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## Vanilla wow leveling guide druid

Druid WoW Classic: Druid Levelling Guide 1-60 Published 15 aug 2019 By MGG We have compiled a comprehensive guide to show you the best way to level your druid from 1-60, which covers talents, rotations, statistics, weapons and addons. To reduce the burden of leveling in WoW Classic, we've compiled a comprehensive guide to the best talent, weapons, and professions, as well as more information you need to know as a druid. Levels up very quickly Unparalleled mobility Excellent survivability Can be a Tank, Healer or a DPS Incredible at World PvP Able to solo a lot of things that are usually solvable Can use a Travel Form at Level 30 First 10 levels are long and laborious Rather weak after Level 40 Not viable at a high level, at least as DPS Many spells to learn what is not cheap statistics itself, which you can focus on if they are Strength &gt; Agility &gt; Endurance &gt; Intellect = Spirit Best Build For Leveling in this build is to maximize the strength of the cat shape, and to a lesser extent bear form. Although it is very weak before level 10, it is very strong afterwards. However, this build will be less effective from level 40. However, it is still the most effective build, regardless of level. Here are the talents you should prioritize when leveling: Ferocity 5/5 Thick Hide 5/5 Sharpened Claws 3/3 Feline Swiftess 2/2 Predatory Strikes 3/3 Improved Shred 2/2 Fairy Fire (Feral) 1/1 Nature's Grasp 1/1 Improved Nature's Grasp 4/4 Natural Weapons 5/5 Omens of Clarity 1/1 Furor 5/5 Natural Shapeshifter 3/3 Savage Fury 2/2 Blood Frenzy 2/2 Heart of the Wild 5/5 Leader of the Pack 1/1 Feral Charge 1/1 Note: Before Level 20, put 1 point in nature's grasp, 4 in Improved Natural Grasp, and 5 in Natural Weapons. Then respac when you reach level 20 and follow the order above. Spells and Skills to Prioritize 1-10 Everything, what is available in this area 14 EnrageHealing Touch (Rank 3)BashCure PoisonThorns (Rank 2)Anger (Rank 3) 18 Moonfire (Rank 3)Fairy Fire (Rank 1)Hibernate (Rank 1)Entangling Roots (Rank 2)Aquatic FormRejuvenation (Rank 3)Maul (Rank 3) 2) 20 Cat FormHealing Touch (Rank 4)Prowl (Rank 1)Claw (Rank 1)Mark of the Wild (Rank 3) 24 Soothing the Beast (Rank 1)Thorns (Rank 2)Remove CurseRejuvenation (Rank 4)Rake (Rank 1) 28 Abolish PoisonDash Healing Touch (Rank 5)Maul (Rank 3)Entangling Roots (Rank 5)Klame (Rank 2) 30 Travel FormFaeite Fire (Feral) (Rank 2)Mark of the Wild (Rank 4)Rebirth (Rank 2)Bash (Rank 2) 32 Ferocious Bite (rank 1)Ravage (Rank 1)Healing Touch (rank 6) 36 Thorns (rank 4)Maul (rank 4)Rake (rank 2)Rejuvenation (rank 6)Frenzied Regeneration (rank 1)Pounce (rank 1) 40 Tangling Roots (rank 4)Healing Touch (rank 7)Claw (rank 3) Hibernate (rank 2)Seed the animal (rank 2)Dire Bear Form (rank 2)Prowl (rank 2)Rejuvenation (Rank Bite (Rank 2)Mark of the Wild (Rank 5) 44 Feenteuer (Feral) (Rank 3)Maul (Rank 5)Ravage (Rang 5)Rake (Rang 3)Claw (Rang 4) Bash (rank 3)Dash (rank 2)Pounce (rank 2)Frenzied Regeneration (rank ed2)Rejuvenation (rank 8)Entangling Roots (ranked 5)Ferocious Bite (rank 3)Rake (rank 4) 52 Healing Touch (rank 9)Maul (rank 6)Mark of the Wild (rank 6)Ravage (Rank 6) Rank 3)Rejuvenation (rank 9) 56 Thorns (Rank 6)Rake (Rank 4)Fairy Fire (Feral) (Rank 4)Seed the Beast (Rank 3)Pounce (Rank 3)Frenzied Regeneration (Rank 3)Healing Touch (Rank 10)Ferocious Bite (Rank 4) Rotations and Important information to level basic information Buff constantly with Mark of the Wild and Thorns Fill the Bear Shape Quest Chain as soon as possible (at level 10) Keep fairy fire (Feral) permanently active on yourself Don't be afraid to change shapes if necessary, adapt to your environment to survive rotation for Level 1-10 Rejuvenation Wrath Wrath Moon Fire Car Attack Until the Creature Dies Rotation for Level 10-22 Note : Always Use Bear Shape in Combat Until You Level 20 Wrath Rejuvenation Bear Form Enrage Maul Maul Rotation for Level 22-32 Note: Always Use Cat Shape in Combat unless You Need to Survive. In this Case You Should Bear Form Cat Shape Rake Claw Claw Claw Claw Claw : Always use cat shape in combat, unless you need to survive, in this case you should form bear or Dire Bear form (on level 40+) Rejuvenation Cat Form Prowl Pounce or Ravage (depending on the power of the creature) Fairy Fire (Feral) Rake Claw Claw Claw Ferocious Bite Useful Weapons and Armor Alliance Thistlewood Staff, a quest reward given by Webwood Venom (level 3+), given by Glishalan , a quest reward from The Relics of Awakening (level 4+) given by Anthridas Bearmantle in Teldrassil Smiter's Mighty Hammer, By Mr. Smiter in The Deadlines Headbasher, a quest reward from The Fury Runs Deep (Level 22+) by Motley Garmason in wetlands, in The Stockade Manual Crowd Pummeler dropped by Crowd Pummeler 9-60 in Gnomeregan Wolfshard Helmet, by Leatherworkers and equipped by Druids at Level 40 Ironshod Blud , dropped by Ironaya in Uldaman The Rockpounder, by Archaeas in Uldaman Princess Theradras' Scepter, Dropped by Princess Theradras in Maraudon Force of Magma, dropped by Bael'gar in Blackrock Depths Horde Elder's Cane, a quest reward from Rite of Strength (Level 1+), given by Seer Graytongue in Mulgore Goblin Smasher, a quest reward from Supervisor Fisprocket (level 5+), given by Morin Cloudstalker in Mulgore Caudron Stirrer , a quest reward from Apothecary Zamah (level 10+), given by pharmacist Helbrim in The Barrens Smiter's Mighty Hammer, by Mr. Smiter in The Deadlines Demolition Hammer, a quest reward from Weapons of Choice (Level 17+), given by Tattarnack Steelforge in The Barrens Manual Crowd Pummeler, by Crowd Pummeler 9-60 in Gnome by Leatherworkers and by Druids at Level 40 Ironshod Bludgeon , dropped by Ironaya in Uldaman The Rockpounder, Rockpounder, by Archaeas in Uldaman Princess Theradras' Scepter, dropped by Princess Theradras in Maraudon Force of Magma, by Bael'gar in Blackrock Deep What Race Should I Choose? Tauren Taurens are one of only two races that can be druids, along with night elves. It is as viable as its alliance contemporary, with its stamina is very useful for refueling (which you will have to do sooner or later). War Stomp is also useful due to its flexibility. Finally, natural resistance gives you additional survivability in certain situations. Night Elf In addition to their speed, which gives them a slight gain in survivability, Night Elf Druids benefit from Shadowmeld, which dramatically improves the effectiveness of Prowl. World of Warcraft: Classic has a number of races to choose from, and this choice has long-term consequences. You don't want to regret your choice later, so we've broken down the races in our wow: Classic ranking. Professions Herbalism If you follow our guide, if you choose a profession, Herbalism is a good choice, as if you also choose alchemy, you can effectively become self-sufficient. And even if you don't opt for alchemy, you can still grow materials, either to give to your guild or to sell at the auction house for a decent profit. Engineering Engineering is the best choice by default, as it is widely used in both PvP and PvE. From Goblin Sapper Charges to Arcanite Dragonlings to Dense Dynamite, you'll always find engineering useful in one way or another! Alchemy Alchemy is one of the most important professions in World of Warcraft Classic, as alchemists can not only produce bottles, but can also produce a wide range of powerful potions, each as strong as the next. Since druids do not have to take a profession to make certain armor parts, they make ideal alchemists! World of Warcraft: Classic has a range of professions to choose from, from the manufacture of forging and leather finishing armor to agricultural materials with herbalism and mining. With something for everyone, here is our Classic Profession animal list. Macros and Addons There are no must-have addons specifically for druids, but here are some that will make your leveling up across the board easier: Azeroth Auto Pilot Questie ClassicCasbarbs EquipCompare EZDismount MobInfo WoW Classic sounds like the return of a long and challenging leveling process that requires patience and rigour. To make your task a little easier, we'll provide some tips for Horde and Alliance, regardless of your class: addons, zones, PvP, instances, and more. Written by Laerezh, From the French of Millenium. Druids are very good at leveling, do not depend much on equipment and have the highest in the game. Sounds have an excellent starting surface progression in a Fresh Realm Environment due to the reduced overload of Mulgore and Teldrassil. Druids receive 2 Majors Buffs while leveling. First at level 10, druids unlock the bear shape via a quest. Bear Form Bear Form druid to gain sustainability while killing enemies faster. At level 20, druids get cat shape, also through a quest that gives them access to the talent of the improved cat shape: the ability to run 30% faster when they're outdoors. Combined with the camouflage of the cat shape, these abilities give the druids advantages that do not match any other classes. During the leveling phase, druids are able to function well as a tank, heal or DPS. The bear shape gives the druid a high threat generator spell: Wipe. In cat form, druids of the group offer a variety of possibilities, such as . B. a Battle res, Off Heal, Off Tanking and much more. As a healer, the only limitation is your Resurrection spell, which has a long cooldown. Druids are the most effective in their search. With stealth, high movement speed, and decent single-target damage output, quests are done quickly. Druids are among the most underrated and underrepresented classes in classical music, but are not fooled by the supposed hybrid role. In the right hands, druids are very capable in every way the game has to offer and we strongly recommend them to give a shot. Druid Strengths Level 1 Levelling SpeedHighest Movement Speed in GameAmazing QuestersLow Gear DependenceHigh SustainStrong Self HealingDecent Crowd ControlCan Tank, DPS, or HealCan StealthAnimal Forms Provide Dynamic GameplayHard to Kill in Open World PvP Druids Weaken Slow Start at Lvl's 1-10Medicore Single Target Kill Speed 40+No Regular Resurrection. Here is our selection of the best druid races in wow classics for PvE or PvP. Here are some tips to get ahead quickly during your leveling as a druid in classic wow. Ideally, you should kill mobs of the same level as they grant 100% of their base XP rewards. If a Mob 1 level is higher, you will only receive part of its base XP reward. This effect also works the other way around and is even more radical. If you kill a mob that is even 1 level below, you will get 10-20% less ep. Frontload spells/skills to restore natural mana regeneration to asap, per 5-second rule, then finish mobs with white damage. Adjust your damage rotation cycle - this applies to all classes. Think about and implement a workable strategy for each new wizard capture as your rotation will vary in different phases of the game, depending on a number of variables such as monster level, armor capacity/resistance, total number of health points, etc. Be adaptable with your damage rotation cycle - this applies to all classes. Think how your rotation will vary in different phases of the game, based on a number of variables such as which ranks of spells/abilities have Mob lvl, Mob Skills, Armor/Resistance, Total Hit Points etc. Keep your food + First Aid up to date! Druid Combat Rotation (from lvl 10) Spend an outbreak of mana for damage or healing, then swap in animal form and develop your target(s). Your mana naturally begins to regenerate, even if you use cat/bear skills, as these skills cost anger or energy. It is important that this managenation is tracked by means of an addon. Keep going and kill targets, usually 2 or 3, until your mana is full again. Since it is almost 100%, pop from animal form back in Decaster form. At this point, you want to spend your mana on something productive again. You can spend it on damage to your next target through Wrath/Moonfire, or even just re-buff yourself. Swap back into the shape of the animal. Try again. Leveling speed can be divided into three categories: Travel Time, In Combat Time, and Out of Combat Time. The sum of these three parts corresponds to your leveling speed. Travel time refers to the time you spend moving from objective to objective in the open world. In combat time is the time you spend fighting. Out of Combat Time refers to the mandatory time you spend eating, drinking, healing, bandaging, etc. Travel time is what you do the most, so talents or abilities that increase movement speed are likely to have the highest impact on leveling speed. That's why Druid is a T1 leveling class. This makes it all the more important to optimize the time you use. Every second you win is a level you gain faster while you have new abilities that allow you to push the game harder. Here is the best addon list for leveling as druid. Druid Bar / Druid Mana Bar &: Click for link to Addon(s) Moving Mana Bar, which keeps track of your current mana, even in shapelite form like bear or cat. That's super important. XP/ Hr Tracker &: Click for Link to Addon Track your leveling efficiency with precision. They have insights like EPH (XP/hour), EPM (XP/minute) and Average XP per kill. Outfitter &: Click for link to Addon addon allows you to easily swap gear back and forth. This is useful to switch between combat in your mind set to reduce the downtime of regeneration. Energy Tracker &: Click for link to addon add that tracks ticks in your energy regeneration. Macro : Spam Prowl/cast [nocombat, stance:3, nostealth] Prowl; [nocombat, nostealth] Shadowmeld War Stomp ; Spam Travel Form + Rejuv – the WSG flag carries Macro/cancelaura [stance:1] Dire Bear Form; [Stance:2] Aquatic shape; [stance:3] Cat shape; [stance:4] Travel form; [Stance:5] Moonkin shape; [mounted] Striped Nightaber/Castsequence [nostance] reset=12 Rejuvenation, Travel Form, Travel Form, Totem Killer Travel Form, Totem Killer Travel Form ;ziel totem/cast [harm] Moonfire(rank 1) From lvl 10 to 20. The flat damage increase from natural weapons will offer better pounds for pound value than Ferocity's anger reduction in Feral Combat. In addition, a fast natural grip can be used to increase survivability. Lvl 10 - 19 : Spec Balance 10/0/0 Here is the order to shape your talents from lvl 10 to lvl 19 (left to right) Once you have hit lvl20, it is time to increase your leveling EXP rate/hours by taking the new cat shape. Respec at 20: Continue as Follows through Feral Tree - Lvl 20-60 : Spec Feral 14/32/05 14/32/05 is the order to select your talents from lvl 10 to lvl 60 (from left to right) slow leveling speed in this bracket. Frontload spells, usually 1-2 wraths followed by melee animation abort in Moonfire, then end mobs with melee attacks to make natural mana regeneration tick back as fast as possible. Moonfire or Rejuv immediately after your melee car attack connects as you can throw those moments without delaying your next swing more than .1 or .2s. You will primarily use healing touch to recover at this stage as you get regrowth at 12. Rejuvenation should be preloaded immediately after a cast ability. To survive and kill multiple mobs, focus on all mana usage on burst healing, then car attack for a while to rain let thorns slowly whisite mobs down. Rinse and repeat. Here is the single target cycle of dps to respect these levels of multi-target rotation: Once lvl 10, it's time to do the bear form quest. 1. Start the quest in Kal the Druid Trainer in Dolanar, Teldrassil (Coords 56,60).2. Go to Darnassus, put your Hearthstone there and then talk to Mathrenryl (Coords 35, 3. Teleport to Moonglade and talk to Dendrite Starblaze (Coords 56,29).4. Talk to the Great Bear Spirit on the left side of the building (Coords 38.7, 27.2).5. Hearthstone back to Darnassus and talk to Mathrenryl (Coords 35, 8).6. He will send you in Auberdine to fight a Moonkin named Lunaclaw.7. To find the Moonkin Stone, go to a cave in Darkshore east of Auberdine (Coords 43, 61)8. Go back to Mathrenryl in Darnassus and get bear shape (Coords 35, 8) Once lvl 10, it's time to do the Bear Shape Quest. 1. Start the quest at Gennia Runetotem, Druid Trainer in Bloodhoof Village, Mulgore (Coords 50,62).2. Go to Thunder Bluff, set your Hearthstone there and talk to Turak Runetotem (Coords 75, 27).3. Teleport to Moonglade and talk to Dendrite Starblaze (Coords 56,29).4. Talk to the Great Bear Spirit on the left side of the building (Coords 38.7, 27.2).5. Hearthstone back to Thunder Bluff and talk to Turak Runetotem (Coords 75, 27).6. He will send you to the bars to fight a Moonkin named Lunaclaw. To find the Moonkin Stone, take the road from Mulgore to the Bars (Coords 41,9, 60)9)8. Go back to Turak Runetotem in Thunder Bluff and get bear shape (Coords 75, 27) Great performance peak in leveling speed at level 10 when Bear Form goes online. Maul deals quite high damage and should be used via Swipe, even if it fights 2+ mobs. You can use swipe if you have excessive anger and you fight 3+. Enrage against a single target use CD as a disadvantage of 27% Base Armor Reduction is negligible. Consider bundling anger and interrupting with Bash when they're against caster mobs. You do not use Enrage for multiple targets, as your additional damage is probably no longer efficient compared to the damage you have suffered. Instead, use demoralizing roar against 2+ mobs to reduce enemy attack power. Single Target Rotation: Multi-Target Rotation: While you get Cat Shape at 20, there are many instances in this layer bracket where it is in bear form. One reason is that at this stage you don't have an efficient finisher for your cat combo points and you don't even get shred until 22. Secondly, you will be penalised more swapping from caster to cat than from caster to bear as you start with potentially 0 energy, since Furor does not get 5/5 to 27 At 24 you get rake. At this point you should start using as your first combo point.26+ Dash on Cooldown for 50% speed increase if you know you are running for 15 seconds straight. You also get the travel form at the age of 30 and this should be used whenever it comes from the fight to and from destinations. Single Target Rotation: Multi-Target Rotation: While stacking strength over agility may seem better at first glance, the OUT statistics-won AP at low levels does not perform very well at faster kill speed. The AP power curve is linear and requires significant amounts of AP to go from say 12 hits to kill a mob to 11 hits. 14 AP = 7 Strength = 14 Agi = 1 DPS At least by stacking reviews you can sometimes be lucky and get the occasionhigh-high temporary burst damage. Crit will also become much more valuable as the Blood Frenzy Talent comes online. Priority: Agi &gt; Strength &gt; Endurance &gt; Intellect &gt;. The effect of mind endurance on a druid in all forms: Increases hit points by 10 per 1 point of stamina. Strength effect on both cat shape and bear shape: Increases attack power by 2 per 1 point of strength. The effect of agility on both cat shape and bear shape: Increases the attack power of the druid form by 1 per point of agility. 20 Agility equals 1% Crit and 1% Dodge. In bear form, Agility does not provide attacking power. Intellect: Increases Mana by 15 points per 1 point intellect. Spirit: Increases Out of Combat Health / Mana Rain Rate Thank you for all these people for marking this guide possibleKargoz, Sodapoppin, Elysium Forum, Nostalrius Forum. Do you have friends playing Classic WoW? Join the WowisClassic community and share this guide with all your friends! One share = A saved murloc! Murloc!

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