

Welcome to the Domination podcast Episode 19. We're glad that at least some of you have decided to keep on listening to the show – despite the fact that we seem to be taking giant steps backwards from time to time.

You're such a baby

As you can hear we have the infuriatingly optimistic Mr. Moneybags with us, and we've almost gotten rid of the smell of that ghoul. Seems that it's a little hard to clean up all the drool on rough wood – it kinda soaks in.

Well, it isn't all bad, we got another intern out of the problem. The goblin cleaning fellow seems to do a heck of a job, and I haven't noticed anything missing either.

Yes, our crew is expanding but not with talent. We've got a roving reporter with an axe and an attitude with a ghoul as a key grip.

That doesn't mean she's got no talent – give her a chance will yah?

Sigh, Can we get on with this Mr. Bonehammer?

Getting ON wit dah show!

Well folks, patch day is here and we thought we would go over what you should be doing today and the rest of the week to take maximum advantage of all the new goodies at your disposal. It looks like this set of new tricks should keep everyone pretty busy for a few months while Blizz works on getting us a little closer to Arthas.

So our first item is the Isle of Conquest. This new battleground is a cross between Wintergrasp and Alterac Valley – with siege vehicles and even airships thrown into the mix of trying to down the opposing General in his fortress. It pits 40 players from each faction against each other.

Next is the Crusader's Coliseum. We're all going to have to play with this one for a while before everything it has to offer is clear – but what IS clear is that it is just like the another arena style trial quest encounters where you go up against champion style bosses in the arena. But there is also the Icy Depths area under the arena where some of the encounters will occur.

Every week, a new encounter will open, and it will have some interesting twists that will allow you to collect a whole ton of emblems. First, there is the Tribute System portion, which gives you a certain number of attempts each week to finish the entire encounter set. Every spare attempt left over when you kill the final boss will get you bigger rewards. The tribute system only applies to the heroic modes, and that's an area of another change.

That's right. There are heroic versions of both 10 AND 25 man raids in the coliseum. This means a regular 10 man, and a heroic 10 man; a regular 25 man and a heroic 25 man. Each version has a separate lockout period every week, so you can attempt all 4. There is also a new 5 man dungeon Instance in the area that will award Champions seals. But that's not even the best part.

You got that one right. The big deal with the Coliseum is the fact that bosses in this new raid will be dropping the tokens for the new Tier 9 gear, which you may have seen floating around if you're big on seeing what's next. We don't have to say much except that you're going to want it, so get ready for a whole lot of Coliseum raiding.

Now, if you've been stocking up on axes or Titanium Ore, now is the time to get it back up on the Auction House. As soon as you can log in there are a couple of things you need to do. It won't apply as much to the axes as it will to the Ore, but you'll have to use your own judgment on that depending on if you have duplicates lying around in the axe category. Personally I didn't do anything with axes and went all Ore for the speculation run.

You should probably go read our post at the site on price capping. That's what we did for the last few days in expectation of the patch coming sooner rather than later. We sent about 10 stacks of Ore to one of our off bankers to price cap at 500% of past market price. Then we bought up all the ore that was left at 100% of market or less and squeezed supply for about a week. Now we're sitting on a full bank tab of Titanium ore, plus the 10-20 stacks we price capped.

When the servers open, we'll begin putting the stockpiled titanium up on the AH at around 250% of past market price, which is half our price cap value. We price capped in stacks of 5 and will sell in stacks of 5 at half the price cap price. Some folks will probably sell in stack of 10 or 20, so just keep an eye out for stacks you can purchase and split.

Let Auctioneer trickle your price down as the competition heats up for market space. As long as the under-cutters don't get back down to about 125% of past market price you'll make a killing. If some knucklehead dumps a load of ore into the market for some stupid price, just let him take a beating and when the over supply gets sucked out, just come back in behind him and make your profit later.

The nice thing about this play is that we haven't seen the supply for Titanium ore rise at all in the past few weeks, it seems to have remained fairly steady. There may be a few people sitting on a stack of ore to sell, but probably not a ton on most servers, so we expect to make about 25 to 50% on our 10k gold investment in titanium ore over the first week or so. At the very least, we'll get our 10,000 back and move back into other long term profit methods.

It's actually just part of the game for us on the auction house folks. You can't take it too seriously. It's a little bit like PvP. Sometimes you win, sometimes you lose. But I would

say we have an auction house rating over 2,000 at this point. Not everyone will be able to profit like we do on every play, but that's because we have skill honed over the last three years doing precisely that. Anyway, back to the patch.

Remember that you will now be able to trade dungeon loot for up to two hours after receiving the loot. This is going to create a LOT of headaches with people begging you to buy items you won on a roll, as well as people beginning to fudge rolls to win loot to sell.

Past that, you'll also see a whole ton more loot abuse where folks team up to ensure that their buddies get all the loot they want by merely rolling on loot they don't really need and trading it off secretly on the back end. You'll want to make sure that you keep a very close eye on things like this going forward.

There is not going to be any way of stopping the bartering, so you'll have to make an extra effort to discuss how to deal with this sort of thing in detail before each raid. Our guild policy is that ALL item trades will be discussed in whisper only, and that whining in raid about people loot trading will result in a raid kick. You simply can't chew up an hour after each roll farting around with settling loot disputes.

It will take a few weeks for everyone to get used to dealing with this and then things should settle out on the loot front just like they always do. Just like they did with people rolling on dual spec stuff, that's settled into a standard now, but it was a pain in the tookus for a few weeks while everyone got used to a new idea. This will be no different, but be prepared that you're going to have to deal with it.

A few other tidbits are to remember the major mount changes. You can get your regular land mount at 20, your epic land mount at 40 and regular flying training at 60. You'll also be able to train epic flyer at 60 and both flyers have discount by faction available. You can also purchase a book of cold weather flying with your level 80 and send it to your other toons to learn as soon as you hit level 68, so you've got your epic cold weather flying cheaper and as soon as you hit Northrend.

Druids also have new looks for their cat and bear forms – I don't understand why we couldn't have custom tree forms as well. I get tired of the sad old broccoli look. But we'll have to use what we've got I guess. Also hunter pets are getting some buffs based on your gear so that the better geared hunters have better pets as well. Pets shouldn't get worthless as you progress.

A few minor things you might not have noticed are the fact that there will be a portal down to the Blasted Lands for access to Outlands from Shattrath and Dalaran, as well as a flight master straight to Shatt from the stair of Destiny just inside the Dark Portal. That means you can just set your level 1 toon home to Dalaran and work your way through the game without even having to make the run from Honor Hold or Thrallmar when you get to Outlands. Everything in the game is a portal hop and a short run away pretty much.

There are also going to be a whole bunch of new mailboxes in Org, Darnassus, Undercity and Stormwind. This is a change that will make many things more convenient – especially in places like Stormwind where you can't get to anything in a straight line and Orgrimmar where everything is so far away.

Also remember that there have been big changes to Battlegrounds with experience earned and the change to Wintergrasp. Wintergrasp is going on a queue system like every other battleground in the game. There are also changes to certain user interface elements such as the quest pane and name auto-completion in chat, mail and other handy spots. This means that if you have goofballs with special characters in their toon name you won't have to look them up all the time or find their name in a list and click.

Potions are stacking to 20 now, and that's a good thing. All those 5 stacks of minor healing potion were just silly. Plus mixology has gotten a boost, how much remains to be seen. Enchanting buffs on rings have also gone up, which makes enchanting an even better choice now. But the profession with the biggest changes is Engineering which is getting some much needed major love from Blizz.

We clean outta time now mon!

Holy Kodos, you're right. And it's the first time in weeks I haven't wanted to kill somebody around here. I guess there is something to be said for just doing the news and the facts and not getting personally involved.

Fuddy duddy.

We'll see you again next week and maybe we'll have our first reporting turn in from Darkangel. Even though that makes me pretty nervous. So have a great week exploring the new patch content folks, and we'll be right back with you next Monday.

The Domination Podcast was brought to you by Dominate Your Server. Music for the podcast from the podsafe music network; check them out at music.podshow.com. For everyone here at DYS we wish you a great week in patch 3.2, and remember – no matter where you go in the world of Warcraft – always Dominate.