

Hi, Gavin Garrett again and I want to welcome you all to the Domination pod cast – episode 3. Good to have everyone back at DYS for this week’s show, and we’ve got some good stuff to cover today.

That’s all you’re going to say?

What else is there?

That wasn’t much of an intro, I thought you wanted spice.

Spice is what I be doin’ mon!

I heard Epicurious had his head-shrinking episode after you fed him some of your special soup – is that what spice means to you?

What you be accusing me of mon?

All I know is that ever since you got here I’ve been having some really weird dreams, you’re not slipping anything into my pungent seal whey are you?

Listen mon, you got no business talking to me about much of anything struttin around here like a bowlin’ ball with legs.

A bowling ball with legs? What’s that supposed to mean?

I look at yah and I feel like stickin’ me fingers in your eyes and me thumb in your mouth and rollin’ you right out the door on your little bald noggin.

This from a guy with three toes, are you some sort of sloth or something?

Sloth, come here and let me show you something mon

Yeah sloth, if you’re going to come up with lame stuff about a stupid game that only a troll would play

I’ve never played that in me life, but I would just to see you tumbling down the lane with your little arms flappin’ and screamin’ like a wee girl

A wee girl, it’s better than standing around doing that horrid AoE drool off your tusks on everything, no wonder the floor is always slick around that booth

I’m glad we don’t have to deal with this kind of nonsense in the guild. See folks, this is what happens when you try to mix factions, people just can’t seem to get along. But I’ll be moving right along while these two work it out. As you can tell, back with me today is Moneybagguns the tense

I’m not tense, I am working with a troll!

And our booth wizard Bonehammer

Wait a minute now – Wizard? Don’t be putting me in the same category as Mr. bowlin’ ball head over ‘der.

Some folks just can't take a compliment. Come on you two hacks - That's enough! Let's get to Dominating!

Gettin on wit da' show mon!

Music Overlay

We got two new ways for everyone to dominate today. They may not be big, but if you can dominate a hundred little things, you can sure make a whole lot of other folks take notice.

Topic 1

One new way to Dominate is by flat out having more achievements than everyone you know. The new achievement system is really a lot more fun than we expected and has some surprises in store for you. Some achievements actually have a reward you can get something out of. Now, there are so many achievements, we just had to pull a couple out of the pile here, and both are from WotLK. But you can find a lot more of these in the achievements tab.

If you read all the books Dalaraan, you get the ability to transport to the top of the spires of the city. Exploring all of Northrend gives you the tabard of the explorer. And maybe the most awesome of them all is the amazing undead dragon mount you can get if you complete all of the raids in WotLK.

Now that's what I call a dominating achievement! Of course, our raid team in the dominate guild will all have these in short order. But even if you can't get that one done, don't think that all the achievements do is give you a little goofy ding. Some of them have some nifty rewards.

Topic 2

Next we want to talk about new foods and drinks available in the major cities. Every capital city has a vendor somewhere that is selling some new eats and drinks that can really help you out. There are several of them, but the three you can use right now are mighty good.

The two new drinks are Sweetened goat's milk that restores 7200 mana over 30 seconds, and you can use it as soon as level 65. At level 70 you can also purchase pungent seal whey, which restores 9180 mana. And perhaps best of all is the food item honey spiced lichen which will give you 13,200 health over 30 seconds, and you can use this at level 65 as well.

Since not even most warriors are geared well enough to have a lot more than 13 thousand health, using the honey spiced lichen means you can be almost dead, sit down for a snack and be at full health when you get done. It sure beats bandages all to heck.

And now, we need to take a break and get a word from our sponsors.

Are you sick and tired of the back-breaking work of leveling another toon? It can be almost make you ill to think about how long it's going to take you to get another class to 70 before WotLK so that you only have 10 more levels to go. Even if you start with a death knight at level 55 you know you've got 15 levels of outlands grind ahead of you.

Well, Gavin Garrett has the solution. For the last two years you've come to know Gavin Garrett as one of the leading experts in the world of Warcraft community. If you've been a member of DYS for any time at all you know that his tips and tricks always lead you to more gold, better play, and sheer domination. Well now it's time to take your game to a whole new level

Over the last six months, Gavin has been hard at work putting the final touches on the very best leveling guide the world of Warcraft has ever seen. Sure, there are other guides out there, but Gavin completely dominated them all, and broke the solo world record in the process. Gavin's guide even has an in-game mod that tells you exactly where to go with a floating waypoint arrow and his own personal tips and shortcuts to every single quest chain. You'll never want to use anything else again when leveling.

And even though Gavin's guide would be the best thing since sliced bread just to help you get TO 70, he didn't stop there! That's right; Gavin's guide will take you all the way to level 80 at blazing speed. You might think you don't really need a guide for things you've done before, but you will realize after just a few minutes in Northrend that you simply could not do without it for the expansion. There can be more than two hundred steps in every Northrend zone, and even a pro might get a little lost, and slowed down without it.

Gavin Garrett's Domination leveling guide will be available on November 7th, more than a week before the expansion comes out. You won't want to miss having Gavin himself show you the very fastest way to level 80, where you can really begin to dominate. Get there first, with Gavin's leveling guide!

Raid music

Is everybody ready mon, then zone in and let's be raidin'!

Today on the raid we've got the top 5 burning questions

1. Is Gavin a dirty griefer, running around just stealing mobs from poor little nubs willy-nilly?

You just kill me with this surprise question garbage. Is there any way possible we can actually use the questions we agree on before hand? Why is this even relevant to anything?

Well, after the post about the invasion a lot of readers were disappointed that you advised using such questionable tactics....

OK, let's get this crap aired out then. Now I'm only going to cover this once, I don't like having my honor questioned by people who think they know me and just make silly assumptions based on two sentences. I could have worded them better, and my right hand man Lawbringer was good enough to make an adjustment to the post so that it better reflected what was really happening. Look, we've been doing this every night, trying to get as many complete gear sets and the achievement as we can for all of our 70's. Every time we go to the attack points – and I mean nearly every single time there is either a paladin spamming consecration, or a druid casting hurricane. After we went to three different crystals, and killed normal mobs for 30 minutes while the other teams sat there and snagged the rares and every shadow after WE did most of the damage to the crystal AND summoned two shadows ourselves (only to see them go to some other team of punks) we knew we were playing hardball.

So in order to make sure that our guild members didn't waste our time any more we played hard right back when we needed to. Now last night it was a little different story. At several spawn points there was only a single other toon or a small group. Once we had done all of the damage to the crystal by killing 99% of the mobs ourselves, we let them spawn their own shadows if they wanted to by only spawning one at a time ourselves. We even helped one ally hunter who bit off more than he could chew by helping him down the shadow he spawned. I really don't like it any more than Gavin does when someone who was NOT there, and does NOT know us personally tries to make a mountain out of a molehill. Before you shoot off your mouth, you might want to try meeting Gavin and seeing just how much help he gives not only to his guild mates, but everyone around us.

I really do believe in fair play, but I also know that there are times when other people throw decency out the window and at that point they are asking to get owned. I am not going to stand around and let other punks steal from my guild members. I am going to take it to them just the way they took it to me. Now, if you want to call that grieving, then you can pansy your little butt right on out of here and good riddance.

2. When does the horde invasion end?

The invasion is going to end in the next few days, about the time the Halloween stuff goes away. If you need to pick up another set piece or two, you better hurry, and you only have one more Kara reset to get to Fenris Mirkblood and grab his little bat pet and cool guitar axe.

3. Can we get a minor guild update?

Well, as long as it's quick. We don't want people to think DYS has become a guild website. As of last night Dominate has 295 members on 241 accounts with 20 level 70's

and a whole pile of toons in the 60's. Money also bought us all six bank tabs for the guild bank and they are filling up fast.

Yeah, although it was a little expensive, I can see that it would be nice to have a few more, we almost have them full as it is.

4. What is this I hear about a leveling competition?

Oh now this one is fun. A lot of folks in Dominate started new toons to join us, and a few of our veterans started new toons to fill some needs we had for end game raid later on. The really cool thing isn't so much the competition, but how our guild members teamed up to get in on it. We have several guys that didn't even know each other a week ago. But they started doing a little running together the first couple of days and then when a few of them volunteered to run up some new toons from scratch I thought I would add a little spice to the soup.

Oh no

That's the way to do it mon!

Well I told those guys that the first team to hit 70 in /played time would get both of their accounts paid for, by me, for a full 6 months. When they heard that, these guys who have never met in real life, teamed up, set up accounts on refer a friend, begged, borrowed and narfed keys and game time cards from buddies and their folks and did everything they could to make sure they could dominate. So you basically had two or three groups of folks who have never even met, getting together, teaming up, setting play schedules and cooperating in ways I really never figured I would see so that their team could go out and Dominate.

5. Is it true that Gavin is also going to have a contest where all DYS readers will be able to win some really awesome stuff?

That's right, we're going to have a competition for all of our readers where we'll be giving away game time cards, full boxed sets of wotlk, swag like tshirts and other real life equipable items, and even a choice of an Xbox 360 or Playstation 3. It's been a while since we had a contest for everybody at the site and I thought if we were going to have one for some guild members, why not have one for everybody who can't join us? After the whole griefing incident, it seemed like a great way to show that Gavin Garrett and DYS are all about spreading some goodwill around. Besides that, we like to do things from time to time to reward our readers with something even better than just great tips, advice and guides. A little real life loot is pretty dominating!

Now it's time to grab some questions from the site. We got some more good ones this week so let's get to work.

First Question Mon!

Fajsdkl asks – how do you make the voices for your podcast?

It ain't easy sounding this awesome all the time. Mr. bonehammer, aka Lawbringer is the magician behind the curtains on that one; although I sound almost this buff in real life. As for money, I didn't even think it was possible to make anything sound that annoying.

I don't think there's any need for that. There is one mighty fine babe that finds it cute and endearing.

Oh good grief.

Next question mon!

Marrob writes - Do either of you have access to the WotLK beta? And if so, what info do you have about Death Knights for soloing, partying, and raiding? What classes/spots are they going to take over in the parties and raids now? Are my raid classes gonna be safe with the new class, or am I going to have to re-roll in order to continue participating in end game...? (not so much MY specific classes, but which classes in general are in trouble?)

Marrob, I think the death knight frenzy is almost gone in wrath. The same thing is going to happen on the live servers. They just aren't taking over 50% of the wow population like we thought they might. I DO think DK's are going to take the spot of almost every melee DPS toon, at least those with no with no crowd control like the fury warrior, enhancement shaman and retribution paladin. They are capable of some serious DPS and can off tank really well. They don't quite have the skill sets to replace main tanks and certainly not healers, and they also may very well be able to replace any of the DPS classes, both melee and casters. Imagine a toon that does the DPS of a mage or lock in plate. They can be pretty awesome. The long and short of it is that if you want to make sure you get in on every raid you want, you should still go tank or heals. If you like melee DPS, the DK is the place to be, although they don't really have any CC to speak of, so they will never completely replace ALL mages rogues hunters and in certain situations, warlocks, although you might choose between a lock and a DK when building a team or raid depending on what else you've got.

I know Blizz tried to make the ret pally and fury warrior a little more viable, but those changes may only show up in PvP. For raids, it will make more sense for a DK to do what they do best, which is DPS, and let the pallies and warriors do what they do even better, which is tank or heal. A ret pally or fury warrior just cannot match a DK for dps, and the dk will tank off tank just as well as they can. But that doesn't mean the fury warrior is gone for good, you'll find plenty of ways to use fury and ret in BG's and arenas, but I wouldn't count on being able to stay in those specs for many raids, DK's are just better for the dps melee plate role.

Next question mon!

Darkwolfneo asks

I'd would like to know more about mounts. Are our flying mounts going to be useable in Northrend only or will we finely beable to fly over Azeroth?

Well his question was longer than that

Yes, but in the interest of time, we have to clip some of these essays people write. Please try to keep your questions to one or two sentences guys. We get a lot of them, and the short ones have a greater shot at getting on the show.

Darkwolf, there has actually been a little change in the way the cold weather mount training works in the beta. You will be able to use your regular flying mounts in Northrend at level 77 when you can train the skill at several NPCs in Northrend. There was a time when they had you do a quest to get it, but as of a few days ago the quest has disappeared, but the skill has been trainable with no quest at all since the patch before last.

Now, there's no telling how many mounts there will be, but most of them are just like the outlands mounts as far as speed. You will be able to use any flying mount obtained in Northrend in Outlands as well. But if you think that you will ever be able to fly in Azeroth you might as well just give that up forever.

Folks, you will never be able to fly in Azeroth. Blizzard would have to completely redesign the entire thing to make it possible, and it's just never going to happen. Most of Azeroth is actually in 2 dimensions instead of 3d, and while that may not sound like a big deal it causes some problems the same way time travel can warp your brain. There are spots you could seem to be able to fly to because you can see them, but they don't actually exist. It would be like trying to jump into a picture. You can see lots of stuff that looks like it's there, but it ain't. The only way to make it work would be to scrap the whole thing and start over again in 3d for everything, and it ain't happenin. They've said it ain't happenin, so give this one a rest already.

Now, there is one mount that will have a 310% travel speed, the plagued proto drake mount we mentioned earlier from the achievement. It is also wicked looking, and we plan to get them.

Next question mon!

Rusty says: i've been trying to make enough cash to get my epic flying mount before WotLK but don't think I'm gonna make cos i just can't seem to get it past 2.5k

Well Rusty, you've hit on something that maybe a lot of folks have run into and didn't realize they had done something important. There seems to be a bit of a glass ceiling that happens around 2k gold for almost everybody. But, that also means you've already got

about 75% of the knowledge you need to take the next step into 25,000 gold, where the next glass ceiling is.

That's right Rusty; I'm actually encouraged that you are stuck there, because it means that with just a few small tweaks you can go from 2500 to 10000 a lot faster than it took you to get to 2500.

Now you asked a few other things, and as far as buying at a 10% discount, that's not quite right. The 10% discount is barely going to cover you listing fees, and if you don't de those items after a few posts at the ah they start costing you more than you can ever make back.

Rusty, we have developed a foolproof set of numbers that anyone can use on any realm that will have you screaming past 2500 gold into the tens of thousands. Gavin won't let me talk much about it, but I can say you are very close to getting where you want to be. You just need to add a few tricks to your bag, and then get your numbers straight and you'll be on your way to buying as many mounts as you need.

And as far as gold sinks in wrath, yes there will be some, but if you get our gold making guide on December 1st, we can show you how to smile and throw gold at anything Blizz can cook up. No matter how big the hole is you're throwing gold into, there is always a way to have enough to do it.

What I will tell you is that you need to more than double your discount rate rusty, 10% isn't going to cut it. You really need to be selling your items at a 5% discount, and that's just not enough room. Our gold making guide boils down all the intricacies of dominating the auction house into a step-by-step plan you can use just a few minutes a day a few times a week to make more gold than you can spend. And it's dummy proof; even Bonehammer could use it and not mess it up.

Don't be makin' me come over there mon.

Hehehehehehe

It's like a couple of second graders, will you two shut up!

Next question mon!

Glaedre says - *Will alchemy still be a viable profession in WOTLK?*

We did a little on this in the last pod cast, but it's definitely worth talking about a bit. Glaedre, alchemy is going to be a strong profession in the beta. Maybe not quite as big as engineering at first, but once everyone has all the motorcycles they want, and more folks begin raiding in a few months, you'll be up to your ears in orders. You definitely want to keep alchemy if you've gotten some great proc recipes and recipe drops. Plus, there will

be even more and better ones in wrath. So alchemy is going to be a great profession to have, it may just lag behind engineering until around Valentines Day or so.

I can see this one being a good all around profession for making gold. It doesn't have quite the oomph of enchanting, but it's better than almost everything else in the long run. Alchemy is the wow equivalent of bonds. They won't have a high rate of return, but it will make you gold forever very steadily. If you don't like following trends, alchemy and Jewelcrafting are the best places to land.

Next question mon!

Jurandr asks: Is it really worth it to take inscription with gold-making in mind?

This one is a bit like the alchemy question. Inscription is going to be boom or bust for everyone. Now, our system to complete and total domination means we keep one of almost every profession on our toons. And in the guild, we want to have several folks maxxed out on every available profession so that when anyone needs something there is a good chance one of those guys is around and can fill that need without ever having to touch the auction house again. But with inscription there will be some servers where you will continue to make a fortune with inscription and others where it may be months before the glyph market is back from the dead. Glyphs on Fenris look like they got caught in the zombie invasion

No kidding, it was awful. And even though it was the worst market for an opportunity we have ever seen, I was able to make enough in two weeks to buy all six of our bank tabs, and that's over 12k gold. If I had been on Cairne it would have been far more than double that amount. It's not so much the market as how well you know how to play the market you're in. The neatest trick I've found so far is that in markets where the glyphs are going for even less than 1 gold, scribes will pay as much as 5 gold each for the inks that they use to make the very same glyphs – it's insane.

The moral is, there is ALWAYS a way to make gold with any profession, although sometimes you've really got to test, rethink, and retool your techniques on an almost daily basis. It can be tough to test markets if you don't have much gold, so what you really need to do is learn the foundation for building real wow wealth. Once you are on that foundation, you'll have enough gold that losing a thousand or two here and there by guessing wrong won't kill you. Once you go through a few growing pains you'll be able to move like money here and catch the market on the go.

And while we do cover all of this in the gold making guide there are three things you can sell to make money off of any profession, you just have to find out which one has the greatest profit margin. I wish we could get little sparky off his duff, his mod makes all of this so much easier.

Anyway, you can supply what we call RAW materials to the people in the profession, in the case of inscription that means herbs and you don't even have to be a scribe to do that. For jewelers that means ore, or gems that you buy below market value (well you don't

ever want to buy gems to resell – but I can't go into that right now) and for tailoring that means cloth.

Next there are the converted mats that each profession uses. That means things such as bolts of cloth, metal bars; and with inscription, pigments and inks. On our server inks tend to do better than pigments for some odd reason; just keep in mind that you have to watch for things like that. When we get lilsparky's back it will even tell you whether to sell the inks OR the pigments on a case by case basis. You can get very sophisticated with this stuff with the rights tools and knowledge.

Last come the actually crafted ITEMS from a profession. For inscription that's glyphs and I'm sure we don't have to go into this much for everyone; except to say that sometimes you will actually make crafted items to DE since you can get the raw materials or converted mats cheaper than the value of the raw enchanting mats that you can get from the item itself and more than you can get from crafting the items to sell. I do this a lot by buying all the stacks of mageweave under a certain price on my server every time I visit the auction house and sending them to my tailor/enchanter where they just sit. If I every get below a certain number of enchanting mats to sell, I just make a bunch of Mageweave crap, de it and get my sell stock back that way.

Now, we could go on about this forever, but that should even answer the question from IoannisD about a preview of some of the more advanced lessons you can expect to learn in my Auction house mastery guide. We've even got a whole section about how to work the markets in a group that you won't want to miss. But one person CAN do everything a guild can do, it's just that they won't have as many people gathering the raw materials, so like we've said before, the same ways to make money are available to any player or group of players, it's just that groups have more resources to throw at doing some things that one person may not have time for. We'll be putting that up for sale to everyone on December 1st, so just hang on and let us get into wrath and we'll get that one to you guys.

Next question mon!

Darkrebirth has a question about healers, tanks and DKs and how those classes will change in WotLK

This was another example of a question too long to read, but we're going to give the answer here darkrebirth. We already stated that it certainly looks like the dk will be the best fit for the spot off-tank duties since they can dps better than either warriors or pallies. As for the healers part, I think that each healing class will retain their unique role in group play. It would seem that each healing type has gotten a little boost in some areas, such as priests getting a few talents that will lead to better AOE heals and thus better group heals, but not maybe enough to make a shaman obsolete.

I really hate to give shaman too much pub, we don't want Bonehammer cheering for himself in the corner there, but while the shaman maybe didn't get a huge healing

change, elementals should be a more viable raiding dps spec now, so while they might not lose a spot as a group healer, they might actually have gained enough to get more consideration in the casting dps role.

Some of this is going to have to be tested out when we get into raiding in wrath too dark, since any healing class with their new talents and decent gear can heal any instance or raid in BC with a bit of skill. So we haven't seen these specs pushed to the limit yet. I hate to say, but I don't know yet, and it's going to be hard to tell for a while longer.

Last question mon!

Kevin asks (finally, a name that is easy!) I'd like to know if primal nethers/nether vortex/heart of darkness' will still be worth anything or will these be replaced w/ new similar mats in WotLK?

The really odd thing is that no one ever got around to using the hearts of darkness much since the guilds that could raid high enough to get them used them all up inside the guild. Now, the primals are going to go the way of essences. The new classification of goop you get from elementals is called crystallized. In other words you will find crystallized water and 10 of them turn into 1 eternal water. So blow those motes now, prices for them is going to tank even harder than leather I think. There are going to be new and similar replacements for almost everything professions use. The prices may rise a bit later on as people begin needing them again to level professions or make things for alts after supply has dropped, but if you want to get the very most out of them that you can, you better get to it in the next week or so.

That is certainly the case. As a matter of fact, I am going to hold off on a lot of enchanting mats altogether since in the first few days after the expansion comes out, the very best bets for making gold from that profession will be in getting you hands on the NEW enchanting mats from the level 71 and up items that you'll be getting. Even while speed-running to 80, I'll be gathering up all those quest items and disenchanting all the ones my toon can't use. There will be enormous profits in those new dusts, essences and shard types.

And that's going to do it for us today. Keep putting your questions in the Monday thread, and look for the transcript of this show on the page here. We had some folks who have bandwidth issues that asked for it and we always do everything we can to help our readers get what they need from DYS. We'll see everyone right here in Booty Bay next Friday.

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