

5 EASY SECRETS TO EARNING GOLD FAST

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INTRODUCTION

We all know having a lot of gold in the game World of Warcraft makes it more fun to play! Early on in the game it can be a struggle to earn enough gold!

It can be hard watching other players zip by on epic flying mounts wearing fantastic gear with all kinds of cool enchants added to their armor and their weapons when you yourself seem to constantly struggle to earn enough gold just to upgrade your own gear every couple of levels! And an epic flying mount?! Ha! Forget it!

My friend, once I was struggling with gold as well! I felt helpless as I watched other players who seemed to bathe in gold boast about having thousands of gold! I tried changing my professions, finding better grinding spots, you name it I tried it.

After spending countless hours farming and grinding and seeing little results, I finally met a veteran gold-earning player who taught me his secrets! He started by showing me 5 simple principles any player can try to speed up their gold-earning power!

Although these are NOT some advanced principles, it was the base that got me started to whole new level of getting gold. And I am here to tell you these principles WORK!

Now I'm going to share these 5 basic gold-earning principles with you.....

I'm going to pass on what I've learned to you without you having to pay one red cent!

These are just the BASIC principles - you can learn more advanced gold-earning strategies from our advanced guides!

First, here's what you need to know about this guide:

 **All methods contained in this guide are legal in terms of Blizzard policy**

Absolutely nothing you could do while following this guide would get you in trouble with Blizzard Entertainment. Unlike many other guides that purport to show a player how to buy gold or use hacks, cheats and exploits like botting to make gold, every single principle taught in this guide is perfectly legal and well within the standards of Blizzard's End User License Agreement (EULA).

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

● **All can be learned quickly**

Some guides have you running around trying to do specific things, kill specific NPC's in the hopes of getting a specific drop, memorizing loot tables, running specific instances over and over, etc. etc. Not this guide. What you will learn here, my friend, are **PRINCIPLES** you can put to use as you play the game, sell stuff in the Auction House, quest through the various zones, and have fun! These things can be learned quickly, and utilized extensively as you play, and the results of using these principles and ideas will mean more gold in less time!

● **All can be done by yourself**

These principles and ideas don't involve time consuming efforts to join parties or run certain instances. Having help can speed things up and make it easier when doing quests, but it's not absolutely vital. You can follow all these principles yourself without any help at all.

If that sounds interesting to you, then scroll to the next page and let's get it started 😊

PRINCIPLE #1: THE FASTER YOU LEVEL THE MORE GOLD YOU CAN EARN

Spec and outfit your toon so it does the maximum amount of damage per second possible.

Many people playing a toon like to spread the points around among the 3 talent trees all classes have available to them. Don't do that. From the very start as you level a toon you should **put all the talent points into the tree that gives your toon the greatest ability to inflict damage**. You don't need to worry about survivability and healing talents until you reach the end game.

As you level, if you put too many points into trees about protection, or healing it will slow you down. What causes you to level the fastest and gain XP the fastest is based on how quickly you kill enemies. A toon that is specced to heal first before anything else will only be able to kill 2 enemies per minute (EPM), while a toon specced to inflict damage above all else will kill 4 EPM. The second toon killing EPM at twice the rate of the first one is essentially playing the game at two times the speed.

The best talent trees for each class for max DPS would be:

- 1. Priest = Shadow
- 2. Paladin = Retribution
- 3. Warrior = Arms
- 4. Druid = Feral Combat
- 5. Shaman = Elemental
- 6. Warlock = Destruction
- 7. Rogue = Assassination
- 8. Mage = Fire (or Arcane if you equip right)
- 9. Hunter = Beast Mastery (or it can be Marksmanship if that suits your play style better)

Whichever tree or combination of trees leads to the greatest amount of outgoing damage for that class is where the talent points should go.

If you have a warrior, the highest possible rate of outgoing damage for him or her would be dual wielding two swords. If you equip your warrior with a shield, you are cutting the Damage Per Second (DPS) almost in half.

Any class that can dual wield should do so; Rogues, Hunters and Warriors. To see how various weapons rate in DPS value, open up the toons paper doll and mouse over the Damage menu under "Melee". You can switch various 1 Hand weapons around until

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

you find a combination that leads to the highest amount of DPS.

For classes that can use 2-Hand weapons but can't dual wield, such as Druids, Paladins Priests, and Shamans, you should equip the highest DPS 2 Hand Weapon (2HW) you have. Check the outgoing DPS the same way as described above: mouse over the 'Damage' menu in the "Melee" setting and see what comes up as you try several different weapons. Keep the toon equipped with the one that gives the highest DPS rating.

Before leaving each town or city after repairing, make sure you make or buy at least 4 stacks of food and drink and have plenty of bandages on hand.

You'd be surprised at how many people don't bother to do this. But this is one simple thing that will make the game go almost twice as fast for you. You can play at slow speed or fast speed - and due to not preparing, many people are actually playing this game in slow motion while they level their toons!

You will see players in zones finish killing a mob and now their Health Points (HP) and/or Mana Level (ML) is very low....and since they either have run out of food and drink or didn't have any when they started in the first place, they now have to sit and wait for their levels to regen slowly. Or if they are a healing class, they use what little mana they have left to heal themselves. What a waste of time!

If you have 40 mana drinks in your bags, there is never any reason you should have to be standing around waiting for your mana level to fill back up! Instead of standing there like a bump on a log for 2 minutes waiting for the mana to fill up so you can go fight the next mob, how about you sit for 15 seconds and drink?

I've heard people say "Those drinks cost money." And not having those drinks costs you time. Are you really losing money by stocking up on food and drink before going questing or farming? If you drink and eat you will kill more mobs at a faster rate than some buffoon who's always standing around waiting for his HP and ML to come back up. Thus you are earning back whatever it cost you to buy the food and drinks, unless of course you're lucky enough to be mage, and thus can act as your own free vending machine! :D

First Aid is essential for anyone who wants to level fast and kill mobs faster! Bandages work faster than food for raising your HP back up to full, and all the humanoids in this game drop cloth that can be made into bandages. Take advantage of this! Don't get fixated on saving cloth to sell later in the AH! After a big fight with one mob and you are at low health, you have the option of sitting and eating for 20 seconds OR using the highest level bandage you can make to heal yourself in 8 seconds. Even healing classes that use mana can benefit from bandages - instead of wasting your mana to heal yourself, slap a bandage on, let your mana build back up!

The key is to REDUCE the amount of downtime you have to spend between fights getting your HP and ML back up. Use those stacks of food and drink! Use those

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

bandages! Compared to people who don't stop to eat and drink, or use bandages, you'll be ripping through the same mobs at warp speed while they continue to slog along slowly!

This speeds up your leveling, and your drop rate, which translates into more gold.

It's a simple principle but many players do not utilize it: The faster you kill mobs, the less time you spend regenerating health and mana, the faster you gain loot, level up, complete quests, earn gold, etc.

Don't be like the Paladin that put all his points in Holy and is wading slowly through that zone, killing mobs at a rate of 2 a minute and then standing around waiting for his HP and ML to regen because he didn't want to spend any silver on food and drink, the cheap bastard! He'll be great at healing himself when he has to, for sure, but he'll be going pretty slowly.

Be the Paladin that put all his points in Retribution and sprinted through the zone killing mobs at 4 or 5 per minute, sitting and drinking for 20 seconds when needed, or slapping on a quick bandage, then moving on!

Just be aware a power-leveling spec isn't the same as a dungeon or raid spec.

What's a great spec/equip for leveling on your own or doing quests isn't necessarily going to work if you run instances or go on a raid with others. Many veteran players say "The Game Begins At 70" and there is a real truth to that. Your playing style in a high level instance or a 25 man raid will be far different from what it was while you were leveling. Keep that in mind once you hit 70 and find you will often have to respec your toon to fit in the party dynamics of raids and dungeon runs.

A dual-wielding warrior specced for maximum DPS isn't going to do much good if the party you are in needs a tank. Simply switching gear isn't really going to do the trick either, since replacing one of the swords with a shield won't really turn you into a tank.

What most veteran players do is keep the powerleveling max DPS spec until they hit the 60's in their level and then respec their toon for whatever respective role it is going to play in the dungeons and raids. For example a player that leveled a Priest toon with an all Shadow spec will respec to make the toon a healer. Same with a Paladin that went from Level 10 to Level 60 as Retribution; he respects Holy to function as a healer. A

Warrior that was a combo of Arms and Fury that plans to tank in the higher instances would respec to Protect.

The higher level you go, the higher priced the drops and gathered materials are you can loot

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While you can find low level items that sell for good amounts of gold, the higher level your toon gets the wider areas that are available for him to quest in, farm gathered items from, and sell in the AH. At level 10 you will just be selling stacks of Copper in the AH for 1-3 gold. But at level 20 you can be selling stacks of Silver and Tin in the AH for 5-6 gold. Therefore, the quicker you get from level 10 to level 20 the better, wouldn't you say?

Level 10 greens and blues usually sell for around 25 silver to 2 or 3 gold. The level 20 green and blue drops in the AH are selling for 6 to 15 gold, however. Which means if you want to be making 6 to 15 gold per drop you'd better get to level 20 and start killing level 20 mobs.

The main point here is: **Don't stay too long in a zone that is now beneath your earning power.** If you are level 30 but you hang around too long in a zone that is level 15-20ish (maybe because you want to complete all the quests or explore) you are getting level 20 amounts of loot when you could be getting level 30 amounts of loot.

And that was principle #1. Let's go now to the second principle...

PRINCIPLE #2: GET THE HIGHEST CAPACITY BAGS AND

HAVE A BANK ALT

This keeps you on the road gathering loot longer without being interrupted.

The higher up you go in the game, the more even the gray and white junk sells for, so don't pass any of it up.

By the time you hit level 60 and can farm motes and spider silk in Outland, even the gray crap drops like stacks of Elemental Fragments and Dripping Spider Mandibles will sell for gold. You need the bag space to carry not just the farmed items you were looking for, but also all the other stuff that dropped.

I have had successful farming runs for Netherweb Spider Silk in Terrokar where I got a stack of 10 to sell for 40 gold in the AH in about an hour, where all the spider legs and mandibles and other various parts sold to a vendor for 6 extra gold, making my profit for that hour 46 gold. But if I had stupidly left all the spider parts behind that would have been 6 gold I was leaving on the ground.

The more you can carry the more you can sell.

The more you can sell the more gold you can make.

If your bag capacity is 30, (and assuming all your bags are empty) and every 2nd kill drops stuff worth keeping, by the time you've killed your 60th creature your bags will be full. Now you've got to drop what you're doing and go find a vendor or a mailbox! If your bag capacity is 84, you'll have to kill over 168 creatures before you run out of bag space.

Let's say nothing but gray crap you can vendor for 5 silver each dropped and you filled your bags with them. If you had 30 free bag slots at the start, $30 \times 5 = 150$ silver, or 1 gold, 50 silver. What if you had 84 empty bag slots and nothing but gray crap you could vendor for 5 silver dropped? When your bags are full you have $84 \times 5 = 420$ silver, or 4 gold, 50 silver.

The difference isn't just that your bags will hold 3 gold's more stuff. It's that if you had only 30 empty bag slots you would have had to stop farming 3 times and go find a mailbox or a vendor while the guy with the 84 bag slots just kept going. He'll get his 3 extra gold faster than you will.

You ever try to quest with somebody who keeps saying "Oh, my bags are full, hold on! I'm off to a vendor!" every 30 minutes?

(Don't be that guy!)

Time is money - don't waste time trying to find a vendor when your bags

Warcraft Wealth Report:
5 Easy Secrets To Earning Gold Fast

or full or having to hearth off to the AH to sell your drops. That's what your Bank Alt is for!

To save yourself time and get your money faster, take advantage of WoW's amazing mail system! You can plan your farming/questing/ grinding circuits to take you by several mailboxes, so when your bags get full, one should be close by.

Why should you have to cut your farming/quest circuit through Netherstorm short simply because your bags are full? Get to that nearest mailbox and ship everything to your previously created Bank Alt, who is standing by a mailbox in a major city just waiting to receive all your loot, often just feet away from the either the Auction House or the Bank! Or both!

My own Bank Alt is in StormWind (SW), since the Mailbox, the Bank and the AH are within feet of each other. I keep him parked right by the Mailbox outside the SW Bank, so when I log onto him to retrieve the mail, depending on whether I want to sell items or bank items, he can be at either location in under 10 seconds.

The amount you can mail now is almost limitless. You can now mail up to 12 items at a time, as well as gold. And that mail will sit there in the mailbox for up to 30 days, so there's no rush that requires you to have to log off of your main and get on your bank alt to retrieve the mail right away. You can stay out there questing/farming/grinding on your main, fill your bags up, clear your bags at the mailbox, farm some more, fill your bags up again, clear them at the mailbox again, as many times as you like.

I usually wait until the weekend to log onto my Bank Toon and retrieve all of that week's mail. I can have 6 or 7 crates worth of stuff to bank or sell waiting in the mailbox. Plus all the gold from all the auctions posted previously that sold, and the returned items from those that didn't.

PRINCIPLE #3: SAVE NETHERSTORM AND

SHADOWMOON VALLEY FOR LAST

These two zones have almost endless chain quests

Netherstorm alone has over 230 quests in it, many on branching chains that run to 10 quests or more before they are done.

Unlike other kinds of chain quests that send you all over the world, all of these Netherstorm and Shadowmoon Valley chain quests can be done right in the NS and SMV zones! No zone-hopping required at all!

Though the vast majority of these quests can be soloed, it goes much faster with 2 or 3 in a party, all starting the zone at the same time and all on the same quests so nobody gets left out of turning in chain quests.

Once you hit 70, you no longer get XP for completing quests; instead the questgivers reward you with MORE GOLD.

Quests that would have rewarded you with 6 gold and 5,000 XP before level 70, after level 70 they will reward you with 9-11 gold! There are people who have raised the 5,000 gold for their epic mounts simply from saving these two zones for last after they hit 70.

It's easy to level your toon to 70 in Outland while skipping these two zones

Hellfire, Terrokar, Zangarmarsh, Nagrand, Blades Edge - that's all the zones you need to take a toon from 58 to 70.

Doing Instance runs in Hellfire (Ramparts, Blood Furnace, Shattered Halls), Coilfang (Slave Pens, Underbog, >>) and Auchindoun (Mana Tombs, Shadow Labs, Sethek Halls, >) will not only gear you up, they will help you level faster. You can also run Tempest Keep instances as long as you don't do any of the regular Netherstorm quests.

Many of these quests can be done QUICKLY.

If you follow a good leveling guide that tells you where to go and explains exactly how to fulfill each quest, you can rip through 10 quests or more in an hour. An add-on like [Cartographer](#) (click on this link to go directly to the download page) is a god-send for this, since it has the *Map Coordinates* tied to a *WayPoint* feature! You simply find the spot in the zone you need to go to for the quest in the leveling guide, then

set that as your waypoint and a colored arrow appears on your screen showing the direction you need to travel in to get there! Not only that, the arrow will show you how far away you are and it changes color the closer you get to your objective!

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

Admit it! Over half the time you spent questing in the past was spent trying to ***find something!*** Well Map Coords and Waypoints will ***eliminate*** that wasted time! And remember - time you spend wandering around trying to find something is time you aren't earning any gold or getting any XP!

In 25 hours of questing in Netherstorm with a partner, I was able to rip through 230+ quests following a good leveling guide that explained each quest in detail, which cut our wasted time to a minimum.

The gold from the quest rewards plus all the gold from the drops I sold and corpses I looted gave me over 3,000 gold. So this isn't a nice theory someone came up with. It's been done and it works. Average time on each quest was about 7 or 8 minutes. Most of it involved just the traveling. Once you learn the zone, where everything is, and have map coords with waypoints, there is no reason a group of people questing together can't rip through 10 quests in an hour. You can do most of the Netherstorm quests solo, but there are a few that require a group, so having a partner or two will make it easier and speed things up.

Netherstorm and Shadowmoon Valley will together generate around 5,0000 gold as quest rewards alone.

That ***excludes*** all the money that drops off of mobs, all the greens and blues you sold in the AH, all the white and gray junk you vendored. You can actually raise enough gold for an epic mount simply by questing in these two zones. This is MUCH more fun than farming or grinding for days on end.

PRINCIPLE #4: GET THE BEST ADD-ONS FOR EARNING

GOLD

There isn't a good, solid veteran gold-making player on WoW that would be caught dead without these following add-ons:

1. Auctioneer ([click on this link](#) to go directly to the download page)

This is the most crucial one, since the AH is where the vast majority of your gold is going to come from. Quest rewards, corpse looting, instance runs, and so on will supply maybe 1/3rd to 1/4 of your gold. But if you are playing smart the AH is where you are going to get 1/2 to 3/4 of the gold you have.

One of the things that makes WoW so much fun to play is that the game has an actual supply and demand economy! And if you take the time to learn how this economy works, and how you can make it work to your advantage, you can double or even triple your gold earning in the game.

What Auctioneer does is it scans the Auction House and finds the median or average prices for every auction posted in the game. Once you've scanned the AH, and then begin posting your own Auctions of your gathered materials and drops, Auctioneer will show you what these items are selling for currently, what prices are too low, which ones are too high, and suggests a price for the item you want to post.

Auctioneer takes all of the guesswork out of "How much should I try to sell this for?" and as a result, more of your Auctions will sell, and not only will they sell, you will be getting near to the maximum potential gold for your Auctions because you won't under-price anything.

The two mistakes that make using the AH a frustrating experience for many players are:

Over-pricing: This is trying to sell an item for too much by making it's bid price too far above the market value. If the average price for a stack of 20 Adamantite Ore is 20 gold bid, 22 gold buyout, you aren't going to sell any of your own ore by posting an auction for a stack of Adamantite Ore at 35 gold bid, 37 gold buyout. Anybody looking to buy Adamantite Ore in the AH is going to find people selling it for less than you are. So your Auction won't sell and it will be returned to you in the mail.

Under-pricing: This isn't as bad a mistake as over-pricing, since the item you posted will sell and you will get some coin for it. But it's still a big mistake because you leave gold behind that you could have had. Say a really good level 20 blue sword drops

for you. It's Bind On Equip so you decided to sell it in the AH. Let's also say you don't do your homework and find out the average price for a level 20 blue weapon is 14 gold bid, 18 gold buyout. Instead, you innocently post the sword in the AH for 10 gold bid, 12 gold

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

buyout. It sells almost instantly, and you are happy about the 12 gold you just got. But that's because you don't know you left 6 gold on the table. You short-changed yourself and settled for 12 gold when you would have sold the same item for 18 gold.

2. **Gatherer** ([click on this link](#) to go directly to the download page)

You need this add-on for when you do farming circuits or enter a zone for the first time and want to know where most of the gatherable items spawn.

Gatherer will save you time since you won't end up just aimlessly wandering all over the different zones hoping to see yellow dots show up on the radar.

One of the neatest features of Gatherer is that if you are in a guild, and other guild members have already been through a new zone gathering herbs and ore, all the exact spots they found gatherable items will be marked on your map already when you enter that zone yourself. You don't need to waste any time running around trying to find out where the ore or the herbs spawn - you'll see it marked clearly on the map.

3. **Cartographer** ([click on this link](#) to go directly to the download page)

This add-on is essential if you want to do quests FAST by following a leveling guide and using the Map Coordinates and Waypoint features. No more wasting time running around looking for a particular quest giver or NPC you have to kill. If you can find the map coords for whatever you are looking for (and any good leveling guide will include those map coords) this will cut your wasted time in the game to a bare minimum.

Nothing is more frustrating than knowing you are in the right area but you can't seem to find this NPC you have to kill, so minute after wasted minute goes by as you run around vainly trying to find them. Cartographer and add-ons like it were invented to save you from wasting time, so get them and learn how to use them.

Over time, as you learn to fully use these add-ons, you will notice a great change in your game play.

1. You will have stopped wasting time, and your gameplay time will be more productive than ever.
2. You will have more success selling Auctions
3. You will have more stuff to sell in the AH than ever before.
4. And this means you will be earning more GOLD than ever before!

PRINCIPLE #5: TAKE 2 GATHERING PROFESSIONS UNTIL

YOU REACH 70

One of your primary ways of making gold should be selling gathered materials in the Auction House (AH).

No matter what level you are, you can make gold selling gathered items in the AH. Even at level 10 there is no reason you can't be making 10 gold a day selling Leather/Herbs/Ore in the AH. You don't have to be farming or grinding either; just running around zones doing quests and leveling up will bring you across plenty of gatherable materials.

Many players out there with crafting professions are in constant need of materials. Alchemists need herbs to make potions; Blacksmiths need ore to make weapons and armor; Leatherworkers need leather to make items like armor and armor kits. Many high level players no longer want to take the time to go farm their own materials for their crafting professions. They would rather buy the items in the AH than go spend an hour farming it themselves.

While the market for the gathered items will fluctuate, you can always be assured of getting a minimum amount of gold for each stack of items you sell. Nightmare Vine gathered in ShadowMoon Valley can have a stack sell from between 30 and 40 gold on my server. The lowest I've ever seen it is 25, the highest was 45. Generally between 30 and 40 gold is the usual price.

The most basic rule of thumb when using the Auction House is BEFORE you post an auction for a gathered item check to see what the LOWEST PRICE a stack of that item is currently selling for. Then, once you know what the lowest price for that item is, make your own auction just a bit below that.

If I'm a level 10 toon looking to sell a stack of 20 Copper Ore, I would want to check to see what a stack of Copper Ore is selling for before I post my own auction. Let's say the lowest price I can find on the AH for a stack of 20 Copper Ore is 2 gold 50 silver bid, 2 gold 75 silver buyout. Now that I know this, I make my own auction for my stack of 20 Copper Ore for 2 gold, 45 silver bid, 2 gold 70 silver buyout. Now my auction for that item is the LOWEST one in the AH, and it's almost sure to sell.

If an item is moving fast in the AH, which means people are buying a lot of it, then you don't need to undercut the lowest price; instead just match it.

There are 3 gathering professions - Skinning, Herbalism and Mining.

Which two would be right for you?

Skinning is the easiest one, as locating herbs and ore can take longer. The

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

high density of animals that can be skinned in most zones makes this a very attractive profession. The drawback is that you have to sell in high quantities since many herbs and ore will sell for more than the leather will. One stack of Copper Ore can sell for 3 gold, while one stack of heavy leather will sell for 1 gold. The trade off is that the skinner can likely skin enough animals to get 3 stacks of Heavy Leather in the same amount of time it takes a miner to get one stack of Copper Ore.

The best toon to have for the skinning profession is a Hunter, since he/she can use the 'Locate Beasts' radar to quickly find skinnable animals in the area. Toons that aren't hunters that skin will have to just run around and find them manually.

Herbalism is the next easiest profession, especially after level 40 when you can travel more quickly around zones on a mount. Every toon with the Herbalism ability gains the 'Find Herbs' radar that they can use to quickly locate the herbs in the area. At the higher levels some herbs in a stack of 20 will sell for 20 gold or more.

Mining is the most difficult of the gathering professions since in many zones the nodes containing the ore can be few and far between. While animals for skinning are literally all over the map, and herbs can be found with good regularity every 100 yards or so, ore is a different matter. You can travel for some distance over a zone and not see any ore on the 'Find Minerals' radar. One key difference that makes up for this is that each node you do mine will give you from 2 to 4 ores, plus gems and motes you can sell.

While mining nodes can be more difficult to find than herbs or leather, the trade off is that of the gathered items in the game ore is among the best selling. A stack of 20 Adamantite Ore will often sell for around 20 gold and if you price it right ore should sell every time.

This was the fifth principles of getting more gold, faster. Read on to see how you can get to the next level and become one of the richest players on your server....

THE NEXT LEVEL...

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

Thank you for reading my short report on the 5 principles to get more gold.

Gathering items like leather, herbs and ore to sell in the AH where you aren't over or under pricing anything, while ripping through zones doing quests/farming/grinding fast with a toon that is specced and outfitted to do maximum damage and kill mobs as fast as possible, filling up those maximum capacity bags full of loot and then mailing it to the bank alt quickly and then getting back into the action, it becomes second nature after awhile!

However, this is only the beginning. Although what you've learned in this report is a ground base for getting more gold faster, these principles are only the beginning.

In the last 3 years, I've come across so many more tactics, secrets and techniques to get gold, that I amounted huge piles of gold into my account. I even become a gold-seller (don't hate me because of that). I mean, if you have so much excess gold sitting into your account, what can you do with it?

I mean, [click on this screen to see proof of 41,426 gold \(!\)](#)

Knowing all these secrets and having so much wealth, many players started to ask me to give them the secrets... I was invaded with questions so I decided I might as well write a book to reveal it all.

It took me over six months to put every little nugget of gold-getting tactic I know inside.

But the result was amazing...

[Click on this link to learn more about this book, named Warcraft Wealth.](#)

Once you'll learn the secrets that are inside, you will really say "bye bye" to all the gold issues and really get to take your game to a whole new level.

Turn to the next page to find out more about what's inside...

HERE ARE JUST SOME OF THE SECRETS THAT YOU WILL

LEARN ONCE YOU WILL READ THIS BOOK:

- The 7 core principles of gold-getting that you must know, even before you loot another mob. Failure to know this can mean days or even weeks of wasted time...
- The most important item that your character can have, when it comes to raising gold fast...
- Why amassing the latest weapons and armor for your character is the most terrible investment you can make when leveling ... even though most of the “advisors” tell you to do this...
- How I make 100g per day in 7 minutes at the Auction House. If you don't have time to play WoW and want all the epics... you absolutely need this.
- The most effective strategy for grinding notes that pays off handsomely. Use that and you'll get to near 5,000 in less than 2 days 12 full pages with my personal strategy and detailed step-by-step route to make more than 100g in 30 minutes runs with an instance. Using only this technique you can... make your Epic Flying Mount in less than a day!
- How to get unlimited space for your items that you plan on selling at the Auction House. (Hint: It's not what you think...)
- How to list an item for 50g, in order to sell it for 100g, or 150g or even more... It's called “crowd psychology” and almost nobody even talks about this astonishing gold making secret...
- The only three professions that are really worth it... I know these choices may shock you, but once you'll discover the reasons behind it, you'll nod in amazement...
- The first thing you must do before even thinking of putting an item on the Auction House. (Tip: To make lots of money fast, you have to sell fast...)
- The 7 most important principles you need to know for using the Auction House effectively. Mastering these will turn you into a powerful trader that raises tons of gold with almost no effort...
- Vanity of other players is probably the most profitable source for making tons of money, very fast. Discover how to sell almost-garbage items for tons of gold,

Warcraft Wealth Report: 5 Easy Secrets To Earning Gold Fast

without cheating or lying...

- The most reliable and steady source of income for players that want to play it safe and still make great money... without any gamble whatsoever. Whenever you need some sure-thing gold, you can turn to this.
- How to control the market and set the prices for as much as you want. With the market dominated by you, you will simply rock the world of gold making (and all other players will try to please you the best they can...)
- The 8 most important herbs that you can gather. Use your profession on these and you'll accumulate piles of gold... Plus the exact locations down to the nitty-gritty details...
- My personal method to get more than 5,000 gold in less than 7 days, if you play very little each day. If you don't have time to put countless hours, this is the most *effective* way...
- Why using buyout correctly at the Auction House can mean the difference between being rich and being poor...
- My choice when it comes to legal add-ons. Some add-ons used correctly... make MASSIVE gold-raising seem like stealing candy from a baby...
- The richest regions full of Knothide Leather, Cobra Scales and other expensive leathers ready for you to skin. It amazes me how little "competition" is in these specific locations that I reveal...
- Why using the bank can mean the most terrible "bankruptcy" in terms of gold. Many players with thousands of gold ended up being poor as a church mouse...
- How to make mining pay off a lot more. You'll be able to get premium prices that you may have never dreamed off, if you follow my simple plan
- When you must never use your Auction House... Using the Auction House in this case, will only prevent you from hitting massive success with your character...
- A simple technique that can make you plenty of gold in very little time, even if you're a level 10 character
- How to make more money from reputation tokens than anyone else you know ... Even some of the most...expert players waste a lot of time and potential not doing what I reveal...

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- The best places to grind depending on your level... Some players really sabotage all their efforts by going to the wrong, common- sense locations.
- Why skinning just for the sake of skinning can be a terrible time investment and how to make sure it's worth the time you put in....
- Discover the specific locations where you can load up your character with Khorium, Rich Adamantite, Fel Iron and other minerals that get plenty of gold
- How to make grinding fun. Grinding can get very boring, but using my tips, you will do more in less time.
- Why even seasoned WoW players completely mess up their priorities in the game and what's the number one thing you should focus on when it comes to making gold...
- And that just scratches the surface. Inside you'll find tons of tips, maps, strategies and tactics that will simply blow your mind...

I'm sure that once you will discover ALL these secrets you will simply amaze your friends, your guildies and everybody else.

And even more importantly, you will really be able to play World of Warcraft like it was meant to be play.

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