

The Queue: Allie Gets Lost In Icecrown Edition

Welcome back to The Queue. WoW.com's daily Q&A column, where the WoW.com staff responds to your questions regarding World of Warcraft. Allison Robert will be your host today.

Alex will be appearing in Alex is appearing for a RL issue. I'm afraid you will be stuck with the writer who spends most of the question wandering off the Icecrown. HC DRACONES SVNT. Frostwyrms, anyway.

As a cautionary note the answer to this question is a hint that some players will consider as a spoiler, so don't read past the cut if you don't want to learn anything about an coming Icecrown encounter.

TAD requests...

Will experience acceleration go away once Cataclysm is released?

We don't think so. The 1-85 grind for new characters is likely to be quite long even with the experience acceleration. But, honestly, we don't really know. I'd argue that Blizzard hasn't got much of a reason to change current leveling speed, because it's only efficient when the character you're talking about is outfitted with heirloom items (particularly the shoulders and chest, which comes with the boost in experience). Spiderman gaming This isn't the case if a new player is seeing the content for first time. You've probably seen this with alts in a different realm than your main. The process of leveling isn't as fast if you don't have a bankroll or inheritances.

However, I'm also one of those crazy people who love to hunt for the sake of it and I'll be taking on all of the new quests anyway What do I know?

Busuan asks...

Is Angrathar the Wrathgate actually located in ICC? IAW, where would you be when you have entered the gate?

One of the interesting things about Angrathar (and the extreme southern end of Icecrown/northwestern Dragonblight, more generally) is that, past a certain point, the game doesn't seem to be entirely certain about where you are. You don't show up on the map, you don't have coordinates and if you go straight across the dead center of the Wrath Gate and

keep going the point at which you'll show up at 56,99 in Icecrown despite the fact that you're still not in Icecrown yet.

So yes. That tiny strip of land between Angrathar and Icecrown is, to say the least it's a bit bizarre and is pretty much a no-man's land. Look around you and you'll see it's clearly a huge mountain that you're flying around or over. Map-wise, it's got to be home to at the very least a portion of the Icecrown Citadel complex, and the most likely candidates would be one or more of the five-mans that are being developed by the new. Pit of Saron is in an open area so it isn't completely surrounded by the mountain. The final portion of Halls of Reflection also takes place outdoors. A combination of both, plus all of Forge of Souls? FoS isn't huge, so it must be something other than FoS.

One of the most interesting developments however is the possibility of having the exterior "set" for Arthas encounters at least until patch 3.3. If you fly around in the no-man's-land the highest building you'll find is the spire crowned by the Frozen Throne platform that Boubouille recently datamined. It's possible that this was there earlier and I missed them, but I've explored Icecrown extensively on beta and more recently (the area was weird map-wise and coordinate-wise and map-wise, too) and I don't remember the Frozen Throne platform ever being present. I'd like to point out that the Throne is not visible, but the platform on which it rests is there, complete with the floor design and what will be broken parts of the platform. We believe it's the same thing. We'll be writing more about this in a separate article.

If you look up from Marrowgar's room, you'll see a huge spiral leading to what I believe to be the Frozen Throne. This suggests that the Icecrown Citadel raids are the base of the mountain's complex. The spiral that houses Marrowgar's bedroom and is crowned by Frozen Throne lies at the extreme southern end. The western side of the mountain appears to be home to Icecrown 5-mans. They are higher in the mountain.

Blightmare asks...

My main focus is DPS as a Death Knight and I was interested in what my gear score should go to run ICC regular 10 man.

The ICC-10 was designed for players who are typically outfitted with I-level 232 gear that you can find in non-heroic ToC-10 or most badge pieces (although the majority of non-set Triumph badge items are actually 245 i-level). If you have more than this, ICC-10 is easier. If you're less it will be more difficult.

I'm not sure what Gear Score would look like apart from that. There are there are so many classes and specifications out there still benefit from the use of lower i-level trinkets and old fashioned items (Greatness, anyone?) that can be a blunder on Gear Score that, at most, I'm not sure about the merits of using GS to say that one is or isn't designed to specific content.

Do you have questions about World of Warcraft? The WoW.com crew is here with The Queue, our daily Q&A column! Post your questions in the comments section and we'll try our best to help you!