

Ultimate WoW Forever Gold Guides Directory Part Three: Comprehensive Strategic Framework for Economic Dominance in Azeroth

Part Three: Economic Intelligence, Capital Allocation & Long-Term Wealth Management

Introduction: Developing a Sustainable Economic Advantage

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The economy of a multiplayer role-playing game is constantly influenced by player behavior. Resources enter the market through gathering, combat, questing, and other activities, while players remove those resources from circulation by crafting, consuming, equipping, or storing them.

Understanding these movements creates opportunities to make more informed decisions about farming, trading, crafting, and inventory management.

Part Three of the Ultimate WoW Forever Gold Guides Directory develops these ideas further. It focuses on the relationship between market information, capital allocation, operational efficiency, and long-term planning.

The objective is not to promise effortless wealth or suggest that any particular strategy guarantees a fixed return. Instead, this handbook provides a framework for evaluating opportunities, controlling costs, and building a repeatable approach to in-game economic activity.

The directory section that follows is designed to complement the accompanying tables of guides, profiles, communities, and publications. You can insert your own links into the designated locations while retaining the explanatory text that gives each group of resources its context.

1. Capital Allocation: Deciding Where Your Gold Should Work

Gold is useful not only because it can purchase items, but because it allows players to make choices. It can finance profession development, purchase materials for crafting, cover routine expenses, or provide the liquidity needed to respond to changing market conditions.

The challenge is deciding how much capital to assign to each purpose.

A player who spends all available gold on speculative inventory may be unable to cover ordinary expenses. A player who holds every coin indefinitely may miss reasonable opportunities to improve production or acquire useful materials.

Capital allocation provides a framework for balancing these competing priorities.

Establish Financial Categories

Divide available gold conceptually into three categories.

Operating reserves cover routine expenses such as repairs, travel, consumables, and other costs associated with the player's normal activities.

Productive capital supports activities that are expected to generate value, such as acquiring crafting materials or purchasing supplies for a planned farming or production session.

Flexible reserves remain available for unexpected costs and opportunities that do not fit the current plan.

These categories do not need to be maintained in separate physical locations. Their purpose is to make spending decisions more deliberate.

Match Investment Size to Available Liquidity

Before purchasing a large quantity of materials, calculate how much capital will remain afterward. Consider whether the remaining balance is sufficient to continue your regular activities and respond to unexpected expenses.

A potentially profitable purchase can still be a poor decision if it prevents you from operating effectively while waiting for the goods to sell.

Likewise, a smaller purchase may be more practical when the market is uncertain, even if a larger position could theoretically produce a higher return.

The objective is to preserve the flexibility needed to continue earning gold.

2. Opportunity Cost: Comparing One Activity Against Another

Every gold-making activity consumes time that could have been used elsewhere. This is known as opportunity cost: the value of the best alternative that you give up when choosing one activity.

For example, gathering a particular material may produce a positive return, but the same amount of time might generate more value through crafting, direct farming, or another available activity.

The fact that an activity produces profit does not automatically make it the best use of your time.

Compare Complete Activities

To evaluate two methods fairly, include the entire process required to earn the money.

For a gathering route, this includes travel, collecting resources, managing inventory, and selling the materials.

For crafting, it includes acquiring ingredients, producing the items, listing them, and handling unsold stock.

For trading, it includes researching prices, purchasing inventory, monitoring competition, and waiting for successful sales.

Compare the realized results over similar periods. Avoid comparing a short, unusually successful farming session against the average performance of a more consistent activity.

Consider Convenience and Reliability

The activity with the highest theoretical return may not be the most suitable choice for every player.

A method requiring continuous attention may be inconvenient during short play sessions. Another may offer lower returns but be easier to perform consistently.

Reliability, enjoyment, character suitability, and available playtime all affect the practical value of a strategy.

The best economic plan is one that fits the player's circumstances while producing satisfactory results over time.

3. Market Research: Separating Useful Signals From Noise

Market information is valuable only when it improves a decision. A long list of item prices is not necessarily useful if it does not explain which prices are meaningful, how frequently items sell, or what conditions may influence demand.

Effective market research focuses on a manageable selection of relevant products.

Build a Watchlist

Start with materials and finished goods connected to your current activities. These might include resources you gather regularly, ingredients used by your professions, consumables relevant to active group content, or items you are considering purchasing.

For each product, record the following:

- Current observed prices.
- Number and size of competing listings.
- Estimated acquisition cost.
- Known production requirements.
- Selling frequency, where observable.
- Any relevant changes in supply or demand.

A focused watchlist is easier to maintain than an attempt to monitor every item in the game.

Interpret Price Changes Carefully

A price increase can have several explanations. Supply may have declined, demand may have increased, or a temporary shortage may have appeared because sellers have not yet listed additional stock.

A price decline may reflect increased farming, reduced interest in a product, or competition among sellers.

One observation rarely identifies the underlying cause. Compare multiple observations and look for supporting evidence before making a substantial purchase.

Avoid Treating Asking Prices as Guaranteed Values

An item listed for a high price is not necessarily worth that amount in practical trading terms. If buyers are unwilling to purchase it, the listing may remain unsold indefinitely.

The most useful market information concerns transactions that actually occur, supplemented by observations of available supply and the likely needs of potential buyers.

This distinction is particularly important when evaluating rare items or specialized materials that may have very limited demand.

4. Material Reserves: Holding Resources With a Defined Purpose

Storing materials can be useful when they are required for future crafting, character progression, or another identifiable activity. However, indefinite accumulation can tie up capital without providing a meaningful benefit.

The key is to distinguish planned reserves from speculative hoarding.

Define a Reason for Every Reserve

Before retaining a large quantity of a resource, identify its intended purpose.

You might need the material for a known recipe, an upcoming profession project, or a regular crafting process. In such cases, keeping a reasonable reserve can reduce future purchasing requirements.

If the material has no defined use, the decision becomes an investment rather than a production choice. It should therefore be evaluated according to market risk, opportunity cost, and the availability of alternative uses for the capital.

Calculate the Cost of Holding Inventory

Holding inventory has an economic cost even when the item does not lose its market value.

The gold invested in the material cannot be used elsewhere, and the item may become less desirable before you decide to sell it.

Compare the expected benefit of retaining the material with the value of selling it now and using the proceeds for another activity.

This does not mean every resource should be sold immediately. It means that retention should be a deliberate decision rather than a default habit.

Use Rotation Rather Than Unlimited Accumulation

Review material reserves periodically. Keep the quantities needed for planned activities and reconsider stock that exceeds those requirements.

This approach can reduce storage pressure, release working capital, and make it easier to respond when a genuinely attractive opportunity appears.

5. Crafting Economics: Evaluating Recipes Before Production

Crafting can generate value when players transform accessible ingredients into products that other players are willing to purchase. However, the presence of a recipe does not establish that producing its output is profitable.

A successful crafting decision depends on the complete relationship between ingredient costs, production requirements, competition, and realized sale prices.

Calculate the Break-Even Price

The break-even price is the minimum revenue required to cover the costs associated with producing and selling an item.

A simplified calculation is:

Break-Even Sale Revenue = Material Costs + Other Production Costs + Selling Costs

For example, if the ingredients and additional production expenses total 24 gold, the product must generate more than 24 gold in net revenue for the operation to produce a positive return.

The exact calculation depends on the game's trading rules and any relevant transaction fees.

Include the Value of Self-Gathered Materials

Materials collected personally are not economically free. They have an opportunity cost because they could potentially have been sold instead of used in crafting.

If a gathered material has a reasonable market value, include that value when comparing crafting against direct material sales.

Otherwise, a recipe may appear profitable only because the player has ignored the value of the ingredients.

Evaluate the Entire Batch

Do not assume that every unit of a crafted item will sell at the same price. Large batches can increase exposure to competition, especially when several sellers are producing the same goods.

Estimate the amount likely to sell within a practical period and consider what will happen if part of the batch remains unsold.

Smaller production batches can provide useful information about demand before more capital is committed.

6. Trading Discipline: Establishing Rules Before Making a Purchase

Trading decisions become more difficult when players make them impulsively. A sudden price movement or an apparently rare listing can create pressure to act before the opportunity has been properly evaluated.

Establishing simple rules in advance helps reduce this problem.

Define Purchase Conditions

Before acquiring a product for resale, identify the conditions that would make the purchase attractive.

These may include a sufficiently low acquisition price, evidence of regular demand, an acceptable quantity of competing stock, and a realistic expected selling price.

If the purchase fails to meet those conditions, avoid treating urgency as a reason to proceed.

Define Selling Conditions

Decide in advance how you will respond if the market changes.

You may choose to sell when the expected return reaches a particular level, reduce your position when demand weakens, or stop acquiring additional stock when competition becomes excessive.

The appropriate decision depends on the item and the circumstances. The important point is to have a reason for each action.

Keep Records of Failed Trades

Unsuccessful transactions can provide valuable information.

An item may have been purchased at a price that left insufficient margin, or its apparent demand may have been based on an unusually high listing rather than actual sales.

Record the result and use it to improve future decisions.

A strategy becomes more reliable when its weaknesses are documented rather than repeatedly ignored.

7. Operational Efficiency: Making Every Session More Productive

Economic planning is most useful when it translates into practical routines. A player who spends a substantial portion of every session deciding what to do, searching through inventory, or revisiting abandoned plans may lose opportunities for productive activity.

A simple operational routine can reduce this friction.

Prepare Before Starting

At the beginning of a session, identify the primary objective. This might be collecting a particular material, completing a crafting batch, selling existing inventory, or evaluating a specific market opportunity.

Prepare the appropriate equipment, free the necessary inventory space, and confirm that you have the supplies required for the activity.

Preparation should remain proportionate to the task. A simple farming session does not require an elaborate planning process.

Separate Collection From Administration

Where practical, group similar tasks together.

For example, complete a farming loop before reviewing the materials collected, or prepare several suitable listings during a dedicated market-management period.

This can reduce unnecessary interruptions and make it easier to measure how much time is spent on productive activity.

However, do not delay an important sale merely to maintain a rigid routine. The purpose of organization is to improve decisions, not to prevent you from responding to changing conditions.

Review the Results

At the end of the session, record the approximate revenue, expenses, items collected, and time invested.

Identify any unusual circumstances that affected the result, such as heavy competition, unexpectedly expensive materials, or an unusually valuable drop.

Over time, these records create a more reliable basis for deciding which activities deserve priority.

8. Building a Long-Term Gold-Making Portfolio

A gold-making portfolio is the collection of activities and assets that support your economic objectives. It may include repeatable farming methods, selected crafting operations, marketable inventory, and reserves for routine expenses.

The aim is to avoid depending entirely on a single source of income.

Combine Complementary Activities

A gathering route may supply ingredients for crafting, while crafting provides an alternative way to monetize selected materials.

Direct farming can produce immediate vendor revenue and tradable items, while occasional trading may offer additional opportunities when suitable prices appear.

These activities do not all need to be performed every day. Their purpose is to provide alternatives when one method becomes less attractive.

Evaluate the Portfolio as a Whole

Measure the combined results rather than judging every activity independently.

One method might produce modest returns but supply materials that significantly improve another activity. Another might be profitable in isolation but consume so much time that it reduces the overall efficiency of the portfolio.

Consider both the direct financial outcome and the role each activity plays in the broader plan.

Adjust Without Abandoning the Fundamentals

Market conditions and player priorities can change. A profitable activity may become crowded, a crafting opportunity may disappear, or a new resource may become more attractive.

The response should be based on evidence rather than panic.

Review your results, update your assumptions, and shift resources gradually when the available information supports doing so.

A sustainable portfolio is flexible enough to adapt while retaining the basic disciplines of cost measurement, inventory management, and careful decision-making.

The WoW Forever Gold Guides Directory — Part Three

An Extended Network of Guides, Publications, and Community Resources

The final section of Part Three continues the directory by providing contextual descriptions for additional WoW Forever-related resources.

The directory tables serve as navigation points, while the accompanying text explains the purpose of each resource category and its relationship to the broader collection.

This arrangement allows readers to explore the material according to their interests. Someone looking for immediate gold-making methods can focus on farming and market guides, while another reader may prefer profession development, class optimization, or general community publications.

The following sections are intended to sit alongside your associated link tables.

9. Advanced Gold-Making Strategies and Economic Research

Advanced gold-making resources build upon the fundamentals of farming and trading by examining how different activities interact.

These guides may cover profit calculations, capital allocation, opportunity cost, inventory management, crafting margins, and the evaluation of changing market conditions.

The purpose is to help players move beyond isolated tips and develop a more complete understanding of the economic decisions involved in generating gold.

Readers can use these resources to compare alternative strategies, identify the costs associated with their preferred activities, and establish a repeatable method for reviewing their results.

Because individual results depend on game mechanics and current market conditions, any numerical examples should be treated as illustrations unless they have been verified against the relevant environment.

Directory table placement: Insert your advanced gold-making and economic research links here.

10. Farming Routes, Materials, and Resource Collection

Resource-collection guides help players identify suitable activities for acquiring materials and other potentially valuable items.

A useful resource guide should explain its intended audience, the objectives of the activity, the conditions that affect its efficiency, and any limitations that may influence the result.

Different characters may perform differently on the same route, and competition can change the number of available targets or resources.

For this reason, route recommendations are most valuable when readers understand the principles behind them and can adapt those principles to their own circumstances.

The associated links can direct readers toward more specific discussions of gathering, combat-based farming, resource locations, and practical route planning.

Directory table placement: Insert your farming route and resource collection links here.

11. Auction House Trading and Item Valuation

Auction House resources provide further information about buying, selling, and evaluating tradable items.

These materials can complement the economic handbook by helping readers understand market liquidity, listing competition, pricing decisions, and the difference between estimated value and realized revenue.

Trading guides may also discuss inventory turnover and the importance of retaining sufficient operating capital.

Readers should evaluate any recommended trading method in the context of current conditions. A method that worked under one set of prices may become less attractive when supply, demand, or competition changes.

The directory brings these resources together so that readers can explore different approaches to marketplace activity without losing the broader context of cost management and risk assessment.

Directory table placement: Insert your Auction House trading and item valuation links here.

12. Professions, Recipes, and Production Planning

Profession resources can help players understand the relationship between material collection, recipe requirements, and the production of useful items.

For players interested in economic activity, profession guides provide a starting point for deciding which materials to collect, which products to investigate, and how to compare crafting against direct sales.

They may also provide information about profession progression, specialization, recipe availability, and the resources required to produce particular items.

The economic value of a recipe should always be assessed using its actual requirements and the conditions of the relevant market.

The accompanying links can connect readers with additional material about professions and production decisions while preserving the directory's broader focus on practical resource management.

Directory table placement: Insert your profession, recipe, and crafting links here.

13. Character Development and Class-Specific Resources

Character guides offer another perspective on efficient gameplay by explaining class abilities, combat approaches, equipment choices, and other factors that can influence performance.

These resources may be useful to players deciding which character to use for a particular activity or how to improve their existing character.

Class-specific information can also help readers understand why the same farming method may produce different results for different players.

A character's suitability depends on the activity, available equipment, the player's experience, and the actual game mechanics.

The links associated with this category provide additional context for character development and help readers explore approaches that match their own preferences.

Directory table placement: Insert your class guides, character development resources, and related links here.

14. Dungeons, Raids, and Group-Content Resources

Dungeon and raid resources help players understand the requirements and challenges of group-based content.

Depending on the subject, these guides may discuss encounter mechanics, group coordination, equipment preparation, progression, and rewards.

For economic purposes, understanding group content can also provide context for the demand for useful equipment, consumables, and crafting materials.

However, players should distinguish between content that is valuable for progression and content that is suitable for generating gold. The two objectives can overlap, but they are not necessarily identical.

The directory provides a convenient way to connect readers with relevant guides while preserving the distinction between economic activities and broader gameplay objectives.

Directory table placement: Insert your dungeon, raid, and group-content links here.

15. WoW Forever News, Updates, and Informational Publications

Game-related publications can help readers follow new announcements, changes, community discussions, and developments that may affect how they approach the game.

For players interested in gold-making, changes to available content or item requirements can influence which activities are worth investigating.

Nevertheless, a published announcement should not automatically be interpreted as proof that a particular item will increase in value or that a particular farming method will become more profitable.

Readers should distinguish confirmed game information from predictions, personal opinions, and speculative market commentary.

The associated directory links can provide access to additional publications and informational resources, helping readers explore relevant topics from different perspectives.

Directory table placement: Insert your news, updates, and informational publication links here.

16. Social Communities and Player Discussion

Social platforms and gaming communities provide spaces where players can share experiences, discuss strategies, publish guides, and exchange information about their preferred activities.

These resources can complement formal guides by exposing readers to different approaches and practical experiences.

Community discussions are particularly useful when they provide specific context, such as the conditions under which a strategy was tested or the reasons a particular approach proved effective.

At the same time, individual reports should not be treated as universally applicable. Players may use different settings, characters, equipment, or market environments.

The directory brings relevant community destinations together so that readers can locate additional discussions and decide which resources are useful to them.

Directory table placement: Insert your social media, forum, and community profile links here.

17. Video, Streaming, and Demonstration-Based Guides

Video and streaming resources can offer a different way to understand gameplay techniques.

A written guide may explain a farming route in detail, while a video can demonstrate movement, combat decisions, or the sequence of actions involved in a particular activity.

These formats can be especially useful when the timing or positioning of actions matters.

Readers should still evaluate whether the demonstration reflects the game version and conditions they currently use. An older video may describe mechanics that have changed, while an individual player's results may depend on circumstances that are not immediately visible.

The corresponding directory links can help readers find additional visual explanations, demonstrations, and gaming discussions.

Directory table placement: Insert your video, streaming, and demonstration-based resource links here.

18. Independent Publishing Platforms and Written Guide Archives

Independent publishing platforms allow gaming-related material to appear in a variety of formats, including long-form articles, short updates, tutorials, and collections of reference material.

The value of an individual publication depends on its relevance, accuracy, clarity, and usefulness to its intended audience.

For readers exploring WoW Forever, these resources may provide additional perspectives on farming, professions, character development, trading, and other aspects of gameplay.

The directory's publishing-platform section is intended to make the associated resources easier to discover and navigate.

When evaluating an individual guide, readers should consider its publication date, the evidence supporting its recommendations, and whether the information remains applicable to the game environment in question.

Directory table placement: Insert your publishing platform and written guide archive links here.

19. Reference Collections and Supporting Resources

Reference collections can help readers organize information that would otherwise be scattered across multiple publications.

Depending on the material, a reference collection may provide a list of related guides, a collection of useful resources, or a structured index of topics that readers can explore individually.

These collections work best when the relationship between each resource and the main directory is clear.

The directory tables can therefore serve as an organized navigation layer, while the surrounding descriptions explain why the listed resources may be useful.

Maintaining clear labels and removing outdated or broken links can also improve the overall experience for readers.

Directory table placement: Insert your reference collections, indexes, and supporting resource links here.

20. Expanding the Directory as the Game and Community Develop

A directory is most useful when it remains organized as new material becomes available.

Additional guides may introduce new farming methods, provide updated information about professions, or examine economic opportunities that were not previously covered.

Rather than adding every new resource without a clear structure, organize new entries according to their purpose.

For example, farming guides can remain grouped together, while market analysis, profession resources, character guides, and community publications retain their own categories.

This makes the directory easier to navigate and reduces duplication between sections.

When updating the collection, prioritize resources that contribute something useful to the overall reference system. Clear descriptions and appropriate categorization can make a large collection easier to understand.

Directory table placement: Insert your additional directories, new publications, and recently added resources here.

21. Using the Complete Ultimate WoW Forever Gold Guides Directory

Parts One, Two, and Three are designed to work together as a larger reference collection.

Part One introduces the foundations of economic activity, including capital generation, farming, instanced activities, market trading, and basic wealth management.

Part Two expands those ideas through more detailed discussions of efficiency, profession synergies, inventory management, risk management, and the organization of related resources.

Part Three develops the economic framework further by examining capital allocation, opportunity cost, market research, crafting calculations, trading discipline, and long-term planning.

The accompanying directory sections connect these subjects with additional guides, publications, and community resources.

Readers can approach the collection according to their current needs. Someone starting with a limited amount of gold may benefit from the foundational material, while an experienced player may prefer the sections on market analysis, production economics, and capital allocation.

The important point is that the directory should function as more than a list of destinations. Its structure should help readers understand what each resource covers and how it relates to the wider collection.

Part Three Conclusion: A Structured Approach to Gold-Making Knowledge

The Ultimate WoW Forever Gold Guides Directory brings together practical economic principles and a broader collection of supporting resources.

Effective gold-making is not dependent on a single route, profession, or trading technique. It involves understanding the available opportunities, measuring costs, recognizing demand, managing capital, and adjusting decisions when circumstances change.

The written guides provide a foundation for those decisions, while the directory links offer pathways to more specialized material.

By keeping the content organized and the accompanying resources clearly categorized, the directory can serve as a useful reference for players interested in farming, crafting, trading, character development, and the wider WoW Forever community.

The objective of this three-part collection is simple: help readers understand the economics behind their in-game decisions and give them a structured place to explore the resources that support those decisions.

THE DIRECTORY

Name of Network	Directory URL	Secondary Directory URL
workupload	https://workupload.com/file/U83Bua48Zeq	
files.fm	https://files.fm/goldwowforever	https://files.fm/f/7ts8uj3rd3yquk69
flipsnack	https://www.flipsnack.com/9FBF6DED75E/why-buy-gold-from-wow-forever-gold-instead-of-farming-it	
askyourpdf	https://askyourpdf.com/conversations/share/kb/3e7583c8-9e9a-4689-8f1a-2e34604c3328	
FileFactory	https://www.filefactory.com/file/c0c3a20ed4567e6197bef7721e89e849	
OpenDrive	https://www.opendrive.com/file/NTNfNTMzNDE0MzhfODJJcjI	
PageSpeed	https://pagespeed.web.dev/analysis/https-wow-forever-gold/nse2jb0ys5?form_factor=mobile	
GTMetrix	https://gtmetrix.com/reports/wow-forever-gold/yjakCwC0/	
website grader	https://website.grader.com/tests/wow-forever-gold	
ted	https://www.ted.com/profiles/52329669	
sketchfab	https://sketchfab.com/WoW-Forever-Gold	
PasteBin	https://pastebin.com/u/wowforevergold	https://pastebin.com/9ak0khCq
Magcloud	https://www.magcloud.com/user/wowforevergold	https://www.magcloud.com/browse/issue/3423251
Daily Motion 1	https://www.dailymotion.com/user/wowforevergold	https://www.dailymotion.com/video/xbpkcv6
Daily Motion 2	https://www.dailymotion.com/video/xbpkf46	https://www.dailymotion.com/video/xbpkf42
Daily Motion 3	https://www.dailymotion.com/video/xbpkf3y	https://www.dailymotion.com/playlist/xdw1fy
Kitsu	https://kitsu.app/users/wowforevergold	
Letterboxd	https://letterboxd.com/wowforevergold/	
Kickstarter	https://www.kickstarter.com/profile/wowforevergold/about	
Udemy	https://www.udemy.com/user/wow-forever-gol	

	d/	
CodeAcademy	https://www.codecademy.com/profiles/wowforevergold	
OpenStreet Map	https://www.openstreetmap.org/user/WoW%20Forever%20Gold	
BigOven	https://www.bigoven.com/user/wowforevergold	
Speaker	https://www.spreaker.com/user/wow-forever-gold--19397511	https://www.spreaker.com/podcast/wow-forever-gold-over-the-grind--7480032
indiegogo	https://www.indiegogo.com/en/profile/voya#overview	
FLIPHTML5	https://fliphtml5.com/home/wowforevergold	https://online.fliphtml5.com/wowforevergold/hvet/
Informer	https://answers.informer.com/user/WoW+Forever+Gold	
Mozello	https://wow-forever-gold.mozello.site/	
chess	https://www.chess.com/member/wowforevergold	
trello	https://trello.com/b/pVPw21g4/wow-forevergold	https://trello.com/u/wowforevergold/activity
reverbnation	https://www.reverbnation.com/wowforevergold	
knowyourmeme	https://knowyourmeme.com/users/wow-forever-gold	
EventBrite	https://www.eventbrite.com/e/wow-forever-gold-release-month-tournament-tickets-2003657456389	https://www.eventbrite.com/o/121884010271
9gag	https://9gag.com/u/wowforevergold	https://9gag.com/gag/avW218d
WhatCMS	https://whatcms.org/?s=wow-forever.gold	
Who Hosts This	https://www.who-hosts-this.com/?s=https%3A%2F%2Fwow-forever.gold	
Theme Detect	https://www.themedetect.com/?s=https%3A%2F%2Fwow-forever.gold	
Shopify Themes	https://www.shopify-themes.com/?s=https%3A%2F%2Fwow-forever.gold	
Grader	https://website.grader.com/tests/wow-forever.gold	
SSL Labs	https://www.ssllabs.com/ssltest/analyze.html?d=wow-forever.gold	

PageSpeed Web De	https://pagespeed.web.dev/analysis/https-wow-forever-gold/9okq504cdd?form_factor=mobi	
Seoptimer	https://www.seoptimer.com/wow-forever.gold	
SEOTesterOnline	https://suite.seotesteronline.com/seo-checker/aHR0cHM6Ly93b3ctZm9yZXZlci5nb2xk/	
WooRank	https://www.woorank.com/en/teaser-review/wow-forever.gold	
dtube	https://d.tube/channel/wowforevergold	https://d.tube/watch/6irvH87gZH9GVdHreTBzif
BitChute	https://www.bitchute.com/wowforevergold	https://www.bitchute.com/video/LPfAU8Bb0aGJ/
Bebee	https://bebee.com/us/people/wow-forever-gold	
Band Us	https://band.us/@wowforevergold	
Athlinks	https://www.athlinks.com/athletes/592541110	
untappd	https://untappd.com/user/wowforevergold/lists/14157889	
Instapapper	https://instapaper.com/p/wowforevergold	
mewe	https://mewe.com/wowforevergold	
caring bridge	https://www.caringbridge.org/site/21b2995b-cd3a-11f1-8657-b509c4e68cd8	
meetup	https://www.meetup.com/members/484807569/	
film affinity	https://www.filmaffinity.com/us/userlists.php?user_id=5604051	
etoro	https://www.etoro.com/people/wowforevergold	
The Petition Site	https://www.thepetitionsite.com/537/696/138/allow-wow-forever-players-to-trade-gold-and-items-ingame/	
TrustCafe	https://www.trustcafe.io/user/wow-forever-gold/posts	https://www.trustcafe.io/user/wow-forever-gold
GoodWall	https://www.goodwall.io/wow-forever-gold-3e12	https://www.goodwall.io/posts/our-wow-forever-gold-website-4c53235b
Blurb	https://www.blurb.com/user/wowforever	
Able2Know	https://able2know.org/user/wowforevergold/	
WonderHowTo	https://creator.wonderhowto.com/wowforevergold/	

dzone	https://dzone.com/users/5617077/wowforevergold.html	
IFixIt	https://www.ifixit.com/User/6063552/https:%2F%2FWoW-Forever.gold	
Google vids	https://docs.google.com/videos/d/1--SIUA6vF_OJ8asOlcQb81NLGfDjzk_OIOF8yAhahXA/play	
Google Slides	https://docs.google.com/presentation/d/1v_uCb2dQvde37ZAqmE5dMhrw_-3BSqf-ViJhYjLGJmY/edit?usp=sharing	
Google Saved	https://www.google.com/collections/s/list/wFrlmTqMI6-45jBH7VPKBQ/xfoC2oN2wIw	
link tree	https://linktr.ee/wowforevergold	
bandcamp	https://bandcamp.com/wowforevergold	
GDS Part 2	https://docs.google.com/spreadsheets/d/e/2PACX-1vTWAAttg9a8BNlziY_WaQvHsduP4Vju_xuwdHF2flohoEHM7PoL2f0IGiqSICqpl7ZUpfE7yjDbJ-Ud4/pubhtml	
GDS Part 3	https://docs.google.com/spreadsheets/d/e/2PACX-1vTxMSZPwWM98wAqj7ieqRuij4vuod-BF-V8p_jl_rVcCd9K4cnoJWn1ilxrjOf7pv_pkVfSILX4L63b/pubhtml	
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