

Welcome back to the domination podcast episode 14. We're definitely starting to boil here in Booty Bay as we head toward the back half of June. We've been sweatin' it out in the Southern climes as we work on making you Ally folks a whole lot happier in the next few months. With me today is the crusty Moneybaggins.

*Did you run out of hooves and horns?*

What in the world is that supposed to mean?

*I know you count using appendages - can't count past 12? This is supposed to be episode 13, you said "welcome to Episode 14." Were you abducted by trolls or something over the weekend? Or just can't count?*

**Hey Mon**

*I know all about you people*

**What do you mean *you* people mon**

*And your little "experiments"*

I know good and well it's supposed to be Episode 13, but things were going so well I didn't want to jinx us or anything.

*No matter what you call it it's still the 13<sup>th</sup> episode, so changing the name doesn't really change anything at all. Besides, are you such a goofy little ninny that you actually believe that kind of goop?*

Ninny? Don't make me kill you.

**There may be moar to dat kind of fing than you think there baldy**

*Yeah, yeah, I know all about your experiments*

Can we just get on with this?

(Knock Knock)

*I'll get it – who is it? Anyone there? Don't make me kill you! I hate it when people stealth around like . . .*

(Run away little girl, run away)

*AHHHHhhhhh!*

**I tried to tell him mon, you can't nevah be too careful about da voodoo**

*I don't think he's going to be too happy when he gets back in here. He doesn't like getting wet much. Or falling, or being surprised.*

HAHAHA – it was you stealthing outside, that's funny. Folks, Money was done in by his own woman. It appears Ellimace was in cat form outside and gave him a little fright.

**I don care if he be mad as a hornet - that laggahead**

*I better stealth again before he gets back, have fun boys.*

**How in the name of anything did she do dat voice?**

I don't know, maybe druid vocal chords have forms – that was pretty funny is all I know.

**It was a good gag mon, but we better be getting ON WIT DA SHOW!**

Today we're going to start with our number one tip – and that's beware of hot tips. From time to time we recommend certain plays in the market that just might make you a hefty bit of change, but because every server has it's own flavor and predicting how patch notes are going to effect a completely closed market system that doesn't really exist. Well, let's just say it's not an exact science.

I'll tell you what else isn't an exact science – dating Night Elf females!

**She pretty feisty, I'll give her that, but how did you know it was her?**

*She does stuff like that all the time, I'll just iceblock her when she's trying to tan or something else she hates here after the show. Let's just get on with this while I dry out. Gavin is right, we could never give you a 100% answer as to what an imaginary market is going to do. What we don't have in clairvoyance, we make up for in more than 6 years of combined experience.*

But there are times when a good guess just doesn't pan out on your server. Or that a good old guess doesn't work again (like Season 6 and patch 3.1) or times when it's just not a great guess. I would guess that 90% of our guesses are good, and even when their not the majority of our readers make some gold from them.

*But even on a good or great guess, I would imagine that on about 10% of servers it just doesn't pan out all that well. Very high and very low pop servers are almost impossible to read. Plus, I've got some new data to analyse that says that profits may gradually shrink as a server grows and ages, but I'm not sure exactly how it works yet.*

So for you guys like Phil who got blown up on the undeath decks, we told you at the time it was extremely speculative. We're sorry that you've lost a load, and we're glad you trusted the post, but there ain't no federal bailout on this stuff. No taxpayers to milk in WoW. So you'll just have to do what the rest of us do and shrug it off. If you're

patient you'll eventually sell off all those decks a little here and there – it may take you a year, but you should come close to breaking even eventually.

*I certainly hope you do more than market plays once in a while to make gold. Big bets will end you up in the poor house, while steady investing is the real key to wealth. And that has nothing much to do with the game, that's real life. It's amazing how much better you do when you apply sound principles from the real world to the fantasy world.*

So if you're doing what you should and making gold hand over fist on a steady basis, you can afford to lose 6-10k on a big bet. But don't bet it if it's going to hurt to lose it. That's the definition of gambling bro. We never gamble, we spend big from time to time on a guess, but it's never more than we can afford to lose, or will make us mad if we do lose it. Besides it doesn't even exist, so what is there to get upset about?

**Topic 2** - Last week we wondered out loud where all the shammies went to and someone took something we said a little wrong.

*Superglue wrote. I hope I didn't hear that Cat DPS in raids is bad. I dual spec cat dps with OK gear (blue trinket, and some gear, all green gems, and cheap enchants). I use an Addon called Face Mauler, and I hit 5.5k dps on Sarth.*

No Superglue, we didn't say cat DPS was bad, as a matter of fact I love it. Cats are so much easier to heal as well compared to rogues. What we did say is that you hardly ever SEE a cat in a raid. But for the life of me I can't figure out why.

*The only thing we can think is that doing really GOOD DPS as a cat is a little complicated. There isn't any of this single button macro hooey in cat form. Even using facemaul it can get your fingers twisted up from time to time. There is just no way humanly possible to track all the various cooldowns and priorities. And since every single one of those things plays into max DPS for a cat, I imagine people try it for a bit, do kinda weak deeps and then give it up and go back to chicken.*

Cats are also fairly gear dependant Superglue. Just like warriors, their DPS is highly dependent on stats as well as complex rotations. That's why you see two fury warriors in similar gear and one guy out kills the other 2 to 1. There is just a lot of skill involved even when gear is the same, and without the right gear not even skill can make up the difference.

Topic three – time to put the pressure where it belongs. After 7 months of Wrath and the rise and fall of the Dumbnight we've made an interesting discovery in our own struggle to progress that I'm not sure I've ever seen before. The goober DPS toon.

*When we were progressing through Naxx, our DPS was very good, and we had to work very hard gearing our tanks and heals and developing the right skill set for those guys on each fight. More often than not Patchwerk was a hard one to do because we needed bigger heals or better tanks, while the DPS was just fine.*

But something odd happened in patch 3.1, and it has reversed the tables almost completely. We noticed it first in Dominate, but it seems like all of our pug runs are plagued with a new kind of raid killing monster – the flat DPS. Last night it was 25 vault and Emalon where there were 8 DPS toons under 1,500 DPS – that's not going to work. The tanks and healers were doing just fine for a five minute fight and the DPS was failing.

*So the tables seem to have turned for some reason. Gone are the days where everyone complains they weren't getting enough heals, the real key is are you doing enough DPS to make the fight short enough so that everyone survives or not? And that brings us to the point which is minimum qualifications for new content.*

The Naxx 25 tank is going to be just fine in Ulduar. The Naxx capable healer is going to be just fine in Ulduar. You are going to have to watch your mana a little bit more closely because you'll be healing harder than ever, but you'll be just fine IF – your DPS steps up their game. A 2,500 DPS toon is NOT going to be ok in Ulduar. Just like the minimum spellpower a healer needed to shoot for to heal heroic raids was 2,000, the minimum DPS required for Ulduar is 3,000. If you're not doing 3k you're being carried, and the whole place is super easy if you have a couple of folks pouring out 4k.

*And folks, that's not 3k on a target dummy or on AOE. That's 3k sustained single target DPS on a boss fight that requires you to move for your life. You can QQ, but you better get used to it because you're never going to clear Ulduar until you do. There just aren't any stand still and nuke them fights much in that place. There are still some tricky fights to heal – like Kologarn, but big DPS makes it so much easier.*

So if you've been thinking that you're doing a good job as DPS lately and your DPS is still under 3k, you've fallen behind. The threshold for dominating DPS now begins at 4,000, if you're under that, you've got some serious work to do. 7k on trash pulls – my eyes don't roll back that far in my head, show me 3,500 on Hodir and you've got my attention.

**Dat's all da time we got mon!**

But Money hasn't even dried out yet! Oh well, we better log out anyway. We'll see you all next week. In the meantime get those Deeps up and Dominate.

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