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heading towards you. If the fire room is on cd, use Iceblock but don't sit in it for too long- you don't want to give it a chance to heal. As with warlocks, stay close to the shaman so you can use dragon breathing and shockwave. Ice throws his grounding totems. For upgrade shamans: Before the fight, make sure you've upgraded the Ice Armor, along with The Frost District. Like all other hand-to-hand fights, the secret to winning this is kiting. You're also going to have to pretend a lot here because of the shaman's silence. Due to Frost's power, upgrade shamans can root you remotely using Frost Shock. With Frost Ward up, you have a chance to reflect the root, giving you a serious kiting advantage. When the shaman approaches, use flicker, dragon breath, shockwave, frosty nova or cold cone to escape. Keep your silences for their healings. Problems begin when the upgrade shaman comes out to his wolves... you want to be able to aoe CC them using dragon breathing or frosty nova while continuously kiting the shammy. Popping mirrors when the shaman uses his wolves is the usual way I do this. As an added bonus, sometimes the wolves are confused, and change the target to attack a mirror image- which gives you enough time to escape. Priests for Shadow Priests: Make sure you've upgraded the Wizard armor before the duel. You won't be able to beat a priest while he is LoSing around a pillar, so you will have to try to corner him in an open field if you want to have a chance. Start the fight by countering the priest so that he can silence you/death of words in the shadow, and polymorph. If you would take down the polymorph, reapply it. He then steals all his buffs and throws the bolt/burn of frozen fire. Immediately afterwards, the dragon breathes and threw another bolt/burnt icy fire at him. Pop your cds (Combustion and Mirrors) from the beginning of the fight. At the beginning of the fight, mute it when using Vampiric Touch, but towards the end it keeps your silence to its healings. Keep a distance from the priest when your Psychic Scream is off cd cd you are a long way from the priest, and he approaches you, which is an indicator that he wants to fear you... Just Blast Wave him away or Blink away when he gets close enough and I hope he wastes his cry on nothing). Trinket Psychic Scream if you're stuck in one. Ice blocks its silence to avoid a vampiric touch, and try not to waste your mana with mana shield. Use evocation during priest dispersion. Mana management is the key to winning this fight. Wizards An interesting fight. This is a very buff-oriented fight. The opener decides the outcome of this one. Before the duel, make sure you have the upgraded Wizard Armor as well as the Frost Ward if you're up against a Frost or Arcane Wizard, and the Fire Ward if you're up against a Fire Wizard. They have also improved Slow Fall as a garbage benefit for them to spell out theft. The classic opener most wizards seek is to counter the spelling of the enemy player and then polymorphs to spell their upgrades. A good way to avoid this opener is to use invisibility from the beginning of the fight. As you fade, the enemy wizard will waste his counter spell on you, but he will be able to polymorph/spell steal anything from you because you are invisible. You can then exit the invisibility, and casually polymorphs (since they can interrupt it), then spell steal your buffs. You can also try popping your mirrors from the beginning of the fight to confuse the enemy wizard and avoid being pollinated, of course, so that you can pinch them, but you gain a few seconds of confusion to initiate an attack. You can also use an engineer's frag belt to stun the enemy wizard while casting a polymorph. Then continue to polymorph them. In any case, you don't want to be the one to unraage your counter spell into an opener, save it for magician launches. If you polymorph at the beginning of the fight, it would simply go down, as it will be the only CC worth trinketing for the rest of the duel. Save your counter spell for wizard casts, keep your pupils, and make sure the enemy wizard doesn't have fire (especially if they have a spectrum in Cast Shields and have a chance to reflect your fire spells). Fake throw when your kickback is off cd, and try not to waste your mana with Mana Shield. Try to be close to the magician so you can use the dragon's breath and the blast wave, so let them flicker you, that is, it only blinks after the enemy magician uses his flicker. The opposite is true when you're up against another fire wizard (try to stay behind when your dragon's breath is off cd, and stay when it's on cd). Opener and mana management are key to winning this one. Healers This includes sacred paladins, restoration shamans, disciplined priests and restoration druids (from the order of the easiest to most to deal with). To shorten a long story, you won't be able to beat an equally prepared and expert healer like a fire wizard. You can CC them long enough to say, their sandboxmate to kill another target safely... but your damage is too low to defeat a healer. Regardless of whether you have to face a healer on your own, the best chance you have is to manage your mana and cds intelligently- separate them into two phases. Phase 1 is when you're in the middle of the fight, while you still have a significant share of your health left, and Phase 2 is towards the end of the fight, while you're under 35% health. They are basically two burst phases, aiming to deplete cd healers in Phase 1 and kill them in Phase 2 using their 1.5-second Pyroblasts. Use Phase One Combustion and Mirror Images along with your 1.5-second Pyroblasts in phase two. Save your Conraspell for its long molds, and use Mana Shield under any conditions: you need to manage your mana very carefully (not to mention want to go down to 35% PS). Use your mana gems very early in the fight (say when your mana is 75% lower) so you can reuse another one during Phase 2. If things become desperate, try CC the healer and suggestive to rinse and repeat the above. Like priests, you have a chance if the healer is lying to you, so try moving the fight to an open field. ....'s all friends! If you have anything else to add/fix, feel free to reply to this thread or send me a PM.

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