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## Resto druid leveling guide classic

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Talents Recovery Talents are not very difficult to handle, as there are not many possible options. Basically, there are two possible builds to restore the druids. Moonglow 5/0/46 Is a basic build for all beginners. Since there are no really useful talents in the higher wild or balance of trees, just cover all the useful talents of recovery and put the remaining 5 points in The Grip of Nature. Although it is almost useless for raids, it is very convenient for solo play. It would be preferable to build for 5man/10man copies, with the best ability to defuse emergencies with Swiftmend, and subtlety will increase your chances of survival significantly. Deep Resto 24/0/27 Is an assembly for advanced raiders with some better gears because Crete is getting very valuable with it. It picks up Swiftmend and subtlety, but gives 9% less cost to mana and 0.5s toss time to reduce after a spell of crit. Subtlety really shouldn't be necessary for 20/40man raids anymore and Swiftmend is worth losing to increase mana efficiency and faster casting speeds from time to time. Nature's focus and improved rejuvenation are not vital talents to raid, since Healing Touch will be your main spell, and you don't have to take the damage very often that breaks your casts. The talents I decided to put in balance before the Grace of Nature and Moonglow didn't necessarily have to be copied (except for improved spikes, maybe). As heal effectively as mentioned earlier, your main spell is to heal with will Be Healing Touch. Healing Touch and Rejuvenation are spells that make a big profit from Bonus Healing, but rejuvenation is just not reliable enough to use it effectively. Since most healing in vanilla is done with direct heals, most will be wasted on a full HP bar after one or two ticks. It is not forbidden to use, but only for purposes that take continuous damage or should be saved at 100% HP (Most (Most (Most it will be the main tank). For anything else, use Healing Touch. NEVER use Regrowth (except Vaelastrasz in BWL, maybe) as it is a very expensive spell that will result mostly in useless eavesdndness. Of course, the use of rank 10 (or 11 if learned) from HT (Healing Touch) will only be possible if the target has lost enough health to not result in a huge amount of eavesdropping. This will only happen in some exceptional cases or in conjunction with the Swiftmend of Nature. For this reason, we use downranking (with a lower rank spell). Downranking reduces the healed amount, but also mana cost and cast time. This not only makes you heal faster, but also increases the effectiveness of your healing because overhearing decreases and healing done over the mana point spent increases with the increasing number of bonuses to heal on your equipment. For example Rank 10 HT heals an average of 2060 for 720 mana, bringing the sum to 2.9 HPM (Healing on Manu). Rank 4 (220 Healing/110 Mana) results in 2.0 HPM. Now we'll add 500 Bonus Healing and Compute Again: HT Rank 10 (2560 Healing / 720 Mana) 3.6 HPM; HT Rank 4 (720 Healing/110 Mana) 6.5 HPM. Of course, this is a very simplistic example, because there are penalties for spells with less time tossing or lower ranks, but the basic concept should be clear. So, what spells should you use now? For large/extraordinary heals use Swiftmend Nature's HT rank 10/11. For MT Heal, use rejuvenation. For the 1000HP treats use HT Rank 4. For 1000HP treats to use the HT Rank 3 course, it depends on your healing bonus. With gear A'40, rank 3 becomes more interesting because it heals about 1k with a cast being only 2s. Just try it yourself, which heal fits best for what amount of health loss. So why rank 3/4? Blizzard has added some downranking penalties to prevent you from stacking bonus heal and healing with too low rows, which will result in very quick heal with almost no cost of mana, but significantly high value. There are two penalties that need to be dealt: Cast Time Penalty: Every healing with a cast being below 3.5s has its healing bonus multiplied with the cast being divided into 3.5 (Bonus Healing (Cast Time/3.5)). For a spell with 3s thrown time, this will result in a fine of 0.86 pounds. This fine is calculated before the talent is reduced, so improving the healing touch does not affect this penalty. Level 20 penalty: Each spell is learned below the level of 20 suffers from the penalty, which is calculated under the following formula:  $1 - ((20 - \text{level}) \cdot 0.0375)$  (level that has acquired a spell). Like the penalty cast time, it doesn't affect the basic healing, but the healing bonus added to the main spell. some useful information about rank 3.4 and 10 (calculated with 500 Bonus Healing): Obviously, rank 4 is the most effective to heal with good HPM and HPS values. With better gear and an increased bonus to heal, the efficiency of rank 4 compared to rank 3/10 will increase more and more. However, rank 3 will be more interesting with increased gears because the cast being rank 4 is just too slow to have a chance against paladins/shamans or priests. Pre-Raid Gear I won't provide another huge list of items here because there is already a very good post in this Eleana forum and I want him/her to get credit for the great work. Druid Addons The most important addons for any healer are of course raid frames and decursive. There are some good raid frame addons, you can choose any that is best suited to your style of play, for me, it is important to have a range check and hot display, so I do not rewrite another druid rejuvenation. Recommended for raider capture is also the display of incoming heals (Grid), which will increase overall efficiency and increase the chances of survival of the entire raid. You should always display a health deficit to produce a minimum overheard. To show the duration of the hot, use HotCandy or DoTimer, which works great at least for your own hot. Other useful raid addons, such as OmniCC to display cooling abilities, bigwigs (or other Bossmods), SpellAlert, or any enemy cast bar (i.e. the enemy of nature cast bar) addon. I won't say anything specific about keybindings, of course you should have every opportunity on keybind, clicking is a waste of time as well as a risk of failure because it distracts your attention. Enchants I would always prefer speed on boots to other enchants, the statistics increase is just too small to keep up with the increase in walking speed for better movement. Expendable consumables are very important for vanilla raider capture, even if it can take a long time to process them all. If you want to be a successful raider, you have to work for him. Potions Food Temporary Weapon Buff Mana Slya Major Mana PotionNight Dragon BreathDark Rune Other Buffs Crystal ForceScroll Intelligence IVScroll Stamina IVScroll Spirit IV 1. Foreword Although the Druid Recovery level is viable, it will be significantly slower than Feral or Balance. The upside is that you are in a much better position to heal the dungeons, since you will have the best gear for it, which can be a great way to level past level 30 or so when dungeons start to get extremely effective compared to quests. Feral Druid alignment Druid Balance Alignment Guide 2. Level after level rotation, talents, and Trainer Skills Move the slider below to make a guide upgrade to your level! Level: 1 3. Leveling the Tree of Talents - Create your first talent unlocked at level 10. Restoring Druid Talents Level 60 Is a Complete Recovery Build That You'll Follow If You Want as Resto. Most talents are healing-based, which doesn't help you much while searching. You will start in recovery by making sure to pick up the insect swarm for damage and reflection for Mana's effectiveness. Swiftmend Nature is also a critical pickup truck because it is an incredibly powerful cooling for utility and healing. Healing the dungeon when aligned is quite easy, so any build should be suitable for healing purposes. The main choice that you want to make if you want to be more harm focused at the same time is with important healing talents. For more damage focused build, you still want to start in recovery to pick up the Swiftmend of Nature, but after that you can move to balance and start picking up more damage talent there. This will also lead to you also getting Grace Nature and Moonglow, which are also great healing talents as well. For even more damage you can also choose to pick up 5 points in Improved Anger after getting the insect roy at level 20. 4. Rotation alignment threw one anger; Lunar fire; A swarm of insects; Anger. Meli, if you have Mana. Early levels like Recovery can be quite slow, so consider finding someone at a level for 1-10 or even 1-20. Confusing roots will be your best friend when aligned. You can use it to control the second enemy by killing the first, or even keep something else while you get thrown at it like Starfire to limit your damage. Use it frequently during alignment. Make your class quest to get bearish shape. Bear Shape will have a huge burst of power, greatly accelerating your alignment. Beat the shape will do more harm to level 20 or so and you'll be much safer when aligning. Water form searches are available at this level, but you have to linger. This is a very long quest that will be much easier once you have a form of travel or grief. 4.1. Healing Rotation as the Recovery of the Druids, do not forget that your main goal is to heal; It's your job to keep your party members alive. There are three main healing spells that you will use as you level: Regrowth, Rejuvenation, and Healing Touch. For Mana effective healing, when the damage is not so high, you should basically use the rejuvenation and rank 1 Healing Touch. When the damage is high, you can start using Regrowth more. Doing rejuvenation and Regrowth on people will be a lot of healing, but will burn through Mana quickly. Resto Druids have some of the highest HPS in play early on by maintaining regrowth and rejuvenation on purpose when using Healing Touch, so keeping tanks alive through periods of high damage shouldn't be a problem as long as you have The best healers are those who plan when they will need their Mana, and will prepare accordingly, keeping their mana in periods of low damage, limiting excessive healing. You want to feel how much each spell and rank rank to let you know what to use depending on the situation. 5. Druid-specific quests 6. A list of trainer skills to buy below is a list of skills to upgrade as you level. With more gold you can buy more skills, but this list is designed for the optimal point where you buy what will help you the most, while saving as much money as possible for your mount at 40. Moonfire Anger Thorns Obfuscation Roots Hibernate Barkskin Bash Cat Form Prowl Tyre Complex Roar Travel Shape Humanoids Pounce Dire Bear Form Feline Grace Mark Wild Hurricane Rejuvenation Regrowth Healing Touch Innervate 7. Recovery Druid Alignment Stats The choice of what outfit to wear is usually pretty simple because updates will be obvious most of the time. However, when a choice is made, you should always go for natural damage. Your main priority will be: Natural damage; Intelligence; The Spirit; Endurance. Natural damage will be your main damage increases. After that you want Intelligence for more Mana and a spell of crit, Spirit for better bet regeneration, and finally Stamina for greater health. In addition to these, you can choose to keep some Healing Power pieces around for dungeons, but this shouldn't be necessary since healing dungeons to 60 doesn't usually take much healing. Mana's effectiveness is more important than stronger healing. 8. Druid weapons, unlike other classes, druids do not benefit much from the modernization of weapons. For druids, guns are all about the stats they give, meaning they are not more significant than other upgrade gear. For a more detailed explanation about guns, take a look at the guide below. Druid Arms Guide 9. How to advance as a druid at level 60 Well done when hitting the maximum level in the WoW Classic! Now that the alignment is complete, you can learn more about Level 60 gameplay by reading our Druid Recovery Guide, which covers all aspects of gameplay in 60 detail. The best individual reading pages are as follows. 10. Changelog 03 Oct. 2019: Added guide. Show More Show Less Need Help? Check out our Classic Forum! 11 comments

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