

Inglorious Geeks - Episode 12

1) Greetings

2) Jason's Corner

- Blizzard blue posts
 - Legion Q&A Ion Hazzikostas
 - Order Hall - More champions as expansion proceeds. Some awkwardness with 5 of 8 being usable. Purpose is to be more decisive with which missions you want. I think this is why they created the app.
 - Aviana's Feather wasn't made because they didn't want that experience in Legion which is also reason for Rocfeather Skyhorn Kite & Brulfist Idol nerf. These toys stepped on what makes engineers and demon hunters special. Toys aren't suppose to be powerful and necessary.
 - Dungeons at ends of quest lines for zones were added to make dungeons feel rewarding. Dungeons should be an effective way to level as you'll miss on getting the necessary rep initially for the world quest.
 - Warlocks feel like they have a significant ramp up time limiting potential in outdoor world and dungeons. Demonology ramp up to get demons is problematic. Maybe having demons stick around longer is the answer so initial fights will help keep your demon's around. Warlock mobility also stinks. They also made a comment about how people shouldn't be spamming up threads or starting petitions as it doesn't help them figure out the problem.
 - Multidotting is something that allows for strength in situations where melee can't cleave. Melee dps is strong in dungeons right now.
 - Team is letting things sit before class changes are made. Tweaks will be made to specs to increase underperforming specs right before raid. Mobility is something they're working on.
 - 7.1 focuses on Karazhan, Stormheim and Suramar. Order Hall story will be advanced in a later patch. Warrior Order Hall campaign taking longer was mistake. Warrior campaign timing was suppose to be timing for all classes. Suppose to be a 2 week process, not 1.
 - Players hitting quest log limit. Looking for causes to everyone having the quests rather than raising limit. Investigating having story quests not count towards quest log limit.
 - Cross-realm zones has has launch running smooth and people meeting people. PvP servers accustomed to lower faction balances and not having to fight. This has changed and they now have to fight others which is how PvP was intended.
 - Suramar rep isn't the same as other rep grinds. It's a end game max level zone and campaign is being released slowly to compete with other content there. Most people are getting their rep through 1 time

zones and not repeatable quests. Rep isn't account wide and you have to lock the dungeon by getting rep.

- Team is happy with reputation gains for this expansion.
- Kosumoth mystery has been solved and the orbs will be hotfixed to be more multi-interact friendly.
- Knowledge work orders are 5 days or 4 days if you were a few days behind. If someone comes along in a few months they'll see 3 day work orders to help them catch up.
- More features to Legion companion app may be added in future. Lots are using it and this may get combined in the future with other apps.
- Artifact power and progression should span entire expansion. No plans to let you transfer artifact power between weapons. Artifact Knowledge will let you switch to a different weapon fairly quickly.
- Auction House UI is pretty unacceptable and they even suggested using Auctioneer to help out with it. 7.1 may have some logic changes to how items are sorted. Stacks currently are sorted by total cost rather than cost per unit which is more ideal. 7.1 will hopefully include this sort.
- Guild finder needs work.
- Underbelly overpopulation was problematic. You can hire a guard to protect you down there so you won't be pvp'd. Do eet!
- Team looking into Artifact Power gains for PvPers.
- Tier sets are going to be in Tomb of Sargeras.
- World quests are selected randomly from different buckets of quests.
- Holiday content is great fit for scaling tech and will be likely in future.
- Steady stream of content is the plan for Legion and hopefully this expansion will give us a nice pace.
- World isn't going to scale with your gear. They want you to overpower the world from you working hard.

3) April's Famous Birthdays

- 9/11/1967 - Harry Connick Jr.
- 9/11/1862 - O. Henry
- 9/12/1952 - Neil Peart
- 9/13/1916 - Roald Dahl
- 9/13/1857 - Milton Hershey
- 9/14/1973 - Andrew Lincoln - Actor - Walking Dead
- 9/14/1948 - Sam Neill - Actor
- 9/15/1946 - Tommy Lee Jones - Actor
- 9/16/1964 - Molly Shannon - SNL
- 9/16/1971 - Amy Poehler - SNL
- 9/17/1923 - Hank Williams - Singer/Songwriter
- 9/17/1948 - John Ritter - Actor

4) Chris & April Talk Fall TV Line-up

<http://ingloriousgeeks.com/wp-content/uploads/2016/09/Fall-TV-LineUp.pdf>

5) April's Top 5 Favorite Action Adventure Movies

#5 From Paris with Love

#4 Wanted

#3 Pulp Fiction

#2 7 Psychopaths

#1 Boondock Saints

6) Jason's Interesting Sciency Things

- Stop using Note 7
- IoT Devices with default telnet passwords forming largest botnet
- Apple removes headphone jacks because they own largest bluetooth headphone company
- Smartphone can steal 3D printing plans by listening to the printer
- \$56 can get you a USB kill stick that will destroy just about anything it's plugged into

7) Group Discussion on Dungeons & Dragons Campaign Storm King's Thunder

<http://hardcodex.ru/> - D&D Next Spellbook Card Generator