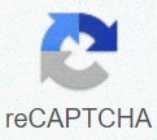I'm not robot

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Feral druid pvp talents cataclysm

The owner of this guide, which goes by the name April 7, 2016, is no longer active, but the guide is being preserved due to quality. Wild Druid PvP Guide 4.0.6 by Crazy Content 1) Choose Your Race 2) Make Your Specs 3) What Glyph Do I Use? 4) WTF weapon selection is confusing! 5) Load your gear 6) Fascinate your gear 7) Mine your gear 8) Damage your gear 9) Ability 10) Crowd Control Basic 11) Macro

1.1 - Alliance Night Elf Race gives you an extra 2% dodge chance and the ability to drop battles and go stealth 'Shadow Meld'. Shadowmeld has two drawbacks and they are: 1) you can't move or clear the shadow meld effect 2) any DoTs on you will cause you to come out of the shadow meld effect with regard to Worgen, and you get one ability to influence how strong or weak you are in battle and that's a 1% increased chiwon probability. The Darkflight (Worgen Sprint Race) wasn't put into the game, which made Worgen significantly weaker in the Alliance race. If you get two different cool abilities as Worgen but like aesthetics they are 'two forms' and 'wild to run'. The two forms allow you to transform between humans and Worgen forms outside of combat. When you join a battle, it automatically returns to Wormen form. Running Wild is a free mount that makes you run like a drop-down wild animal on all four - it moves at the same speed as any other ground mount. 1.2 - Horde Tauren is the original Horde race where you can become a Druid. They have two races that affect their combat survival with wild druids, and they are war storms and endurance. The War Storm stunned up to five enemies within 8 yards with a 0.5 second AoE stun. This is great for turning off cyclones without using the Predator's Quickness Prom. Endurance increases basic health by 5%, almost unnoticed in cataclysm. Trolls have 'playing', 'frenzy' and 'da voodoo shuffle'. All of these abilities are strong in making wild druids longer and more ferocious fighters. Replays allow 10% more health to be regenerated in combat, so if tauren and trolls are in combat, trolls will be able to play 10% more health than tauren. Berserk increases melee and ranged attack speed by 20% for 10 seconds with the second damage/DPS ability on a 3-minute cooldown. Finally, the Da Voodoo Shuffle reduces the duration of all movements by 15%. For example You're fighting and they frost you, and you'll be sitting in 6.8 seconds instead of the full 8 seconds that will be another race. 1.3 - The choice is ultimately the Alliance, the faction that makes the difference. If you're an Alliance, it's definitely a 2% increase in dodge chances because it moves night elves and shadowmeld has enough 1% increased hit chances and two novelty abilities to pick it over. As for the Horde, it depends if you plan to do anything other than wild with your druid. The tauren are much stronger because of the way they can get off effective CC on anyone within the area without having to worry about war storms and interruptions. Trolls have a strong race, but so it's just a matter of personal choice. 2 - Making your specs 2.1 - There are a variety of places where you can put four plotter points available depending on the comp you frequently face with plotter points. Within the wild battle tree, the two places you won't spend on PvP are in the blood in the water, pearling because they have both PvE traits and don't have enough use compared to other traits that can put points in. Here's where you can put plotter points: Raw Madness - Tiger's Fury and Buzzerk also increase your current and maximum energy by 20 during their period, and your anger and berserk abilities will instantly generate 12 rages. Natural Reactions - Reduces damage taken while in bear form by 18%, increasing evasion by 6% while in bear form, and generates 3 rage each time you dodge while in bear form. Rage Swipe - When attacking automatically while in cat form or bear form, you have a 15% chance of causing a furious swipe to deal 310% weapon damage. This effect can't occur more than once every 3 seconds. Thick Hide - Increases armor contribution from cloth and leather items by 10%, increases armor by 78% on bear foam, and reduces the chance of melee attacks being fatally attacked by 6%. Patience - Reduces all spell damage by 6%. Here's a link to the -bKWjQJp.bqj.druid: Ultimately, once the basic specs are sorted, the final 4 points are a matter of personal preference and don't affect that much gameplay. 3 - What glyphs do you use? 3.1 - Gliff Prime Glyph in Berserk - Increases Berserk's duration by 5 seconds. Lip Glyphs - Increases periodic damage to lips by 15%. Glyphs of shredding - Each time shredding, the duration of the lip on the target increases by 2 seconds up to 6 seconds. Mangle's Glyphs - Increases Mangle's damage by 10%. Berserge and Rip are essential glyphs and you can use shredding or Mangle depending on how you find it to get behind your goal. Use Shred if you are reliably behind the target. If not, use Mangle. 3.2 - Major Glyphs on peel skin - Reduces the chance of being critically hit by melee attacks by 25% while bark skin is active. Glyph of Wild Charge - Reduces the cooldown of the Wild Charge (Cat Form) ability to 2 seconds and wild filling (bear form) to 1 second. Peyri Fire Glyph - Increase the range of your Peyri Fire and Peral Peyri fire abilities by 10 yards. Other glyphs can't be ymped here because Pounce's glyphs weren't added until they exchanged glyphs of focus for it. 3.3 - Dash's Minor Glyph Glyphs - 20% (3 minutes to 2.4) Reduces the reusable wait of dashes with aquatic form glyphs - Underwater form of Wild Mark increases swimming speed by 50% during glyphs - Reduces the mana cost of Wild Ability Mark by 50% - WTF is a 50% 4% WTF choice! 4.1 - Attack Speed You will find that wild weapons have different attack rates on them. Most pol weapons are 3.60 and most Staves are 2.40. The weapon's attack speed is only flooded when the weapon itself is used, away from the cat's form. While on Cat Form, the attack speed is normalized to 1.00, making the weapon's attack speed useless. 4.2 - The damage part of the weapon does not directly affect which weapon you use. Damage to the bottom and top final weapons (e.g. Elysoum Collection is 1352 - 2513 damage) does not differ in the amount of damage the weapon does unless it deviates from cat/bear form. 4.3 - Weapon DPS This is the only statistic that can affect your judgment on which weapon you should use in your Wild Druid. Both employees and polam know the same as DPS (623.3 and 623.4). The 0.1 difference does not exist and is just an error that is displayed within WoW itself. So in the case of weapons, simply choose the one you think looks best - which is obviously pike. 5 - Your Gear Load Out BloodThirsty Gladiator's Dragon Hyde Helm The Rest of the BloodThirsty Gladiator's Necklace The Bloodthirsty Gladiator's Dragon Hyde Spaelderpie Hungry Gladiator's Dragonhide Robes Bloodthirsty Gladiator's Amtrak Cape Bloodthirsty Gladiator's Dragonhide Gloves BloodThirsty Gladiator's Dragonhide Gloves Gladiator's Accuracy Bloodthirsty Gladiator's Dragonhyd Leggard Bloodthirsty Gladiator's Boot's Waistband [Bloodsy Gladiator's Ring] Brutal Bloodthirsty Gladiator's Ring Of Conquest Bloodthirsty Gladiator's Medal of Honor You can buy the vicious equivalent of each piece once you have enough conquest points (CP). 6 - Statistical priorities for wild druids poring over your gears again include: Agility > Resilience > Hits (5%) > Spell Pen 195 > Master > Crit > Hurry us and therefore you want to forge everything back to crash in To see if you can get your 5% hit cap. When you reach that hat you can put everything else into mistery. I also forged a critty away to master because I also give your bleeding much more power. You can choose whether to forge away your Crit again. 7 - Fascinate Your Gear Helm - Vision of Vicious Agility Shoulder - Vicious Man's Big Inscription / Swift Steel Inscription Re - Seductive Cloak - Big Critical Streeter/ Sword Embroidery / Spell Piercing (When Spell Pen Is Fixed) - Magic - Magic - Magic - Magic - Magic - Magic - Magic - Magic - Magic Bracelet - Magic Agility Gloves - Greater Mastery Belt - Ebonstill Belt Buckle Legs - Chascale Leg Armor / Dragon Scale Leg Armor Boots - Seductive Boots - Assassin's Step ring (Enchanter If Granter) - Magic Ring - Agility Weapon - Fascinating 2H Weapon - Powerful Agility 8 - Gear Spell Penetration doesn't work on momentary gems. Meta Gem - Agile Shadow Spirit Diamond (+54 Agility and 3% Increase Critical Damage) Red Socket - Delicate Inferno Ruby (40 Agility) / Perfect Delicate Canelian (35 Agility) Yellow Socket - Skilled M. Burtofaz (20 Agility - 20 Mastery) / Perfect Skilled Hesonit (18 Agility - 17 Mastery) Blue Socket - Changing Demon Eyes (20 Agility - 30 Health) / Glowing Demon Eyes (20 Agility - 20 Hits) / Perfect Shiny Nightstone (18 Agility - 23 Health) / Glowing Demon Eyes (20 Agility - 20 Hits) / Perfect Delicate Canelian (35 Agility) If you have jewelry making, use 3x delicate Chimera's eye (67 Agility) instead of 3 red gems. 9 - Injury / Ability To Follow Opener - > mangle > Rake > Ravigee Proc (if you charge) 5 CP > Mangle in rip turns > - 1. Mantin Maggle Weakening Effect 2. Keep rake/rip 3. Use Mangle if you glyph about CP (shredding about it/ can't get behind the target) 4. It's a ferocious bite when rake and ripping are more than 10 seconds away or when you finish goal 5. Whoever is kiting out Savage Roar/Tiger Fury (30-second CD) for PS proc for ranged classes - increase the physical damage done by 35% for 6 seconds and you can use Tiger Fury to enhance the damage your bleeding is doing. You do this by bursting the tiger's fury and then using rake and rip (they should be applied within a 6 second window or you won't benefit. You more often use tiger fury as a way to regenerate energy, not because, unlike the gvrn, wild druids suffer from lack of energy without proper care; when specked in the king of the jungle and raw madness, Tiger's Fury immediately restores 60 energy and gives you an energy cap of 120 during that period; the maximum energy reverts to 100 when the effect wears off, so you shouldn't exceed 100 energy at the end of Tiger's Fury. You would have lost that energy. Berserk (3-minute CD) - Racerate Periodic Damage has a 50% chance to refresh the re-use atmosphere of the Mangle (Bear) ability and avoid anger. The Berserk is a large damage standby for the Berserk Druid, which greatly increases how much damage by halving the cost of all spells available in cat form. If you use tiger fury before frenzy you can regain a lot of energy and spend half of it. It is ideal to use tiger fury before you pop the frenzy because of the fact that you can regenerate more energy and get a 15% damage increase in the first 5 seconds. Crushing (40 Energy) - Crushing a target causing 1153 with 343% damage to the target. Must be behind the target. Awards 1 combo point. The effect of increasing bleeding damage also increases crushing damage. Shredding is the main feature that will be used to generate combo points on the finisher. The only time you want to use Mangle is when you can't get behind the goal or if you've glyphed to increase the dent damage. Mangle (35 Energy) - Mangle the target for 743 plus 235% normal damage and take 30% additional damage with bleeding effect for 1 minute. Awards 1 combo point. Mangle is the second combo point generation ability to use in certain situations. Because they stand on the wall or if you can't get behind your goal when you glyph it. Rake (35 Energy) - Rake target for 8245 bleeding damage (AP*0.147 + 56) 633 Bleeding Damage and Additional (56*3 + AP*0.441) 8245 Bleeding Damage for 15 seconds or more. Awards 1 combo point. Rake is a bleeding ability that does not require combo points to use and generates 1 in the process of occurrence. Make sure that any form of Mangle weakening effect (Mangle/trauma/bleeding, etc.) is on the target before applying the rake to help you get the benefits of increased bleeding damage. Lip (30 energy) - a finishing move that causes bleeding damage over time. Damage is increased per combo point: 1 point: (56 + 161 * 1 + 0.0207 * AP * 8) 4696 damage 16 seconds. 3 points: (56 + 161 * 3 + 0.0621 * AP * 8) 13032 Damage 16 seconds 4 points: (56 + 161 * 4 + 0.0828 * AP * 8) 17200 damage for 16 seconds: Rip (56 + 161 * 5 + 1035 * 5 + 1035 * 26 * 86 * 26) Damage (88 seconds) Rip is the finishing action that applies bleeding to the target. You can always apply 5 combo points and rips because it is much more powerful with 5 combo points than any other amount. The only time you want to apply it to a smaller amount of combo points is when you fight Marge and don't have time to get 5 CP Rips - this is where 2-3 CP Rip is allowed because it's higher than the amount of damage you'll do when considering uptime. Maim (35 energy) - finishing action that causes damage and stuns the target. Causes more damage and lasts longer per combo point: 1 (177*1+73+1.55*mw-177*1+73+1.55*MW damage) 2 seconds 3 points: (177*3+73+1.55*mw-177*3+7 3+1.5 5*MW damage) 3 seconds 4 points: (177*4+73+1.55*mw-177*4+73+1.55*MW damage) 4 5 seconds: (177 *5+73+1.55*mw-177*5+73+1.55*MW damage) Maim's stun length of 5 seconds is the amount of CP used. 5 It is more effective to use Maim for a CP target and then put it in a cyclone than any other amount. Ferocious Bite (35 Energy) - Increases damage by up to 100% by consuming finishing movements and up to 35 additional energy causing damage per combo point. Damage is increased by damage. 1 point: (230+576*1*1*1-498+576*1*1) 2864 - 3131 Damage 2 Points: (230+576*2*) 1-4 98+576*2*1) 5501 - 5768 Damage 3 Points: (230+576*3*1-498+576*3*3*1) 6600 - 8137 Damage 4 Points: (230+576*4*1-498+576*4*4*1) 10773 - 11040 Damage 5 Points: (11040) 230+576*5*5*5*5*5*5*5*5) 13409 - 13676 damage no more damage than a tap. If the target hovers at low health and the amount of CP on target is good then you can use ferocious bites to complete them. You can also use ferocious bytes on higher health targets (after applying bleeding) to put more pressure on your opponents. Savage Roar (20 Energy) - Go finish consuming combo points on nearby targets to increase automatic attack damage done up to 50%. Can only be used in cat form. Lasts longer per combo point: 1 point: 22 seconds 2 points: 27 seconds 3 points: 32 seconds 4 points: 37 seconds 5 points: 42 seconds in Cataclysm, Savage Roar lost all PvP usage. Instead of increasing all damage by 30%, automatic attack damage is increased (not much because it has a special ability than White Heat). You can still get a lot of use from Savage Roar though! When you have someone kiting you you can use it when you have a comco point on them to get the Predator's quickness proc you can use to eradicate them/cyclones to close gaps. Demoralising Roar (10 Rage) - The Druid roars, causing 10% less physical damage by all enemies within 10 yards for 30 seconds. This ability is used to find people by stealth when they can't get into stealth. The defect disappears and how can be pulled out of stealth using this feature. Weakening still hits them and thus makes them show up and enter into battle so you can use your stealth abilities, although you can't see them. After spending 10 fury transforming into a bear, you can use the demorality-dropping roar over and over again by constantly moving power in bear form. Payley Fire (Free) - Reduce your target's armor by 12% for 5 minutes. While affected, the target Or invisible settings. Stacks up to 3 times. Deal 2265 damage when used on Bear Form. Use this feature to make a 3-1 or 3-1-1-1-2-1-1-2-1-1-1-2-1-2 to prevent it from being removed. If you're playing against a team with stealth (or night elves with Shadowmeld), wear a Payley Fire to prevent them from entering stealth. This feature can also be used to cover interruption CC for damage. CC if the hunter traps a person who can cover the turret with a fire and hunter's mark on Faye, reducing the chance of the trap being countered. Nature's Grasp - While active, you have a 100% chance to be suffered by tempting roots while attacking an enemy. 3 charges. Lasts 45 seconds. This feature is used to remove melee attackers. Because this rooted ability is DRs, if the same target is played three times, DRed will be full if you try to entangle the roots later. However, if a large group is chasing you, you use it individually to exterminate multiple enemies without rooting for each enemy. A great tool for running away from fights in BGs. You can also use this before entering the beginning of the arena game so that attackers can get rooted if you are found in stealth (rogues will be rooted if they sap you, etc.). 10 - Crowd Control Basic 10.1 - Revenue reduction reduction is implemented in the game to make CC less effective when used repeatedly. If you are a cyclone person it will initially cyclone them for 6 seconds. If you cut it in half (3 seconds) and use it for 1.5 seconds, the fourth time you try to use it, the target becomes immune. The problem is waiting for the reduced return time of the CC to be used to terminate. It is important to note that some abilities share DR with each other. Originally published as DR list disarming: chimera shots (pets), disarming (warriors), dissolution (rogue), psychic fear - disarming effects (priests), kidnapping (pets) disorienting: dragon breathing (wizard), frozen traps (hunters), gangage (rogue), hex (Rogue), Hex (Rogue) Shaman), Hibernation (Druid), Hunger Cold (DK), Darnoff (Wizard), Repentance (Farley), Ring of Frost (Wizard), Sap (Cacophony), Shirey undead (Priest), Wyverns Ting (Hunter) Fear: Blind (Rogue), Fear (Lock), Howling Terror (Lock), Threatening Cry (Warrior), Psychic Scream (Priest), Horror Beast (Hunter / Hiss)), Temptation (LockCubus), Demon (Farley) Fear: Coil of Death (Lock), Psychic Fear (Priest) Roots (Control): Entangled Roots (Druids), Freeze (Marge Pets), Fim Pets), Frostnova (Marge), Storm Earth and Fire (Shaman) Roots (Random): Improved Cone of Cold (Marge), Improved Hamstring (Warrior) Broken Barrier (Marge) Silence: Vision Torrent (Race), Gag Order (Warrior), Garote (Rogue), Improved Counter Spell (Wizard), Improved Kick (Rogue), Knights Shield (Farley), Silence (Priest), Silent Shot Magic Lock (Lock), Strangurate (DK) Stun (Control): Bash (Druid), Bash (Yen Pet), Cheap Shot (Rogue), Concussion Blow (Warrior), Deep Freeze (Wizard), Demon Charge (Lock), Gnow (Pet), Hammer of Justice (Farley), Holy Fury (P ally), intercept (lock hell), interception (warrior), blackmail (hunter), kidney shot (roader), mim (druid), pound (druid), destruction (pet), shadow rage (lock), shockwave (warrior), sonic explosion (pet) Stun, Worthtom (Tauren Race) Stun (Random): Shock (Mage), Lord of Justice (Farley), Stone Claw Totem (Shaman) None (Itself): Exile (Lock), Charge (Warrior), Cyclone (Druid), Trap (Hunter), Frost Shock (Shaman), Hamstring (Warrior), Mind Control (Priest), Scatter Shot (Hunter), Slow (Wizard) 10.2 - Druid CC Cyclone (1740 Man) - prevents all action in the air but makes you invincible for up to 6 seconds. Only one target can be affected by a cyclone at a time. Cyclones are the primary CC used by druids. The only way to get out of a cyclone is to use medals. Most of the Predator's Quickness Proc is used to effectively remove a person from battle for 9 seconds in a cyclone (if used twice in a row). Attention - Targets will drop battles, so classes like The Gors and other wild druids will be able to stealth from that one! Hibernation (1522 mana) - Forces enemy targets to sleep for up to 40 seconds. Damage will awaken the target. Only one target can be hibernate at a time. Works only with Beasts and Dragonkins. When using hibernation on others it lasts for 8 seconds, then 4 then 2 and they are immune. Under certain circumstances, only two classes can hibernate. Druids, cat forms, or travel forms in bear form can be made into hibernation, while ghost wolf shamans can put them into hibernation. Hibernation is best used when the other therapist is stunned or in CC because it breaks and becomes irreverent due to damage and cannot be relieved. If damage occurs, the effect may be interrupted. When used in the player, it is uprooted for 8 seconds before DR. This can be extended to blood DK removes magical infertile person and most classes have a way to get it. If you want to peel off the proximity from your therapist you can use it to trap them in place while the therapist gets away. Calm (1305 mana) - Root the target in place for 30 seconds. If damage occurs, the effect may be interrupted. This just makes the druid (or tank for that matter) laugh in the face of blood DKs in the arena. Vengeance is considered a rage effect, so casting to blood DK removes multiple stacks and causes no damage at all. Other classes and specifications also have fury effects. Some examples of other calming effects include: Berserker Fury - Warrior Death Wish - Warrior Shipwreck Crew - Warrior Aniji - Warrior By-Death Craze - Death Frenzy - Druiddenage Roar - Druid Peyri Fire (free in 1740 mana/bear or cat form) - root the target for 30 seconds. If damage occurs, the effect may be interrupted. Faerie Fire is not a complete CC - it doesn't make it impossible for players to control or move their characters. Instead stealth classes or shadow melds and night elves can't go into stealth thus stopping most of their great damage abilities and openers. You can use faerie fire to cover cc voided by magic breakups and people (all therapists in this case spec for it). Entangled roots, hibernation, frozen traps, multimorphic, Physic screams and much more can all be concealed with Faerie Fire, which can prevent CC from being invalidated (if you're lucky). If you make sure that you do not use it on the bear form, the bear form will stop cc due to damage. Rush Stun (5 Rage) - Lock them for 4 seconds, causing you to charge the enemy. If you charge a bear-style target, you'll be unable to root and move the target for 4 seconds. You can use it to heal by preventing the therapist from running into your partner's LoS. It can also be used to keep DPS in their healer's LoS to stop killing. Bash (10 Rage) - Stun the target for 4 seconds. The bash is a fantastic stunner. You can use it to stun rogues to get full bleeding on them before they can do you damage. It can also be used to peel off a team-colleague's target and will be untreatable to the therapist. Using it with Charge Stunner can heal a lot of pressure on the opposing team. Maim (35 energy) - finishing action that causes damage and stuns the target. Deal more damage and stuns the target. Deal more damage and lasts longer per combo point: 1 point: (177*1+73+1.55*mw-177*1+73+1.55*MW damage) 2 seconds: (177 *2 +73+1.55*mw-177*2+73+1.55*MW damage) 2 seconds 3 points: (177*3+73+1.55*mw-1 177*3+7 3+1.55*MW damage) 3 seconds 4 points: (177*4+73+1.55*mw-177*4+73+1.55*1.55* MW damage) 5 points in 4 seconds: (177 *5+73+1.55*mw-177*5+73+1.55*MW damage) 5 seconds Maim stun damage, but doesn't use it to do so. Use it for this. We can use it to knock someone out to lock in our opener. Pound them into Maim in full 5 seconds so you can get your bleeding and then use Predator's Quickness Frac to cyclone other enemies to create great pressure on the opener without even inging any cooldown. 11 - Macros Remove Macros - #showtooltip Corruption Cast [normod, @player] Corruption Cast Removal [Mode: @party1 Go] Corruption [mod.Ctrl, @party2] Remove Corruption [mod: alt, @target] Remove Corruption This macro removes 1 curse and 1 poison effect on the target. It can be used to obtain team-mates from Hex or to remove curses put by warmage. Loitering - #showtooltip/Cast [Form:3] !loitering; [Style: 0/1/2/4/5] ! Cat form Macros force Cat Forms (and keep them there) if they are in a different form. When you are in cat form it will put you on the prowl without cancelling it. This macro can enter Cat and Loitering. Charging - #showtooltip [Form:1] Nocturnal filling (bear form); [Style: 0/2/3/4/5] nocturnal charge (cat form) / cast [style: 1] nocturnal charge (bear form); [Form: 3] Wild filling (cat form); [Style: 0/2/4/5] ! Bear form this macro will force you use the correct wild fare depending on the form you are in (bear or cat) and form a bear if you are not in any of these forms. Shredding/Pound-#showtooltip/Cast [Stealth] Pound/Cast [Stealth] Shred This macro uses shredding if you're not in stealth and you use Pounce if you're stealthing. This is great if you don't have a stealth bar for wild druids and don't use action bar mode. Mangle/Raviage - #showtooltip/Cast [Stealth] Mangle/Cast [Stealth] Ravage I use this macro when playing maliciously. Rogues uses cheap shots and kidney shots in the opener, so Pounce has a silly selection of openers. This macro works like a shredded pound macro, but if you're not stealthing you're using Mangle and if you're a Rabage. All Forms Peyri Fire - #showtooltip/Cast [Form: 1/3] Fayary Fire (Wild); [Form: 0/2/4/5] Faerie Fire (New 30 /sw Play This macro will use the correct version of Faerie Fire depending on the form. /sw 30 and /no play will set the stop clock to countdown from 30 to 0 to tell you when the Faerie Fire fell (be careful because it won't stop if it's invalidated!) - #showtooltip Survival Instinct/Cast [Form: 1/3] Survival Instinct; [Style: 0/2/4/5] ! Bear form this macro uses survival instinct of my form and if it's a different form, put it in the Cat form. The '/cancelara dash' is to remove the dash/ura stamp if you modify the nocturnal swiftness, it will break immediately. Root. If you are a worgen, you need to add a 'dark flight' line after the '/clear dash' line. Dash - #showtooltip Dash/Cansaura Stamp Roar/Cast [Form:3] Dash; [Style: 0/1/2/4/5] ! If the cat form is in cat form, use dash and leaves you in cat form if you are in a different form. '/cancelara stamped roar' is used to stop stamping roar sprints if you need to break other roots (you can if wild quickness is fixed). If you are a wormen, you need to add a 'dark flight' line after the 'roar/ clear ura stamp' line. Dark Flight (Worgen Only)- #showtooltip Dark Flight/Candiela Dash/cancelaura Stamp Roar/Cast [Form:3] Dark Flight; [Style: 0/1/2/4/5] ! Cat Form This is the same macro as the Other Two Sprints, which use only the Wormen race, Dark Flight. You can have the third gap closing sprint ability. --- Change Log: [11/01/2013] - Touching on the format and missing information [10/01/2013] - Re-published with editing rights on the main forum account 3, 2016 Hello - questions that charge macros do not seem to work for me ... Does it work for other peeks? Is it viable on June 23, 2016 4.3.4? I couldn't find a pvP guide for 4.3.4 :/

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