

Reflections: The "Real Life Happens" edition

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Yeah, I've slacked in updating what we've done. ♦ Maybe it's because we were busy doing things, hmmm?

Our usual raids have taken place. ♦ Naxx keeps falling to us, as do Sapph, KT, Malygos, Arch, and Sarth. ♦ Whee!

We got to experience first-hand the Sapphiron bug where the AoE was doing double-damage to the party. ♦ We thought at first that the changes to Circle of Healing was the reason the healers couldn't keep up, but it still didn't make any sense. ♦ It was a nerf, but not THAT extreme. ♦ Then we found out about the bug. ♦ Niiiiice. ♦ On the plus side, we *did* eventually kill Sarth despite the fight being harder. ♦ So of course when we went in this week, we one-shotted him because it was suddenly "easier." ♦ Gotta love the comparison.

Again, we've been bringing "new" (I hate calling them "new" because they're not...and not "inexperienced" because they aren't...) folks into the raids, allowing the original raiders a chance to cycle taking a break, and giving others a chance to gear up and get badges.

Sunday hosted 25-mans are still going well. ♦ Not only is the PA roster benefitting from it, but we're making connections to others who have an interest in having some fun and getting a fair chance at some loot that they otherwise might not have a shot at. ♦ (The joy of scheduling it for a guaranteed time and day.) ♦ We've prided ourselves on being fair: If you came along for the kill, you have a right to roll no matter what tag you have over your head. ♦ That said, I'm disappointed that some people have taken that generosity for granted. ♦ It's to be expected, though. ♦ We try to keep note of those people and not invite them back. ♦ Funny how a simple "Thank you" or word of appreciation goes a long way to getting more than just your gloves.

Hey, I'm a fire mage with a personality to match! ♦ WHAT DO YOU EXPECT?!

In other news, Team Level Appropriate took down Razorfen Kraul last weekend, and Gnomeregan last night. ♦ It was nice having a bit of a challenge, and also to have loot dropping that we can actually use. ♦ We're doing these dungeons at their "suggested levels" but the upgrade drop rate can be a little frustrating at times. ♦ At least the quest rewards have been useful.

Alts happened. ♦ Epic RP happened.

It's all a blur right now.

(I'll let people fill in their own accomplishments. ♦ All I know is I'm now the HATBOSS, and I don't think anyone will be taking that title any time soon.)