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## Wow guardian druid guide

1. Guardian Druid Overview Guardian Druid is a sturdy reservoir that controls damage intake with strong passive reductions, a large health pool, increased healing from Mastery and stackable active mitigation with Iron Fur. They're an excellent mushroom tank, and once you've got enough gear, they're mostly self-sufficient in a unique style of play unlike any class. They bring good benefits to raid and Mythic+ groups as a tank. Guardian Druids is excellent against encounters where most of the incoming damage is physical or melee damage. This guide focuses especially on Guardian Druid. Consequently, the more general aspects of refuelling are not covered here. If you want more information about refuelling in general, we recommend that you read our refuelling guide. 2. Strengths and weaknesses Strengths High health pool and short cooling forces allow for stable damage. Stackable, unro chilled active mitigation in Ironfur. Flexible hybrid off-healing features through Affinity talent and Heart of the Wild. Good attack utility for rebirth and roar stamping. Weaknesses Relatively low DPS and threat output. Mediocre mitigation of magic. 3. Shadowlands Changes druids We keep a list of changes to Druids for Shadowlands, the upcoming World of Warcraft extension for which you can use the link below. We also have pages for new Federation Talent and Anima Powers. Shadowlands Druid Class Changes Druid Anima Powers Druid Covenant Abilities Overall, the Guardian wants to get significantly stronger after Shadowlands arrives, getting Berserk back as a basic cooling off, as well as a reduction in cooling off Barkskin and Survival Instincts. This means that we have many more tools that allow us to actively cycle. 4. Leveling and starting as Guardian Druid Before you start leveling, you may want to view our addons page quickly, as setting up the interface before you start allows you to be more comfortable where things are and significantly improve your gaming. Tanking levelings are quite a few advantages, one of the most important of which is the number of crowds that you can comfortably draw and cope with thanks to effective defensive capabilities. Leveling as a tank is also great in the group, as everyone in the party appreciates your ability to quickly tag and gather crowds. It can also be a fantastic way to learn your rotational ability and get a more comfortable specification. Starting playing tank can be daunting at first, but if you're looking for a better understanding of leveling as Guardian Druid, you can take a look at our alignment guide below. Guardian Druid Alignment Guide 5. Basics Of Playing Guardian Druid Since one of the specialisation areas of the tank, your main goal is above all to stay alive and make sure that is an aggro of all enemies so that they are not on your weaker parties/raid members. raid members. effectively as Guardian Druid, you try to create as much rage as possible with spells like Mangle and Thrash. This rage can be spent defensively, with Ironfur and Frenzied Regeneration, or offensively with Maul. You can learn about all the Guardian spells available to you by reading the Spell Summary page. If you want to quickly see how the category works in practice, you can view the Easy Mode guide below. This page goes through all the things you need to know to play class. This covers everything you need to play Guardian Druid optimally. Guardian Druid Talents and build Guardian Druid Rotation and Cooldowns 6. Preparing for Guardian Druid There are quite a few different things to consider when looking at how to switch, and it can be overwhelming at the beginning. To start with, take a look at our Best in Slot guide below. This goes through the best available equipment from Mythic+ and Raid content. Guardian Druid BIS and Gear Understanding which stats your gear uses is an essential part of knowing which gears are good for you or not. The same goes for other gear improvements such as enchants, consumer goods and gemstones. Fortunately, we have pages dedicated to everyone with the information that will help you find the best. Guardian Druid Stat Priority Guardian Druid Enchants and Gems 7. End game as Guardian Druid Once you've done it to the highest possible level, you can start your journey to the most important endgame activities, Raiding, Mythic+, and PvP. Moving on to raids, you'll probably need to find a guild, especially if you want to make mythical raid content. However, for PvP, it is likely that you will find more success in Resto/Balance or Feral, although the Guardian has some viability, especially on the estimated battlefields. Whatever end-of-game content you focus on, if not all three, we have guides to help you perform at your best. Guardian Druid Mythic+ Page Custodian Raiding Balance Druid PvP Guide Feral Druid PvP Guide Restoration Druid PvP Guide 8. How to improve as a guardian druid Once you've become more comfortable playing as Guardian Druid, you can benefit from browsing our pages from common mistakes or frequently asked questions from people who also play the Guardian. Not everything is immediately clear to everyone, and these pages hopefully can eliminate any confusion or misunderstanding quickly, allowing you to further improve and progress. Guardian Druid How to Improve Guide Guardian Druid FAQ Guardian Druid Simulations 9. Guardian Viability in the current patch After receiving numerous buffs in the previous patch and now scaling to the final level of expansion, the Guardian is in a very competitive state in both raids and dungeons. Their defensive strength has been increased quite significantly by the number of agility and secondary statistics we have acquired, increasing the armour obtained from Ironfur considerably and significantly increasing our dodge, making Druid one of the most stable and fun to play tanks in game 8.3. The Guardian is becoming one of the top cities in both Mythic+ and Raids. Self-sufficient remains a weak point for the Guardian; Although Frenzied Regeneration has significant healing capacity, it is still in global cooling mode and therefore difficult to use as an emergency cure. As our health pool grows, this is becoming less of a problem. 10. Changelog 19 Oct. 2020 (easy mode page): Updated lvl 35 talent Typhoon to Heart of the wild 12 Oct. 2020 (how to improve the page): Page updated shadowlands pre-repair. October 12, 2020 (simulation page): Shadowlands pre-repair page updated. October 12, 2020 (gear page): Page updated Shadowlands pre-repair. October 12, 2020 (add-on page): Shadowlands pre-repair page updated. October 12, 2020 (enchants page): Shadowlands pre-repair page updated. October 12, 2020 (statistics page): Shadowlands pre-repair page updated. October 12, 2020 (this page): Page updated shadowlands pre-repair. October 12, 2020 (Ny'alotha page): Page updated shadowlands pre-repair. October 12, 2020 (mythical+ page): Shadowlands pre-repair page updated. October 12, 2020 (cycle page): Shadowlands pre-repair page updated. October 12, 2020 (Essences page): Page updated for Shadowlands precorrect. October 12, 2020 (azerite features and gear page): Shadowlands pre-repair page updated. October 12, 2020 (talents page): Shadowlands pre-repair page updated. October 12, 2020 (spell page): Shadowlands pre-repair page updated. October 12, 2020 (easy mode page): Shadowlands precorrect page updated. October 12, 2020 (FAQ page): Page updated for Shadowlands pre-patch file. 14 January 2020 (Battle of Dazar'alor page): This page has been checked patch 8.3 and no changes are required. January 14, 2020 (Uldir page): This page has been reviewed patch 8.3 and no changes are required. January 14, 2020 (Eternal Palace page): Modified talent trees and beings for all bosses. July 19 (Eternal Palace page): Added several tips for bosses based on post-release observations and experience. 07.7.2019 (Eternal Palace page): Page added. 24 Summer 2019 (Storms Crucible This page is release patch 8.2, and no changes are required. June 24, 2019 (Battle of Dazar'alor page): This page has been reviewed for patch 8.2 release and no changes are required. June 24, 2019 (Uldir page): This page has been reviewed for the release of Patch 8.2 and no changes are required. May 13, 2019 (Crucible of Storms page): Reviewed tips and abilities after raid release. April 14, 2019 (Uldir page): This page has been reviewed and no changes are needed to unleash the Crucible of Storms raid. April 14, 2019 (Battle page of Dazar'alor): Updated with the Storms Crucible raid. April 14, 2019 (Storms Crucible page): Guide added. January 20, 2019 (Battle of Dazar'alor page): Added Dazar'alor battle guide for Guardian Druids. December 10, 2018 (Uldir page): Updated with patch 8.1. September 13, 2018 (Uldir page): Updated with all bosses with information after Heroic Week. August 11, 2018 (Uldir page): Page added. Show more Show less Page 2 Legion Druid Video Thread ShadyBoxface February 11, 2017 Druid Discord Channel Krazyito July 11, 2016 How to ask for help druid Vlad May 19, 2012 Balance / Moonkin Macros for Shadowlands darkganj October 16 Frogs in combat? 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