed that Titanium was changing significantly. It was becoming prospectable and would drop epic gems for Jewelcrafters. That was a big deal. No rare ore had ever been prospectable and now the most expensive ore in the game was-it meant there would be a lot of price jumps very quickly. Now, I wasn't the only one to know this. Everyone knew the price would go up. But, not everyone had 90,000 gold sitting around that they could invest into titanium on three different characters. I made the entire gold cap worth of profit just by reselling Titanium and Titansteel when the patch hit, largely because I could afford to stock up.
- **The 3.0 Herb Surge**-The other example I use is the first time I realized I could hit the gold cap, and was because of the introduction of Inscription to the game. Back before the 3.0 patch, we all heard whiff that the new Inscription profession would use a lot of herbs, and would provide a ton of great benefits to those who picked it up. As a result, I started to stockpile herbs. I spent all month loading up on everything from Peacebloom to Felweed and by the time the patch hit, I probably had 350 stacks of herbs spread out across my main realm. I flipped those herbs for a profit of more than 500% - making thousands of gold instantly. I continued to flip herbs for the next three weeks until Wrath hit and was able to buy all the gear I needed at Level 70 in Northrend and then for dungeons.

Of course, it doesn't always work in your favor. There are times when you're going to find that the gold you were making on some items drops off greatly. If you had Frozen Orbs and Abyss Crystals in your bank when the 3.2 patch hit, you probably lost a lot of gold on them because they dropped greatly in price. The reason, in retrospect, is simple, but if you weren't ready for it, you got hit pretty hard. With Emblems of Conquest dropping for heroics, the value of those items dropped greatly. They were easy to get now, and that made them worth less. Those who were ready for it by reading patch notes, were able to clear their inventory. Everyone else got hit with big losses.

Realm Transfers

This is a tricky thing that I've seen working quite well in recent months and that has been confirmed not to break any rules (so you're not in danger here of getting banned). The crux is to transfer characters between realms, following the three day lockout period. This will allow you to get characters from one realm to another, moving gold from low volume realms to high volume realms or vice versa where gold is easier or harder to make. The rules are located on Blizzard's website and are summarized below:

http://us.blizzard.com/support/article.xml?locale=en_US&articleId=20558

Your characters need to be Level 10 to be transferred and there is a gold limit for each level character. At Level 70+ you can carry only 20,000 gold between realms. You can also only transfer once every 3 days and Death Knights must be level 60 to be transferred.

Those gold transfer limits can be tough, but if you plan it properly and do it on a regular basis, you can make a good chunk of gold transferring not only gold but a wide array of items that are only available in some realms or others at decent prices. Keep in mind that some items do not transfer as well and it does cost you \$25 per transfer, so this is not a strategy for anyone averse to spending real world cash on their gold cap quest. If you think about it, this is far cheaper than buying gold and there is no risk of getting banned. (note: Never buy gold in WoW-you'll get banned and waste a lot of cash in the process).

What You'll Move

The key to cross-realm transferring is that you need to know what to bring with you. The key is finding items with high volume on your server (which drives down costs) and transferring them to new, low population servers that will need those items more and will pay higher premiums to get them. For example, Primordial Saronite is the big thing right now with 3.3, so newer servers with less progression will pay more because they cannot get them on their own and supply is limited.

The key here is to start up on a realm that has a high population, with high volume and lower demand, and then buy up the items you need and transfer them to a low population, high demand realm. This can be hard to determine without some research, but there are tools out

there to help you find out which realms meet your criteria. You can check out WarcraftRealms.com and their realm stats to get an idea of the prices between realms. Use this tool to find a good number of realms that fit into low population and a good number that fit into high population. You can start a character on each of those realms now and can go around checking them out with a Level 1 character easily enough. Compare values on each realm with your add-ons and see which ones are best suited to your needs. Role Playing realms are especially high in demand and prices for these types of items.

Any realms in your lists with prices that are equal to your current realm (where your main character is located), should be skipped. Try to find a realm with prices as little as half of what your MC's realm has (or twice as much as you can them rotate through them).

Hitting the High Server

To effectively move from a low priced realm to a high priced realm, you need to find as many low priced items as possible and invest whatever you can afford into the process. Buy everything you want and put them on a character that is capable of carrying large sums of items. Remember as well that transfer characters need to be Level 10 or higher. Have an extra 100 gold on the transfer character as well for deposits on the auction house. Sell everything when you arrive on your new realm. It might take some time, because it is easy to overwhelm the economy and drive down prices if they are too high to start with (which is the goal). Your goal here is to have double the gold you spent on the other server.

Hitting the Low Server

If you want to move the value of the high priced realm back to the low priced realm, you need to get a bit more creative because of the gold cap limits. You won't be able to just buy items and transfer them any more because you're on a high priced realm that prohibits this kind of activity. So, your goal is to find items that are worth the same amount on both realms. Eternals, Titanium, and other craftable goods that don't change much are great choices because you can buy them with 100,000 gold and then resell them for 100,000 gold on the low price realm when you get back.

Keep in mind things that don't lose value at all, like crafting mats for engineers that are pretty much set in stone. If you can buy items that will resell for the same on the low priced server, you will be able to move as much gold as you want for that \$25 transfer fee, making your life much easier by the time you get over and try to hit the gold cap.

Hitting the Gold Cap

By using the huge list of WoW's different realms and transferring between them with large sums of gold invested into various items, you can actually double sums as large as 50,000 gold in one transfer. I've been known to make up to 65,000 gold with a single transfer, easily flipping a profit that works incredibly well by the time I reach the gold cap. You'd be surprised at how

easy this is too. When you make three or four successful transfers like this, you can actually hit the gold cap, having only spent less than \$100 to do it.

Ultimately, how you reach the gold cap is up to you. I know many players who would never spend real world money to do it-because of principle and their desire to show that they can do it with the tools already on their realm. This rules out both cross faction and cross realm trading, because you'd need a second account to do the cross faction thing.

And, guess what? What you can hit the gold cap without these strategies. It will take longer, but careful trading, lots of research into your items, and a good eye for what sells and what doesn't will get you there before you know it.

Additional Data

Below, I've included a handful of charts that can help you when you're trying to find items that will sell well when traded. You already have the list of epic BoE's above (keep in mind that the 3.3 list is not yet fully updated). Below you will find a list of small pets, as well as Twink gear that sells for large sums of gold on most servers. Again, do not take the gold counts I've listed as being exact. They change frequently and some servers will have prices half of what you read while others will be double (hence the strategy for cross-realm transfers). If you assume that Shadowfang sells for 400 on your server and it really sells for 300, you could lose a few gold in the process. However, the list of items here contains things that are incredibly successful for cross faction and cross realm trading due to the nature of their demand.

Level 19 Twink Items

Item	Source	Target Buyout	Target Sale
Shadowfang	Shadowfang Keep	300 Gold	500 Gold
Assassin's Blade	Shadowfang Keep	150 Gold	300 Gold
Darkweave Breeches	Blackfathom Depths	100 Gold	200 Gold
Magefist Gloves	Deadmines	40 Gold	75 Gold
Mindthrust Bracers	Shadowfang Keep	40 Gold	80 Gold
Staff of the Blessed	Blackfathom Depths	100 Gold	150 Gold
Seer			

Twisted Chanter's Staff	The Stockade	100 Gold	150 Gold
Boahn's Fang	Boahn (The Barrens)	30 Gold	50 Gold
Ironpatch Blade	Wailing Caverns/Deadmines	35 Gold	70 Gold
Keller's Girdle	The Stockade	35 Gold	70 Gold
Night Reaver	Shadowfang Keep	75 Gold	140 Gold
Sentry Cloak	The Stockade/ RazorfenKraul	80 Gold	150 Gold

Level 29 Twink Items

Item	Source	Target Buyout	Target Sale
Burning War Axe	Stranglethorn Vale/Alterac Mountains	30 Gold	55 Gold
Vendetta	RazorfenKraul	100 Gold	150 Gold
Gnarled Ash Staff	Thousand Needles/ Arathi Highlands/ Scarlet Monastery	20 Gold	40 Gold

Vibroblade	Gnomeregan	20 Gold	40 Gold
Oscillating Power Hammer	Gnomeregan	20 Gold	40 Gold
Dense Triangle Mace	Gnomeregan/ Wetlands	20 Gold	40 Gold
Staff of the Shade	RazorfenKraul	65 Gold	90 Gold
Supercharger Battle Axe	Gnomeregan	20 Gold	40 Gold
Looming Gavel	Hillsbrad Foothills/Stranglethorn Vale	35 Gold	70 Gold
Zealot Blade	Thousand Needles/Stranglethorn Vale	80 Gold	125 Gold

Rare Pets-Vendor Sold

Pet	Source	Target Buyout	Target Sale
Cat Carrier (White	Lil Timmy	100 Gold	150 Gold

Kitten)	(Stormwind)		
ManaWyrmling	Dealer Rashaad (Netherstorm)	25 Gold	60 Gold
Brown Rabbit Crate	Dealer Rashaad (Netherstorm)	15 Gold	30 Gold
Blue Dragonhawk Hatchling	Dealer Rashaad (Netherstorm)	10 Gold	25 Gold
Red Moth Egg	Dealer Rashaad (Netherstorm)	10 Gold	25 Gold
Wood Frog Box	Flik (Terokkar)	10 Gold	25 Gold
Cat Carrier (Siamese)	Dealer Rashaad (Netherstorm)	5 Gold	15 Gold
Ancona Chicken	Magus Tirth (Thousand Needles)	2 Gold	5 Gold
Black Kingsnake	Xan'tish (Orgrimmar)	2 Gold	5 Gold
Blue Moth Egg	Sixx (Exodar)	2 Gold	5 Gold
Brown Snake	Xan'tish (Orgrimmar)	2 Gold	5 Gold
Cat Carrier (Orange Tabby)	DonniAnthania (Elwynn Forest)	2 Gold	5 Gold
Cockroach	Dealer Rashaad (Netherstorm)	2 Gold	5 Gold

	Jeremiah Payson (Undercity)		
Crimson Snake	Dealer Rashaad (Netherstorm) Xan'tish (Orgrimmar)	2 Gold	5 Gold
Golden Dragonhawk Hatchling	Jilane (Eversong Woods)	2 Gold	5 Gold
Great Horned Owl	Shylenai (Darnassus)	2 Gold	5 Gold
Hawk Owl	Shylenai (Darnassus)	2 Gold	5 Gold
Prairie Dog Whistle	Halpa (Thunder Bluff)	2 Gold	5 Gold
Rabbit Crate (Snowshoe)	YarlynAmberstill (Dun Morogh)	2 Gold	5 Gold

Rare Pets-Farmable

Pet	Source	Target Buyout	Target Sale
Disgusting Oozling	The Ongar (Felwood) Flesh Hunter (Ruins of Ahn'Qiraj)	1500 Gold	3500 Gold

	Eastern and Western Plaguelands		
Tiny Emerald Whelping	Dreaming Whelp and Adolescent Whelp (Swamp of Sorrows)	800 Gold	2200 Gold
Tiny Crimson Whelping	Red Whelp, Crimson Whelp and Flamsnorting Whelp (Wetlands)	600 Gold	1500 Gold
Azure Whelping	DragoniceMagelord, Draconic Mageweaver, Blue Scalebane, and Blue Dragonspawn (Azshara)	350 Gold	1000 Gold
Captured Firefly	BogflareNeedler (Zangarmarsh)	350 Gold	1000 Gold
Cat Carrier (Black Tabby)	DalaranSpellscribe (Silverpine Forest) Dalaran Mobs in Alterac Valley	350 Gold	1000 Gold

Dark Whelping	Scalding Whelp and Searing Whelp (Badlands and Dustwallow Marsh)	350 Gold	1000 Gold
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Uncommon Armor- Disenchancing Stats

iLvl	Dusts	Prob	Qty	Essences	Prob	Qty	Shards	Prob
5-15	Strange Dust	80%	1-2x	Lesser Magic Essence	20%	1-2x	NA	NA
16-20	Strange Dust	75%	2-3x	Greater Magic Essence	20%	1-2x	Small Glimmering Shard	5%
21-25	Strange Dust	75%	4-6x	Lesser Astral Essence	15%	1-2x	Small Glimmering Shard	10%
26-30	Soul Dust	75%	1-2x	Greater Astral Essence	20%	1-2x	Large Glimmering Shard	5%

31-35	Soul Dust	75%	2-5x	Lesser Mystic Essence	20%	1-2x	Small Glowing Shard	5%
36-40	Vision Dust	75%	1-2x	Greater Mystic Essence	20%	1-2x	Large Glowing Shard	5%
41-45	Vision Dust	75%	2-5x	Lesser Nether Essence	20%	1-2x	Small Radiant Shard	5%
46-50	Dream Dust	75%	1-2x	Greater Nether Essence	20%	1-2x	Large Radiant Shard	5%
51-55	Dream Dust	75%	2-5x	Lesser Eternal Essence	20%	1-2x	Small Brilliant Shard	5%
56-60	Illusion Dust	75%	1-2x	Greater Eternal Essence	20%	1-2x	Large Brilliant Shard	5%
61-65	Illusion Dust	75%	2-5x	Greater Eternal Essence	20%	2-3x	Large Brilliant Shard	5%

66-80	Arcane Dust	75%	1-3x	Lesser Planar Essence	22%	1-3x	Small Prismatic Shard	3%
81-99	Arcane Dust	75%	2-3x	Lesser Planar Essence	22%	2-3x	Small Prismatic Shard	3%
100-120	Arcane Dust	75%	2-5x	Greater Planar Essence	22%	1-2x	Large Prismatic Shard	3%
121-151	Infinite Dust	75%	1-2x	Lesser Cosmic Essence	22%	1-2x	Small Dream Shard	3%
152-200	Infinite Dust	75%	2-5x	Greater Cosmic Essence	22%	1-2x	Dream Shard	3%

Uncommon Weapons-Disenchancing Stats

iLvl	Result	Pro	Qty	Result	Pro	Qty	Result	Prob
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		b			b			
6-15	Strange Dust	20%	1-2x	Lesser Magic Essence	80%	1-2x		
16-20	Strange Dust	20%	2-3x	Greater Magic Essence	75%	1-2x	Small Glimmering Shard	5%
21-25	Strange Dust	15%	4-6x	Lesser Astral Essence	75%	1-2x	Small Glimmering Shard	10%
26-30	Soul Dust	20%	1-2x	Greater Astral Essence	75%	1-2x	Large Glimmering Shard	5%
31-35	Soul Dust	20%	2-5x	Lesser Mystic Essence	75%	1-2x	Small Glowing Shard	5%
36-40	Vision Dust	20%	1-2x	Greater Mystic Essence	75%	1-2x	Large Glowing Shard	5%
41-45	Vision Dust	20%	2-5x	Lesser Nether	75%	1-2x	Small Radiant Shard	5%

				Essence				
46- 50	Dream Dust	20%	1-2x	Greater Nether Essence	75%	1- 2x	Large Radiant Shard	5%
51- 55	Dream Dust	22%	2-5x	Lesser Eternal Essence	75%	1- 2x	Small Brilliant Shard	3%
56- 60	Illusion Dust	22%	1-2x	Greater Eternal Essence	75%	1- 2x	Large Brilliant Shard	3%
61- 65	Illusion Dust	22%	2-5x	Greater Eternal Essence	75%	2- 3x	Large Brilliant Shard	3%
66- 99	Arcane Dust	22%	2-3x	Lesser Planar Essence	75%	2- 3x	Small Prismatic Shard	3%
100- 120	Arcane Dust	22%	2-5x	Greater Planar Essence	75%	1- 2x	Large Prismatic Shard	3%
121- 151	Infinite Dust	22%	1-2x	Lesser Cosmic	75%	1- 2x	Small Dream Shard	3%

				Essence				
152-200	Infinite Dust	22%	2-5x	Greater Cosmic Essence	75%	1-2x	Dream Shard	3%

Rare Items-Disenchancing Stats

iLvl	Result	Probability
11-25	Small Glimmering Shard	100%
26-30	Large Glimmering Shard	100%
31-35	Small Glowing Shard	100%
36-40	Large Glowing Shard	100%
41-45	Small Radiant Shard	100%
46-50	Large Radiant Shard	100%
51-55	Small Brilliant Shard	100%
56-65	Large Brilliant Shard	99.5%
	Nexus Crystal	0.5%
66-99	Small Prismatic Shard	99.5%
	Nexus Crystal	0.5%

100-120	Large Prismatic Shard	99.5%
	Void Crystal	0.5%
121-164	Small Dream Shard	99.5%
	Abyss Crystal	0.5%
165+	Dream Shard	99.5%
	Abyss Crystal	0.5%

Epic Items-Disenchancing Stats

Only one item type per Epic disenchant is given, but you can get more than one of those items.

iLvl	Result	Quantity
40-45	Small Radiant Shard	2-4x
46-50	Large Radiant Shard	2-4x
51-55	Small Brilliant Shard	2-4x
56-60	Nexus Crystal	1x
61-80	Nexus Crystal	1-2x
95-100	Void Crystal	1-2x
105-164	Void Crystal	1-2x

165-200	Abyss Crystal	1x
201+	Abyss Crystal	1-2x