

This is Gavin Garrett from DYS, and I'm glad you could join me and the crew for Episode 6. It's a brand new world out there in Azeroth and I'm here to show you how to go out and Dominate every aspect of WoW.

*A lot of things HAVE changed since WotLK, and that means there are a lot of new ways for you to make more gold, earn more marks and get incredible new gear.*

OK, enough of stating the obvious. Everyone knows there's new toys out there and so let's get to it. Joining me in our studio today is Monebaggins, right on the heels of his epic fail.

*Again with everything being my fault! I didn't do it! Wait, what are you talking about?*

You're supposed to be this big gold-making guru and I understand you have a confession to make to everyone about how you aren't going to deliver on your promise.

*Oh THAT! Lords of Lordaeron, the harassment never ends. You see folks, our gold guide is going to experience a bit of a delay. Like a day or two while I rewrite nearly the whole thing. Can we discuss this later?*

Why not, you're already late, I guess a few more minutes won't hurt. And in the director's booth, the unintelligible Bonehammer!

**Hey mon! You be throwin everybody under the bus today! What's got you actin all Faastie like?**

Just wanted to stir the pot a bit. You two have been getting along a bit too well so I figured I would smack everyone a time or two to get your ire up right off the bat. If you're not going to give each other a hard time you're just going to have to get the abuse from me. This is WoW, not World of Hugcraft.

*So the cliché machine is in full swing then eh? You could at least try to be a little original there mr lame school.*

Now that's more like it! Alright, now that we've got everyone good and perky, let's get this Kodo on the road!

**Getting on wit da show mon!**

Topic 1

Well, Money has done it again. After the whole fumble finger episode in the leveling guide, it has come to my attention that he didn't back up a bad week with a good one. The gold guide is not finished yet and there doesn't seem to be much hope on the horizon.

*Now wait just a minute! You know very well that it doesn't have anything to do with me. It was 99% done before WotLK and then the good folks at Norganna's decided to change some things and I'm NOT in control of any of that!*

Yeah I know, but I'm still going to blame it on you. It's fun to see your little bald head go all red. So why don't you give us your big excuse for not being ready?

*First of all, I don't want anyone to take a DYS guide and be disappointed in any way. If we can't give you guys the VERY best by a long shot, and that means complete and total Domination, we just won't do it. Our system was based in part on some very sophisticated, and yet easy to learn AH analysis from the Bottom Scanner function of Auctioneer. However, in the interest of making AADV even better in the long run, Bottom Scanner is now at the bottom of the trash. Without it, there is no way to SEE one of the tools we used to judge items for resale, and as a result, I couldn't see sending anyone but a real pro out there to try to dominate. It would be like going to a battleground with great armor but no weapon. Something is just missing and you might very well get Pwnd! We don't know when Norganna's team will fix the issue, but I think I have found a way to work around it so you can all get started soon anyway.*

Now, what's That supposed to mean?

*Working the AH is a fluid process. The market changes regularly and so do the mods we use. I mean, we've all been waiting six weeks for Lil'Sparky's to update, and so that was one tool in our toolbelt that just got completely broken for a while. You have to be able to adapt and change. The system remains the same, but you can't drive a nail with a screwdriver. The tools are important, but that doesn't mean they are EVERYTHING! So what we're going to do is teach you how to use the new tool in AADV, a module called SearchUI until they update it to work as well as BTMSCN did. If they ever do. But it doesn't matter, we still have to show you how to do what you can right now, and then we will update the guide as the tools change so that you can continue to always DOMinate the AH?*

Topic 2

Alright, so it's not really a new topic, just a different thread. We want you to know that it really isn't Money's fault that you won't be able to get the gold guide for another day or two. When BTMSCN broke, it sort of threw a wrench into the whole machine, and we really are blasting away at figuring out how to show you that you can STILL rule the gold making game without it. But since we were so busy at the start of the expansion, we didn't know what a huge problem we had on our hands until just a few days ago. But we do want you to know that we've got a solution for the issue, and that the gold guide will be ready by the end of the week, perhaps even by tomorrow. It all depend on the fingers of Money over there, although we've seen how THAT can be iffy as well.

*Sigh, That's right folks, with the new search functions in AADV we just needed a few more days to test how our way of working the AH fits into the new tool. We didn't want*

*to just throw something together, and we don't know if we'll ever get back all of the functionality of BTMSCN, so we're just going to have to live with what we've got. But we certainly didn't want to give you a guide that wasn't everything you've come to expect from a Gavin Garrett guide, so hang in there, the gold guide really IS on the way.*

### Topic 3

Next, we want to lay off money for a bit and get to the question of progression. This is one of the ways that WotLK has changed drastically from what happened in tBC, and we need to tell you how to get geared up and ready for the first Raid in Wrath – Naxxrammas. Those of you who were serious raiders in tBC know what a monster pain it was just to get to the heroic dungeons. There was this whole rep and keying issue you had to deal with, and you had to have a flying mount to do the TK stuff and you had to be able to do those to get a key fragment for the Kara key and you needed some fairly leet gear to attempt Kara and on and on and on. Well, the good news is that those days are gone, although we're not sure how good an idea it is overall, Blizz has made getting to the Naxx raid a lot easier, and I'm sure there are some of you who are at least a little excited about that.

*Yep, keys are gone, you can enter any heroic dungeon at level 80. Although there are a few things you need to keep in mind before you just charge off into them to get your fist set of epics. And believe me, some of the heroics are no cakewalk, and you definitely WILL need to be pretty well geared to make a serious run at Naxx.*

### Topic 4

Which brings us to crafted items. That's right, crafted items from professions can actually bridge the gap between getting creamed in heroics and actually getting them all done so you can get geared. Tailoring, Leatherworking and Blacksmithing can really help you out a whole ton. They won't make the runs easy, but they can make them possible. This was certainly not the case in tBC, because really only the epic patterns were worth wearing for more than 5 minutes, but Wrath has a whole pile of fairly decent blues, especially for leatherworking and blacksmithing that can make the difference between a pile of wipes and a successful heroic run.

*Even more than that, there are some epic patterns that only open up to professions when you complete certain achievements. These epic items have really awesome stats, and they should be considered how hard you'll need to work for them. Look for an article at DYS in the next few days that shows all of these crafted items and what you need to do to get them.*

### Topic 5

So here's what you should do when you hit 80 and on your way to 80 to make gearing up for Naxx a lot easier. My leveling guide will get you several of the quest achievements for several of the Northrend zones. If you hit 80 before you get all of the zone

achievements, go back and do all the quests you can find to finish up those achievements, some of the epic profession patterns are only available to you if you have them. Next, go back and run through all of the dungeons that are below level 80. This will give you the Loremaster achievement and a really decent set of blue gear. Next, check with your guild profession grand masters and see which enchants, gems, and items are better than what you got from the dungeon runs and max those out. After that, begin grabbing all the gear you can from the level 80 dungeons to make up for where you need to begin those heroics.

*Let's take the priest for instance. In tBC, to really be ready to heal Kara you needed about 9k life, over 500 intellect and Spirit, and bonus healing of 1,000. For Naxx you are shooting for hit points near 18,000, a mana pool close to 20,000, Int and Spirit in the range of 900-1000, and spellpower around 2,000. While that sounds crazy high, you can get really close to these numbers even before you begin heroics, and you'll need every bit of it to heal the big hits your tank is going to be taking.*

One of the most important things your team will absolutely have to do is get one tank to the uncrivable point so that those 83 elites don't smack your tank for 30k damage in three or four swings. Almost any heroic is incredibly difficult to complete without an uncrivable tank, so your tanks need to shoot for 560 def rating to make it possible for even a great healer to keep up with the damage spikes.

*Past that, there are some heroic instances that don't seem much harder than the normal runs. Begin with regular Utgarde Keep on heroic, and then you can move on to CoT Culling of Strat, Utgard Pinnacle and beyond. There doesn't seem to be any rhyme or reason as to which of the heroics is hard, and part of it certainly has to do with team makeup, but the Old Kingdom heroic, even though the normal run is just level 73-74 is incredibly difficult compared to Utgarde. If you find yourself wiping a lot, move on to another heroic with your team until you find four or five you can do fairly easily and farm those for gear to make the more difficult heroics a lot easier.*

So to review, when it comes to gear, do all of the normal dungeon runs, then check for crafted gear enchants and other stuff to buff up for heroics, then find a set of heroics your team can mash and work your way up to Naxx. If you have a team that can run a few heroics every night, it shouldn't take you more than a couple of weeks to have enough decent gear to try the Naxx raid, although you'll need two teams to take it on.

*We know that may sound a little simplistic, but we actually found ourselves helping out our second raid team by doing some regular dungeons below level 80 once the first team hit heroics. In the process, we found a lot of little shortcuts like the items from crafting that made it a lot easier the second time around, so we wanted to give those of you not in an uber guild the rundown of how to gear up so you won't have to spend a week figuring it all out for yourself. This wasn't such a big deal in tBC because in the process of getting keyed your team was also getting geared. In the absence of the keying process, you may tend to bite off more than you can chew at first. It doesn't mean you have to*

*slow down at all, just add a few normal runs in there and you will be blasting heroics before you know it.*

And with that, we're going to try to get back to our schedule, and it's time for a word from our sponsor!

(Music)

(Cricket)

Well, what's the deal?

*I'm not doing it.*

Why not?

*You blamed everything on me and made me look bad in the process so you get nothing from me this week. You'll have to do your own pitch from now on. It's not my fault that a mod changed at the last minute and I couldn't get the final draft on the gold guide done in time. I know it was supposed to go on sale today and you blamed it all on me so I quit.*

**Hey now Mon, there's no need to be all pikny. You da hortical higgler around here, yah can't dis crosses make you lose your mojo.**

(silence)

**Fine den' I'll be stepin up to this one**

(music)

Oh Noes

**For the last little while now we been hearin all of you telling us dat what ya need more than any little thing is more of dem gold coins to rub together mon. Wit so many new ways to spend all that coin in dis WotLK, you know now dat more gold is what you need almost as much as more time to play. Well, DYS has got just the fix for you, and it's comin soon mon.**

**Dat's right, the Complete Auction House Mastery Guide be almost here. And even though Mr. Moneybags told you all that it would be here dis day, don't you be worried at all. You see Mr. Gavin and Money only wants you to have the very best, and somebody done messed a whole pile of things up, but Money be working like a freak to get it all fixed up in just a bit.**

**And it will all be well worth the wait mon. There is no guide like a Gavin Garrett guide. It won't matter if you know a lot about making gold, or just a little bit of**

**noob and you be poor as a mouse. Dis Gavin Garrett guide can teach you how to be rich like a king mon.**

**It's all gonna be so clear to you. You gonna learn how to take some loose change, a little bit of 25 gold and turn dat bit into a whole heap. Nobody else can show you dis way to Dominate dat auction house. There be other posers in da world telling you dis and telling you dat about how to make gold, but not a single one of dem can do it dah Gavin Garrett way.**

**So get out from behind dat farmin plow every day, and leave dem dailies for rep. It's about time you learned how to make money like a pro, and you can't find anyone else who can show you dah path like Mr. Gavin Garrett. Dis guide to complete auction house domination will be ready dis Saturday mon. So don't be a fool, and get dis one and you will be dah one laughin. With dis guide YOU will be dah one who Dominates!**

Wow that was pretty good

*No kidding maybe he should do that every week*

Let's not get ahead of ourselves on that one

(Music)

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

Today on the raid we've got the top five things not to do in wrath dungeon runs. We've left out the names to protect the not so innocent, and I hope they all find some humor in these.

*1. Don't level as one spec, then go another spec and forget to train!*

Let's say you've been leveling in retribution spec and your guild needs another healer for the other half of the Naxx team. So you hit the trainer, drop ret and pick up your shiny new talent tree. You run off to Oculus and after the team breaks up after about 20 wipes you realize that when you dropped your spec, you forgot to go ahead and fill that tree and THEN ALSO take the new training for spells. And the reason it seemed so hard to spam heal with flash of light is that your flash of light was level 3.

*2. Warriors don't ALWAYS have to charge at things to pull.*

Healing is hard enough on heroic difficulty. It gets even worse when your warrior tank like to start every pull by charging into a whoel group of mobs. Mobs that fear, into other groups of mobs, and a pat. The priest very patiently shackles, step around the corner to break LOS with the caster, and then YOU decide to gcharge right out of LOS and then stomp break the shackle and then the whole fear incident. All we can say is ADD.

3. *If you do get feared just Die already*

So it was a bad pull, and you got feared from a group of 4 into a group of 6. That doesn't mean everyone has to wipe while you QQ about your repair bill. At least train those groups away from the rest of your crew so that not everyone has to spend 12 gold. Oh, and the main tank is NOT always right!

4. *Walk your dog, feed your dog, muzzle your dog, oh heck just kill your dog if it means 12 afk's during heroic chains.*

We all love pets, I mean look at fluffy over there – aint he adorable? But the freakin dog afk's are a personal problem that nobody else should have to live with. I've got a tip for you: doghouse. Somehow dogs survived for thousands of years on their own in the wild without beefy dog biscuits and processes food. They will make it in the back yard for a few hours.

5. *Read up on the bosses before you go.*

It can be pretty fun to learn an instance as you go, but you should probably run it a few times on normal level before you charge off into Halls of stone without even knowing where you're going. Yeah you feel invincible because you just crushed halls of lightening on normal. Then somebody gets the bright idea to check the heroic loot table for halls of stone. Oh sure, it's a lower level dungeon let's rock it. Then you get to the evil twin of maiden of virtue – maiden of anguish and it's wipe, wipe, wipe, wipe, wipe – it looks like a Kleenex convention and your armor is in shreds. We had her down to 20% that time – we got this! With that I have my own sound bite today . . .

(raid wipe)

(music)

And now we need to answer a few question from our readers.

**First Question Mon!**

*Hollowpoint asks: I'm looking at leveling up a deathknight but I'm wondering what gathering professions are fastest to level up. My plan is to do 2 gathering professions until capping, while storing all the goods and then deciding on a crafting prof.*

Well hollowpoint, skinning and herbalism are MUCH faster than mining, but skinning isn't going to make you much money. So a good way to get the most out of you gathering professions is to go skinning and herbalism for leveling. Not that a DK should need much help in this area, but lifebloom can come in handy, and the crit rate from skinning could add a bit to your killing power. Once you hit the level cap you could go back and do mining with blacksmithing, or add alchemy to go with the herbalism. We

prefer mining to skinning, but it sure is a pain to level. So maybe your best bet even for endgame is herbalism and alchemy, but you could go with skinning if you like. But alchemy isn't a bad thing to have for any class with the increased buffs from potions.

### **Next Question Mon!**

*Eloda says: I ahve a profession prblem, I cant get a non gathering profession past 200 to 300, idk why i cant but any tips on that would be very helpful thanks*

Eloda, leveling professions can be tough. Basically the only way to do it is to take a look at your profession screen and see what recipes you have that are still orange or yellow to you. The only way to guarantee a skill-up is to use the orange recipes only until you get to where you want to be. We're looking into doing a whole series of profession guides, but if it's just a matter of how many to make of what, you can always find a skill progression chart on a number of forums.

### **Next Question Mon!**

*Decertain asks: Is it too early to start getting ready for Winter Veil? Small eggs are already selling for 1g each on my server. I'm wondering if I should start listing them at 2g-3g each to get the price up.*

Now you're getting the point! Decertain I would wait until you see the first egg on the AH. But it's good to know that you are ready for winter veil. Go stock up on milk, and small eggs. As soon as the event starts you can also put some holiday spices on the ah. You can also whip up a big batch of cookies and sell them directly if you like. But it's never too early to be ready. I know money has probably 50 stacks of eggs ready to go.

### **Last Question Mon!**

*Kenny Asks: What I want to know is why unholy is better than blood, since it's better to know HOW something works so you can do it yourself, than just knowing it works.*

About your cousin Kenny, the reason he is dying and you are not has nothing to do with spec and a lot more to do with skill. Remember we also said there is a new class of player – the Death NOT. No death knight should be dying over and over again, that's a play style issue and has nothing to do with spec. Also, remember that we said that blood does make a viable leveling spec. Blood has more ways to keep yourself alive and at full health, while unholy is more about killing mobs faster. However, we are also learning that even an unholy DK makes a pretty good tank, so it's not just frost spec for tanking in the end-game, but that's very dependent on having some pretty uber gear. What we're talking about is leveling. What we want you to do is check out the posts from one of our new staff members – Exxer, for all your DK questions. As a matter of fact, just pop into his article on blood spec for DK's and leave him some feedback and we'll make sure he gets around to helping all you DK guys Dominate!

And that's going to do it for today, if we're going to get this gold guide fixed for you this week we better get back to it. Remember to leave us even more questions in this thread, and we'll see you all back here next Monday in sunny booty bay for episode 7! Good luck to all of you 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](http://music.podshow.com) DYS wishes everyone the best of luck gearing up for raids and reminds you that now matter where you go in the world of Warcraft, always dominate!*