TavernCast Topics – 8-8

1. **Intro to show** – brought to you this week by…
cheers
Thanks to the listener response on our forums

2. **Cast updates**
Bryce(Battlegrounds – rep up to revered, will be Master Sergeant this week)
Aric
Karg
Kirn

3. **News**
Very soon now the Tauren will not be restricted to just having the Kodo as a mount – although Blizzard has not said yet what the other mount options might be
When the next content patch releases (version 1.7) fear spells will now cause opponents to flee immediately, even if they were already moving. This should cut down on the number of situations where fear hasn't been taking affect.
Blizzard has officially stated now that on Role Play servers, you are not required to speak in Elizabethan English. Apparently there were some folks who thought otherwise.
The Zul'Gurub raid instance is almost finished and a preview of it is up on the main WoW site today. Zul'Gurub is going to be a 20 person "casual raid zone". intended to fit in somewhere between Upper Blackrock Spire and Molten Core. It can be completed relatively quickly too as compared to the six our plus MC marathons. The best news is that the mob and boss encounters inside Zul'Gurub will be tuned assuming raid groups DON'T have Molten Core or better loot. There will be a lot of bosses with well-scripted attacks in the zone and should be a lot of fun and a challenge to the semi-casual player set.

4. **MMO Slang Terms of the Week** –
-**AoE/AE** - Area of effect. A type of spell or ability that effects an area instead of a single target.
Proc - Process on action. An item that has proc will perform some extra ability randomly.

5. **TavernCast Levelup!** - Karg and Eloy

7**. Dark Corner** – Cromley

BREAK

6. **((Out of Character))** – RP roundtable with Kirn

7**. Making Money in WoW** – Eloy

9. **Ask Karg!** - Why do Warlocks suck? Question from Denis *"I'm interested in why you feel Warlocks suck, I've heard about soul shards being a bitch because of the room they take but I also hear that blizzard is working on something to fix that."*

10. **Wrap up** – We want to hear from you! Send us your in game tales of triumph, humor or tragedy and we'll read the account on the show!
www.taverncast.com