

Welcome to the Domination podcast episode 17. This week we have a few more interesting tidbits from the patch notes that you need to know before it hits. So let's get right to it. As you all know I'm joined in the studio by the apparently thirsty Moneybaggins. And it looks like he's brought a friend, which is all we need.

Mmmmm, you won't mind at all when you get your lips around this! Hefe, stir one of these up for Gavin – you want one Bonehammer?

Yah mon, I'm always in da mood for a new taste treat.

Ok, I'll bite, er, sip, what have we got here?

A mojo-jito.

A what?

A mojo-jito.

Hey not bad, what did you say your name was?

Hefe, but my friends just call me El Hefe.

Your nickname is longer than your real name?

Si

That's a little weird isn't it?

Si

Did you invent this drink? I don't remember seeing it anywhere in the game.

Si.

Hefe is a Grand Master cook, I go over to his place when I really want to pig out. Isn't that right Hefe?

Si.

Can he speak in complete sentences, or do you always converse in yes and no questions?

Sigh.

That's kind of ironic isn't it? You always think of the French as the cooks. Isn't all Mexican food basically the same?

Don't make me kill you.

You know what I mean. Like, what's in a burrito?

Some meat, some beans, some cheese, in a tortilla.

And an enchilada?

Some meat wrapped in a tortilla topped with cheese with some beans at the side.

Tostada?

Some meat, some beans, some cheese on top of a tortilla.

Taco?

Some meat, some beans, some cheese in a folded tortilla

Give the guy a break, you can't say he doesn't know how to cook when you pick all the stuff that's the same. The mojo-jitos don't have any of that stuff in them and you seem to be enjoying it just fine.

Yah mon.

I actually asked Hefe to come because he's got a cooking tip for everyone today.

Does it have meat and beans and cheese and a tortilla?

No. I learned this recipe from my mother Esmerelda Felipa Lucinda Yesenia Marita Chita Abella Gonzalez de Munoz – God rest her soul. You get a few Tundra Berries and Savory Snowplums and when you mix them together you can get a very nice drink and go from skill level 375 to 400 in cooking very easy.

That's the recipe for Kungaloosh.

Si.

But you get that recipe from the washed up mage in Dalaran – I thought you said you learned it from your mother.

Si.

So which is it?

Where do you think he got the recipe from sir? My mother, God rest her soul, was a very adventurous woman.

The real reason you'll want to use this tip is that it's the easiest and cheapest way to go from 375 to 400 cooking skill on your way to 450. After that you're just a few cooking awards and a couple of recipes away from being able to make the fish feast.

That is true – it's very speedy sir.

Well, thanks for the drinks Hefe, and the tip. But I'm getting that excited look from Bonehammer right now.

Time to get ON wit da show!

Come give us some more cooking tips from time to time though.

Si.

Sigh. Fire us up Bonehammer!

We've got a couple of more newsworthy items from the patch notes we want to hit for you guys so that you're not taken by surprise. I don't like surprises.

I don't hear you complaining about the surprise drink!

Ok I don't like bad surprises. And you never know with surprises because they're surprises.

Think that little pearl of wisdom up all by yourself?

Grrr. Anyway, there are a few spots in the patch notes where things jumped out at us as being big news, and since we didn't have time to get to all of them last week – here they are.

Extending raids. If you get tired of having to clear Flame Leviathan, Razorscale, XT, and the rest before you get to the T8 bosses in Ulduar, now you can just skip them. In patch 3.2, you can choose to extend a raid ID for as long as you like. So if everyone pretty much has all the loot they would like from those guys, you can just move on through a clear instance for as long as it takes to get to Yogg-Saron if you want to take your time and see the whole dungeon, and all the T8 loot you just haven't been able to get to.

The other nice part of this is that you will only be saved to the extended instance ID# if you enter the instance in the new period. It's still a new week for everyone after the original ID lockout period, so you can choose to go forward, or join another raid group for the same dungeon run if you want to go at it from the beginning. And this applies to any instance with an ID number – even heroics can be extended one day at a time. Beyond that, you can extend a raid more than once.

Think about it this way. Your team can just decide that you're going to learn Ulduar – beat every boss at least once before you reset the instance. No matter how long that takes, you will be able to do exactly that. In other words you can pop in Tuesday night and blitz through the stuff you know how to do, and then spend another 3 weeks clearing the whole thing to Yogg if you wish. In terms of progression we think this is a great idea that should have been done a long time ago.

There's a new axe opportunity in this patch as well. I would imagine that the community has matured enough at the AH to the point where this won't take a lot of realms by surprise, and this time the stats will be more important, but there is an opportunity there to make some gold for most of us. It might not be a huge pile of it, but heftier profits than usual. Rogues are getting axe skill, so it might be a good play to scoop up all the axes on the AH with agility, hit, Attack power, Expertise, Armor Pen, Haste, Critical Strike and maybe strength – anything that is of any minor use to a rogue and hold it out until patch day.

For the most part, we see this really only applying to rogues under level 80 and probably more like 70, so I wouldn't count on making a ton from the Northrend drops. But in the range from about 15-60 you might be able to double your money pretty fast. Of course, there are a lot of axes out there with the wrong sorts of stats, but you should be able to pick up enough of the ones with the right sorts of stats to make a tidy bit of gold on this one time opportunity.

Let's also talk about a few of the class changes that stand out to us. The Druid spell Innervate is getting what we consider a nerf as far as raiding goes. The effects of Innervate are being cut in half, although the cooldown is also being halved. So it only has a 3 minute cooldown instead of 6, but it only ticks for 10 seconds instead of 20. The glyph of innervate is being halved as well. It sounds ok to be able to innervate twice as often, but we're not sure this is going to work. You would normally not need to use your innervate until at least halfway through a boss encounter, and using it before that point is going to take some guesswork. While it might be possible to use it twice, I would much rather have the big boost near the end of a fight than a couple of little ones – and the first one will seem wasted for the most part.

Hunters are getting a huge boost and I'm not sure this one will stick for long. As if they weren't annoying enough already – hunters will have all of their traps on separate cooldowns based on trap type. They will be able to put down a fire a frost AND a nature trap all at the same time. There I am – running along minding my own business killing people to death and – BOOM! I hit a frost trap, and immolation trap and a snake trap all at the same time. Sheesh, that seems a bit too OP for me.

Paladins got the biggest changes, some good some bad. Exorcism will have a 1 ½ second cast time, which is dumb, but can be cast on players again. All judgments are now considered melee attacks which cannot be dodged, parried or blocked. Seal of Blood and Seal of the Martyr are gone while Seals of Vengeance and Corruption will be to do a lot

more damage. Judgment of light will now heal for a base percentage of the attacker's health, which means it will scale depending on the fight making it more useful in boss encounters than on trash pulls and PvP.

Shaman be getting a whole heap o changes as well mon. You'll be havin a new bar where you can store dose totems dat will drop all four at one time mon. And dem shocks getting another 5 yard added to dah range. Plus, we be getting 7% more health since we been overlooked way to long mon. Chain heal getting a big range increase to da jump, and instead of reducing power on each jump by 50% it only be 40%. Earth Shield gonna be near impossible to dispel and Healing Wave gettin several big buffs. Since dey makin chain heal so much moar tasty and now it can go on and proc a water globe, you might not be casting water shield very often in a raid at all. I think mr. Bonehammer gonna have to get back to it! And past dat we Clean outta time MON!

Bonehammer speaks, and I could almost understand all of it! We'll see you all next week, where we'll have another great batch of tips for you.

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