

Welcome to the Domination podcast episode 16. This week on the show we're going to cover what we know about patch 3.2 so that you can be prepared to Dominate the World of Warcraft as soon as the patch comes out.

You can't be stealing my lines jerk. We only have 10 minutes a week and you just nerfed the closer.

Don't make me kill you.

You keep saying that but I notice fluffy is still snoring – I'm not sure you really want to bring it.

I don't want to shoot up the studio trying to hit such a tiny little target. Bonehammer gets upset. As you can see we have the snarky and turf protecting Monebaggins with us today as well as the equally equipment protective Bonehammer in the booth.

Hey mon, it's gonna be a great weekend wit all dees firework shows and food yah. Let's Get ON Wit Da Show!

We've got a lot to cover today, so you'll have to excuse us if we move right along. The first item up for bids before we get to the patch notes is the latest and greatest Auction House tip from Lawbringer (cough) Moneybaggins about how you can protect yourself from those pesky under-cutters without very little effort and make yourself a whole lot more gold. This tip isn't for the impatient or inexperienced; but for those of you who have the AH mastery guide it may be just the thing you need.

I'm going to go old school for a minute here Gavin and do something we haven't done in quite a while.

Oh no, I hate surprises.

Music if you please Mr. Bonehammer

No problem mon!

Are you still struggling to make gold? Having to farm your way toward that motorcycle mount? Got your eye on one of those high end Wooly Mammoths? Well, Dominate Your Server has just what you need to put your gold earnings over the top. For the last three years the team at Dominate Your Server has been perfecting the art of making gold. Our system turns the grind and time sink of making gold the old fashioned way into an art form. It's so easy anyone can do it, on any server, any time and make thousands of gold every week in less time than you ever thought possible. And the best part is that you don't even have to think about it! Just follow our proven system and make a few clicks of the mouse and you're well on your way to being one of the richest toons on your server. It's even guaranteed – if you aren't making hundreds of gold in just a few weeks, you can just send it back and Gavin will give you a full refund. You don't have anything to lose

but thousands of gold and maybe the killer rides that only the rich boys have. Be one of them with Gavin Garrett's Auction House Mastery Guide.

Only 10 minutes huh? So you decide to do a pitch?

You stole my line, I had to come up with something.

Well, since you're on the subject of making gold why don't you pass along that freebie so people can see part of what they are missing if they don't have the gold guide.

One of the things that drives us nuts when we sell thing on the auction house is watching prices fall. It seems like some people would rather have 20 gold in 10 hours than 40 gold in 24 hours. It drives me nuts. I don't know what they are teaching in schools these days. It's certainly not economics. Supply and demand folks!

Just get on with it.

Right. Anyway, we've developed a method to protect the market price from people who seem to think half price is a good deal. So instead of letting goobers kill the market, there is a way to provide price support for any item. It's called price capping.

Since Money seems to be in a fractious mood I'll give it to you straight.

Hey!

If you notice that the price for an item (let's just use wool as an example) is dropping below where you need it to be – just mail a few stacks to another toon and have that toon put those stacks up on the Auction House for a really high price. This sets the price cap for the item. We had to make up the term price cap. What it means is to put an item up for sale at a price much higher than anything else in the market.

Let's say the market price for wool is 2 gold a stack. Then some nut comes along and makes it impossible to sell at 2 gold by listing his stacks at 1 gold. Buy out all the 1 gold stacks, send a few to another toon and have that toon list those stacks at 6 or even 8 gold each. Now when people go to the Auction House looking for wool they will see the 8 gold price and then 2 gold seems completely reasonable. Instead of letting people undercut you and dropping your prices to match, simply raise the price cap much higher and then undercut yourself. It will give you a stranglehold on a market and protect the market price.

Not only that, it can give you more confidence buying out all the under-priced stuff. What you'll see is that those farmers who flood the market with low priced items will eventually begin to pay attention to prices. You'll be buying them out, so their stuff is selling at junk prices. As long as things are selling they will keep farming for you. If they are selling everything at 1 gold, they will eventually raise it to 2 gold – and that's the price we want. Plus, you've already raised everyone's idea of what fair market value is

by setting the price cap much higher than the market price. And you can do it all by yourself. All it takes is a few minutes to set a price cap with a couple of toons – we use two dedicated banking toons – and the fair market value should be much safer from the effects of the undercuts.

This also works well when you end up with a whole lot of something that just isn't selling at all. I had a whole bunch of medium leather a few days ago and it was moving out too slowly for my taste. So I sent a few stacks over to my other banker, raised a price cap and pretty soon it was flying off the shelves. We know this technique isn't for everyone, but if you really know what you're doing it can really increase your auction house profits.

Let's get to dose patch notes mon!

Absolutely! There are a ton of changes coming in patch 3.2 and we wanted to hit the highlights. We'll start with some of the big changes in Battlegrounds and PvP play. First, there is going to be a new set of dailies for those of you with the Crusader title. You'll have new quests and can earn a new type of squire that will open a bank, mailbox or vendor for you on a cooldown. You'll also be able to port directly to the tournament grounds.

Players will also now earn experience in Battlegrounds. It might make a nice break from questing if you like PvP to pop into an battleground from time to time and know your experience bar won't be standing still. If you're one of those twinkling folks, you can pay 10 gold to NOT earn experience if you like, but you won't earn any experience outside of battlegrounds either. This can be a huge help to the avid low level battlegrounds people. Now you can turn off experience and still go power through instances or quest chains for that last piece of gear without having to worry about something silly like a map discovery ding messing the whole thing up. If you ever do want to level again you can just pay another 10 gold and turn experience right back on.

Battleground games will also be much shorter. Points to win in Arathi Basin and Eye of the Storm has been lowered to 1600 points to win and Warsong Gulch matches will end at 20 minutes no matter if there have been three flags captured or not. At the end of 20 minutes the team with the most caps wins. Wintergrasp is switching to a queue style system as well. Only 100 players from each faction will be able to join each match. All you have to do is join the queue 15 minutes before the match at the Battlemaster or fly into the zone. And yes, you will be able to fly over both Wintergrasp and Dalaran now.

For arena folks, the newest gear can only be purchased if you have the appropriate rating on a 3 or 5 man team. 2's team ratings will only be able to purchase the last season's gear. This will mean a lot more 3 and 5 man team participation.

The Crusader's Coliseum has an interesting twist when it comes to 10 and 25 man versions. Instead of 10 man being the regular version and 25 being heroic, there will be normal and heroic versions for both 10 and 25 man. Because of this twist, 25 man

versions of all other raids will no longer be referred to as heroic, they will simply be regular 25 man versions. And that's not the only change to raids. This next one is huge.

The Emblem system is getting a really interesting overhaul. Raids will no longer drop Emblems of Heroism or Valor. Instead, all dungeons that previously dropped these will now drop emblems of Conquest instead. The next tier 9 level tokens, called Emblems of Triumph can also be earned from the regular daily dungeon runs. The heroic daily will award 2 emblems of Triumph and the regular run will award 1. Any achievements you earned for emblems of heroism or valor will be converted to a feat of strength. You can still get emblems of heroism and valor to purchase those items by trading in emblems of triumph, but for the life of me I can't imagine why you would pass on saving up for T9 level gear for T7 level gear.

Another new twist in raids and dungeons has to do with loot. When a boss is looted and the loot distributed, players will have two hours to trade those soulbound items to any other player that was in the group or raid that could have received the loot. This will certainly cut down on the GM tickets to correct mis-looting (cough Lawbringer) but we can also see it opening up a whole new pandora's box of players trading loot after the roll. You'll want to make sure that you discuss your RE-looting policy with folks before a raid so that you don't end up with three friends rolling on loot they don't need just to give it to one of their buddies. Pug members of guild raids beware!

And last, but not least has to do with mounts. Mount levels have dropped again and so have the costs – especially for the epic flyer. Regular land mounts will be available at level 20, epic at 40, regular flying at 60 and the epic flyer qualifies for discounts from Northrend factions. The notes say nothing about the timing or the cost of Cold Weather Flying changes, so we may still be stuck with 1,000 gold at level 77 for that one.

We way past time mon!

Holy Galloping Kodos! There is way too much to cover about the patch folks but you should all go read all the rest of the coming class changes and other little nifty tidbits like MP5 and pet buffs at the test realm patch notes page. We'll see you all next week!

The Domination podcast was brought to you by Dominate Your Server and Gavin Garrett's Auction House Mastery Guide. Music for the podcast by the podsafe music network. Dominate Your Server wishes all of you a safe 4th of July weekend and reminds you that no matter where you go in the World of Warcraft – always Dominate.