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Wow classic hunter pets list

Welcome to our Classic site! If you are just starting out at Classic, please see our summary page to refresh the differences in penetrating and using pets at the World of Warcraft Classic. Show or hide the family category: Lupos probably won't have shadow damage (edit: he doesn't, as expected). In 1.9 all the damage the pet has made physical and all other fun things have been removed, such as the rare raptor run speed, and 100 against black wolves later or before. All rare pets will pretty much just standard pets except brokentooth and the speed of ZG bat attacks, so there is no reason to run like head chickens and farm pets. Just get what you want, like a pouch to protect the sting of viper vs casters, BT or ZG bats, and pigs and call it good. Wolves for the 100% raid. Quick Afternote: The way Blizzard their patch numbers aren't the way we usually expect vs. normal numbers. for example patches of 1.9 are the 9th update patch after 1.0, so 1.12 will be the 12th patch. Therefore, 1.9 is before 1.12 (classic patch level), although our math teachers will whin, yes. :) I just left this comment as a note for those who struggled to find where to get there next rank of pet abilities. I'm not the owner of this site but I guess I should link it here, as well as give them a good overview of the work they've done over the years for hunters, so other hunters reading here can use it in addition to the information/opinion here. Petopia! The site has an almost complete list of which pets have the abilities and zones to find them. Also in Petopia have a list of useful pets organized by the speed of attack. Also, as a side note, and this is purely personal but I always find Carrion Bird as a dungeon/leveling/pet soloing. They have Bite, Claw and Sprint like Felines, but they also have capability screws. Lowering enemy attack power can be really useful during solo/leveling or in dungeons where they debuff limits uncontested. Screech makes your Bird, or dungeon tank, many tankier. Removing 100 attack powers of all enemies around your pet should not be below. Remember that the enemies lost the power of attacking their effects quite a bit. Patch 1.3.0 patchnotes:Set the bugs where the creatures keep their re-resistance after being brewed. This is uninterruptional and repair will affect all existing pets. Snarler will not have his resistance when the WoW Classic (based on patch 1.12.0) is removed. is the wind sterun that frees up the scale of breath damage with caster-type statistics? worth it in pve/pvp? What are the best pets for leveling? The decrypted Surf Crawler is said to be the best up to level 30. Permission? Thanks for the guide. Really good! Please add:- Pet hunters get exp only if the player also gets it (or is not gray, but green + kill) It is important for those ppl, which powerlvl low pet lvl.- add information about the stable, how much Players can get into, what price and on what lvl is. Thanks again for :) Just want to ask if you're going to add Monkey Aspects as another ability to use while denying. Works wondering. Just want to ask if you're going to add Monkey Aspects as another ability to use while denying. Works wondering. What if pets have the ability they can start with negative eyes. What if pets have the ability they can start with negative eyes. I didn't have any flattering money so when I saw the harvest festival was out of orgrimmar, I decided I would use free food for my pet instead. This guide mentions harvest fish if your pet eats fish but Harvest Boar food works for meat I eat pets. Not that it's expensive but one less thing to spend money at the moment especially if you're not running around with someone who can trigger food. Each pet needs to level their basic characteristics regularly with either training at a pet trainer OR by obtaining properties (new or upgrading) by using other pets with a certain degree of nature. Petopia has a list of available characteristics, the types of pets they can teach, every pet that can be trained in the world for certain properties and levels, what properties this new pet upgrade is capable of teaching, where they are, and the level they can be trained at: that MOST features require training point! Keeping this training point earnest and not learning all the new features you have (I skipped the resistance spelling myself). You can repost this training point but at a cost. The good thing is that you GET PAID BACK the training points you've spent on previous properties so it can SAY 17 points but will only cost 4. The new nature will cost what he says will be burdensome. Try clicking on your new properties to see if you can truly afford new properties. Note that it is complicated to learn these new skills for your pet! First, your hunter needs to be at or above the level of a pet you want to train for that new or upgraded nature. Next you must stable the pet you want to train and recruit your previously trained pet or simply grab a new temporary pet while going to get your new pet with the properties you wish Be sure to train your temporary pets so that it has things like growl in case you need to fight during a trip to an area that has a new pet training you want. Go where Petopia says the pet you want to get new features from, find one at your level, leave your temporary pet and train your desired pet. You DO NOT immediately learn that the new nature says Dash level 1. You can only get this trait when you've used this new pet for a while and the magical word You've learned Dash's new skills appear in YELLOW at the general dialogue bar! Now change the pet in a stable master. In your slingshot training New properties must now appear. IF the nature is one that your pet can use AND you have the necessary points AND your pet level is high enough, you can now learn that upgraded or new properties. Note that the cost may be MUCH LOWER because of a refund of the previously learned features for that upgraded property so try to learn it and see if you have sufficient points. Now you pet can learn and use this new nature as long as the pet is AT THAT LEVEL. Your pet may be at level 29 but its properties can only be learned at level 30. Check your pet levels and how long to a whole new level in the character pane under the Pets tab. Remember that your pet can learn a lot of properties. It is listed in the Pets tab in your spelling book (P) screen. Some are passive so that they are used automatically. For ACTIVE features, only 4 can be active at any time because of the limitations of the pet action bar so you may need to choose. You use active features by dragging them into slots on your pet's action bar and ORDER them on bar matters. Note that some of the properties you will learn cannot be used with your particular pet. Only active features that have been activated (with swirl around them) AND being in your pet's action bar are in use. Arrange the arrangement of features from right to left to maximize their potential. On my pet cat, I was hit first, then growl, then bite, and eventually nailed it. You can turn their or off by clicking right on them so that the swirl stops (such as turning off Growl when partying with a tank but make sure you turn it back on when soloing again). Again Petopia has this full explanation but not as clear as I wrote. Thanks to the Petopians for their great guide. For me, the most important thing when deciding a pet is the sound he made. If it's going to run next to me for a few days and days of my life, it's definitely better not to make weird noises sometimes, or breath to a lot. For me, the most important thing when deciding a pet is the sound he made. If it's going to run next to me for a few days and days of my life, it's definitely better not to make strange noises sometimes, or breath to a lot. For those trying to increase fresh loyalty donating 60 lvl of pets. Just struggle with 50+ lvl mobs when your pet is happy (green indicator) => loyalty will raise the cap (Best Friend) eventually. For those trying to increase fresh loyalty donating 60 lvl of pets. Just struggle with 50+ lvl mobs when your pet is happy (green indicator) => loyalty will raise the cap (Best Friend) eventually. I would like to comment on the classification of pets in Offensive, General (Balanced) and Defensive.I'm not sure who comes with this classification, this, in practice there are some inconsistencies in this article about where some pets belong. More consistent Pet Summary :Offensive (Low Tank, High DPS) :Cats, Raptors, Bats, Owl, Spiders, SerpentBalanced Winds (Medium Tank, Medium DPS) :Gorilla, Tallstrider, Carrion Bird, Hyena, Wolf, Crocolisk.Defensive (High Tank, Low DPS) :Crab, Scorpid, Bear, Pig, Turtle.I'll show this by example Gorilla:The Gorilla is in practice not a Defence pet but a general balanced pet like Serigala.Willrilla is in practice :Gorilla :D dimeefensive = Health mode : 1.04 - Shield mode : 1.00.Put it into relative terms, Health = High and Shield = Low, Overal Defense = MediumOffensive Modifiers = Damage Mode : 1.02 = Medium Biased Abilities : Damage AoE Thunderstomp for AoE Tanking.Passive Abilities : Just like Wolves and all other pets, there is no difference in passive abilities between pets. Wolf :D efficient variables = Health mode : 1.00 - Shield mode : 1.05.Put it into relative terms, Health = Simple and Shield = Medium, Defensive Overal = MediumOffensive Modifiers = Damage Mode : 1.00 = Simple DPS bias abilities : Dash.Passive Abilities : Just like Gorilla and all other pets, there is no difference in passive abilities between pets. So when comparing statistics, Gorilla is slightly higher DPS and almost identically Defensive compared to Wolves. With the ability to damage AoE they have a slight edge of the tank on multiple targets. But overall it is clearly a balanced general pet like Wolf.To put things into perspective, under real offensive pets and real Defense:CatDefensive mode = Health mode : 0.98 - Shield Mode : 1.00.Put it into relative terms, Health = Simple and Shield = Low, Overal Defense = LowOffensive Modification = Damage Mode : 1.10 = DPS HighSingle Abilities : In addition to Bite, they have Nails and also the abilities of Dash.Passive : Just like Turtles and all other pets, there is no difference in passive abilities between pets. Modification of efficient turtle = Health mode : 1.00 - Shield Mode : 1.13.Put it into relative terms, Health = Medium and Shield = High, Overal Defensive = HighOffensive modifiers = Damage mode : 0.90 = LowDefensive Abilities : Shell ShieldPassive abilities : Just like Cats and all other pets, there is no difference in passive abilities between pets. Obviously Cats are offensive pets with top DPS statistics as to Claw and Dash DPS abilities. Tank statistics, along with Raptor, are the weakest in the game. Turtles are clear defensive pets with upper tank statistics, and the capabilities of the Shell Shield.P.S. tank. I saw other inconsistencies, pig health rated Moderate-High while Gorilla's health was rated High, while they had the same health modification 1.04. I give them both high health ratings compared to other pets. Furthermore I rated high Pig Shields as well. To distinguish with My pet rates Turtles and Very High Foils in Shields and Very High Bears in Health You can get Angry Howl from any wolf, however, those from LBRS have the highest ranks of Furious Howl that you can earn in Phase 1 (Wolves in AV also have, but that's not released until later phase). I can confirm that wolves in the AV DO NOT have Furious Howl 4 or any other special capabilities other than frost resistance. Dash - Increases the speed of movement by 50% to 15 sec. Not breaking prowling. You've used the wrong link to Dash spelling (1850). The right one should be Dash (23099) yes- it seems that Arikara is a pet that is not worth in the classic. When trained- it doesn't have the skills- and looks unable to learn handsome or lightning breaths. (at least to my knowledge) It doesn't have a pet skills page - not sure if higher loyalty lvl affects this or not. Currently lvl 1 loyalty has no yards- even after testifying another wind slit with a lvl 3 breath flash- I couldn't train it to Arikara. Most pet skills are taught by bringing in creatures that already know the capabilities. To learn pet skills from pets in the wild, you must first stabilize your current pet and go out into the wild to heavily to breed animals who know the skills you desire. To learn skills, take newly-catered animals in the wild and use skills. Doing so will teach you that specific skills. Once you have learned the desired skills, it is safe to leave your new pet if you wish. -- according to the above guide it should be able to learn skills if you have learned it from the wind beer that recognizes them. ewbrwenrwerwerwenw3r3r3w i scroll down but cannot find a level for pet talent. D: D: