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Ret paladin nature resist gear



IMPORTANT - this thread contains outdated information. Please see the following updated threads: DRUIDS - HUNTERS - MAGES - PALADINS - PRIESTS - ROGUES - WARLOCKS - WARRIORS - ----- Hi Guys, So, in preparation for AQ, we will need to start farming and developing NR equipment like not only tanks, but 15 Melee will require Melee includes Warriors, Rogues, Ret paladin and Hunters if necessary to get to 15 scrums. There are 4 ways to get it - Via current dungeons such as Maraudon, Stratholme UD, etc. - Via the P5 quest of Silithus - Via Crafting (for the speed slot that can not be obtained via quest / dungeon) - Via the dragons to come from nightmare. ! Although it is extremely unlikely that we will have to kill the BM as they will be camped, let alone loot the appropriate equipment, so I would not count on this for our main gear option, but as a bonus appreciated if it occurs. ! We will need guild craftsmen to help develop the craft by achieving the good reputation needed for the cenarion circle, while other members are slowly trying to collect the components as needed. The soft target for the tanks will be 200 NR un blew, and the soft target for melee will be 100-125 NR un blew. Ideal target for tanks is 240 NR un blew - for un blown 150 NR scrums. As much as you can is always a good option to allow flexibility. Buff will include the <https://classic.wowhead.com/spell=20190/aspect-of-the-wild-of-the-hunters> (NR 60), the Magic Resistance Potion (up to 3min resist) and the nature protection potion. As stated in the comments, they do not stack, so the use of all 3 should allow us to fill any gaps in the distribution of the appearance or if a dipper die to protect the wheels. - Please see below a good list of the existing and upcoming nr equipment needed for each location and where to find it. - another larger list that can be used to fill in the gaps or as a replacement if we can't get the ideal equipment: 276642/green-dragons-spotlight-farming-nature-resistance-gear-for-huhuran The manufactured gear needed for TANKS TANKS as follows (as other melee should get away mainly with the quest - dungeon gear) - manufactured equipment is needed because there is no real equivalent via dungeon/quest. it is mainly obtained Via Reputation at the Cenarion Circle and bought from the seller he 15179/mishta Enchanter: - 20733/formula-enchanted-cloak-greater-nature-resistance (Honore Demands) - 2 - 20725/nexus-crystal / 8 - 14344/large-brilliant-shard / 4 - 12803/living-essence Tailoring: - 22758/sylvan-shoulders (Friendly Exiges) - 2 14048/bolt-of-runicloth / 4 12803/living-essence 14227/ironweb-spider-silk Forge: - 22763/ironvine-gloves (Requires Honoured) - 8th / 12655/enchanted-thorium-bar / 12655/enchanted-thorium-bar / 11 19726/bloodvine#comments (collected in ZG by herbalist once you have obtained 19727/blood-scythe) / 2 12803/living-essence Leatherworking: - 20478/sandstalker-breastplate (Requires Revered) - 3 20501/heavy-silithid-carapace (obtained from skinning elite insects in silithus) / 40 <https://classic.wowhead.com/item=20498/silithid-chitin> 20478/sandstalker-breastplate 3/2 18512/larval-acid / 2 15407/cured-rugged-hide QUESTING (not mentioned in the previous link) - 8316/armaments-of-war to receive 20699/cenarion-reservists-legplates (each class has an equivalent with their desired statistics) We could add to this post as we go if we discover other items. (I avoided some items that are very difficult/expensive to manufacture and don't give much more NR on purpose). So if you want to start thinking about it, close the dungeons or relevant materials, it will be necessary at the end so it's a heads up thanks Last edited by a moderator: July 14, 2020 I'm ready and sexy. I assume that section 22758 will not be as necessary as the other two. In this case, can begin storage: item 18512 - Currently available as 7% Carrion Devorer Drop Rate. Will be abandoned crowds inside AQ20 as well... 7% is horrible, spent a few hours growing for Essences of Air with the same rate of decline and got only a few. item-20498 - item-20501/ - I think we'll pick up enough of these when grinding Slithids for the Stalwarts Battlegear quest Last edition: March 23, 2020 Our current raid configuration for BWL usually has 3 tanks, 6 thugs, 4 warrior dps, and 1 paladin ret/dps. That's 14 pure scrums. For the 14 to aspect of the Wild, we would need 4 hunters. Currently, we only bring 3 hunters to the raids; is this a change in AQ? If not, then we end up with a situation where 2 scrum dps will not have the NR 60 of Aspect of the Wild. Is this going to be a problem? Our current raid configuration for BWL usually has 3 tanks, 6 thugs, 4 warrior dps, and 1 paladin/wild dps. That's 14 pure scrums. For all 14 to benefit from Aspect of the Wild, we would need four hunters. Currently, we only bring 3 hunters to the raids; is this a change in AQ? we keep 3 hunters so that means we might have to get a little creative (minion trinkets) to soak and hopefully some people will be more caped on NR as not needing to be with the hunter, we keep 3 hunters so that means we might have to get a little creative (minion trinkets) to soak and hopefully some people will be more focused on NR than not needing to be with the Cheers hunter, Inev. I read, and I get mixed messages about whether Magic Resistance Potion will stack up with Aspect of the Wild. @Deen I'm not sure if your recommendations for the scrum (100-125 NR unbuffed) is assuming these two stack? It's not that hard to reach 175-ish NR unbuffed with the craftables that are incoming so if the melee shoots for that we'll have a little easier time on Huhuran. I'll build a set as well just because and some others remotely could do the same if we should always be covered. AFAIK, the magic resistance potion does not stack up with Aspect. Also - popping one of them will prevent you from skipping a GNRP so it is not advisable to do so. Yeah, that's why I asked if the pot stack and appearance, because if they don't, based on the initial recommendations, for NR non-bouffed, melee would have sub-200 buffed NR, which is lower than what I see recommended elsewhere. I think they do as I heard that pot batteries with The Aura Pally FR for example - but not tested myself, I believe they do as I heard that pot batteries with The Aura Pally FR for example - not myself tested From my experience the Aura Pally FR does not stack up with Magic Resistance Potion can not be 100% sure, but I will do some tests to be sure on the next raids. ? In my experience, the aura pally FR does not stack up with Magic Resistance Potion may not be 100% sure, but I will do some tests to be sure on the next raids. ? My instinct is that it didn't either. I remember checking this on Firemaw fights, after using a pot, and was surprised that FR was weaker than expected. Apparently Magic Res Pot doesn't stack up either with Mark/Nature Gift, either. So why is the fuck in the game Blizz what the fuck Edit: sorry just remembered that I was confusing with the UBRS buff. You're quite right - I discovered before BWL that Magic Resist Pot doesn't stack up with Resist Auras (to my dismay), and eventually confuse me! The Magic Resist pot seems to be meant to close the gap for you if you happen not to be in a group will have - to make it a little less obnoxious. Not stacking with MotW is annoying, but at least doesn't make the pot useless - just worse. Continue As it has been stated by some, I believe the appearance - the potion does not stack. I vaguely named the necessary resistance buff, but it was designed as Naz said, to close the gap for those who won't be able to get the look if needed. The same goes for the larger nature protection potion which might be more useful for the casters in case we lose one of our 15 soaks. 100-125 unbuffed (160-185 buffed) is a soft target that should allow for comfortable sustain. Ideally, you want to be prepared with more than 200 buffed for scrums and 300 buffed for tanks. I'll edit the Post accordingly. As some have said, I believe that appearance and potion do not pile up. I vaguely named the necessary resistance buff, but it was designed as Naz said, to close the gap for those who won't be able to get the look if needed. The same goes for the larger nature protection potion which might be more useful for the casters in case we lose one of our 15 soaks. 100-125 unbuffed (160-185 buffed) is a soft target that should allow for comfortable sustain. Ideally, you want to be prepared with more than 200 buffed for scrums and 300 buffed for tanks. I'll edit the Post accordingly. Thank you Deen. I'll look into this for the thugs with these targets in mind. Page 2 bis AQ40 gel weapons for viscidius After extensive testing, it is determined that weapons with a constant range of frost damage have no influence of viscidius for progress towards frost (i.e. Hurricane / Iceblade hacker / Warblade de la Caer Darrow etc. It seems that items with a dmg of gel included in their dps don't actually do any elemental damage. The only exception to this are the chopsticks they work as expected. The weapons that work are the following in order of the best rate of process after thousands of swings each. 1: 810/hammer-of-the-northern-wind (BoE world drop epic; it's the best rate of by more than double the next best weapon - This is a must have for warriors and thugs). 2: 13984/darrowspike (questline in Scholo, every warrior / rogue/hunter should have one of these of the questline; this proc rate is the 2nd best) 3: 10761/coldrage-dagge (Coldrage is the worst rate of proc, by a margin, this dagger should be offhanded by hunters and avoided by thugs/warriors.) I can't stress that the north wind is much better than any other option, it's really a must have. Also, they've been selling for really cheap so jump on them! 3829/frost-oil also works as the enchanting icy cold, these should be used on your weapons proc frost. Long live everyone and good luck killing the big pile of mucus for the bis wheeled weapon. Class leaders must get there working classes on this (I know some have) @Nillé @Naz @Nettle bis AQ40 gel weapons for viscidius After extensive testing, it is determined that weapons with a constant range of frost damage have no viscidius influence for progress towards frost (i.e. Hurricane / Iceblade hacker / Warblade of the Darrow Caer etc). It seems that items with a dmg of gel included in their dps don't actually do any elemental damage. The only exception to this are the chopsticks they work as expected. 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Class leaders need to get there working classes on this (I know some have) @Nillé @Naz @Nettle Does this apply to tanks as well? Don't forget melee you need weapon skills for pve! not tem with any weapon skills!!!! HUNTERS too bis AQ40 gel weapons for viscidius After extensive testing, it is determined that weapons with a constant range of frost damage have no influence of viscidius for progress towards frost (i.e. Hurricane / Iceblade hacker / Caer Darrow etc). It seems that items with a dmg of gel included in their dps don't actually do any elemental damage. The only exception to this are the chopsticks they work as expected. The weapons that work are the following in order of the best rate of process after thousands of swings each. 1: 1: (BoE world drop epic; it's the best proc rate by more than double the next best weapon - it's a must have for warriors and thugs). 2: 13984/darrowspike (questline in Scholo, every warrior/rogue/hunter should have one of these questline; this proc rate is the 2nd best) 3: 10761/coldrage-dagge (Coldrage is the worst rate proc, by a significant margin, this dagger must be outthanked by hunters and avoided by thugs/warriors.) I can't stress that the north wind is much better than any other option, it's really a must have. Also, they've been selling for really cheap so jump on them! 3829/frost-oil also works as the enchanting icy cold, these should be used on your weapons proc frost. Long live everyone and good luck killing the big pile of mucus for the bis wheeled weapon. Class leaders need to get there working classes on this (I know some have) @Nillé @Naz @Nettle Could you link your source (s) to these proc rates please? I'd like to check out some other items like item '14487 Also, I don't think we'll know if Icy Chill works until AQ PTR, imo. there is no denying prof of all this yet, we can only go from the tests found on the privatet servers 14487/bonechill-hammer is also slow as people from hell in the Warrior discord have already started testing procrates on some of these weapons, private server test when it comes to proc-rates for items already put in conventional is pretty irrelevant since these figures were just the best estimates recorded, sometimes from various patches. If a summary post goes up on Warrior discord at any time, I'll copy it here. The only numbers I've seen so far are: item-13952: 30ppm! item-10761: 3ppm (1.5s, 7.5%) Article 5756: 1ppm (1.4, 2.5%) item 13984: 1ppm 'Iceblade Hacker' has been shown to have his white shots have 2 damage per shot absorbed by a frost quarter of a mage, I think it's a strong indication that it will work on Viscidus, but not 100% sure until AQ PTR ofc And yes I wanted to know if these proceedings turned out to be equalized PPM in Classic on a whim, that's why I asked about Bonechill - but I guess they're pure proc% as most things are. Would be nice to know if anyone can find a source. Last edition: 2nd April 2020 Guess I just was really unlucky with my timings lol People in the Warrior discord have already started testing procrates on some of these Private server testing when it comes to proc-rates for items already put in Classic is pretty irrelevant since these figures were just the best estimates recorded, sometimes from various patches. If a summary post goes up on Warrior discord at any time, I'll copy it here. The only numbers I've seen so far are: item-13952: 30ppm! item-10761: 3ppm 3ppm 7.5 per cent Article 5756: 1ppm (1.4, 2.5%) item 13984: 1ppm 'Iceblade Hacker' has been shown to have his white shots have 2 damage per shot absorbed by a frost quarter of a mage, I think it's a strong indication that it will work on Viscidus, but not 100% sure until AQ PTR ofc And yes I wanted to know if these proceedings turned out to be equalized PPM in Classic on a whim, that's why I asked about Bonechill - but I guess they're pure proc% as most things are. Would be nice to know if anyone can find a source. Have updated my comment with a few more values. Apparently Darrowspike is really not so good according to recent tests, 1ppm. The gel damage axe looks very promising - didn't work on many psvsers, but it's absorbed by Frost Armor so don't see why it won't trigger a screwed battery! TBD though. Rogues will need to grab the mass or dagger so ideally - just not Darrowspike @Nettle thanks for raising it @Inev btw! Page 3 I am now confused as to what we should use? I bought the sledgehammer, but @Naz are you suggesting we use the axe? I'm not a great theory-crafter so please excuse my ignorance? Have updated my comment with a few more values. Apparently Darrowspike is really not so good according to recent tests, 1ppm. The gel damage axe looks very promising - didn't work on many psvsers, but it's absorbed by Frost Armor so don't see why it won't trigger a screwed battery! TBD though. Rogues will need to grab the mass or dagger so ideally - just not Darrowspike @Nettle thanks for raising it @Inev btw! Updated the rogue sheet. I've already taken 2 x Coldrage Dagger. Any suggestions for a good target model to test? I am now confused as to what we should use? I bought the sledgehammer, but @Naz are you suggesting we use the axe? I'm not a great theory-crafter so please excuse my ignorance? @Dawarrior My suggestion: Ideally, tanks should use a dagger to begin with. Losing 3% of shot is a big deal and given that there will be any melee and wanders to do so, it is quite acceptable to have 3 people (tanks) using a gel dagger, even if it is not the best debuff weapon optimized, it will always help to debuff. Now, in case there was a need for a small increase in debugging the boss, you never know, it is also useful as Inev suggested having on hand a better debuffer weapon. Either Hammer or axe depending on what happens to be the best rate of trial. TDLR: As a starter, you should acquire the dagger gel quoted in this thread and go with it in order to preserve the much-needed blow (For the threat and mitigation goals by skills). But have a backup weapon if the raid leader deems it necessary if he is presented with a debugging problem in the fight. @Dawarrior My suggestion: Ideally, tanks should use a dagger to begin with. Losing 3% hit is a big deal and given that there will be any melee and wanders to do so, it is quite acceptable to have 3 people (tanks) using a gel dagger, even if it is not the best optimized debuff weapon, it will always help to debug. Now, in case there was a need for a small increase in debugging the boss, you never know, it is also useful as Inev suggested having on hand a better debuffer weapon. Either Hammer or axe depending on what happens to be the best rate of trial. TDLR: As a starter, you should acquire the best dagger gel cited in this thread and go with it in order to preserve the much-needed shot (For threat and mitigation goals by skills). But have a backup weapon if the raid leader deems it necessary if he is presented with a debugging problem in the fight. Thanks @Deen I'll acquire the same dagger Nettle has and keep the mass as a backup weapon. Apologies for my confusion all! Thanks @Deen I'll acquire the same dagger Nettle has and keep the mass as a backup weapon. Apologies for my confusion all? no excuses needed, no1 really knows, I posted information from privet servers and we're all to see how things really work on the boss when his releases, I've grown 6 cured robust skins so far, I can do 1 by every three days. I guess these will go to tanks like prio? @Nillé @Xeno @Repiké @Seriahmaius @Inev @Zandramas @Lasergun @Nouska I tried to get the enchanted NR from ZG yesterday; however, try as I could, the restless guy would give me nothing. Dawarrior had the same problem. I've been looking for more information on that. Interestingly, wowhead refers that enchantment is not available until phase 6 ( 22635/savage-guard). Wow wiki, which has a historical record of its inclusion in the game back in Vanilla, shows that the enchantment was added in 1.11 - the Naxx patch. It seems that enchantment will only be in the game at a time when it is probably no longer relevant. (Wtfblizz?! 1) And I guess we need to adjust the NR speed lists accordingly, because it's 20 NR less than expected. Last edition: April 20, 2020 Interesting. There's a chance it will be part of the P5 patch - hold on to your mats until I guess. @Nillé @Xeno @Repiké @Seriahmaius @Inev @Zandramas @Lasergun @Nouska I tried to get the enchanted NR from ZG yesterday; however, try as I could, the restless guy would give me nothing. Dawarrior had the same problem. I've been looking for more information on that. Interestingly, wowhead refers that enchantment is not available until phase 6 ( 22635/savage-guard). Wow wiki, which has a folder of its inclusion in the game back in Vanilla, shows that the enchantment was added in 1.11 - the Naxx patch. It seems that enchantment will only be in the game at a time when it is probably no longer relevant. (Wtfblizz?! 1) And I guess we need to adjust the NR speed lists accordingly, because it's NR20 less than Thanks for this nettle I was wondering why I could not get these enchantments, but I also looked on the internet however could not find any information so thank you for brining to light! Enjoy it mate! People in Warrior discord have already started testing procrates on some of these weapons, private server testing when it comes to proc-rates for items already put in Classic is pretty irrelevant since these figures were just the best recorded estimates, sometimes from various patches. If a summary post goes up on Warrior discord at any time, I'll copy it here. 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I think Hammer of the Northern Wind and Coldrage Daggers are going to reign supreme here. Has anyone found conclusive evidence to suggest that weapons like Iceblade Hacker will work? Almost as good, does anyone definitely remember if they worked in vanilla? My memory is not the best, but I directed AQ40 raids on a top guild of the time, and my memory tells me says types of weapons did not work at all on Viscidus. I'm just trying to help and find something conclusive! It seems that people are pretty divided on this subject, just talking to tons of people on my own server. Good morning! New to these forums, but I came across them through Google searching for this same topic. I really vividly remember freezing damage not working to make tons of AQ back in vanilla. I remember that everyone basically be armed exclusively with frost proc weapons rather than gel damage weapons because these weapons (like Iceblade Hacker) had no effect on Viscidus. 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Tests that players have in Classic showed the same thing; However, when used against a mage with Ice Ward, 1-5 damages are deducted from the shield. Mixed messages, on the whole. The item is no longer in retail, so I can't test it there. More confident statements can be made about other weapons. In line with what Naz said earlier in the thread, the tests performed in Classic has the hammer and dagger as the best combination for the thugs at least. Instead of taking the risk with Iceblade Hacker, I think it makes more sense just to go for the daggers and the hammer. On Icy Chill enchants - again, there are some mixed messages out there. Icy Chill is still in the retail business, so I jumped on the retail trade, enchanted two weapons with freezing cold and visited Viscidus. I can confirm that it works in retail at least. Obviously a lot has changed in the game since then, but it seems more likely than not if that's how it worked in retail, that's probably how it worked in vanilla, and so how it will work in the classic. Cheers for the nettle update, I think it might be a little late to pick up the mass if you don't already, the price was up to 300g earlier which is pretty crazy. 10761/coldrage-dagger x 2 is imo the best way to go if you don't have something yet and then use 2 x gel oil on them. Its got a 20% drop chance and is agricultural-capable by any class. I'm extremely surprised cold icy does anything because it doesn't actually do any damage is it? looks disgustingly nice though and doesn't cost much if you should put it on anyway Cheers for the nettle update, I think it might be a little late to pick up the mass if you someone didn't already, the price was up to 300g earlier which is pretty crazy. 10761/coldrage-dagger x 2 is imo the best way to go if you don't have something yet and then use 2 x gel oil on them. Its got a 20% drop chance and is agricultural-capable by any class. I'm extremely surprised cold icy does anything because it doesn't actually do any damage is it? looks disgustingly nice though and doesn't cost much if you should put it on anyway yes, I think spending 300g on the mass for a boss isn't worth it, especially while the dagger is still a very viable (and easily farmable) alternative. Also, the cold glow of icy seems pretty nice. We're going to need something to spice up the NR sets that we're going to use. believe that the mass processes a lot more than the dagger is why is lying to be the best It's true, the numbers I looked at has the ppm 1-1.5 higher for the mass than the dagger. The price of the hammer is actually lower than that: 149g from that moment on. But I bet he'll go higher. Not convinced that the difference in ppm is even worth spending 149g in the end. You could buy a lot of consumables with that. That. That.

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