

Welcome to the Domination podcast episode 5. It's been a wild week for everybody and we are certainly no exception to that. I'm Gavin Garrett, here with the rest of the crew in Booty Bay in sunny STV, and to be honest it's a nice change from all the snow and ice we've been dealing with in Northrend for the last week. I hope all our listeners have gotten more sleep than we have since wrath came out, although I doubt it.

*No kidding! In the 200 hours since wrath came out we've had what, 24 hours of sleep maybe? And a whole lot of that was a kind of a take one for the team situation where we just HAD to keep going so that we could keep every one of **you** ahead of the curve.*

We'll get to all of that in a bit, but first, I want to just say that it's too bad we were so busy last week because we know many of you missed the podcast, but we just ran into some things we had to deal with and not even the grumpy Moneybaggins could keep up the pace.

I wasn't grumpy, well, ok maybe I was at times, but we had 2 weeks worth of things to do in one week's worth of time and a gnome can only do so much!

And, the fully rested Bonehammer in the booth!

Bein' rested is what I be a little grumpy about now mon! The two of you runnin off to level to 80 leavin the troll behind in outlands aint cool in no kind of way. Then I hear that there be a whole zone full of trolls you guys been killin to boot!

Well that's not our fault. Blame it on the scourge and arthas – sort of, mostly. Some of them are just bad trolls for sure but that doesn't mean I like you any less.

And dat don't make me like you any more mon

Well isn't that just what a fella needs to make him feel right at home! Like we never left eh? Speaking of never left – we don't want you to get left out when it comes to wotlk, so let's get to it!

Getting' on wit da show mon!

Topic1

It turns out that Lawbringer wasn't quite as far off as some people thought with that post about replacing your gear pretty quickly in wrath. Now, I still have maybe one piece of gear left from my original epics, and some of the T6.5 guys have about half of theirs, but if you ran straight to 80 it's a pretty good bet that it wasn't very far into Borean Tundra that your first purple bit the dust to some quest reward green.

This is especially the case with some of the wicked blue items from the multi-player quests for those elite mini-bosses you can kill along the way. For certain classes most of these CAN be soloed, but just about any team of two can complete them all. Doing all of

the quests that are designed for two or more players can net you almost a full set of blue items with better than T5 stats, as well as close to a million xp to boot.

My horde leveling guide skips all the things that aren't easy to solo for most people, but with so many players out crashing through Northrend, it's a snap to get a little group up for these things right now. They aren't so hard that a pug can't do them, so as you quest up to 80, we highly recommend that you grab all the group quests and hammer them out as you go.

Topic 2

We need to discuss three ways you can get to 80 in the shortest possible time frame. Well, short is a relative term to be sure when it comes to Northrend since it is going to take you what feels like forever now matter what you do. But you've got three options. The first is to grind it out solo. If you hit every quest hub and work your way through the content you'll hit 80 well before you finish up Icecrown, and this way is probably the best for most folks.

Next, you can go with a friend. We find this much more enjoyable than doing it alone, because you'll have someone to break up the monotony of doing 500 quests. Besides that, the kills ware much faster and you and your buddy can do all of the group quests for even better gear along the way. Playing in a group of two will go a little faster than solo generally, but you'll need to play like normal human beings and sleep every night and pick up the group quests along the way to pick up the extra experience from the quests and rest to keep up with the xp gains against the guy doing it solo.

And last you can kill grind. We have reports of a team doing 70-80 in under 20 hours by taking a team into instances, having the one toon tap the mobs out of group and then regrouping before the ghetto hearth popped. While it may be faster, it sure isn't easier for everyone involved. But if you can find four other people with no life who don't care if they get nothing out of it then it's another way to go.

Along with instance grinding, you can do some version of this where you quest and do instances along the way with your guild mates. AOE grinding to 80 will probably be very slow and you would need the rested bonus to make up for the millions of experience you miss from quest turn-ins and it's just not a viable option for wrath. Your best bet is either to go solo questing or a group of two.

Topic 3

We ran into some issues as we were running back through our guide on the way to 80 that we just couldn't have foreseen, and so we can't give you a real speed leveling time to 80 just yet. Although gnomes are supposed to have nimble fingers it seems that Money has a problem with typos. So instead of leaving all of our great customers with errors, we decided to fix everything along the way and it took us a lot more time than we anticipated. Another problem was that when you don't ever sleep, you find that even a

little bit of rested xp makes a huge difference in Northrend. If you use our questing model, just two bars of rest can take you all the way through a level most of the time, and that makes a huge difference. Then blizz also decided to change the xp mechanics between the beta and live, so we ended up having to change some things about how the guide works after the fact that we just didn't know about until we did it on the live servers. But we are keeping the guide up-to-date as we go and working out the little errors in more than 5,000 lines of code. Which brings us to the question of an Alliance guide. We know all you ally guys out there are chomping at the bit for something of your own, but we're just going to have to ask you to be patient a bit as we still have to put the finishing touches on the horde side and money has about 5 things on his plate right now before I can get the little bald-headed freak to work on that one.

I love how I get blamed for everything. You see folks, we have a cow writing software so maybe that was part of it. But anyway, we put a lot more work into the guide and you ally folks can rest easy knowing that all the horde folks love the way the guide shows them exactly what to do. When we get all the little bugs in that one cleaned up you can be certain that it will be much easier for us to do the ally version in a lot less time than the horde version took us. But we only want you to have the very best and it just won't do to rush something that isn't completely Dominating. When Lawbringer begins work on the ally leveling guide we might be able to persuade Gavin to fire up the guild for that one as well. So just stay tuned.

Topic 4

Which brings us to another question on everyone's mind - an inscription guide update. Wrath has been so hectic that we haven't had time to sleep, much less do an update for that one justice. But you can expect a full update for the inscription profession sometime the first week of December. But we do need to talk about all the professions today so that you can make as much gold as possible right away.

And I have to say that there is so much gold to be made right now it's staggering. I also hate to say that until the market stabilizes around the end of the year it may be tough to work the AH right away. So here's what you should be doing:

With prices for everything through the roof, we can only hope that you've followed our profession advice and gotten one or more of the following combinations. Herbalism and Alchemy, Mining with Jewelcrafting or engineering; and of course, the granddaddy of them all - enchanting. While you make the run to 80, you should be able to pick up enough mats to get all of those professions to 450 with hardly any extra farming, but if you hit 80 and still need a few more points, go back and grab the mats you need to hit the max cap and get all the recipes from the trainers.

If you don't have one of these professions, then feed everybody else on your server who does have those professions with mats right now. Prices for things that will be cheaper than dirt later are sky-high right now, so ore, cloth and herbs from Northrend are going to fetch a seriously high profit. If you do have those professions, then you really need to

try to hit 450 as soon as you can because even the regular trained recipes are in high demand. Also, by maxing out your professions now and hitting 80 as soon as humanly possible, you will put yourself in a position to get all the drop recipes first as well, which should put you way out in front of everyone for quite some time.

Enchanting is looking like it will make a surge. It would be horribly expensive to max this one out by buying the mats at the ah, but you can pick up enough de mats as you quest just by going de wild on all the quest rewards you can't use – another reason to take the questing path to 80. Even you non enchanters can make over 3,000 gold just vendoring the quest greens you get if you hit all the quests along the way. Mining is also huge. Ore prices for everything silver and up are climbing as folks try to catch up to where we told you to be two weeks ago, so you miners are going to make a fortune.

Alchemy and engineering are worth leveling, but keep in mind that the pattern for the motorcycle mount requires exalted reputation with Warsong Hold or Valiance Keep, so be prepared for a serious rep grind. The mats for this one are also extreme, so it's not something you can expect to see very soon. But that's good news for the engineer with mining and an epic flyer at level 80 in the next few weeks. By getting your engineering to 450 right away, and mining like nuts while you quest to 80, you can be the first one to complete the rep grind and sell the hogs for a hefty profit.

Alchemy is sort of the same story. It will still be some time before even the bigger guilds begin raiding seriously. On Fenris there are still less than 40 level 80 toons so far, but if you get your alchemy to 450 and start hedging away Northrend herbs you can pick up yourself, then you will be rolling in gold when everyone begins dungeon runs in a serious way. You have a little more time with this one than maybe the other two, so you don't have to kill yourself getting it done, but you sure don't want to just wait until after you hit 80 to start. It will be fairly easy to pick up all the herbs you need to max alchemy on your way to the level cap.

As for everything else, we did an article about the profession buffs, and those are worth considering in a lot of cases. Basically any profession that helps your toon is good, but the things we talked about above are the big gold makers. But it is reasonable to assume that you can hit at least 440 in almost any profession by collecting mats as you quest through to 80 if you do it the DYS way and quest your way through all the zones as you go. If you need those last 10 points after 80, probably one afternoon of gathering could get you to the Grand masters achievement at 450.

If you have ANY question about what one profession to do it's hands-down enchanting. Like I told you for two weeks before wrath, the new dusts, shards and essences are going for absolutely stupid prices and you only really have to get to about enchanting 390 to take advantage of making a profit from DE mats. My enchanter is at 425 and already making a killing from selling enchants on weapon and armor vellums at the AH, which is not something I have ever really done before. The few stacks of de mats sold in less than 10 minutes at three times the price of arcane dust and planar essences, which for me means 15g a pop for greater cosmic essence and 4g each for infinite dust. Considering

that I can pick up level 75 northrend greens for around 15 gold each and those have a pretty good chance of yielding 5 dusts or two greater essences, we're talking a 5-15 gold profit for 10 seconds worth of work. You don't want to try this unless you have a lot of experience yet, you could potentially lose money if you aren't already pretty good at it, but this opportunity will be around for a while. So if you don't have a trade skill at 375 yet, do enchanting and run it up now while you let auctioneer gather data on the new mats and Enchantrix collect data on all the new greens. Once those two mods have had a while to look at which items reduce to which mats, and prices for the greens continue to drop you can make your play into the de market in a week or two and get ready to see why we always say that nothing can make you more gold than enchanting for mats.

Topic 5

Death Knights. Yes we put it off until last. It seems that DK's have far more than lived up to their hype. There are, of course, some players that are already pretty good with them, and others that are more like death NOTS, but that's to be expected. It does seem like the DK is easily the new fastest solo leveling class bar none. The DK can also easily solo things that even the BM hunter or Pally would have trouble with.

And, just like we were worried about, there are a lot of instance runs going on in outlands with 4 death knights and a healer. We're not too sure yet if that is going to hold into the level 75 and up dungeons because like Gavin said, some of those runs work great because the players can play the class well, and other runs that are complete disasters because we have a new type of huntard in the death knight class. We thought about calling them deathtards, but death NOTS is probably better. So it may be just like every other class. A good pally tank is awesome – and bad one gets everyone killed. A good pally healer is great, a not so good one – everyone dead. A good DK means an easier run, and having a death NOT in the group = lords of lordaeron; will this ever end.

It does seem that the frost spec death knight can be a viable tanking option, while blood may be better for group DPS and unholy for solo leveling. But it's far too soon to know how anything is going to work in the level 80 raids. Money's priest can heal everything we have done so far in shadow spec with a 15k+ mana pool and 6k non crit heals even without being holy. Until our toons are doing the Naxx raid and pushing the limits of team play, we don't know which builds we are going to need from which classes, and don't even get started wondering about blended builds and the hybrids yet. So even with classes that have been around since the game started, we don't know everything about the new talent builds yet, and DK – forget it. But it IS safe to say that everyone would probably enjoy a DK, although you can't have EVERYONE playing one all the time. You are definitely still going to need healers, and we will find out more about the Dk weaknesses in the next few months. But they are a load of fun.

The fun starts in the starting area alone. Then when you are blowing through outlands like never before, it can be a little addictive because they make stuff that you used to have trouble with seem a little too easy at times. Now, part of this is the fact that they leave their starting area with a full set of really nice blue plate gear, but even at that they are a

bit OP. One thing is for sure – those of us who like playing heals will be able to get groups for anything and everything as much as we could possibly want forever now. At least until Blizz releases the next hero class, if that hero class is a healer, then we are talking a serious change to the way the game works. Death knights have a lot of healing power for themselves but not others. So all you healers get prepared for a tidal wave of tells wanting you for pugs. The other cool thing about that is that no DK would ever want anything a healer could possibly need on unless they are enchanting and they are so glad to get a healer to run with their DK cluster that they have been more than happy to let me have all the gear I ever wanted so far. You can even get into instance groups as a healer even if you are not resto or holy spec! DK's seem to think they are invincible, and for the most part they kind of are. If you have guys that are good at playing DK's you can reasonably heal them as a boomkin, ret, shadow, or elemental spec most of the time. It's really a big boost to healing classes.

You sound a little too happy about that.

Coo Yah - you seem to be a little QQ about dat mon. Jus 'cause you be playin one of dis ...ya...Dege-dege classes, who dey days be numbered - no cut yai at da heals now. It be get salt wit da huntards, hard jammin wit da def not and dat be just cook- and-curry wit me. So don't be brindle because you now on da outside lookin in while baldy and me get some props and bashment. Wit all dis Bangarang maybe you should be Falla fashin da booonousness of dem dread dead knights.

(crickets)

Can we get a translator in here? Holy Hogger, say that last line 10 times fast! I swear, fluffy makes more sense than you.

What? All he does is drool and growl!

Makes more sense than that jabberwocky! He growls when he's mad, he growls when he's hungry, he growls when he's happy. He drools.

Ku yu, lagga head tauren, if you can't handle da spice, you can get out from da kitchen. Lol

Did trolls get their language by blowing up a dictionary and then going licky-licky with all the leftover bits?

Ohhhhhh – look at Mr. smarty pants der! We may turn you natty congo yet my little bald notch.

Jumping kodos, I'm surrounded by nubs. When you two are quite finished jibber jabberin can we move along?

Getting on wit da show mon!

We've been rattling along today and went right past our time slots, no thanks to mumbo and jumbo over there. So we need to take a break and get a word from our new sponsor, and you guys are going to love this one.

Are you one of those people who never seems to have quite enough gold? Armor repairs in Northrend getting you down? Tired of watching some aemaeth fly past you on your Kmart flying mount while he blazes through the skies on his epic flyer? Want to be able to afford everything you need for all your alts and still have gold left over for that killer new Wooly Mammoth mount just for kicks?

Well, your time is almost here! Lawbringer and Gavin have been cooking up a brand new guide for you that doesn't have anything to do with being ally or horde. Any player on any server, at any skill level will be able to dominate in an entirely new way in just a few days. If you've ever wanted more gold, then this is what you've been waiting for.

Gavin's guide to auction house mastery is almost here. The auction house mastery guide will teach you everything you need to know to take even a small amount of gold and turn it into tens of thousands in just a few short weeks. It's like no other gold making guide you've ever seen. And it will be here on December 1st!

Gavin can teach even a complete beginner how to take a level 1 toon in any major city and as little as 25 gold to start with and turn that measly little bit into more than 5,000 gold in less than two months. And he doesn't stop there. By using Gavin's step by step plan to auction house domination you can be one of those toons – like me, who can drop 16,000 on guild banks tabs, buy epic flyers for three toons, level 3 expensive professions like Jewelcrafting, enchanting and engineering all in a single week and still be sitting on more than 10,000 gold at the end.

But the best part is that you will spend less time making more gold using Gavin's auction house mastery guide than you ever could farming like a peon. Gavin's guide contains a step by step plan you can use just a few minutes every day – less than two hours a week and still be raking in the gold with both hands. It doesn't take sitting at the ah all day long to make gold, all it takes is the right tools, the right settings and the right plan of action and you too can make more than 1,000 gold every week with a level 1 toon.

Gavin Garrett's auction house mastery guide will lead you through how to completely dominate your auction house. There has never been a gold guide like this one. All those other guides rely on farming and using just a few of the techniques Gavin will show you. But Gavin takes it dozens of steps further and shows you how you can get your hands on all the best things to sell at the AH without ever LEAVING the ah. It's brilliant, it's easy, and once you see how he does it you will never be low on gold ever again, and you WILL be able to say that you too Dominate your server!

Raid Music

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

Today on the raid we've got the top five bits of wrath info:

1. What is it with death knights and throwing people?

Death grip yanks mobs to you and master of ghouls lets your ghoul leap at mobs. It can be a little funny to see things flying through the air all over the place. Of course only the unholy DK can use both of these with the master of ghouls talent. But it can make things a little more interesting with folks flying all over the screen like popcorn.

2. What is the best spec for leveling a DK and why?

Unholy or blood, but we definitely would go unholy. And here are some reasons why: talents and skills like bone shield which gives you 40% less dmg and 2% greater attack damage while the shield lasts. Ravenous dead gives your ghoul increased strength and stamina and also makes them permanent like a hunter pet which makes the DK a lot like a ret paly with a BM hunter pet. On a pale horse, decreases stun and movement speed effects, and increases mount speed 20% which is a big bonus in those massive Northrend zones. Corpse explosion for another AOE damage spell, increased disease duration, rage of Rivendare, desecration, reaping and on and on and on. I mean, a rotation like icy touch, plague strike, pestilence, blood strike, death strike, and so on and you can take on 5 or 6 mobs your level and end the fight with full health. Unholy just rules in the DPS category for DK's. And for fastest leveling more DPS = more domination. Honestly, blood is also a viable leveling build with its enhanced survivability, but for pure DPS and increased travel speed with on a pale horse unholy takes the cake.

3. You said Northrend was huge, but are you kidding me?

We tried to warn people that Northrend was like the size of Kalimdor and Eastern kingdoms put together and they just didn't listen. I think it sinks in for folks though when they hit the 13th quest hub in Borean Tundra and still have 5 unexplored areas in the zone. And then when you get to Dragonblight – all there is left to say is WOW. Our guide lists more than 500 quests, and if you do every single one of them in one sitting you may still run out of quests before you hit 80. It can be a huge boost to have your epic flying mount at level 77, otherwise the last three levels can be a bear with zones this enormous.

4. Lords of Lordaeron, how long is this going to take me?

We also tried to tell people that the grind from 70-80 was just that, a grind. There's just no way around it. The very first solo 80 we saw still took over 5 days /played time, which is longer than it took me to get from 1-70. We tried to say that it was going to take the average player around 80 hours to hit 80 and we weren't just barkin at the moon. And that was before Blizz made it even harder with less xp from killing mobs along the way.

When BC came out there were dozens of Dranei level 70's in the first few week, but there aren't even dozens of level 80's yet on most servers. We stand by our guns that it is going to take most people about 6 days played time to hit 80. We are going to make sure that Gavin's leveling guides give you the very fastest way to do it, but that still don't mean it's ever going to be as fast as the rest of the game all put together.

5. *What's a neat way to make some gold that maybe most people haven't thought of yet?*

Never underestimate selling cooked stuff at the AH to pick up some extra gold. We've done articles about fishing and cooking before and we hope that you guys listened enough to get both of those leveled to 375 before wrath. If you didn't you need to go get a pole and get to work right now. The reason is that from one little cooking quest in Borean Tundra you can get a buff food that is awesome for any other class, will sell like hotcakes if you can get it in the AH right away, and uses an ingredient that isn't used for anything else but this one recipe. Put all of that together and it means you should be able to buy succulent clam meat at the Ah for relatively cheap since only cooks can use it, and put it back in as Dalaran Clam Chowder.

This food is awesome and restores 15,000 health and 12,960 mana over 30 seconds and buffs AP by 60 , SP by 35 AND Stamina by 30 for an hour. Since no one is probably selling this one yet you could easily charge twice as much for this one as your current AH prices for buff foods such as golden fish sticks and spicy crawdad. In other words a stack of spicy crawdad generally sells for around 34 gold on most servers; a stack of Dalaran Clam Chowder could be priced at 75 gold a stack and probably sell fairly well. Check into giving this one a try at level 70 as soon as you can get the cooking quest and you might be surprised how much gold you can make from this and some of the other new Northrend food items.

For you DK's, be sure that you don't leave the starting area without a full stack of 20 Noth's special brew. You get 5 of these from one of the quests you do and they restore 1500 to 2500 health and 50 runic power; pretty good healing potion along with a runic power lift for the grind to 70. But you can also carry up to 20 of these and can only get them before you leave the DK nub zone. You can get more by trading in skulls, so be sure to stock up before you leave for outlands.

And now we need to get to some reader question before we run out of show here, so let's get this kodo on the roll!

First Question Mon!

Vellad asks: Just wondering about when your gold making guide is coming out?

Vellad we plan on making that one available on the 1st of December. We know you've all been wanting this one, and some of you ally guys were pretty disappointed that we did

the horde guide first, but this one is for everybody. And I mean everybody. With this gold guide you really can make all the gold you need, and gold will be so easy to make you should never have to worry about it again.

Next Question mon!

Plasmacoil asks: Regarding your leveling guide, how much longer is the discount available for? I'm hoping the offer is still available.

Plasma, We're leaving the horde leveling guide at half price until Sunday night, then from Monday forward it will be full price from then on out. Our half-price guys had to live through a few little pains with us, but once we get most of the little bugs sorted out over the next few days the price break will be gone and even then it will still be well worth the dough. Even me and Money needed to use the thing to remember how to do it all, and we played through the beta a few times. Don't leave for Northrend without it.

Next Question Mon!

Rob Says: Ok so for noobs like me who try to sell things in the Trade Channel, do you have any tips that can make our efforts more successful?

Well rob, the gold guide will take your game to a whole new level, but really trade chat is best used for selling expensive or high end items. Actually the way I put it to best use is to sort of watch it while I am doing other things and then when someone ASKS for an item, offer it to them. Following our format, you won't have a ton of auctions running from Monday through Thursday night, and everything you have is sitting on a mule somewhere. If you see someone asking to buy something you know you've got, it's almost an automatic sale unless they are a cheapo. I can't count the number of times I gave someone a price, they refused it, then the same guy bought it at my original price or higher from me at the ah later because they couldn't get it anywhere.

Also, you can use the trade channel fairly well for blowing out items you just can't seem to sell at the AH. If you have some epic pattern that you got for next to nothing that won't sell for 900g, then put it in trade chat for 500 and it will often sell pretty quickly. I wouldn't say that using trade chat is not effective, but it can become time consuming, and that's why I don't use it much. Once you learn how to effectively manage your AH routine you won't feel the need to use it as much either.

Last question mon!

Ioannisd asks: Do you have any idea if Tailors will get anything (like recipes) to compensate for their "loss of income" (if that's the case) and What should I do with all the Frostweave my tailor is unable to sell right now; Bolt it all and save it for later? (or) Level Tailoring to get the high-end recipes as fast as possible?

You're definitely better off leveling tailoring as fast as you can, and I have another suggestion for you as well. If you don't have another high level profession to go with tailoring I suggest enchanting. Tailoring is basically bogus except for bags when it comes to making gold. But the new 20 slot bags can be made at tailoring 410 and people are currently pricing them at the same value as the primal Mooncloth bags; which is just silly. If cloth is cheap on your server, which is NOT the case on every server yet – bust up to 410 and make 20 slot bags like crazy. Price them at double the cost of your mats and you should be rolling in dough in no time flat.

That's right, Gavin gives me crap for overpricing things, but that is rarely the case. If the market for 20 slot bags is something idiotic like 400 gold I have no problem with taking 12 g worth of mats and selling the bags for 25 gold. The stupid 400g prices will be gone in a week, and setting the price at 25g is at least reasonably close to the future value and lets me SET a price instead of following a price. It also virtually guarantees that I sell every single one in record time. Nothing says BUY ME like a 2000% price undercut.

And unfortunately we ran clean out of time today. It's almost a good thing we didn't have that many reader questions or we wouldn't have been able to cover many of them. But we sure hope you all can get out of the game long enough next week to give us a bunch more. We'll be right back here next Friday with episode 6! Good luck in Northrend, and keep on Dominating!

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 leveling to 80 and reminds you that now matter where you go in the world of Warcraft, always dominate!