

## Best feral legendaries

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Is the wild druid mostly dependent on the legendary that gives you the talent, the soul of the forest? I think it's called that anyway Page 2 9 comments Any druid guy feel like Blizzard will make the druid legend a defining feature for class change rather than actually fixing classes? 5 Loves I thought about it today. There has been suspiciously little information about all the druid specifications and legends. (I intentionally omit bloody talons and eclipse mechanics to recycle). Either they have something big for all the specifications from which legends will unfold, or they are looking for ways to legendary fix the current shortcomings. I know which of the two I want this to happen, but I also know which one Will Blizzard choose 3 likes As the days pass I get a little worried about Feral for sure. I don't want to see another borrowed power system fix Feral. With the utility gap between the other specifications in our class and then the class to the class it's hard to reasonably bring Feral Druid into cutting edge content. It is not often when applying for MH we get AFre You BaLAnce? Feral needs a niche, but with all the melee in the game Blizz has to leave some of them. Druid having 4 spes just means it's clear after thought. You can see the effect of the trickes having too many melee options. EnH Shams and WW monks feel this often enough as their other specs get lime light. Isn't it time to ask, the merger of Feral and the Guardian back? If this happened these old trees of talent needed to make a comeback too I think. So yes, if history repeats itself to borrow power stuff just so Feral gets corrected 2 likes I hate the idea of having to rely on legendary to participate in organized content. Since we get to choose which legends we want to go for, it shouldn't be as bad as it was, but I haven't seen druid legends videos on YouTube. Keep in mind, compared to the Legion and the launch of the BfA Feral Druids have Primal Wrath One of the biggest problems for Feral was the complete absence of any significant damage to AoE. By thing to Shadow, we will at least have that, even if we have a much lower crit. And in mass AoE situations, which is that half dungeons, CP generation us are much lower on the list. Also, please stop asking for the merging of wild and guardian back together. That's a terrible idea. 2 Loves I'm happy with most of the legends I see and I can't wait to work them out! I mostly play balance, but I use all my forms depending on the situation, so I'm excited with all the effects I see. The one that I love most besides the balance of BIS so far is one of them: New (Druid Rune carve 1 Effects of thick hide, astral influence, Cat Swiftess, and Ysera gift increased by 100%. In 1 min Type Inventory: Wrist, Finger This combined with one of The Anima Power's Torgast that doubles your similarities and let you have them all at the same time it would be crazy good for surviving that tower! 1 1 Wowhead This Shadowlands beta build contains most of the legendary Shadowlands forces for druids. Outstanding returning forces include Oneta's Intuition, Arcanik Pulsar for Balance Druids, The Return of The Sleeper's Fury for the Guardian, Double Lifebloom for... Related actual legends. Pretty much confirms my suspicions of 3 loves of cafes: Does any druid guy feel like Blizzard would make the druid legend a defining feature for class change rather than actually fixing classes? I'm actually becoming more and more convinced that what we're seeing now is all we get. But then again, I'm the guardian of the druid core, and all the signs that Blizzard has completely forgotten that it's a specification at all. 5 Loves If lifebloom legendary allows you to activate both parts of photosynthesis at once, which seems like it will be awesome. Wowhead You can Lifebloom two goals at once, and the ultimate lifebloom healing increases by 200%. Druid is required. Learn how to use this in our class guide. 1 How so how much legendary can you use?? It's nice to finally see what they've planned, but I'm still worried about Feral and what utility does it bring? Nothing stands out, no reason to have one on a meta team or a min/max team. When it comes to MH there is still not enough reason to be attracted, as balance has a range, BR zll; leaving no form, and more utility than wild. Resto still looks pretty good, so I'm glad to see how the setting plays out. 1 How God Druids got some good ones. Double the affinity effect and get the effect of your HOTW for 15 seconds on 1 min CD when going into shape? Crazy. Lifebloom has two goals and triple is the end of healing (dispel the monster defense in PVP), 30% more harm like wild bleeding (only specs that double dips it) if they're only on one target? Mad st damage. 25% rush of bleeding? Crazy. Having studied them all, the Druids definitely got nothing but a shaft in the legendary department. As a legitimate difficult choice here. 4 Loves Azastasia: How many legends can you use? Only one when the Shadowlands launches, but they can increase it later, as they did in the Legion. 1 How I like some of them. This double impact on DOTs can be great for balance. It's not even all of them. Shame you can only wear one at a time though Flavorpuss: stop asking for the merger of wild and guardian back together. I don't think people are asking for that to happen. At least not. All I want to say is that I think that's where they're going with the Druids to expand after The Shadowlands. Both Feral and the Guardian are bad and, from his view, are getting worse in the Shadowlands. This will further reduce the population of these specifications, which will greatly simplify their merger in the future, as not many players will remain to object. They can intentionally make the specs bad so people won't play them, have done it before, and I think they can do it now. 1 Like Feralbaskins: God Druids got some good ones. I have always supported my druid as an viola and have already made a decision chief of it for the first time in the shadows, and these legends make it much more exciting. This affinity is one of me salivating. It's a conspiracy theory. Feral and Guardian Unite has far more obstacles standing in the way of it than the player population. The fact that the way the specs are developed in the game doesn't really support hybrid specs anymore for one. I will say that the burden of proof is on you for this. I find this assumption frankly absurd. It's much easier to believe that Blizzard is just bad at their job when it comes to balancing Feral and the Guardian than believing that it's all part of some great ten-year conspiracy to bring the specs back together. If that was their goal, they'd just do it. Believe it or not, they don't need our permission. 1 How Can they just remove the Guardian specs completely. 1 As the next ... you get a Wowhead Premium for just \$1 a month to enjoy the ad-free experience, unlock premium features, and maintain the site! Just browse for your screenshot using the form below. Screenshots containing user interface elements tend to drop in plain sight, the same goes for screenshots from the modelviewer screen or character selection. The higher the quality, the better! Please review our Screenshot Guidelines before shipping! Just bring in the video URL in the form below. In: The Elements, Elements, Mugmyre Marsh, The Daily Task Elements Comments Share Legendary Spear is a quest item in Feral. During every daily challenge that's The Spear-It! It is extracted from the rack next to the Silas Ranger, who asks the player to use it to rid the Mugmyre Marsh of troubles known as Dirt Monsters Describing the Legendary Spear written by giving out the appearance of silver. It takes the form of a long rod with two bracelet-like formations wrapping around it followed by another similar formation that whirrs up onto the rod and turns into a spear. It has two sharpened dots at the tip that make a fork at the end of the spear and curve down. Gallery Add a Photo to this gallery of the Mugmyre Marsh Elements Daily Tasks Elements Community Content available according to CC-BY-SA unless stated otherwise. So the general question that arises is what's best in the slot. Using raidbots/simcraft I researched this issue. I used the following assumptions: You have insane luck, so you can get 985/sockets in each slot, the perfect 985 relics, can access every 1000 level legendary for the Druids. You have 92 traits (40/50 damn consent) because you somehow cultivated a ridiculous amount. I think 40/50 is probably a point or two more than the maximum if you're a mega meat grinder. There are 19 other pantheon trinkets in the raid (using AmanThul's Vision version in raidbots). I didn't go and set it up on 7 forces. 7 int, 5 healers who you are the only dexterity of the Pantheon. This will increase the cost of haste by a larger margin. I was looking for a local maximum for each step. Big changes - T19 vs T21 (T21 won) won) 1: Set all the elements by balancing stats (using stat scales to get vers/crit/haste). Step 2: Imitate the best talents, explore any that are within 2% Step 3: Simulate a level of 0/3 force combos and find a local maximum. Step 4: Simulate Level 2 Netherlight Features Step 5: Simulate Trinket Pairs Step 6: Repeat Steps 1-5 until you can break out of the local maximum. The first few iterations I ran with Incarn/Rake, but eventually moved on to Shred/Incarn. From the get to go to the end, the torment of the weak was the best shadow/light trait. In terms of revelations for subjects - The Trickle scourge hit the eye of command and convergence of fate. I researched the Nightbane Chest bonus EoC, but it lost out of high skill at level 21 gloves. In the end I realized the arc / because the gloves / boots would be good, since crit/haste/vers for as long as you can gem them to be close enough, you win. Similarly, since the CoS ring gives automatic attack damage for free, you might as well pick it up. After a few iterations I ended up with the versatility of light (it simmed high), so I considered which necklace to run - I ended up with 5% maximum neck energy because sims indicate there is energy capping going on so it definitely helps to that, for a negligible amount of vers loss compared to another crit/vers neck. I finished with all the items locked, except for the waist and wrist, where I chose crit/vers/haste items, then balanced with the use of gems (all versatility except for one haste gem. For some reason this raidbots would spaz out 10k dps if I changed the last rush gem to versatility. Stat Weights with Vers=Crit=Haste Trinket Comparisons with Seeping Scourgewing and Golganneth's Vitality Tier 0 and 3 with Shred and with Incarn Tier 2 with Torment the Weak Of course, for reference here's a meme all legendary profile with 7/7 in every trait, 1014 weapon: Finally if you want the copy/paste to explore it yourself: # SimC Addon 1.9.1 druid=BISFeral T21 level=110 race=night\_elf region=us server=TheBestServer role=attack talents=3213231 spec=feral artifact=58 0 0 0 0 1633 1 1327 1 1365 1 1153 1 1154 1 1155 1 1156 1 1157 1 1158 1 1159 1 1160 4 1161 4 1162 4 1163 4 1164 4 1165 4 1166 4 1167 4 1168 4 1506 4 1506 4 1507 1 1508 40 crucible=1739 1780 1167 1739 1780 1167 1739 1780 1167 #1161 np, 1162 shred, 1163 is a bite, 1164 ff, 1166 rakes, 1167 incarn #crit is 151580 #haste is 151583 #vers is 151585 head=-id=151801.level=1000 neck=-id=134488.enchant\_id=5439.gem\_id=151583.level=985.shoulders=-id=152129.enchant\_id=5883.gem\_id=151585.level=985.back=-id=152125.enchant\_id=5435.gem\_id=151585.level=985.chest=-id=152124.gem\_id=151585.level=985.wrist=-id=144485.gem\_id=151585.level=985.waist=-id=151991.gem\_id=151585.level=985.legs=-id=152128.gem\_id=151585.level=985.feet=-id=137397.gem\_id=151585.level=985.finger1=-id=134542.enchant\_id=5430.gem\_id=151585.level=985.finger2=-id=151636.enchant\_id=5430.gem\_id=151585.level=1000.finger2=-id=151636.enchant\_id=5430.gem\_id=151585.level=1000.trinket2=-id=151474.level=1000.main\_hand=-id=128860.level=1014.gem\_id=137308/133687/136720.bonus\_id=723.relic\_id=0 0 0 0 0 0 0 0 0 0 off\_hand=-id=128859.#mainhand incarn: 137466/137363/144458.#mainhand shred: 137308/133687/136720.### Gear from Bags # trinket1=-id=151968.gem\_id=151585.level=985.# trinket2=-id=133642.gem\_id=151585.level=985.# trinket1=-id=137459.gem\_id=151585.level=985.# trinket1=-id=133644.gem\_id=151585.level=985.# trinket1=-id=142167.gem\_id=151585.level=985.# trinket1=-id=140806.gem\_id=151585.level=985.# trinket1=-id=140806.gem\_id=151585.level=985 best feral legends shadowlands

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