

Hey DYS! Welcome to the Domination pod cast, episode 4. Thank you all for joining us for the latest in wow news, tip, tricks and advice. I'm your host, Gavin Garrett, coming to you from Booty Bay in balmy Stranglethorn Vale. It's getting close to crunch time for the WotLK debut, and today we're going to cover everything you need to know to get ready to go out there and Dominate the expansion.

Awesome opener and you've never been more right Gavin. This is our last show before the expansion so we are going to do everything we can to tell you what you need to do in the next few days to really goes out there and be the best of the best.

So without further ado, I want to introduce my co-host, the anxious Moneybaggins.

You're right I'm anxious. Everyone is getting really excited about wrath and I am certainly no exception. There really is a lot to do if you really want to dominate, so we've got a lot to talk about today.

And as always our production manager extraordinaire – Bonehammer

Good afternoon mon. The show gonna be a whole new kind of dominatin' today.

Whoa, that's the first time we've gotten through the intro without some kind of fight between you two, are you sick or something.

No mon, we're to busy to be fightin' over the little things today.

I hate to say it, but Bonehammer is right, we have too much to do to pick a fight right now.

Well folks, let it never be said, even by me that you can't ever have peace between factions, no matter how brief. Personally I complain about it, but it seems a little awkward or something if you guys aren't yelling.

You want me to say something sassy to make you feel better mon?

No, let's skip it for now; I'm sure you two will come up with something later. But one thing is for sure, we DO have a lot of things to go over today, so let's get this kodo on the roll!

Getting On wit da show mon!

We Got too much to cover today to do it in just two topics, so we're going to expand this portion a bit today. So what we want to do is give you four things to work on the next few days that will have you blazing into wrath completely prepared to wreck everybody else on your server.

Topic 1

The first thing you want to do is make sure you're really ready to level to 80. You've got two choices here. You can take it slow and work your way through all the content – and that includes the lower level dungeons to gear up if you've not done that in BC. Or you can rush right to 80 and then either go back and dominate the low level stuff for rep or get started on trying out the level 79 and 80 dungeons.

If you are already in T6 gear, the lower level dungeons aren't going to pose much of a challenge for you. For everyone raiding BT already, the only reason to do those is for whatever rep you need to enter the later instances and raids. We'll say a lot more about this in the weeks to come. But if you're not geared to the teeth in high end epics, you might want to consider picking up some of the fantastic blue equipment from the bosses in instances such as Utgarde Keep.

Another part of this choice has to do with being prepared in other ways. We put up an article yesterday about weapon training and you want to make sure you do that with all your weapon skills before the xpac. Visit the target dummies in the major cities and max out your skill in all your weapons, you never know when you'll get a great quest reward item and you don't want to be stuck with a skill level of 15 and not be able to use your new toys very well for an hour or two while you try to kill the level 70 and up mobs while you have trouble hitting them. So go train all the weapon skill types available to your class and hit those target dummies.

Another trick you can consider is to do a round of quests that you may have skipped in one of the outlands zones. I hit 70 before I did much in Shadowmoon valley. So I'm going back to do 10 or 15 of them and I'll turn them in right after I install the xpac. This should give me a good 25-50% experience into level 70 before I even get to Northrend. But there IS a catch to this one. If you wait even long enough to turn in some quests in Outlands before heading to Howling Fjord or Borean Tundra, those zones may be so crammed full of players by the time you get there that it may make finding mobs to kill a little difficult to complete quests, so you just have to make an educated guess on this one.

You're also going to probably want to respec and switch gear to a DPS build before you begin. Unless you plan on running instances right away, all you holy, prot, and resto spec guys may need to visit the class trainer and redo those talents to something that can really blow through the mobs. It just won't do to try to nip away at mobs a little at a time when everyone around you is killing 5 or 6 in a single pull leaving you with nothing. It's going to be a little competitive for a week or so in the lower zones, so make sure you can get out in front of everyone else by killing those mobs before they can get to them.

Right, there are certain areas with just enough mobs around for one or two toons to complete a quest without running out of the right things to kill. When there are 10 people there, you're going to need to kill fast and move quick or you'll find yourself running around in circles.

Topic 2

Let's discuss professions going into wrath. You've got a few more days to get prepared and we recommend the following professions for wrath. These are going to be the biggest money-makers right away, and you need to think about being on the leading edge of the market. First, we predict that mining will be the big winner hands down. With engineers itching to be the first to sell the motorcycle mount, there will be huge demand for metals. Then you've also got the jewelcrafters. There are some awesome new gems and items to be made with Jewelcrafting, and the massive amounts of ore they are going to need for prospecting will make mining a serious gold-making bonanza.

Next comes herbalism. With every new surge in content, the market is going to default back to gathering professions to feed the production professions. New glyphs are coming, and also lots of new potions for alchemy and inscription. So the herbalist with a flying mount can make a fortune in Sholazar Basin. There is no other zone anywhere in the game better for herbs, not even Zangarmarsh. If you are an herbalist, your best bet for awesome cash is to blast to 80 and then spend some time every day flying through Sholazar and picking flowers til your fingers get raw.

We already mentioned that skinning is going to be a bust in wrath; there are just too many mobs to skin. That means supply is going to be way higher than demand and prices will be crap for leather. Unless you have a 375 leatherworker with the rep recipes I wouldn't do skinning and expect to make more than a few gold a week with it. So let's move on to the production professions you should consider.

Engineering is a great thing to have if all you ever do is be the first to get the motorcycle and sell it, especially for gnomes. Getting that recipe first will make you an enormous pile of gold. Next, Jewelcrafting has got some new Bind on Equip blues and epic rings and necklaces that will command great prices right away. Alchemy is going to get a nice push with new raid quality potions and elixirs.

Inscription is a little up in the air. The market for glyphs crashed so bad on some servers that it may be months until it recovers. If you have a high level scribe, keep it, but unless the market is still strong on your server I wouldn't even expect the DK's to push the market very hard since most scribes already have the lower end DK glyphs. Those will flood the market probably even before the xpac, so don't get your hopes up too high with inscription.

As for everything else, if you are already at 375 in a profession with good recipes then keep it. Enchanting is always a great profession to have, and you should always have at least one enchanter in your cadre of toons. We didn't mention enchanting as one of the biggest money-makers, but you all know how we feel about enchanting by now. What we ARE saying is that you should keep your enchanter AND add some combination of herbalism/alchemy, mining/engineering, mining/Jewelcrafting or something like that to the first toon you will be taking into Northrend and keep your enchanter and any other 375 level professions you have for later. But for the first month or two, Mining, herbalism, Engineering, Jewelcrafting and Alchemy will be the best way to make lots of gold.

Topic 3

You might consider questing with a buddy on your way to 80. With everyone out there nabbing mobs right and left, running as a team could be your ticket to pulling away from the pack. One of you can use ranged attacks to pull mobs before anyone else can get to them. If you work fast, you and your partner can pull ahead of everyone else going solo and get to the point where it's just the two of you working on quest far out in front of everyone else so you'll have everything all to yourself.

We always recommend the buddy system for questing. Even though Gavin's leveling guide was designed so that one person with less than pro gear or skill can still go very fast, it's even faster if you go as a team. I despise doing anything in the game by myself, it's so much faster and more fun to do everything in a group of two. On a PvP server in the expansion, it's also pretty much a guarantee that if you do not have someone else with you watching your back, you will spend do much time getting ganked that you might not even make it out of the starting zone for days without a partner.

I know a lot of people have asked us why we chose a PvE server for the Dominate guild, and this is precisely the reason. There will come a time that we will take out our PvP frustrations on the other guys in BG's and Arena matches, but having to deal with the frustration of getting to 80 while doing PvP all over the place would just slow us down. I don't mind kicking butt and taking names, but if I am having to mess around with 100 allies while I try to kill 6 mobs it just makes me mad. So we went on a normal server so we could just get down to business and get the job of leveling to 80 done in short order. We'll be raiding and gearing up first, which will make dominating in PvP just that much easier later on.

Gavin and I will be doing our speed run with a shadow priest and feral druid. We could easily solo the content, but it will be wicked fast as a team. If one well-gear'd toon can kill a mob in 5 or 10 seconds, a good team will be downing things in two or three hits. When faced with the fact that there are more than 500 quests to complete to get to 80, which means around 10,000 mobs to kill saving even 2 seconds per fight will shave more than 5 hours off your played time to 80. If you can save 6 seconds per kill that's 15 hours. Getting to 80 fifteen hours ahead of everyone else is Dominating!

Topic 4

If you're having trouble raising money for your epic flyer we have good news for you. You don't need to get all 5,000 gold before the xpac hits. And we're going to tell you exactly how much you need. What you need to do is work like a dog on herbalism or mining right now and try to get yourself to 2,500 gold before the xpac. Your epic flying training is going to cost you 5,000 gold. Once you hit level 77, you can train both the epic flying AND the cold weather flying at several NPC's in Northrend at the same time for 6,000 gold. Since you should pick up about 3,500 gold just questing to level 77, you can combine that with your 2,500 gold you bring over and get to the 6 grand you're going

to need without ever hitting the AH and taking time out from leveling if you don't want to.

Now, to be safe, you might want to try to hit 3,500 gold before the xpac. Then, if you chose mining, hit all the nodes as you level and drop those in the AH when you return to a major city for class training as you ding each level. Don't spend too much time working the AH, jut drop the raw ore and herbs in the market at whatever the going rate is and only do it for a few minutes as you run through to get your new skills.

If you're having trouble making gold right now, do the dailies – dang I never though I would say that – or farm ores right away and get them on the AH on the 14th. Prices are going to go through the roof really fast, and you'll see a big boost to your gold totals if you've got a lot of raw mats to sell come opening day.

What's gotten in to you?

What do you mean?

Farming AND dailies in one paragraph? Who are you and what have you done with Gavin?

Ya mon – I'm thinking you're some sort of nub poser walkin in here and talking that kind of mess!

OK look, it's just for a few days. We don't have time to teach people in 5 freakin' days how to do everything Money does at the AH, and it's important that folks take some desperate measures to get their hands on as much gold as they can right now. If that means doing some dailies and farming for a week then I can live with it for that long. Bu there's just not time for anyone to establish our system before the patch for long-term profits.

I was just shocked that's all. But you may be right; but only for a few days. There isn't a long-term profit in doing dailies folks. But if you need a few hundred gold to round up to a couple thousand to get your mount training at 77, you may just have to do them. Mining and Herbalism farming will be in order as well until after new year's, but eventually even farming those things should go back to guys named UGG and Thork, leaving you time to be the Ah guru we can teach you how to be. Remember, the Auction House mastery gold making guide will be available December 1st. Until then, you may have to resort to the measures of the desperate – and that means a little farming and a few dailies.

You've both done lost your craven minds. I'm thinkin' we be needin' dem bruiser blaggards to be cardin' dis crew before I find meself with me deadlights carved out yahso.

(Crickets)

I have no idea what you just said.

No kidding, was that intelligible in any linguistic sub-set? I think you just completely obliterated every English, troll and clan dialectic that ever was. It was actually painful.

You think yahso you little bag-o-wire? Jus because you be thinking you got all the slick words – nah, nah. One of dese days you’ll ku fer yerself with yer own lingo bucko.

Well, while we all try to decide if what we just heard was language or not, it’s time we took a break and got a word from our sponsor:

Are you really ready to break out of the pack and Dominate everyone else in wotlk? If you are going to try to level the old way, you might just get trampled in the mob. With millions of players all bursting at the seams in anticipation of the xpac, you need to make sure YOU have a plan to go out and dominate.

If your plan is to go to Northrend and just figure it out as you go along, you’ll always be one of doznes of players fighting to tag mobs to finish quests. You could spend days getting out of Borean tundra, only to find hundreds of players already in Dragonblight ahead of you. You could find yourself stuck in a stampede all the way to 80. It will be frustrating and slow, but it doesn’t have to be that way at all.

Later today, you can be one of the first few players who decides to take Northrend by storm. Gavin Garrett’s leveling guide is finally here! With gavin’s guide you will be able to rush out in front of all the other people looking things up and searching for quest hubs while you are streaking past them like they are standing still.

Imagine knowing exactly where to go next. Imagine knowing exactly where to do every quest all the way to 80. You’ll hit every quest hub, do every quest you should, and none of the quests you shouldn’t. In other words you won’t waste a single second and will be laughing at the zone general chat with people asking about quests you did hours ago.

Gavin’s in game leveling guide mod will popint you to the exact spot you need to go to pick up quests, complete quests, turn them back in and where to run next when you run out of things to do. Gavin spent months playing through the beta so that you can blast through Northrend like Frostmourne goes through everything else. You will never have a single question about what you should be doing or where to do it. Gavin’s horde leveling guide will run you all the way from 1-80 using the exact same path he took to break the world solo leveling record.

So don’t miss this opportunity to be one of the first people on your server to 80. Who knows, using Gavin’s guide might get you one of those legendary achievements when you really do hit 80 before anyone else. One thing is for sure, without Gavin’s guide you

have no chance. Give yourself a real shot at being so Dominant that your achievement speaks for itself – forever making you one of the guys who completely Dominates.

Raid Music

Is everybody ready mon? Then zone in and let's be raidin!

Today on the raid we've got the top five ways to dominate wotlk

1. Is Gavin making a run at the feat of strength achievement to be one of the first toons on Fenris to level 80?

Absolutely! Me and my right hand man Lawbringer are taking our epic equipped toons into Northrend on a mission to go non-stop to level 80 in a single run. If we don't kill each other off from lack of sleep, we are confident we can be the first toons to 80 in our race, class or just flat out first to 80 period. We've got the skill, and we've got the knowledge to Dominate this one.

This is perhaps the best way to show everyone on your server that they just got owned. Unless you've played through the beta several times and mapped everything out so that you can remember exactly what to do, then played it again to make changes, and then done it AGAIN to make sure it was absolutely the very fastest way possible, you simply may not have a chance to get one of these once-in-a-lifetime achievements in your log. If you have the time to run straight to 80, and if you use Gavin's guide, you'll have the very best shot possible. It won't guarantee you anything, but a well-gear'd team with Gavin's guide should have a shot that very few other people will get.

2. If I can't beat everyone leveling, what else should I do to dominate?

Get your mining skill up and farm like a madman right now. Save all those mats and then dominate the metals market. It will work better once you get your flying mount back, so work your way to 77 as you go, then just fly all over Northrend gathering ore everywhere you can. You'll make a fortune selling raw ore on the Ah if you can get your hands on a bunch of it.

Of course the motorcycle mount is going to be the highest demand item we may have ever seen. But the new gems are going to take jewelcrafters to a whole new level of profitability. So for my money I am going engineering and Jewelcrafting on two of my toons to take maximum advantage of crafting gold and dominate this way.

Another great profession that we've already mentioned is herbalism, if you can grab a bunch of herbs from the new types to sell, you will own the market. Again, it's going to be best to do this at level 77 with a flying mount in Sholazar Basin, but prettu mmuch anything you can gather while you level will sell like hotcakes.

3. If I don't want to farm anything, what else can I do?

Well, another good tactic will be to level up fairly fast and then hit the new PvP zones and grab some of the awesome PvP gear being introduced. If you've already got your Vindicator's or Brutal sets, you should be able to get the new stuff in short order. If you get geared up before everyone else has a chance, you will absolutely mash everything in your way.

I'm working on a new druid for PvP, and I understand that the DK class will be amazing in BG's. If you're a PvP maniac, rolling a DK or working up to the new gear sets will be a great way to dominate

4. Is it worth it to have a bunch of quest turn-ins saved up and turn them in on release day to get a boost into level 70?

Going from level 70 to level 71 takes 1,523,800 xp. Even if you could find 25 quests that rewarded 20k experience each, which is unlikely to say the least, that would only get you about 5 bars into level 70, which is Only 25% of what you need. Plus, you're going to have to take the time to turn those in before you go to Northrend where every mob will give you more xp per kill and every quest is guaranteed to give you around 20,000 experience it may not be worth it.

Besides that, we're still not sure how this is all going to work. We've been asked about dailies for this purpose, but there's no guarantee that doing the level 70 dailies before you get the expansion will even reward experience at all when you turn them in. On top of all this, if you take the extra hour or so to run around turning in quests, you'll be a bit late to the first wave of people rushing through the starting zones, that means you'll be competing with dozens of other folks for mobs and it will be tough to break out of the pack and get out in front of everyone else so that you've got the mobs all to yourself.

So our opinion is that if you're going to be late to the zone anyway, in other words you're not going at midnight, then it might be worth doing this. But if you're really going to hit the Northrend zones as soon as possible then it may not give you a big enough boost to make it worth the trouble of being a little late to the starting areas with all the other pros. I would actually love it if everyone ELSE did this and left me and Lawbringer all to ourselves starting out. We will just run off and leave them and they will never catch us. So what we're saying is that we hope everyone wastes time doing this so that it leaves us alone in Howling fjord for an hour. By the time the rest of them get there we'll be done and gone into Borean tundra and they will never catch us. And that means they lose and we win. So If you are going for the achievement, I would say no.

5. If none of those things interest me, what's left to dominate?

Well, if you are in a good raiding guild you should all run to 80 and try to be the first group on your server to clear some of the new dungeons. Almost nothing says Domination quite like a server first kill of the big bosses. This one is something that's going to take a lot of teamwork and experience, so it's not something everyone can do.

It's also one of the biggest reasons we started our own guild. We really want to give our readers the opportunity to join us for some serious raiding Domination.

Boy, we are really running out of time. If we're going to get to reader questions we better hook it!

First Question mon!

Joannisd asks: What's up with paid character transfers?

Joann I flipped a shaman from one account to another the other night in less than an hour. But I haven't tried to move a toon from one server to another. If the transfers are still broken, don't worry about joining us. Just keep leveling up until they open up again and we'll be glad to have you.

My only concern is that we have almost 297 toons already on nearly 291 accounts. We may have to trim a few un-played alts to make room for new members if we hit 500 before the transfers get back into play. But we'll do everything we can to get everyone who really wants to run with us a spot in the guild.

Next Question mon!

Joann also asks; Is there any word as to the start level of the DK's professions?

Yes, and it's not going to be something you want to hear on this one. Death Knights get a bump to first aid and start that one with 225 skill, but everything else is zero. Thanks to James for his input and answer to this in the thread. And, like he said, that means it's back to mining copper, or picking Silverleaf. Everything but first aid gets no help.

Next Question Mon!

Drake asks: Is there a limit to the number of DK toons you will be allowed to have?

You can only have one DK per server drake. You can have a DK on as many servers as you want, as long as you have at least one level 55 on that realm. So if you have a level 55 on your server you can make a DK on that server.

Next Question Mon!

Dontblink says: What is better for making gold before lvl 70? Mining and Herbalism. or Mining and another profesion like JC, engineering or Blacksmithing?

This one is the right question to ask. For my bet, I would do mining and either engineering or Jewelcrafting. If you have to gold to blitz engineering to 360 before the xpac, then that might be your best bet. If you have a ton of ore sitting around, then do

Jewelcrafting, but I would say the best profession pair for the first two months will be mining with Jewelcrafting or engineering, and herbalism with alchemy.

Next Question Mon!

Bearme asks: With the appearance of the DK class looming just around the corner, do you think there will be a major imbalance in classes due to the large number of players rolling a DK?

We spoke about this last week, but yes bear there will probably be an imbalance for a while. No one is absolutely sure how this is all going to play out, but you can guess that DK's will probably take over the lead in mele DPS for raids and do some serious wrecking in the Battlegrounds until everyone figures out how to deal with them. But, since they can't do EVERYTHING, there will come a time when the numbers of active DK's will gradually work themselves into the fabric of the game and the imbalance will disappear. If there are way too many DK's looking for raid spots, or way too many DK's to win a BG, people will stop playing as many of them until an equilibrium is reached. I don't know if the imbalance will be major, it's probably going to be on a server by server question for this one.

Next Question Mon!

Uberleetpron asks: Do you think it's worth to get the epic Scourge item sets from the rare undeads for leveling in LK?

Absolutely! If you don't have gear better than Kara, the undead sets are a really easy way to get some decent epics. If you already have T5 or better, then probably not. The gear you already have is better. But if you just hit 70, or never had a chance to get great gear, then these sets will give you a big boost. Lawbringer's priest was in full Vindicator's PvP, but picked up the undead set for this very purpose. The undead set has pretty decent almost Kara level stats, and will serve you well leveling in Wrath.

Next Question Mon!

Mageblade asks: I have a lot of mats that I have saved up over the past couple of months, which should I keep and which should I sell before the market crashes? Primal shadow, life, mana, Large Prismatic shards, voids and what not.

Plasmacoil answered this well in the thread, but you should really ditch the motes NOW. Don't wait another second, blow them out unless you are going to put them in a guild bank for people to just use up, they are really not going to be worth much in five days. But keep the very highest end enchanting mats, and then hold them for a month or so until the prices rise again. While you are holding them, be sure to watch for little price increases and drop a few on the AH when you see demand first begin to push prices up.

Next Question Mon!

Noob says: i still havnt figured out a way to make money yet because i cant really watch the auction house as i only get to play every 2 weeks for the weekend and im busy again and i was wondering if you could give me any tips on how to make gold like this?

And again, thanks to Mageblade, who asked our previous question you got a great answer. Your best best for making gold on a limited schedule is to buy thing to DE and then sell those mats. Nothing beat DE for making gold because the auctions cost you nothing to post and you can just reload those auctions any time you have 5 minutes to spare. Once you get your pricing right it's a real auto-pilot gold maker that you can do whenever you have the time.

As a matter of fact, for almost every other gold question we got this week the answer to how to make the most gold in the shortest period of time with the expansion is with DE. As you quest through Northrend, just DE all the items you can't use and poop those mats in the AH. The new dusts and essences are going to command top dollar and it will be even easier than mining or herbalism since you don't have to go an inch out of your way to do it.

Next Question Mon!

Rusty asks; how much gold can i expect to make questing during 70-77? and how much do quests done at lvl 80 fetch you?

Rusty you can expect to make around 3k gold questing from 70-77 if you take the time to pick up all the vendor trash and sell it as you go. Hundreds of quests with 5-7 gold each as a reward on top of experience adds up fast. Even if you don't mess with the vendor trash items, you should make more than 2,500 gold on the way through. It's about half the price you will pay for your epic flying mount training and the cold weather flying training.

Last Question Mon!

Mibbido says:

Me (Mibbido) and Throára (speak as in: "trow-aura") have been following your advices for a quite some time now and really appreciate all of your time and effort for giving us an opportunity and chance to Dominate our server!

The thing is, she spend her first profits for buying this "Gold Eternium Band" which can be bought from Haris Pilton for a staggering amount of 3,000 golden coins.

Could you please ask Throára, if she wants to marry me?

(results as in Screenshots + video will of course be shared!)

Um, I'm not really sure where to go with this one – are you sure about this Money?

That's what it says right here!

Does he say whether he means in real life or just a game wedding?

There is no mention of either.

Well I - - uh - - Mibbido, I make a much better best man than I do someone to propose one your behalf even if that means an in-game union.

HEHEHE, yeah, if you really want someone to do this for you it better be the mage of love!

Oh great piles of kodo blow! You bought your babe with shiny new purples you little pipsqueak, it's not like you walked into the room and she said to herself – OOOH I have GOT to get me some of THAT!

I may be an acquired taste, but I can be completely irresistible!

Especially if you frost nova them so they can't get away.

Well I don't see you trotting around the pastures with a heifer of your own there Mr. ooh look how big my horns are!

Would you look at the two of yah? No idea how to really work your mojo. I'm shuttin down yer mikes the both of ye blaggards and I'll do dis one right by the man Mibiddo yahso.

Music

Thowaura, you have won ye the heart of our fine friend Mibbido. And he has been pledgin his love for you for the world to see. So if you be of the same mind as me matey, and you be wantin to be the lifelong love with dis man o' yours, then ye'll be sayin yes to his request and may you both be happy evermore yahso. I wish the both of you the very best and I count it a great honor to be the one to be bringin dis message to you thoraura from our good new friend Mibbido.

Honestly I didn't know you could be that smooth.

I still didn't understand most of that, but it sounded nice enough.

Pshht mon, I got all the right skills when it comes to matters of the heart. Ladies only want guys wit skills – bowstaff skills, dancin skills Unlike Mr. squeaky over der and Always da best man and never da groom you.

What do you mean? I got moves.

Bostaff skills, what are you Bonehammer Dynamite? And with that, we better hit the road. We've all got a lot to do to get ready and we're going to let you get to work as well. We want you to know that we may be a little late on the podcast next week, since me and Law will be running like a couple of fiends, but we'll do the best we can to keep you in the loop and get another episode out as soon as we can sit upright for half an hour again. Good luck to all of you, and we certainly hope you learned what you needed today so that you can go Dominate the expansion.

The domination pod cast was brought to you by dominate your server music for the pod cast from the pod safe music network. Check them out at music.podshow.com DYS wishes everyone the best of luck going into wotlk and reminds you that now matter where you go in the world of Warcraft, always dominate!