

Welcome to the Domination podcast episode 20. We've been as busy as little bees gathering all the new loot and emblems available in patch 3.2, so we're a little late this week, but we're sure you all have too. Actually it's Money's fault for the most part, as always.

Hey, you gotta stay on top of things at the auction house mon. These big opportunities only come around once in a while.

Thievin' da lingo again – don't make me kill you.

So how did you make out Mr. Moneybags?

A gentleman never kisses gold and then tells.

That's a load of Kodo crud, I never thought I would hear you decline an open invitation to toot your own horn.

All I'll say is that I doubled my money on 60 stacks of Titanium ore in three days. I would have done more, but that was all there was available in the weeks before the patch. Picked them up for 100g or less a stack, and you can do the rest of the math – although you don't have that many fingers and toes to work with.

Sigh – there you have it folks, this is the kind of treatment I get around here. Let's fire it up Mr Bonehammer!

You got it mon!

Last time we talked about the loot trading issue and how it might cause some issues in pug runs and guild runs alike. But so far it has made things run a lot smoother for the Dominate guild. We were a little concerned that it might give people an excuse to extend loot gripes for two hours, but so far any negotiations have been relaxed and friendly. More friendly, in fact, than ever before.

Tru dat. There have been a few occasions where someone won a roll on loot and then decided quite on their own that someone else in the group could actually use the item more than they could. Since no one has to make decisions like that in real time before the rolls any more, the extra time provide folks with more time for complete analysis of a piece of gear. And since they can also receive loot from other players it makes it easier to see how what goes around will more than likely come around so trading a bit of loot to someone else in the guild is no big deal.

Anther reason this is probably the case is that loot acquisition has sort of gone through the roof. There are so many new upgrades available through so many new raids and emblems of conquest that no one seems to be as anxious about the limited nature of items as much as they were before. Don't win that killer trinket you rolled on? No problem,

you've got plenty of other options available. Of course, this will all probably balance out once more of the new content in the Tournament area opens up, but that's our next topic.

The Tournament instances are quick and fun. You can expect a slightly different set of challenges from each run, but once you've seen all the bosses in the 5 man instance it's not really all that hard. Plus the loot from even the non heroic regular run is pretty sweet. It's even easier to collect a few really nice upgrades than farming for emblems of conquest. You'll likely replace most of it pretty soon with emblem of Triumph purchases and Tournament raid loot, but for grabbing gear on an alt it's a great place to start.

The Tournament raid is going to be pretty fun. With new boss sets each week it has enough variety to keep it from becoming a total bore almost instantly. The fights are complex enough to provide most groups with a challenge, and the requirement to beat all of those different boss sets to open up the heroic versions keeps things even more interesting in the long term.

Although there is still some complaining out there about how OP the new loot seems to be, we think it points to just how hard Icecrown is going to be. Recent news about the Citadel raid says it is upcoming in the next major patch and will have 20 bosses. From the look of the loot Blizz is giving everyone access to merely prepares them for the citadel, we can see that it might be one of the biggest challenges Blizz has thrown at us to date.

(knock, knock, knock)

What in the world? We're taping a show here! Can't you little goblins read the sign?

Urgent delivery for Mr Gavin Garrett, sir. The lady who sent me down here made me promise to bring it straight to you – or else.

That will be from Darkangel from the sound of it.

Why am I not liking the sound of this. Ok hand it over. (paper rustling as Gavin opens the package). Great, our first installment from our roving reporter. I'm thinking we should probably give this a strict editorial review before we subject our listeners to whatever is in this tape.

Don't be such a wimp! At the very least it's GOT to be entertaining. Queue it up Bonehammer.

No problem mon!

I was afraid you were going to say that.

(Howling Fjord Music)

Is this thing on? (tap tap)

(Ghoul grunts)

Eyemuncher – you idiot! Can you just plug that thing in over there?

(Ghoul gurgles)

What? We're recording already? You're soooo dead when we're done here.

(Ghoul again)

This is Darkangel Deathnight reporting from Howling Fjord, Northrend, Dateline – oh who cares anyway what date it is when you're eternally undead, it's always the same.

(Ahem.) Local residents of Howling Fjord have been watching with interest a recent development here at the crossroads. It seems that a group calling themselves PETT has begun picketing in protest of the wholesale slaughter of the native turkeys. The PETT coalition – Peons for the Ethical Treatment of Turkeys has issued a formal protest to Blizzard for putting turkeys on the endangered NPC list by irresponsibly including the rare birds in the expansion as an achievement.

I have a copy of the protest right here – it reads “Me not that kind of orc”? (Good Grief) Apparently PETT claims that the turkeys, although tasty when fried, only exist here in their native habitat on the Howling Fjord highlands and although they have a rapid respawn timer, they should be left alone to wander aimlessly as free range NPC's. Here's a member of PETT now. Sir,

What you want?

Could I have a moment of your time?

Me busy, leave me alone!

Can you tell us what your group hopes to accomplish by your protestations?

Hmmmm?

Why have you come all the way out here to protest the killing of these turkeys?

Me not that kind of orc!

Yes, that's what it says right here, but can you elucidate on the matter?

I can do dat. Me not that kind of orc!

I meant, do you have anything to add?

Be happy to. Me not that kind of orc!

Is that all you can say, what are you guys stupid or something?

Yes.

OK, this is ridiculous. I can't believe I'm doing this. Oh look! I don't have this achievement, I believe 10 more points are in order. Muncher, hold this.

This no time for play!

Oh yeah, try to stop me.

OK!

Take this!

(sounds of general DK death and destruction including turkeys biting the dust in droves in the background, followed by an achievement ding)

(slightly out of breath) This has been Darkangel Deathknight reporting from the Friend or Fowl achievement area in Howling Fjord. Eyemuncher, you can't eat all of those at once – put that down! Until next time, always Dominate!

(Howling Fjord Music)

I was right; it doesn't get any worse than this.

I thought it was fun, if a little off-color. You're the one who keeps saying the show needs more zip. Killing 20 turkeys in about 6 seconds is pretty zippy when you think about it.

Sigh. That's all I think I can handle this week folks. Money, would you mind having a little chat with Ms. Dark please about remaining calm and uninvolved with her stories please?

Why? That would just be boring. Let's just let her get her own news.

Sign us out Mr. Bonehammer.

Yah mon!

We'll see if we can get a show out on Tuesday next week folks – if we can get out from under the mountain of mail we're about to have to deal with from the PETT people over this one.

We already know what it's all going to say.

What's that Mr. brainiac?

Me not that kind of orc!

Sigh. Everybody have fun this week, and we'll be right back here next time for the Domination podcast Episode 21.

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