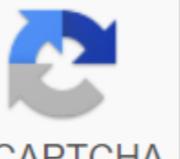


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Tbc resto druid pvp guide

Us Sulfuras I'm looking for some feedback from those who have played arenas at TBC in their season up until WoTLK is released. I only part of Season 1 and hit Gladiator in my 2s and 3s with a warrior/Pally and Yum/Pally/Resto Shaman combo, and at that point I was already more or less on the way to retire now. This time around I think there's doing something different. I'm trying to measure what the combination of other grades has been solid throughout the seasons. At the moment I tilt towards the level of a Druid since I prefer recovery players, and my understanding is that Druid also got a significant PVP increase from TBC. Think? Kirtonos Druid + Nothing Druid was king in the arena! Nothing was more hated than how easy it was for a druid to do anything they wanted. Loss, Cyclone, on powered healing... Though this was during TB, not sure what the stat of Druids was in the arena v2.4.3 ... suppose they did not nerf in the ground, they will be the best and most common in arena | Nýxt - Distress Warlock | Kirtonos PVP | Level 60 | =|= | Awkaran - Restore Druid | Kirtonos PVP | Level 27 | U.S. Fairbanks Nyxt wrote: 17 months ago Druid + Nothing Druid was king of the arena! In restored 2 drugs they discussed the most dominant species of TBC for arenas. Druids were overwhelming at the 3. The warriors were strong at the 2 and the 3, especially while running arms with a March 2handed Mass built using temporary. So locks were very strong and typically, closed/druid viewed as the legitimate counter only at 2 of the most dominant hardware, which was courageous/druid. There was a bit more variety in the 3 but overall for the 2, you're looking at hardy shorie, gelock or restore. There are a few other notable comp 2's, but if you just push to rank, you'll want to make a druid to your friend. g0bledgy00k wrote: i never make a single investment again until I 100% know it pays off. The 2000 IQ Fairbanks Stfuppercut wrote: i storm oh shit, I remember spending well long farming making 28440/thunder back in like 2007. I wasn't raid, was mostly a solo player and didn't know any gold farms and it broke flat. I've never been able to upgrade that march beyond thunderstorms, but it was my crown accomplishments in the expansion. I'll get this mask on Pippin this time, I will craft Temporary, HY P Y P E E US Kirtonos Stfuppercut wrote: i There was a bit more variety in the RMP 3 I don't remember if it was the 3 or the 5, but I remember playing against a team with 1 SL/SL Larlock and the break was Paledins. It wasn't fast but we eventually gotten into pieces of shogis lol (apart for) healing and dispelling the warlock was hell. With his infinite mana and spread damage we had many problems lol. We weren't good at pv but this was a fool, maybe it's not a good make up, but we sure had problems with it. | Nyxt - Distress Warlock | Kirtonos PVP | Level 60 | =|= | Awkaran - Restore Druid | Kirtonos PVP | Level 27 | The European Union Razorgore Stfuppercut wrote: i to restore 2's drugs discussion of the most dominant TB spectrum for terrain. Druids were overwhelming at the 3. Warriors were strong in the 2 and 3, there was a bit more variety in the 3 but overall for the 2, you're looking at hardy shori, warlock or restore. And counts are tbh. Rogues, Priests and Mages do very well in 2v2 because their compensation (especially Rogue/Spriest) really counts Gerior / Druid and Warlock / Druid. As a Warlock player (Warlock/Druid was my team) I still have nightmares in facing Double Wogue / Spriset, never able to save my Druid if they do the CC and popping correctly. (Topics similar to the "TBC Arena Arena Discussion" Posts ViewsLast Post Content [show] overall the biggest fraudulent force is also its biggest weakness. Lifestyle-change allows for extreme adaptation, allowing you to satisfy any role and react well in any situation, but it often does what you are about to make the next pretty obvious of the enemy. Expect this, and be ready to change your plan at a moment's notice. i-Feral Druid Almost always, you'll want to start prowling in battle and use a ravage, or a pounce with Mangle or Shred. Always encompassing the enemy when you're self healing. Before you shift from Heal, Maim or Bash (Brutal Impact Assist). Whether they break the fun, use Cyclone or Barkskin. If you're running low on managed, use Innervate. How you fight will depend on your opponents. Pro Tip: A player/mobile/NPC that sits or sets down results in a critical automatic strike from your first attack. Ravages are so generally the superior opener against drinking/dodge/parry players, especially against earthquakes like Mages, Priests and to a smaller measure, warlocks. YMVW versus patch-wearers, and depend on your opponents if you expect the opponent to be expert in counter-attacking or getting out of mixed fix before you manage in a second and/or third attack. Vs. Melee: In the wrath of the King Lich, 1 on 1 Feral vs. Melee Situation, you will generally stay in chat form unless they severely outgears you. When you are low on health, make sure to install the tornadoes or bash them before you heal, you can also use an inferior Entangling reboots on mixed classes. Below level 62, Cat Fare forms wrong since the stunk drug capabilities stunk. Vs. Casters: You will spend most of the battle in Cat Form, as the blear from Bear Form makes no difference against casters. Keep it up close and personal. Get in their faces. Most casters will do anything to keep their distance, and they'll slow you down in all kinds of ways. Almost any effect of disability movements can make away with changes, remarkable exceptions being a Paladins Seal of Justice and a Tip the Frost Hunter. Keep a handy powershift macro as you'll want to use it often for any slow/rooted that get thrown at you. Heavy form has its usage against Mist. If you have talent in the oven, a quick bear lifestyle > Bash can buy you time to heal or discard a hurricane for a re-open to cat form. Balance Druid Take Account of Values versus some classes. In the world of resistance, the ability to heal yourself exceeds the extra criticism provided by Moonkin Forms, and as such you should only use Moonkin when the extra weapon is necessary or you need protection from Polymorph. Go to Lalinkin Shape against hunters like shadow priests, warlocks or shadow elementals that will use some way and you won't be able to heal yourself with anything other than bandages during this time. That said, starting from Shadowmeld to lunakin form is the best way for the Druids Nights to open against any class. Lalinkin really shines through PvP. Starfire and Wrath can quickly chip away at the health of a foe while the Dot from Moonfire ends up in anyone running away. One thing that should be taken at heart: Moonfire spam is fun and ticks a lot of people off but absolutely destroys your media equipment. Spam Moonfire should only be used to finish in a running opponent, or as a recent effort to survive. Also, by Spamming Moonfire, you never allow its dot to run its course, because every time you throw Moonfire, reset to reset its res. If you insist on Spamming Moonfire, throw above your rank first then switch to your second highest. That's still massive contract damage but it also allows your Dot to run its course. Also, Bug Swarm does decent damage to every point in sight and its magic reduction in luck hitting is not too shabby. Entangling reboots, unfortunately, will become less useful as time passes because more and more classes have given way to safeguard snake effects. If anything, it still delays a play to your reach, which usually will give you time at the disposal of a Starfire/Moonfire combo. Most players will suggest starting fights in Cat Form, which adds surprise to ears. If you are an Elf (Nights and patient), simply shadow and wait for your target to come in rows then surprise them (hardly anything more surprising than a Lalinkin appears literally out of nowhere, then boils you with a Starfire). Attacking from a feral form is quite a risky business however, as there is a likely big shortage of the target without feral gear, and you will do very little damage. Try to open a fight and deal with starfall. Then the roots are, and naked. Don't start using moonfire, as tempting as that is, as it will be encrusted from initial burst damage. When fighting a thief, Typhoon is a huge spell hitting them out of it if you know the general locations. The restoration of this Druid Guide is supposed to be your pvp with a dps partner or with others in general, there are some cases where you can solo anyone. Prior to improving the life tree your best option when being attacked is to use travel and hot shapes, round corners to break lines of sites and discard instant hunters cure when possible. Once improved trees in life were tagged sometimes it is better to heal through damage damage rather than attempting to run it. Remember improving the tree of life does nothing to mitigate magic damage. Some good curing tips/combo:1) Closed: Cyclone then Regrowth. If you can spare time to discard anything, but you're worried about burst damage or kick, tornado dropping (but try to be out of range for kick) first because it's a faster disposal time than regrowth. Once your opponent is blocked by hurricanes, you can get away with distributing 2 regrows (one on yourself and one on a partner). If you want to, you can save some time to remember hurricanes on your opponents. Tornadoes affected by return decrease if recall, so you'll have less time to throw spells second. 3) Don't forget your feral abilities. When defending health as cast to avoid being attacked and tracking opponents. Pounds and Bash are always quite helpful. 2) Bash / Maim: It's best to use these in order to give yourself time to discard your longest spelling, especially when you're worried about being kick/spell close. Bash / Maim are instant droppings so there is no stopping them (besides missing/dodge/parry). Vs. Melee: Melee Damage is very unstable. You want to avoid hitting it as much as possible. You have to try your best to keep mixing cc'd and always manage to keep your health up of course. If it's inevitable, hoping to enter improved form into life form will reduce the damage you take and (especially when talented in Master Shapeshifter) increases the power of your healing. If you don't need to put any cure on others or yourself, it's better to stick to the heavy shape until your services are needed. Vs. Casters: Casters are tough because you don't have much in the way of stopping them from distributed spell on you. Line of sight is your best friend against Misses. You can throw HoTs on the move, while almost all spell high damage needs the caster stand still, so pillars of abuse and tight corners break their spell. In most cases casters can ride their bikes to keep their extraordinary production down while waiting for a dps partner to kill their target. Mages and to a lesser extent Shamans and Warlocks and Hellrunners are the exception because if they counteract you while sending tornadoes, all of your major survival spelling and ability are closed. The best thing to do while in a down lock is to go Bear's Lifestyle or Travel Form (if you're near something you can line in sight with). Using instant disposal as much as possible, use your instant flashes to heal yourself and others. But if there is no margin or felhunter, go ahead and freely discard regulation, roots and hurricanes. Rogues and Warlocks: If you know there's an adversary flying close by trying to stay in Tree Form since then a rogue can't save you since you will be an elementary. For warlocks staying out of the Life Tree forums since they can banish you and basically cc you if you stay in it. Guerrilla controller: If you start the flying fight, a good high water current in CC is this simple combo: Pounce, 2xClaw (add to a raze if you want), Maim, (go shape heavy, wait for the main to end use Book if you don't have Furo) Bash, (Wait for low end) CycloneX3. You can throw in ferol load if you have it, and they have the longest cc and the shorter the cd if you impact Brutal. A lot of control out of that. If you have a problem killing a cure and you're having a bribe and the recovery, load up a Starfire and hit Moonfire right into the end to burst maximum with some dot after that. Healing for a DPS partner: You can do all the tricks in the world, but you got to make sure your dps partner can do his job, because there's no question how targeted you are, you aren't likely to solo anything (and be kept yourself alive at the same time). If you can keep your rolling hot you can free yourself some time healing and use it offending. Healing at Battlegrounds: The most important thing in BG is not attracting attention. An unmoleded drug recovery can easily turn the tie into almost any fight, but if two or three opponents start attacking you, with silence/CCing, you won't survive long. When not immediately engaged in fighting avoiding tree shape, either stealing as a cat or using bears, this will prevent the attackers from immediately targeting you as a recovery. You may want to avoid tree shape while in battle as well, as a giant tree walking is far more careful than an elf - even a giant cow - running around instant distribution loss. Trees in life are very useful when a sleeping opponent has figured out you are a cure and started attacking you, as it significantly reinforces the mitigation of your damage and provides your extra healing and your vagina. It will take some practice to determine when to trade the healing power and survival of the life tree for the subtle caster in caster form. In BG like bosin arathi there are many grass patches that a tree can hide in helping attract less attention (you should be surprised how well this works). Hots can be powerful here, opponents are less likely to notice slot recovery then they will if you land a touch of healing and take the victims from 5% hp to 80%. The use of healing ads such as Xperil and guerrilla can be very useful in smaller scale battles. Properly configured these addons can tell you who is within range of recovery and enables easy aim and healing of allies not in your cluster. In larger scale fighting these additions can take a good amount of screen space, but once again proper configurations in addons can minimize this annoying universe. It helps disable the lobby panel while in battle. Though in full health it can be useful to keep adjusting up at all times. Whether stunning or the warm pair will provide extra healing of the CC, and allow instant use of swiftend once the set of CC is cut. Don't be afraid to manage waste on inefficient healing on occasion, often a battle for a flag will be over (one way or another) before you have a chance to run out in many ways, besides a dead tree and full of people have never helped anyone. Of course if contending opponents with Mana drainage or while Innervate is down one would have to change to her more conservative to manage. Tyers Strand in a resto drug will generally want the main tower or sergeant engine in the fight. Healing is all but worthless during offense (like all dps focused on Siege engines that can't heal) and has limited use even on defense. By taking one of the seige engines or turns you can still effectively contribute to the fight. Note: It can be useful in Spam Remove Corruption on seige engine when attacking. Count these many CC effects and can help a zerg. Rogue Rogues can be tough to beat if they get the opening moves. If you see them before they see you, immediately drop a dot. Doing this will eliminate fire and most of their high DPS moves. Although Vanish can break things like wires, Fire Fariz will eliminate that, so throw it up quickly. They can use Cloak in the Shado to remove fairie fires and go back to a disappearance, so if you can try to slippery on them too. As Feral follows fights mostly go in one of two ways: you open on the suitcase, or it opens on you. How you fight the majority of the fight depends on that. If you can find the opening along the border, your best is open about it with books that not only stunning her but put a long duration of bleeding on her so if she disappears and tries to run, it will be a while back from flying. If she's trying to run with Sprint and Cloak to shade up, immediately go Form Bear with Feral Charges, and disturb her once holding an extra bleeding dot, back to chat shape and continue tearing through it. If it turns around your fight, it's generally safe to stay in cat shape unless it pops evasion. If it does, go supporting form until it runs out. If it comes out you, probably you want to stay in heavy shape for the rest of the fight. If not, you can finish it off quickly in chat form. If the rogue opens up about you, or if the rogue disappears right away and you think it will try to re-open about you after you open up about it, go bear shape and after it opens about you pop Barkskin. You can typically stay in bearing shape for the rest of the fight and win. For duels, your best bet is to just go shape the whole fight. It's usually not worth the player to find each other in stealing games, because if it opens up on you to chat your lucky lifestyle isn't very good, however if it opens up on you in heavy shape and you stay in shape what you'll probably have. As a general rule, save your branch for Blind Capabilities. They usually hit you and blind before running to the pad and later re-open up to you. Deny them this opportunity. If you're trying to get a rogue but want to stay in cat shape (and you have fur), keep going back and forth between bear form and cat shape and every time you are in form use to demoralize Roar. If the rogue is close enough you will take it from flying with that. As balance is nothing more! As Restoration Nothing More! Warriors are not one of the hardest-hit drug dealing classes. Unlike most pains, warriors are highly sensitive and as their only way out of it is to use the PVP trinket. Use this your asset. As Feral's Druid can easily bring down warrior. Since warriors are a plate class, direct damage is not ideal. Your best bet is to use your bleeding the most completely since they completely ignored weapons. Don't harass opening up about them and ravages as it does very little to the damage. Open and book, keep shrinking up, and get combo points as quickly as you can use a Rip 5 Combo point. Once you've grounded your rips, go heavy shape with the grinder stack. After your dash runs out, go back to chat form and do it again. Whether the outgear of your warrior or is otherwise doing a lot of damage to give you and you get your health dumped, clusters the nature and run of travel form, warn yourself up, re-fly, and go back to it again. Sharp and repeat. For a druid balance it will be approximately 50-50 chance of winning mostly its mainly those that come to burst mostly about one of the other... but there are ways around this as root to stimulate and cyclone then try to keep away the mixed rows and just inside the load fix or when you want to try changes to travel form and then get out of his load path and use your usual rotation but if you get into trouble the hurricanes runs around an edge and heals as he can't charge if you not are in Los As Restoration Nothing more! Unless of course, you count spamming cured Touch and run as quickly as you can away. Priest unless you are a beautifully flush Druid Feral has little to no hope of damage the priest faster than he can heal, so to beat the priest you will have to tap his gun. Feral druids have definite advantages in this fight since they have higher Melee DPS that will allow the Druid to do his damage without wasting mana. However, a fully focused Restoration can find it difficult to do damage faster than the Jea Priest recognizes, in case the battle is almost certain to last until one party or the other gets borrowed. Due to this Shadow Priests are easier for a Druid to kill since they are likely to waste much of their mana nuking inefficiency, and are much less healing efficient people. Tips by druid balance special will find it extremely difficult to kill disciplines or holy priests, they can heal themselves away that they can be damaged. Priest discipline will also be able to do a decent amount of damage and recovery, but your recovery may be outside by their way of Innervate. Shadow priests are less healing stellar and if in shade shape they can't heal themselves, try their nudge early to force them out of it. Heal early. If you're fighting a Shadow Priest it will be capable of some serious popping of damage and a good priest will be saving silent silence and/or psychic screaming for when you allow yourself to get low. A smart priest will regularly use Dispel Magic to remove the hots from your recovery spell. Whenever possible use Lifeblood to save managed. Lifeblood can disperse, but at what only you do as it triggers bloom elements that are the largest portion of the cure. Use it as much as possible. Priests who don't know what they're doing probably don't know any better, it cost them 14% of the mana to do so, and you get half the mana price of life back when it's terminated. Trying to get him to clutter screaming his psychic early. Once used, her roots and Entangling roots and nature force dropped on her. Remember to cast Faerie Fire and Bug Swarm maximizing damage. Interrupt healing whenever you can, make sure you can follow up the interruption with a big burst of damage. Typhoon will interrupt a disposal straight away and the Cyclones will slip faster than a major curse. Force nature can give you enough interruption to hit to make time for some extra damage. If the priest is able to still burn mana, you will definitely run out of Mana before it is done, and being in feral form prevents people from burning. Feral druids are becoming highly adopted in killing priests as of 3.0.2 plates. You have to have Berserk expel doing this job, but start the fight to prowl at all possible. Starting the battle of Prowl, you want to be able to pleasure it with Pounce, you need the time it gives you to recover the energy and flush of the tiger, then use your combo point to activate Savage Roar and blower to become immune to fears. The priests will almost invariably march the Psychic Scream when attacked in this way. You now do about triple your normal damages so spam as much attack as possible. Save your Combo points to Maim. Wait for the priest to discard Word power: Shield and then maximize it immediately, the damage will be absorbed, but the inability effect will still be applied. Using the time it gives you the burning of his shield, hoping that he will have used his shields after his fears have failed. If you fail to destroy the shield, it will be healed and you will have to start all over again. Shadow priests will die rather quickly in your attacks if you can catch them in shade shape and unable to heal. However, be careful to spell the dot, Feral heroic lacks the manak or gear to spell healing economically and you can blow your whole recovery equipment to heal the dot. Cat shape has a 1.0 attack speed which can be very effective to slow a priest's spelling dramatically due to interruption. If you are level 62 or above allow it to continue dropping and use Maim against him as the cure is about to go through, if you have enough combo points to give you enough time to throw a cure of your own. Flay idea is a problematic movement effect, you can shift from its effects and damage but most priests will continue to distribute what has become an inefficient spell for its full duration, use this to your full advantage. If the priest allows himself to be low, release him in the form of Duration Bear and Hit Bash to run and heal him. This is especially effective if you have Furor. If you have it, Feral Charges can also be used to interrupt a cure, though the smart priest won't let you get the necessary distance use this capability. In real world PvP and in Battlegrounds the priest's teasing may just be as important as killing him. Restoration this fight can be tricky if not impossible against a well-played priest, but if you play as well it will either be a never-ending fight or you can possibly win. Your best bet is to spend most of your time in cat form. While in the form of cats you can't manage burn and damage you deal by eating up your managed pools. Keep a draw on it while you're using crews to get combo points, and when you need out to heal yourself, aim before doing so, and if you have a lot to manage going forward and hitting it with moon fire and bug swarm if you have the talent. You don't want them to keep out of chat shape while afraid or anything else it will manage to burn you down to nothing. If his psycylic shouts about the use of cooldown for extra damage. Warlock defeat a Warlock can be a really mixed bag, as the battle relies heavily on your spectacle with him. Overall, you want this fight to be as short as possible, as the longer it goes on, the worse chances of winning them. As Feral Most warlocks tend to be defeated as a feral druid. You want to avoid allowing him to throw as much as you can, so your best chance is probably to open up about him with designs rather than ravages. Save your PvP Earthquake for his death Coil. Try sleeping dance as best you can avoid dropping its direct damage. Use skull bars to interrupt its fears. Save your Berserk for when it actually does manage to land a pair on you. If he has a Felhunter out, don't tease to try his tornado to heal yourself as he will probably spell your lock. Instead save your Predator's Swiftness advantage for an unpaid instant healing. If he has a Voidwalker out, beware of his Consumer abilities that allow him to see you through flying in a larger range. You'll know when he'll distribute it because the Voidwalker must channel the spelling. As balance is nothing more! Mage Mages tends to be all about crowd control in PvP. Fortunately as a druid, you have so many ways to avoid or ignore outright almost all of the crowd control ability to have. As Feral Use a powershift macro is key in this fight. So as long as you make good use of it, you will easily kill pretty much any great. They tend to use contending with cornea to fret a lot against pain, and slow if they are arcane. Powershift from these instants have land on you. Match the Blink and a heavy load. If you have infected injuries with the increase in speed granted by the PvP bonus set, you should have little trouble getting behind them for storage and to avoid being spelled chatting to you all. To spell them some they managed to manage the cast, use your black bar. Save your PvP Earthquakes for the Deep Freeze. As balance is nothing more! As Restoration Nothing More! Druid your talents will feature heavily in this fight, and so it's probably best to treat the different combinations possibly Usual scales and restores drug addicts similarly against other medications. Naturally drugs and hybrid builders will require modified strategies both to play as and fight. Caster Druid vs Caster Druid since even the best-aimed scales are usually unable to DPSing drug healing a drug restored, and since nuking is less ineffective than healing or should we be very much. If either druid continues naked in the fight he'll probably run out of Mana and lose. Since neither druid is likely capable enough DPS to overcome the manay the other acknowledges this fight will last until one drid or other leaves are either bored or growing bored and neglect. Unless the druid they are fighting in a very remote location or producing this fight will probably be determined by the first player to go up by. Probably the only important advice is not to allow yourself to get low. If you allow your hp to get low enough opponents you may be able to moonfire your spam to die - especially if it has furnace and can get a quick bash cut to interrupt a cure. Caster vs Balance Feral Druds generally have the edge over Feral Druds in 1-on-1 encounters. The best British PVP Moonkins has approximately 20k HP and 16k weapons - something a Druid Feral will learn to hate. Moonkins can generally out-DPS a Druid Feral equally placed because of the high damage damage and powerful burst damage. The feral druid should use cat shape to better damage clashes in hopes of healing his opponent or at least to prevent him from doing anything but recovery. The great weakness of the feral druid is his small pool with low recognizable weapons. The balance or resto druid should be exploited this by root and dotting his opponent while keeping himself cut off on hp. Nature's clusters are particularly useful for that. If the feral drug changes form every time it roots it will rapidly consume his pool, he cannot cure the dots damage. If instead of drive feral wait for roots to put it will take all the dots damage and will likely shift to healing itself anyway. The balance or restored druid can use Hibernate to buy himself some time to heal and recognize mana or recharge if it needs to. Druid scales do slightly better than restoring druids in this fight since druid can increase to allow to force the feral drug from feral form to heal more often. Feral's Druid should try to take full advantage of Bash and Feral's charge of trying to catch his opponent when hp is low and finish it there. Collecting combo points of Cat Form early for a quick finishing move (many) later may be key to victory. Feral vs Feral I would think that the form of choice here would be Bear Forms since the added hp and mitigation damage is in immense usage when fighting against a tanger class, and the sense from Bash can be used either to buy time for a quick and cured change, or to prevent the other druid from successfully healing. However damage increases in Cat Form (and the fact that Bleeding's effect of ignoring weapons) ends up making a bigger difference than the increased health and arms of Bear lifestyle, so it becomes a Maim-Geri competition. Hunters aren't one of the hardest classes for a druid beat. Unlike warriors and rogues to rely mainly on physical damage to fix damage hurt and contract relatively little mixed damage. Don't take them lightly, however, as they have plenty of CC that can't move from keeping you at bay, and are less balanced than hunters. Be particularly aware of frost trap as powershifting does little to help you get out of it. If pet hunters will harass you, the Nature Grasp is effective at keeping it away, but don't spend too much time trying to CC it. One thing to note: if you ignore the hunters and try to kill the beast in the house, you will die. As Feral as long as you can catch in the mixed range in the Hunt, it will do very little damage to you. This should be very easy against most hunters as you can do to use your powershift macro to obtain from Concussive Injection, Clip Fender, and any root capabilities that pets have. Good hunters trying to keep you away with Traps Frost. If so, closing the distance and bringing feral load rather than cats as the roots in place is rather beneficial. If they still manage to get a short distance after you load, quickly pull Bash to close the distance again. One thing to be particularly aware of is Scare creatures like this is a pair that only works against animals, and you count as one while in cat shape, bear lifestyle, aquatic form, or travel form. That said, every time you see them cast him, either quickly shift from cat shape before he was, hit them with a black bash, or use this as a good time at Berserk. Usually you want to save your PvP ticket for freezing streak it, although it's often not necessary since after attacking the initial damage you can quickly close the distance and feral load. As balance is nothing more! As Restoration Nothing More! Paladin If you are Tauri uses Warstomp once the first fust is gone. Otherwise repeat until you get bore. Feral druids should have no problem beating a paladin, especially if you have your Nature Schemes. Your DPS (after mitigation) in bear form will greatly surpass them. They'll need to heal more often, and you can still ineffectively for an extension for your managed pool. It is very important to take note of the paladin weapon. There's a big difference between fighting a paladin fitted with the hand of Odd Edward and a paladin equipped with Sulfuras. It all comes down to whether you can use Cat Forms to quit (only work if you have talent invested in Feral Swiftness and/or 4 pieces of the PvP wear equipped) and breed parliament. This is a possible tactic only if the paladin is equipped with a low DPS weapon. You simply develop them, wait for your energy to come back and dash into Shred, Claw, Rake and finally finish it with a finishing 5 point rip. It's important to druid the scales to keep them out of mixed range, mana lalinink in typical better than those of a damage-spectrum paladin, and entréevator with a mana pot, leaving a parliament would be easy enough. Once again, the Nature Force, Bug Swarm, and Moonfire provide a momentous advantage against one's opponents, especially if it's already rooted. Use travel form to get to rows if you need to buy time. Save your Bash or Stomp War for when you're in low health and try to pull a cure. A Paladin can regenerate Mana faster than a Druid resto can do damage. If you still want to try to start with Moonfire, Faerie Fire and Duration Loar Form. In half health changes emerge, use Barkskin, Regrowth, Moonfire, shift back. Should it ever go through about 20% health then use Bash and Spam Moonfire. Restoration of the Druids, as always, antiques are slow. A palladin-versus-druid encounter can easily take as much as five minutes to give the right circumstances, and generally ends when one of the parties has run out to manage. A useful progression is to start in chat form, discard a fix with nature's schemes as soon as your health drops a reasonable amount, and keeps fighting in bear shape. With the warm and French regeneration you can keep yourself in good shape for a while. When it's low on health and try to heal, bash, heal yourself and finish it in cat shape. It will already be some com point from the initial attack. Heal early. Miss Paladins has a stunning and (as in 2.0) decent pete DPS. Even if you have quick nature there, it may just sense you before you get the chance to discard a curing touch. Remember that the bubble works both ways; you can (and should) heal white troubled. Root entanglement is not terribly useful against a paladin, who can break root without easy problems. Balance Druids will get a battle of moderate struggles with the Paladin. Against the Holy Paladins-spec, which has very efficient recovery, release your thirteen on them immediately. Then

heal long enough for them to die, but this is not unpaid. Against retribution, keeping them away from you is important. Always stay in moonkin shape against these guys, as without the gun you like a marshmallow on a hot day. Make liberal use of English roots, combinations of nature, hurricane, nature force, and starfall. While a parliament is left to do massive damage, you can also, and with advantage of crowd control. But if you leave them near you for awhile, they may surprise you and depress almost half your health or more before it's set off. Be careful! Protection perhaps the easiest species for a balanced druid to defeat. Roots, fire moon drops, bug virtue, and your thirteen. When they cleanliness or break free and run towards you, typhoon is always annoying for them to run in. They will likely heal themselves once or twice, though this is substantially less mana-effective than a holy parliament, meaning less mana to spell against you. It will typically save his bubble until it is almost dead, as any good paladin will. While your trees and roots appear its way towards you, stick away from his health and fury. Conspire the nature on when it comes to you. It can also block you, but it can't do harm to your gun. Change of travel form and put some distance between you and her. Keep dot on it, and just leave using this method to root and run, and typhoon whenever it's available. Healing if needed, but not unless it's real estate. Hurricane is ideal for this, as it can't break in any way, except through an Ensignia in the diet or Ensign in the Horde. After the first cast however, the duration is reduced to 3 seconds, and then 1.5 and render it pretty useless. Before death, it will bubble and heal full health, and can even use lying on their hands the next time approaching death. Use starfall if you hurry. Shaman the Shamans are similar to Druids in a way. They can be built either as Healer, Melee or Ranged DPS; so you have to adjust a bit. How can you tell the difference? If they're trying to keep their distance from you, chances are Elementary or Restoration (although their trauma, such as hurricanes, has a 20 yd series). Feral Druids Should Use Cat Shapes Against Shadow Elementary and Bring Shape Against Man Improvements. Your time carefully; their shadow as long as druids have suppressed the nature. Druid scales should have no problem whatever against elementary shadow – the use of the nature force at the correct time keeps them at disposal almost any cure. Night druids have an outstanding advantage when shadow emblam from Shadowmeld, a hit star or a quick spam of anger will normally drainage their lives a good time and get them to places where you can use your tracks for full effect. Staying in caster form to heal early and keep it up at all times, remember that Lifeblood purifies to make the druid a service so never have it cut you. When ambushed by a shadow, you can easily get out of range. If they decide to pursue you at Ghost Wolf, sleep it; It is an animal. Most Shamans dispense their pool mana quickly which will make them terribly vulnerable, but they can still use Van Shear to run your healing. A good Shaman can remove all Regrowth, Marks of the Wild, Rejuvenation, Innevarate, Thorns and Clusters of Nature. Purge costs 8% on their base and can remove up to 2 buffs. Use follow-up lifeblood or the Nature. If lifeblood is asked it will trigger the bloom element; shadow incompetent will do you a favor and purify the spelling, granting you a quick healer. Lifeblood is also highly managed effective; so you don't lose much of it. The Swiftness of Nature is nearly impossible to purify (with any lag or macros, impossible); so you can quickly use this to get life back. A good Shaman will probably release the totem once you're fighting him to mingle. Most of the terms don't really do that much. Earth's strength and thanks to air give him 77% more strength/adjustment, which is annoying, and needs to be deal with. Luckily, they have 5 HP but cost very little Mana; it can get tired of putting totem down if you just keep killing them. They also have a very short range of places to work; it's not a bad idea to waste a hit or over (especially in cat shape). Note: You will not lose your combo point when you change target; However, taking one Combo Point on any other target than your updates will make you lose any combo point already taken to combo. As such, you can simply use a Cat Quick Attack to destroy any totem that the Shaman is lying down, as long as you don't use a combo point skill. If you are fighting a shadow that uses the Totem Elementary Fires, the normal method of wasting an attack on the term will not work as the elementary sharing a 4-5k health pool with the totem. Your best option is to ignore the elementary and hope you can kill the shadow before either of them kill you. This is a 20-minute cooldown capacity and is therefore very difficult to survive. Without Mana, a Shaman is forced to rely on auto-attacks. Windfury is physical damage, duration of loar form seriously negate. You will generally exit his DPS because of a catch-22. If he has a shield, Windfury Procs, about a 20 chance on hitting, will be so small, and even more neglected by your big gun. Double double shadows are another story, but again mutation damage will be poor. Faerie Fire will ravaged the weapon of a shaman if they use a 2h or double terrain weapon. Earth Trauma, Frost Shock, and Flame Shock share the same clock. The shock of the shadows is a big part of his DPS and cannot be spammed. Because of this, you get enough time in the country to even heal your slower. Forcing it not to use them, but when it is done, quickly pop into caster shape and healing. Use curing touches and Lifeblood more than Regrowth; Purge is pretty much buster against the HoT. If any Spirit Restoration Shaman is dumb enough to attack or duel you, use cats as heavily forced him to heal; Shadow healings are inefficient and even if they pop to manage portions there is little chance they can heal from the damage your lifestyle can do. Resto shamans contract small mixed damage and using managed for spell damage will reduce the pool weapons even further. If you manage root usage, move to your maximum range to avoid its trauma (20 yards). Consider Latend Totem, Various to remove roots and decrease roots, this can only be part of your strategy. Shamans get a spell (Lightning Shield) similar to Thorns. However, unlike twirling, any damage you inflict on will trigger it. There's basically nothing you can do about it; so don't let it influence your thoughts. Shadow improvements when low on Mana may try to use shamanic rage and blood/heroism to regain some areas. The way to counter this is the roots or hunt them constantly will, and keep them from hitting you a lot and mixing. The Knight death is a tough battle for feral drugs, and depends on the species, you may or may not be able to beat them. Knights of Death have good physical imitation and can do a number of diseases and magic damage to you. Frost and DKs aren't simple to beat, but either death-speed are a serious problem since you'll suffer from a catch-22 situation: Either you have cat shapes where you have enough dps to do their harm faster than they can heal (but lose your migration against the most physical attacks), or you go bearing the form that you probably won't have enough rage to deal with damage as soon as they can heal it. The key to this fight is managing to get your healing in spite of Knight's scary array of anti-caster capabilities. Bashing with Healing or Hurricane is a good thing, but don't wait too long, as they can pop Icebound Fortitude to become immune to senses for 12 seconds (18 talents). The best way is to use nature's clusters and roots. Be sure to cast Nature's Grasp just before the sleek hits, as if to see you can use Anti-Magic Shell to negate it. Once roots run far away from them, beyond the range of Death Grip and Strangulate, before healing or they will interrupt it. They will likely use Death Grip and Strangulate your drag back into them and your delays heal anyway, so again don't wait too long before healing. Of course if they use ice ranges then simply shift out of it. Druid Balance will get this fight easier, despite the night's anti-abilities, due to Knight's death which some countries have rooted barrier trique or racial. This fight is quite similar to fighting a warrior, and flu death takes the place to intercept. Roots are as fast as possible before they can get the runic power for a freeze idea or Anti-Magic Shell, then nounce them. Anti-magical areas can seriously harm this strategy. If your flu deaths then just run away again while still rooted, shift from chain to ice if they try it. If they drink and death grip then use the root nature grasps them again. Once reduce the returns are up on dot roots and leave them in travel form until you can root them again. If your dash dies then carry or moonkin form will give you reasonable protection until you can Bash to get distance again (look for popping Icebound Fortitude and if so wait until it's gone to back). Alternatively pop Barkskin and nude and Starfire makes them ring their mind about your Arcane school, then the hurricanes. If you heal at any point make sure you are at the maximum range for them that they can't death your flu, as a Glyph in Death Grip can leave you shocked and vulnerable to caster form for 1 second. Restoration druids will treat this battle similar to balance when fighting 1v1 but with a few more complications. Lacking extra weapons in Moonkin form will mean that the backcourt will do much more damage to you, but hopefully that your extra recovery power will make up for it. The main thing to look out for is that when your flu dies it is imperative that you shift to bringing shape while in the air to mitigate the upcoming mixed damage and hope they don't have the Glyph in the Glyph in the Death Grip. On the swiftness plus your nature will allow you to at least root or the hurricane if you're taken out. External Resources

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