

Most Profitable Gathering Profession

Professor Richard Colby

5/25/10

Jesse Smothermon

Introduction

One attractive aspect that the massive multiplayer online role playing game (MMORPG) *World of Warcraft* has to offer, is its complex and somewhat realistic economic system. There are many cases seen in everyday *World of Warcraft* playing where players want to make in-game money, in the form of virtual gold, quickly. This has resulted in many different forums and gold guides being created. After searching through various forums, it can be concluded that while some people know how to make gold, it is fairly difficult to teach others how to make the same amount of gold. Reasons for the difficulty might include lack of research or problems with convincing the general *World of Warcraft* community that a certain profession has potential to be profitable. A generally popular answer to the question, “How do I make gold?” is utilizing the multiple professions in *World of Warcraft*, as well as farming (killing a certain monster or wandering in a certain place for expensive materials to sell).

Professions are split up into two main groups, which are primary and secondary professions. Secondary professions include first aid, fishing, and cooking which any player can learn. These professions are special because any player can learn any amount of these types of professions. On the other hand, a players’ character can only learn two primary professions. Primary professions are split into two main groups, crafting and gathering professions. The crafting professions include leatherworking, blacksmithing, engineering, jewelcrafting, alchemy, enchanting, tailoring, and inscription while the gathering professions include mining, herbalism, and skinning.

Some players claim that anyone is able to make gold easily with any profession, many other players argue that becoming a double gatherer player (learning any combination of the two gathering professions) will easily make you the most money. Herbalism and mining come with an ability to “find herbs” or “find minerals” respectively. These abilities will show a player where the flowers or ores are by placing a small, yellow dot on the players’ mini-map. However, a player is only able to use one of these abilities at a time, thus, it is usually suggested to learn skinning and one of these two professions

for any player thinking about becoming a double gatherer. Some players, such as Shalura on the “Best way to make money?” thread on the official *World of Warcraft* site, boldly states that it is impossible to make money with a crafting profession. Of course, statements such as that are countered fairly quickly by players who have made money with some crafting. However, there are still players who insist that becoming a double gatherer is the easiest way to make gold, like Higeiki on the “Money making professions?” forum, also on the official *World of Warcraft* site, who suggests for players to become a miner and one of the other two gathering professions.

This last statement made by Higeiki suggests that he or she believes mining makes more money than either herbalism or skinning. There have been many speculations on which of the gathering professions make the most money with a lack of any actual proof. This seems to be a huge gap in the knowledge of *World of Warcraft* players because these claims are based purely on assumptions which led this study to a simple question: Which gathering profession is the most profitable to a low level character?

Method

Before starting this study, the researcher downloaded a *World of Warcraft* add-on from curse.com, a website that provides users a forum for sharing and discussing add-ons. Add-ons are legal tools used in games such as *World of Warcraft* which allow players to customize the user interface and certain game options to improve their playing experience. The add-on which proved to be very helpful during this study is called “Gatherer”. Gatherer will show a small picture on a player’s map indicating what kinds of node (a point of interaction, used mainly to describe where a specific type of herb or ore can be found) a player has already found. Another add-on which seemed useful is called “Routes”, which allows players to map out the most efficient path in a specific area (most useful after the player has made a few rounds in that area). However, this second add-on was not used during this particular

study for the reasons that creating a route would affect the amount of time the researcher would be able to collect materials to sell.

In order to provide valuable data to low level characters, the researcher had to first make two level 10 characters. The researcher purposely chose characters which he hypothesized would require many breaks, due to the lack of mana. The motivation behind playing a class which would potentially be slower than other classes is to provide the least possible amount of gold within an hour so that other players will be able to make, at least, the same amount of gold as the researcher. The two classes which the researcher chose were the mage class and the warlock class. It quickly became apparent that both of these classes are able to maintain their mana fairly well, once a player learns about the abilities which are gained before level 10. It has also been argued that classes with pets, such as the hunter, death knight, and warlock, have an easier time farming materials because they can send their pet to fight any monsters in the area while they collect. However, this study did not take this aspect into account and, as a result, the researcher had distracted any close by monsters with his warlock pet in order to have an easier time farming.

With these characters the researcher learned each of the gathering professions from a trainer in the main cities and farmed in each Horde starting area for one hour. This means that there were three hours spent in each of the four Horde starting areas. The researcher started the farming sessions with an hour of mining, followed by herbalism, and finished with skinning. The reason for testing out skinning last in each starting zone was because of the possibility of leveling up which could potentially alter the data.

To keep as consistent as possible, the researcher attempted to start off each farming session in the same way. Each map was unaltered (by the Gatherer add-on on previous encounters) before the farming session started. The researcher was required to find a path by gathering enough nodes, instead of using a previously made path. The researcher also started right outside of the main city in any

starting area, before starting the session. Taking this precaution helps even out the chance of each profession making the same amount of gold because the player starts in the same spot, instead of in an area which has a high amount of nodes for a particular profession. The researcher also recorded how many skill-ups were gained in each profession, which indicates roughly how many nodes were found in each area, as well as recording the amount of materials were found in a single session.

The researcher also attempted to be consistent with the Auction House (AH) prices by selling the materials found in each session, recording how much each stack (twenty of any material) sold for, and then keeping those prices constant across the data table. The reason for doing this is because the AH is notorious for fluctuating often, which will result in an enormous change in price on any given hour.

Due to lack of time, the researcher was only able to gather the most basic materials which included silverleaf, peacebloom, and earthroot for herbalism; copper ore, rough stone, and various gems for mining; and light leather and ruined leather scraps for skinning. This process of gathering materials and selling them in the AH provided many interesting results, which will be described in the next section. The results not only informed the researcher which gathering profession was the most profitable as a level 10 character, but also which starting area was the most profitable for each profession.

Results

There were multiple noteworthy discoveries which sprouted from this study. These various discoveries were the routes generated in each area, the amount of nodes which were found in each starting area, the difference in the amount of gold made by each profession, how difficult it was to farm a certain area, and the difference in how quickly the materials produced by each profession sold. This study will target each of these findings individually.

Figures 1 through 16 below are the maps and routes, of the starting areas of the Horde. These routes were created by using the Gatherer add-on and simply following the easiest path seen by the

pictures of the nodes. This study will start with the maps of Durotar (the Orc and Troll starting area), move to Mulgore (the Tauren starting area). This study will then analyze the other continent where Tirisfal Glades (the Undead starting area) and Eversong Woods (the Blood Elves starting area) are located.

Before going into depth about each profession we will look at an unaltered map.



Figure 1 Durotar

Each starting area has a certain shape and style; Durotar, for example, is elongated with the main city (Orgrimmar) located at the northern part of the area. Durotar also resembles a desert, red-rock type of environment and is the main reason why mining was hypothesized to be very successful and herbalism to not be quite as successful. The constricting mountains were also used to supply the hypothesis that paths would be more directed and easier to see than other starting areas.



Figure 2 Durotar Mining Route



Figure 3 Durotar Herbalism Route

This study found that the main difference between farming for herbs (Herbalism) and ores (Mining) when compared to leather (Skinning) is that, while skinning is found by killing animals, which are in a central area, finding herbs and ores require the player to find a route on which to follow that yields the highest amount of materials. The main reason that this study started with Durotar to look at was from the observation that the mining and herbalism paths were almost identical to one another. This shows that the hypotheses were correct in that, resulting from the elongated map and constricting mountains, the routes for farming were seen very quickly and easily.



Figure 4 Durotar Skinning

As it can be seen in Figure 4 there was one, very condensed area where skins could be found, that this study explored. This is not to say that this is the only area where skins can be found, more that this area was easily accessible and never “ran out” of creatures to skin. The problem with the high population of creatures in one area is that a mana using character, such as a Mage, had to stop to refill on mana every two to three kills. This resulted in less kills when compared to other starting areas.

Profession	Mining	Herbalism	Skinning
How many skill ups	47	75 (+16)	75 (+34)
What was gathered	Copper Bar: 141	Earthroot: 40	Light Leather: 44
	Malachite: 2	Mageroyal: 1	Ruined Leather Scraps: 73
	Rough Stone: 121	Peacebloom: 81	
	Shadowgem: 3	Silverleaf: 83	
	Tigerseye: 2		
Net gold	178g 28s 22c	48g 93s 60c	13g 98s 18c
Total gold	177g 54s 98c	48g 45s 60c	13g 83s 42c
Difficulty	Medium	Medium	Easy/Medium
Vendor	26s 20c	24s	10s 20c

Table 1 Durotar Profession Statistics

(Note: gold = g, silver = s, copper = c. There are one hundred copper coins per one silver coin and one hundred silver coins per one gold coin.)

This study will look at many tables which resemble this exact layout, in the following paragraphs the different rows will be analyzed separately. The profession row clarifies which profession is being talked about in which column (mining, herbalism, and skinning).

A term which may seem unusual, which is seen in this table, is “skill ups”. Each profession has a certain amount of skill, which the player needs to obtain in order to do new things. In the case of gathering professions, a player needs to have a certain amount of skill in order to have the ability to collect new materials. The skill number seventy-five is the highest amount of skill a player can obtain at the earliest stage of whichever profession is chosen. Once a skill of seventy-five is achieved a player

must go visit their profession trainer in order to have the chance to obtain further skill-ups and new abilities. As is noticed, this study included an additional number which indicates the number of nodes or skins that was obtained after the highest skill-up had been achieved.

In the “What was gathered” row, this study listed out exactly all that was collected (that pertained to the profession being looked at) within the one hour time limit. Any boxes which are grayed indicate that no other materials were collected. The net and total gold columns indicate what amount of gold was collected before and after expenses (such as bags and supplies to start gathering). It is this studies’ suggestion to buy four 8-slot bags from a bag vendor found in any main city before gathering.

The “Difficulty” row is the only qualitative data, which was collected by this study and indicates how hard the researcher thought it was to reach each node. This could include anything from the shape of the terrain to the toughness of the monsters encountered and will be addressed with each data table.

In this data table it can be seen that, even though mining found the least amount of nodes, it produced the most amount of gold. What was most remarkable about the total gold count with all three professions was simply the huge difference between mining and the other two professions. Even with the difference in skill-ups, it can be observed that mining produced more materials than either herbalism or skinning, which means that miners will be able to find more materials per node.

A notable aspect in this data table is that one of the studies’ hypotheses was proved to be false. Mining turned out to be the most profitable in Durotar compared to all of the other starting areas. However, the data shows an unusually high amount of herbs found, given that Durotar seems to resemble a desert. After the researcher was finished farming for materials, it can be seen in the data table that he rated each of the professions in this starting zone with the same difficulty rating. The reasons why each of these gathering professions were judged at medium difficulty was mainly for the frequent change in elevation when running from node to node. For example, some mining nodes were found in a canyon where aggressive monsters were roaming while other nodes were seen on the tops of

mountains. It was also difficult to navigate towards some nodes because there were so many enemies around it; the researcher was forced to neglect a few of the nodes found because of the extensive need to engage in battle in order to gather from them.



Figure 5 Mulgore

Mulgore is the most similar to Durotar, when compared to the other Horde starting areas, in shape in the sense that it is elongated. However, the terrain of the area is obviously different. Much of Mulgore is covered with grass and is full of life at first glance, complete with open areas and generally flat ground. This wide area resulted in creatures having a larger roaming path and the general feeling of everything being far away.



Figure 6 Mulgore Mining Route



Figure 7 Mulgore Herbalism Route

When comparing these two map routes, there are obvious differences. The clearest difference is the fact that the mining route has a much wider berth, due to the fact that there are no mountains within the plains of Mulgore, forcing miners to run on the outer rim of the area. Herbalism, on the other hand, has a much more condensed route which forced it to yield poor results. The dotted line seen on the map indicates a path that gatherers could potentially take, though this study found that the extra path was not nearly as productive as the main path.



Figure 8 Mulgore Skinning

Once again, all of the skinning was done in a fraction of the actual map size, due mainly to the fact that the same skin can be found off of animals of similar levels. However, it is noticed that the space in which the researcher travelled to find skins is much larger than Durotar. This indicates that creatures were much more spread out, which initially looked bad in terms of the amount of kills that the researcher would be able to get, but later turned out to have a positive effect on the farming experience as a whole. The reason for the positive experience was due to the observation that extra time out of combat resulted in a higher percent of mana regeneration between fights. This eventually resulted in the ability to gather more skins before having to stop and refill mana by drinking water. Compared to the mana breaks in Durotar after two to three kills, the researcher was able to kill anywhere from three to seven creatures before having to stop for a mana break.

Profession	Mining	Herbalism	Skinning
How many skill ups	41	59	75 (+50)
What was gathered	Copper Bar: 123	Earthroot: 12	Light Leather: 68
	Rough Stone: 117	Peacebloom: 47	Ruined Leather Scraps: 75
	Shadowgem: 1	Silverleaf: 55	
	Tigerseye: 2		
Net gold	130g 20s 10c	16g 93s 90c	19g 23s 12c
Total gold	129g 55s 66c	16g 74s 70c	19g 05s 15c
Difficulty	Hard	Easy	Easy
Vendor	18s 50c	8s	13s 20c

Table 2 Mulgore Profession Statistics

A quick observation of this table shows that mining generated the most gold per one hour of farming. Even though mining did generate the most gold, it was also ranked as the hardest profession to complete in this area. The main reason for this was due to the repeated issues with running into monsters that are generally known to “team up” on a player. The two types of monsters who use this strategy, in this researcher’s opinion, are harpies (flying witches) and murlocs (a type of fish-people).

There were many cases where the researcher was forced to avoid the harpies, which ended up costing the chance to mine an extra three or four nodes per round.

It was also intriguing to find that herbalism in Mulgore did not produce nearly as many materials as the herbalism in Durotar. The reason that this is a notable discovery, is based from the hypothesis made by the researcher, that the herbalism profession would thrive in Mulgore, which is seen to be full of life. Though the herbs in this particular starting area were not as plentiful as hoped, the difficulty of getting to each node was ranked "Easy", as creatures were far enough apart of be avoided. However, in the experience of the researcher, the wide spaces in Mulgore proved to hinder the ability to even find nodes at all.

Skinning was observed to be the easiest profession to farm for in Mulgore and was able to beat herbalism in terms of the amount of gold it accumulated. The amount of skins found, as noted above, was due to the spacing between each creature, which resulted in higher mana regeneration in between each fight.



Figure 9 Tirisfal Glades

As it is easily seen, Tirisfal Glades differs from Mulgore and Durotar in terms of size because it is wider than it is long. The difference between Tirisfal Glades and all other starting areas is the level range that a new player could potentially encounter, as well as the mountain ranges which jab into the terrain. There is a higher level instance located in the north-eastern part of Tirisfal Glades, which could prove to be fatal to a new or unsuspecting player. The mountain ranges seen in this map also make

parts of this area somewhat condensed, where the player has to navigate carefully in order to avoid a three-on-one fight.



Figure 10 Tirisfal Glades Mining Route



Figure 11 Tirisfal Glades Herbalism Route

The mining and herbalism routes were somewhat similar to one another in this area, though the mining route is a little bit wider. Judging solely on Figure 10 and 11, it would be assumed that a player is able to complete a round searching for herbs quicker than a player is able to complete a round searching for ores. The time differences were, however, evened out due to the difference of creatures the amount of creatures an herbalism player had to deal with when compared to the mining player.



Figure 12 Tirisfal Glades Skinning

As with the other starting areas, the researcher was primarily working in one specific area due to the fact that creatures respawn (reappear in a general area) quickly. In this starting area (as well as Eversong Woods) the researcher played as a different class (warlock), which will be pursued further in the “Discussion” section, which proved to have a bigger impact on the farming experience than expected. Due to this class change, the researcher no longer had to worry about mana while fighting monsters because of the abilities available to the warlock, the two abilities being Life Tap (an exchange

of health into mana) and Create Healthstone (makes one healthstone which instantly heals the warlock for a majority of its health).

Profession	Mining	Herbalism	Skinning
How many skill ups	34	71	75 (+53)
What was gathered	Copper Bar: 93	Earthroot: 20	Light Leather: 46
	Rough Stone: 97	Peacebloom: 53	Ruined Leather Scraps: 91
		Silverleaf: 81	
Net gold	76g 24s 00c	33g 80s 20c	15g 02s 04c
Total gold	75g 44s 64c	33g 71s 80c	14g 84s 7c
Difficulty	Medium	Medium/Hard	Easy/Medium
Vendor	9s 60c	15s	11s 60c

Table 3 Tirisfal Glades Statistics

Tirisfal Glades was not originally hypothesized to be profitable in any of the professions due to its overall “feel” (dark and gloomy) as well as the strange terrain mentioned earlier. This hypothesis turned out to be true for the mining profession, which yielded the least amount of materials and gold when compared to the mining done in all other starting areas. Herbalism, in this area, produced surprising results as it became more profitable than the Mulgore herbalism route. The reason for this result is from the in-game observation that the herb nodes were placed closer together than the Mulgore herb nodes.

The skinning profession seemed to be profitable in Tirisfal Glades more than Mulgore due to the slight increase in the amount of creatures a player is capable of killing within an hour. However, it is also noticed that luck has a direct link in the profitability of a farming session. Even though the researcher killed more creatures in Tirisfal Glades, he received less light leather and more ruined leather scraps. The significance of this observation is that light leather generates greater profit than ruined leather scraps in the AH.

Tirisfal Glades turned out to be an interesting place for a farmer because of the difficulty rating which were assigned. The reason why mining was rated medium was due to the fact that a player could generally avoid most of the monsters that he or she might encounter; however, some of the mining nodes were in awkward locations, such as half way up a cliff.

The reason for the high difficulty rating on herbalism was because of the multiple encounters that the player had with a wide range of monster levels (5 – 11). While many of the other starting areas had monster levels from five to eleven as well, many of the other starting areas did not have nearly as many encounters.

Skinning in Tirisfal Glades once again proved to be fairly easy, with the creatures situated at a close to medium range away from one another. This range resulted in many encounters where the player was confronted with at least two to three monsters at once. This soon proved to not be an issue for the specific class that the researcher created for reasons explained later in the paper.



Figure 13 Eversong Woods

Eversong Woods is very different from other Horde starting areas due to its many geographical features. The first aspect noticed is the shape, which is both wide and long to the point where it becomes very circular. Another interesting feature to this starting area is the placement of mountains, rivers, and the concept of areas with no life. Mountains arise from the ground in the middle of the map which allows the player to create several different looking, yet equally effective, routes while the island

to the left became an interesting obstacle for the player to overcome. The final feature which separates this starting area from the rest is the dark line in the middle, named the “Dead Scar”, where there is literally no life except for the corrupted or undead.



Figure 14 Eversong Woods Mining Route



Figure 15 Eversong Woods Herbalism Route

The first observation made by looking at these maps is that herbalism and mining are opposite in characteristics when compared to the routes in other starting areas. In the other Horde starting areas, the mining routes were generally wider and circled the entire map, while the herbalism route turned out to be more condensed and swerved around obstacles such as mountains and lakes. Here however, it can be easily seen that mining turned out to be slightly more condensed and moved to accompany the mountains and rivers while herbalism is roughly the same width but slightly more elongated.



Figure 16 Eversong Woods Skinning

Farming for leather in Eversong Woods turned out to be a very interesting experience. Sometimes the researcher would kill enough creatures in one section to the point where it was required to move to another location. As it can be observed by the map, the researcher was not able to find any animals in the “Dead Scar”, due to the overabundance of ghouls and undead non-player characters. What truly made skinning a thoroughly enjoyable experience in this starting area was the ability to skin strange bird-type creatures. Generally, a player is unable to skin any bird creature but this area seems to have an exception. This exception is very useful to a player because of the drops that frequently occur: small eggs. Small eggs are used by cooks and can be sold in the AH for a high profit. Unfortunately, this study was unable to include the gold made by selling small eggs because that material is not specifically found by skinning.

Profession	Mining	Herbalism	Skinning
How many skill ups	51	75 (+11)	75 (+52)
What was gathered	Copper Bar: 164	Bloodthistle: 43	Light Leather: 61
	Rough Stone: 150	Peacebloom: 55	Ruined Leather Scraps: 66
	Malachite: 4	Silverleaf: 74	
	Tigerseye: 3		
Net gold	156g 00s 57c	21g 66s 52c	19g 41s 48c
Total gold	155g 19s 37c	21g 36s 12c	19g 28s 28c
Difficulty	Easy	Easy	Easy
Vendor	22s 40c	14s	13s 20c

Table 4 Eversong Woods Statistics

While the researcher found more mining nodes in Eversong Woods than in any other starting area, it still came second best in gold profit. The reason for this only reinforces what was said earlier, which is the sense of luck that a player has while farming. A very important aspect of this starting area to take note of is that the researcher assigned the difficulty to each profession “Easy”. This is because of

the space between each monster was large enough for the researcher to maneuver easily as well as a large amount of each node.

There is, however, an extra material in the herbalism profession which the researcher found an abundance of – Bloodthistle. Bloodthistle is a very special type of herb which increases spell power slightly when a Blood Elf character uses it. Its limited use became apparent when it was the only material which was unable to sell.

Though this study did not track the amount of time it took to sell each stack (a stack consists of twenty pieces of the same material), it was observed that the materials gathered by mining sold while the researcher was still in-game, conducting experiments on the other professions while herbalism and skinning were able to be sold throughout the night or even into the next day.

One aspect of the data table which has not been discussed yet is the vendor prices. As it can be clearly seen, the vendor prices are a small fraction of what can be made in the AH. This indicates that, if a player wants to be most profitable, it is important to check the AH for any item which a player thinks might be worth any amount of value.

Discussion

The findings in this study are significant because it contradicts the idea that a player can make the same amount of gold by using any gathering profession. These findings show that if a player spends the same amount of time farming for copper bars as he or she does for herbs and leather they will make a greater profit, which is sometimes a three digit difference.

What this means for new characters is that the mining profession is a cheap profession to learn which will earn the miner an exceptional amount of gold in a relatively short amount of time. With the assumption that many new players are going to be more interested in gaining new levels and abilities than making gold, it is this researcher's advice to begin a gathering profession in the early stages of leveling (anywhere from level 7 to 10) and to gather while completing quests.

There are a variety of limitations which occurred during this study. The least obvious of all these limitations was the experience of the researcher. The particular researcher who conducted all of the experiments and found all of the data in this study is a fairly experienced player and was able to navigate around obstacles and find efficient routes, perhaps quicker than a less experienced player.

Another limitation in this study is that the researcher did not test the starting areas on the Alliance side. This limitation was produced because of the lack of time available. However, the information given in this report is practically useless to any Alliance player, as to which starting area is the most efficient for obtaining gold.

The third limitation in this study was that the researcher did not look at the types of materials which could be sold in higher level areas. This limitation gives the possibility that mining might decrease in value at higher level areas or that skinning and herbalism increase in value.

The fourth limitation became apparently when comparing the amount of nodes found in each area to the types of materials found. For example, the researcher found enough nodes to get his mining skill to fifty-one in Eversong Woods while only getting his mining skill to forty-seven in Durotar. Even with this difference in how many nodes were gathered, the researcher was luckier in Durotar, by finding Shadowgems, and thus, made a higher profit. This indicates that luck and timing are a big part of *World of Warcraft* and this study cannot predict how lucky a player is or how the game will change when new expansions come out.

A most noteworthy limitation in this study is the researcher's oversight on which characters to use. The entire reasoning behind picking characters such as the mage and warlock was because the researcher believed that they would be some of the classes who would be hardest to maintain (with the excessive use of mana). However, the researcher made two great oversights. One, the researcher played as two different classes, which could have easily affected the results. The researcher also did not learn about the abilities that these two classes obtain before level 10. If the researcher did learn about

which class is the hardest to level, then he could have used the class which is known to have the hardest time leveling. By using the character which is hardest to level, the researcher would have found the least amount of gold that could be made which could proved to be more valuable information for other players.

The last limitation observed while creating this study is that the researcher did not look at other servers. Each server in *World of Warcraft* has a different economic system, not to mention that the server which the researcher participated in has a higher-than-normal economic system.

Conclusion

Many players need in-game gold in order to fully enjoy all that *World of Warcraft* has to offer. These enjoyable aspects include buying certain items for your characters such as bags, enchantments, equipment, and mounts to say a few. Very few players understand how to make a decent amount of gold with their characters and usually resort to a profession which was suggested by another player. Many players also resort to becoming a double gatherer, but in believing that any gathering profession makes the same amount of gold, they choose two of the three professions at random.

As seen by the data in this experiment, no matter which starting area a player is in, mining makes much more gold per hour than herbalism and skinning combined. However, much more research needs to be conducted in both the Alliance starting areas as well as the higher level areas on both sides. More research will show whether or not mining is the most profitable gathering profession at any level instead of just for low level characters.

Works Cited

- Higeki. "Money making professions?" Online Posting. 16 May 2010. *World of Warcraft Forums*. Web. 25 May 2010. <<http://forums.worldofwarcraft.com/thread.html?topicId=24915102474&sid=1>>.
- Shalura. "Best way to make money?" Online Posting. 25 Sept. 2009. *World of Warcraft Forums*. Web. 25May 2010. <<http://forums.worldofwarcraft.com/thread.html?topicId=19378365230&postId=194962060016&sid=1#1>>
- World of Warcraft*. Irvine: Blizzard Entertainment, Inc. 2004 – 2010.