

Welcome to the Domination podcast – episode 7. I’m Gavin Garrett, and we’re coming to you not so live from sunny Booty Bay in Stranglethorn Vale. It seems a little weird that Winter’s Veil is about to begin and here we are in sun tanning weather.

Not that YOU could get a suntan anywhere except the surface of the sun

I suppose that goes for both of us, but at least I have the excuse of FUR. Joining me today is the honkeyliscious, “put on your sunglasses to keep from being blinded by the glare off that mothball white head” Mr. Moneybaggins.

I’ll tell you what, if you want to compare tans, there’s someone everyone has been DYING to meet.

Oh no, here it comes. And before we’re exposed to the shock of what’s about to happen I better introduce our electricity slingin booth master, the mumble-mouthing Bonehammer.

I got all kinds of tan mon. You mus be talking about the man from dah islands!

This is going to get so much worse, I can already tell

I’m not talking about you, you green bag of tusks. I’m talking about my very special guest – the lovely and vivacious Ellimace! She actually has been doing a little tanning down by the beach – after she ripped all those Bloodsail Buccaneers to shreds, that is. It wasn’t pretty there for a while, but she likes to have her space you know.

Oh man, I think I’ll go walk fluffy.

Hi boys.

Well now, if dat be dis yah beanie irie boonoonusness of a woman dat you been sayin is hangin wif yah, den der be a lot more big bout yah dan meets de eye or you been dropping da voodoo in her drink, or it be all about dat coil.

You MUST be Bonehammer.

Got a little red eye Mr. Island man?

Ku yah der Feisty!

Yes I am,

By the way, _____ whose beautiful dog is that out there?

Beautiful? That ravenous dripping horrid beast!

Yes, and I thought you LIKED me in cat form money, even real animals need some love

Lords of Lordaeron, that's Fluffy, and he's the terror of Northrend for Gavin over there.

Oh, so YOU'RE Gavin Garrett huh?

I've heard So much about you from money.

Sigh, you should be careful with fluffy miss, he's not really the nicest dog in the world

Careful!

you're joking aren't you!

He just rolled right over and let me scratch his belly!

Now hang on there he did not!

You did not!

Of course I did,

settle down boys.

Well, money, I think I'll go back down to the beach dear,

or maybe do a run through the zone to grab some herbs – I've got a wonderful potion I want you to try later!

Good to meet you fellas,

and your little dog too Gavin.

Ciao boys.

Dat be about twelve times too much woman for you little man And I hope dis potion she be makin have something to do with dis hair problem you got.

Bald is sexy

I knew this was going nowhere, ok that's enough passive aggressive braggin there Money. Galloping Kodo Blow! Get back into that booth Bonehammer; we've got a show to do!

Getting on wit da show!

Topic 1

Today we want to talk a bit about what you should be selling right now on the auction house. Wrath has got a whole lot of things all out of whack when it comes to market prices, but that sure doesn't mean there's not big profits to be made from stuff. So we're going to run through a few things, but mostly we'll let you know how to watch for opportunities and then strike at just the right time. And since we're going to answer a lot of reader questions today in long form, we'll just turn our topic into a raid to boot – can you work that fast there Bonehammer?

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

Dang that was good! Today on the raid we've got the top 5 money makers right now in wrath. These are in no particular order, so don't think that just because we say it first makes it the best, or that the last one on the list is the worst, these are just the top 5. You'll need to use your best judgment based on your professions and what is really selling well on your server.

Number 1

Mats rule the market folks, and mats of all types are sure fire winners right now. But on many servers, frostweave cloth is selling like crazy. Tailors need incredible amounts of cloth for everything from bags to those great epic items. Plus, even DK's are using up stack after stack for bandages. It means a market that has supply higher than demand on most servers. Just keep in mind that the price for cloth is going to drop like a rock later on, and it may already be in the toilet on your server. But you can make some serious dough with cloth since it always sells well even if the prices are low. Cloth is one of our favorite mats, as long as you can get it cheap enough.

Number 2

Ore is perhaps the best way to make serious gold from mats at this point. Or, if you have a blacksmith and don't have a guild to make things for and have already made everything you want for yourself, you can make titan steel and get ready to rake in the dough. Now, in most cases it's better to try to buy the mats from someone else in bulk to get a discount and then use the cooldown yourself and put the stuff on the AH rather than sell your cooldown. People seem to undervalue the cooldown itself and then pay crazy prices for what it makes. This is NOT a service economy folks, it's a product based economy. You worked hard to get to the point where you can make this stuff, do NOT sell your cooldowns for chicken feed.

Number 3

Anything on a cooldown. Moonshroud cloth, titan steel, anything that has a long cooldown timer is a great way to profit from professions right now. Take the Moonshroud cloth for instance. It requires less than 100g worth of mats on our server, but sells for something like 450g a slice. For the Mooncloth tailor, that means turning 100g into almost 1000 in about 10 minutes worth of work. You'll need to be using

AADV and LS to really take best advantage of these opportunities, but for a month or so while these things are in much greater demand than supply, they can be real winners.

Number 4

Potions, elixirs and flasks. Prices for the top end alchemy stuff are at an all time high on most servers. For an herbalist with an epic flying mount this is just money waiting to be had. Many guilds are beginning to raid Naxx already, so the need for potions is rising fast and that's on top of already high prices.

Number 5

Enchanting mats. Not a big surprise here. Enchanting is always a winner, but with mat prices for Greater Cosmic essences just through the roof, to say nothing about what you can get for an Abyss Crystal, this one is a must do for everybody. We always tell you to have a high level enchanter, and money's priest already has all the recipes available in the game from level 375 and up all the way to 440. With the advent of vellums, you can also use LS to know which recipes you can burn to a vellum and make even more money without goofing around in trade chat looking for tips. You may not always make huge profits selling the chants, but the mats are here to stay, and prices may not drop for quite some time. When disenchanting for mats, be sure to browse the Ah for level 75+ BoE greens to DE as they will yield the highest concentration of greater cosmic essences. The more progressed your server is, the easier it will be to find these pretty cheap and yet still have the prices for Greater Cosmic essences rising as people chant their shiny new epics. It just doesn't get any better than that.

Number 6

Never had a number 6 before, but we just couldn't get them all in; in just 5. Our last entry is, of course, the frozen orb. With epic crafted items being so good, you can expect the market for these to remain great for some time just like the de mats. Every player who hits 80 will want one long before they get to heroics, and guilds probably won't be selling a lot of them for a while. If your server has a glut of them, see if you can buy some pretty cheap and then wait for the oversupply to end and turn them for a profit later. If prices are sky high, run heroics like a madman to get some. Of course, that sounds like a lot of work, so we prefer to buy them as low as possible and then sell high.

And now we're going to take a break and get a word from our sponsor;

Listen up now Mon! You been waitin for this one for a long time. And now, your time to dominate dat auction house is finally here! If you been tired of getting a little bit of gold off dem dailies and farmin like a peon. Well now you can stop all dat getting your hands dirty in da mud and make more gold dan you evah thought possible.

Dat's right, Gavin's Auction House Mastery guide goes on sale tomorrow at high noon. Gavin been working on dis one for a long time now, and there's not another gold guid in da whole world can touch dis one.

All dem other guides will show you where to go to farm those mats and such, and then a few baby step ideas for da auction house. But not Gavin Garrett. Gavin is da master at turning a little bit o gold into a whole heap and never leavin the city. And he can teach anybody step by step how to do every little thing he does to dominate the market on your server.

Anybody can do a little search here and der for a few things, but Mr. Gavin got a complete system that let's you find every deal on the market that nobody else knows about mon. You will be makin thousands of gold every week while everyone else be chasin a little sliver of the market. But you will always be the first to know what's best to sell right now. You will be da one everyone else be chasin.

So don't waste no time on Tuesday, be ready to get your own copy of Gavin Garrett's Auction House Mastery Guide. Der has never been a faster way to learn how to make gold this fast. Use dis guide and you will be able to say dat you too Dominate Your Server!

Um – high noon? And what's the deal with you still doing the sponsor messages?

I told you I quit! It wasn't my fault the guide wasn't ready last Monday, and when it didn't come out yesterday it still wasn't my fault. Since Bonecrackle over there doesn't seem to mind a little abuse, I figured I would just let HIM tell everyone stuff from now on – I'm tired of getting roasted.

And I thought dat High noon just sounded better dan djust plain ol regular noon. Spicy mon!

What a team we got here. Money the butthurtin gnomelette and Bonehammer the embellishing copy reader. We got girlfriends comin in and jackin with my dog – can we just get this one in the can please?

Getting On Wit Da Show!

And we've got us a Kodo sized pile of Q and A from our readers this week, and none of it was the easy stuff, so we better get going.

First Question mon

Comment by DwarfTosser When levelling up a gathering profession, I find myself with 3 choices:

1) Gathering before killing: going absolutely out of my way to get mats, hitting the profession cap before the level cap by sneaking around mobs.

2) *Killing before gathering: Nose to the ground all the way to 80 and then demolishing everything standing in the way of a Northrend herb.*

3) *Attempting to do both simultaneously with the attention span of a gnome (sorry Money)*

Definitely hit the level cap first, get your epic flyer, and then turn 20 hours worth of work into 2 or 3 hours in Sholazar Basin. This goes double for mining. If you level slowly anyway, you can do it on the way up, but we normally level so fast that we find our gathering laggin behind and end up just skipping it until we hit the cap. Option 1 is not an option.

There are a few things we want everyone to keep in mind when it comes to professions and making gold. We only recommend using gathering professions to supply your production professions, not for making gold. That means you are farming. Farming is a waste of time, really. This works the same way as another very important aspect of the game although you might not have linked the two things together yet.

You bet, we all know how DPS (damage per second) works. We want more DPS; higher DPS can be the difference between getting in on a raid and being left out to do dailies. It can make fights that used to be impossible seem almost too easy. Since we're all out there looking to hit 2,000 dps and that idea makes irrefutable sense – We'll give you another one that you should live by – GPH.

That's right, if you are not tracking gold per hour, you're probably wasting enormous amounts of time. We've said over and over again that farming is basically for nubs. While it might seem to make MORE sense to get things to sell for free, the thing you are not asking is how long is it taking you to get things for free? Is it REALLY making you more money per hour than by doing it the DYS way? I would wager that there is not a single player anywhere that can match me GPH if they are farming and I am doing what I do. It cannot be done. That's why your first option, leveling a gathering profession before you hit the level cap is like the worst thing you could ever possibly do.

I made over 3,000 gold last week for about two hours worth of work. Another guy I know made 1,500 gold farming ore and then selling it. He spent 4 hours farming. Now, 375 gold an hour is nothing to sneeze at, it's really good for a freakin farmer. But it's nothing compared to my 1,500 gold per hour. One more time folks – farming for gold is like using holy as your leveling build – it's a silly waste of time.

Now, if you use gathering profession the right way, and that's to feed your production professions with mats, then you might sell whatever you don't use to make a little repair money or something. Just remember to gather for professions and not for gold. And when you do be sure to hit the level cap and have your epic flyer to boot. Don't have your epic flying mount? Don't farm to get it. There is a much better way.

Next Question Mon

Comment by Spooly I am a level 77 Gnomish warrior, I am leveling prot right now and working on building my gear, I am almost completely in Tempered Saronite armor. What stats should I be aiming for at end game - What do i need to be uncrushable and what about avoidance how important is it? What about Specs?

We'll have to do a little more research on prot specs for you guys and put those in some articles since it's tough to talk through those in this format. But we can answer some of your other questions. First, there is no such thing as crushable any more. You can only receive crushing blows from mobs 4 levels higher than you post patch 3.0. Since no raid boss in the current content is higher than 83 that means that crushing blow is not a part of the current end-game. As far as stats go – the most important thing for you to work on right now is mitigation. Before all you warrior experts out there say that's too simple – we already know it is, but it's still not far from the truth. More armor is King in WotLK. High life and high armor will make you easier to heal than anything else. So that's Stam and Armor rating. The basic formula because of diminishing returns on avoidance stuff is Stam then Armor then Block, then dodge, then parry. Once you hit certain benchmarks for everything but parry, then you can work on that one, but it's at the bottom of the list until 25's, and since you are still 77 that's probably a ways off for you. So for now, Mitigation is much more important than avoidance, and you could reasonably say that you could play all of the end-game content the way things stand now with just stacking mitigation. Certain bits of gear will always have some avoidance modifiers on them and that is more than likely enough unless you have a twinkers mindset and have to be absolutely perfect. All I know is that the higher your mitigation, the more healers will like you. So just work on getting uncrivable at 540 def rating, again from armor and other mitigation stuff and you'll be ready to do heroics. After that just keep stacking mitigation until 25's and by then we'll have a lot more for you on the gearing front. I've got a pretty exciting project I'm working on for all of you when it comes to gear that you're going to love.

Next Question Mon

Comment by Jaredith Hey Gavin, My question is " Can you suggest a good combat sword rogue build and what talents aren't worth wasting points on to help me level fast? And if doing a 5 man DK group for outland quests and instances what should you try for.. " I was thinking 2 frost, 2 blood, and 1 unholy... what are your suggestions?

I wouldn't touch the combat sword rogue build question with a ten foot pole. Something about the rogue mindset rubs off on the guys that play them and every time we try to deal with the rogue class somebody loses internal organs. But as far as your DK group – if you are doing runs a little below your level you could run a full group of DK's I suppose, but at some point you are going to need heals. You may feel like you cannot be killed when you go solo 6-10 mobs your level and come out smiling, but on instance bosses, it just won't work that way. Don't think we'll ever see a full DK group take out a level 80 dungeon run – heals are still important, and your self-heals can't keep up in most instances.

Next Question Mon

Comment by Superglue Why is there a lack of Resto Druid gear, unlike BC? What is up with all the un-needed stats, on our Tier gear, no less? And When might we expect to get our Leatherworking level 80 BoP epics? (Leveled LW in hopes that the epic items released at the beginning of the x-pack would, once again, prove to be of high quality until mid x-pack. I am Tribal, btw)

Ok, this question about druid gear has been floating around for a while. And although we cannot give you an absolute answer, since we don't program for Blizz, we have another way of looking at it that may make you pretty happy actually. It turns out that the perception that this is a Lack of gear is actually Blizz doing you droods a favor. Instead of having to have 4 sets of gear, now you can get by with just two. It used to be absolutely brutal to try to gear a druid for all specs, but now it's pretty simple. All you have to do is choose caster or melee and build that set. Here's what we THINK is going on with druid itemization right now. In order to make it simpler for druids to gear, Blizz buffed their talents to make up for gear specifics. For instance, the level 80 druid in bear form with the right build is automatically uncrittable. No need to gear up def rating to get there, you already are. Next, with all the talents to add to dodge rating, and the wicked agility on what LOOKS like cat gear, the bear tank is almost un-hittable as well. If the boss can't crit you and misses 60% of the time you are wickedly easy to heal. It's the same thing with you Resto guys. While all your gear may look like chicken only stuff, there are some talents that DO benefit from haste and a change in the way haste applies to everything you might not know about that will have you drooling over that gear when we let you in on the secret. You see, haste now applies to dots and your global cooldown, not just cast time. What that means is that you can get your global cooldown from 1.5 seconds down to 1 second. That means in 10 seconds you can pop off 10 instant cast HoTs instead of 6. Or you can abolish poison on your whole party in 5 seconds instead of 7. Not only that, since haste makes your HoTs TICK faster as well it means that instead of 6 ticks for 1k healing with Rejuvenation, you'll get something like 8 ticks for 1k. Abolish poison will tick 6 times instead of 4, removing more poison effects faster. Now, crit rating doesn't apply directly to HoTs, but you still have a number of spells to which the crit would apply, so it's not chopped liver either. So now you can see how even the thunder chicken gear can make your OP healing talents even better now that you know how haste applies to your HoTs.

Next Question Mon

Comment by Eloda Hi and thanks for answering my question in podcast 6. I am currently 300 alchemy (got past 200!!! with the help of some guildies) and once i hit 350 i think i get to choose a mastery.

my quesiton is:

Which Mastery should I choose?

Right now, we would say Elixer mastery by far. Potion mastery is ok, but since the cooldown for potions has been changed to only begin out of combat, players can only drink one per fight, which has caused the price for potions to drop. Also, with the reduction in cooldowns for transmutation, transmuted stuff has seen a price drop as well. While potion mastery can proc on elixirs, it will not proc flasks. But elixer mastery also applies to flasks. Flasks at this point look like the really big money from alchemy, so a flask proc will earn you more gold per attempt than either potions or transmutes. It all depends on whether you can get your hands on tons of mats for making flasks. But with no cooldown on flask creation, you have a much greater potential for the general 10-20% proc rate for the extras to kick in.

Next Question Mon

*Comment by Kevin First off episode 6 was hilarious, i've gone thru some of that same stuff with guilds on my reg. server & i know exactly where you are coming from lol. I asked once before about average pricing for northrend major glyphs, about how much should they be going for, but my question wasn't touched upon. Also what Northrend herbs have the highest mill yield for icy pigment?
thanks keep up the goodwork!*

Kevin we're glad you liked the last show. As for the herb thing - the best herb for icy pigment seems to be Adder's Tongue. It's fairly common and we average 1 icy pigment for every two mills off it. As far as glyph prices are concerned, we have come to the fact that it is virtually impossible for us to tell anyone how to price glyphs on their server. We knew it was going to be a while before prices stabilized for this stuff, but this is ridiculous. Even trying to find an average across all realms is nonsense right now. But that doesn't mean that all hope is lost. We are currently in the process of updating the inscription guide for everyone who has been waiting so patiently on that one. But the short version on glyph pricing is to use LilSparky's. There is only one way to know how to price glyphs on your server – and that's by looking at YOUR server. It doesn't matter what the price is on Dragonmaw if you are on Burning Blade. You have to know how to get the price right on your server for your faction. That means Auctioneer and LS. Past that, just knowing what price are STILL doesn't mean you can make a profit. While we cannot tell you what that means on your server, we can teach you how to use the right tools so that you always get it right. We never sell things just willy-nilly making stuff off of whatever we've got mats for. You have to be deliberate, and have a plan. If you can't make something for a profit with the mats you've got sell the mats. If you can make a profit, then make the mats into glyphs. But never just make stuff without knowing whether you are losing money in the process.

Next Question Mon

Comment by Lokai I have an inscription question, as a tailor/enchanter i noticed that inscription has some enchanter only features... since i have my DK at 80 now(my new

main love it!) curious if i shouldn't just skill up tailoring on my DK(its not that hard really) and snatch up inscription on my enchanter for added benefit, what do you think?

Well, you can do whatever you want, but a DK with tailoring makes no sense. Give him something that will actually help his class. Alchemy, herbalism, mining and blacksmithing come to mind. Plus, having enchanting with tailoring is our preferred combo for those two things. Sounds like you are trying to chew your nose off to spite your face. You've already got the right combo running, so give that DK herbalism and inscription if you MUST have inscription, but frankly we would stay away from inscription right now on 90% of servers. For your enchanter, you can buy the vellums from enchanters anyway, if that's what you meant, so I wouldn't pick up inscription just because it has a few things your enchanter can use.

Next Question Mon

Comment by Vergile I've been a long time reader at DYS and I really appreciate what you've been doing. My question is however related to Paladin tanking. Back in Burning Crusade I knew exactly how to gear up, but in Wrath with the advent of Strength and Block Value being needed, (essentially making us true blue Holy Warriors.) how would a "tankadin" gear up. I know first thing is first, hit 540 defense. Then stack Stamina for Spell power, but do I go with a Spell power weapon like Titansteel Guardian or a Tanking weapon. If so, what enchant. Any help on gearing properly would be excellent. Keep it up guys.

Just like our Warrior question above, the answer for you is more mitigation. Spell power is fine, but since agro is not nearly as big an issue as survivability, you need to go the more armor is better route as well. Many Naxx raiding paladins are also going with more traditional tanking weapons as well. Just like for warriors, once you get enough defense to be uncrivable go with Stamina first, then armor rating, then block then dodge then parry until 25 mans then you can find some parry if you must. But the general rule for Paladin and warrior tanks right now is that Armor rating is king. High life along with taking less damage makes the boss fights just that much easier to heal. Skill with using your spells and abilities is what will keep you holding agro. If you are struggling to hold agro, it's probably more a question of rotation than gear stats. If you stack to hold agro, you probably need to read up on the more sophisticated analysis of your class, because you SHOULD be able to stack for mitigation and let skill handle the agro.

Next Question Mon

Comment by [Decertian](#) Bottom line on this is How do I get Vanguard rep to exalted? I really want a chopper. And I want to make my own!

Your question included a lot of chains that you were working on while leveling up, and that's no way to hit exalted. Getting exalted with any faction in Wrath except for Sons of Hodir is really simple. GET TO 80 first! Man it seems like we cover this a lot. There really is no need to do anything until you hit the level cap except level. Honestly, even

when the level cap was just 60 it made more sense to hit 60 first and then fiddle with rep and professions and all that other goop. Trying to rep up while you level is wasting time on both leveling and gaining rep. When you hit 80, just run the level 80 instances without a tabard on. Unless you are wearing another faction tabard, such as Kirin Tor, you will get rep with either Valiance or Horde expedition on every mob kill. About 20 instance runs over a few days and poof – exalted. Then you just grab the Kirin Tor, Ebon Blade, Wyrmmrest or Argent Crusade tabards and run more instances until poof – exalted. Don't worry about rep until you hit 80. then just do it the easy way.

Last Question Mon

Comment by WaspireofOmen what hunter spec do you use to level with?. and pet as well.

Waspire, I always run as a BM hunter solo. And since you are a BM hunter with exotic pet skills, go grab a corehound or devilsaur. Now, almost any pet will do, but ferocity pets do more damage, and as we've said before, more DPS for leveling is a good thing. I still just do not understand these people who think it's some sort of badge of honor to level as prot since warriors should be prot. Why not get to 80 as fast as possible and never worry about it again? But I digress. The devilsaur just does wicked damage, but the core hound isn't far behind. The nice thing about the core hound is that they can actually do a ranged pull for you. So they are better for separating mobs in densely populated areas. But honestly, if your pet bites off more than the two of you can chew its just burn down what you can while you pet is alive, FD, rez pet, and get back to work. Really I may use a rhino next time just for giggles and uniqueness, but you really can't go wrong with a devilsaur or corehound.

Of course if that worthless pile of fur out there will just roll over for some ally chick, I may have to go get me something that is actually fierce to the bone. I can't stand a pansy pet.

It won't matter WHAT you get – everything rolls over and lets her scratch them.

Now that's enough! If I have to tame every pet in the game I'll find something that doesn't go all wobbly kneed over that girlfriend of your – if it's the last thing I do!

By the time you do find something it WILL be the last thing you do. It should be an epic achievement for you.

Grrrrr, and that's going to do it for us today folks. Be sure to tune back in next week for episode 8.

The Domination podcast is brought to you by Gavin Garrett's Dominate your server. Music for the podcast from the podsafe music network, check them out at music.podshow.com For all of us here at DYS thank you for listening, and as always, no matter where you go in the world of Warcraft, always dominate.

