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## Wizard101 balance leveling guide

Wizard101 Balance school tips and tricks winicott1001There was a large amount of information floating around the forum that was useful for the balance guide. MLHagan, SMLayne and I have decided that it may be useful to have all this information together in one place. You're looking at the result. This thread has been edited by me, but I am not a major contributor to the information. Many members of the central community contributed to the creation of this thread. Their posts are in posts on the following pages. It was group work. Everyone deserves credit for presenting their excellent strategies. The goal was not to tell you how to run the Wiz balance, but instead to give you an idea of what they were capable of. If you came with information, you could decide how best to play your character. What lies below is by no means the only way to be a successful Balance guide. If you come up with something we as a group missed, let us know by posting here. This collection is intended to compliment tarlac sandweavers balance guide. Tarlac's guide is great. Many, like me, may cite this as the reason why Balance Became a Wiz in the first place. Some information, such as how Powerplay works, is outdated, so be ware.\* Our site is not set in normal strategy standards. However, everything others do can be improved. Balance is the red-headed step of baby Ravenwood. We don't have any signs around Ravenwood, our first teacher is a drifter who marveled through spiral doors one day, sat his steamer trunk down and started pestering young children as they ran past the school. Others see us as unfair because the only real defense off balance is balance or tower shield I KI has a habit of overlooking balance regularly with level 48 spell problem and lack of master of balance badge of the month while other classes had theirs. We are often called jacks of all trades, students of all things still masters of none. Most people see it as a bad thing, whereas here we like to think of ourselves as a Swiss army spiral knife, not a mass smart, a screwdriver or a scalpel. We can fake it all pretty well. His said that balance is slow to learn, hard to master with much power being promised at the end of the tunnel. In fact, every spell after LV 28 goes unused for the most part. It seems pretty disappointing for most until you think about the fact that Judgment, Spectral Blast, Hex, Balance Blade, Helping Hands and Reshuffle are all learned before that. No, maybe we're not the best batsmen, healers, thieves and the like. Maybe we're not the most popular or well understood. Are the place between spirals is a mystery to most and go mostly misunderstood. With our provocation, we're a class clown, and our versatility makes us valuable allies. We may not be kings or prom queens, but we're always welcome at a party. And even if we thrive in a group, we can more than handle our own in one-on-one. We are unique to accept that and enjoy it, don't worry that it's not for everyone. If it was, it wouldn't be unique. The most important piece of each class is the player. It is a collection of strategies, tips and tricks to help you get the most out of your time as a Balance Wizard. This resource is not designed to show you the only way or the best way. It's a collection of what others in the community have been doing that they find useful. The use of Balance Spells: Judgment judgment rules over all. (impose against balance bosses). Once you have come to know our great Lady Of Judgment, you will follow her with fire and greatness, and she will always bring you back safe and truthful. Without the judgment of the balance of the class as a whole, it would be unlifeable for long-term games. Each class has a crown jewel of magic there and that's ours, good in any situation no matter how many pips you have, ready at the time of notification. What more could you want (other than a balance prism)? Don't underestimate the flexibility that judgment gives. While Judgment is a one-target charm, versatility is also very valuable. You need a finisher, use a 2-pip attack. They have a larger target, blade and wait for the incuation of 4-5 cores. For larger bosses, you can take a few rounds to prepare a big attack. Add interest to make judgment treasure cards and you have 95% attack accuracy. Many players have indicated that they will use the tables to calculate the damage for the judgment, so they know exactly how many pips are needed to send the enemy. Spectral Blast (SB) That's a great charm at 4 pips. Depending on your style, this may be your main damage card. It's a great charm to use at a higher level balance bosses because they can have really high balance resistance. Sandstorm We are the first school to acquire a spell that harms all enemies. Due to their low damage, you may need to tweak them to stay invented according to your playing style. If you make a treasure card (tc) it through hard enchantments, it packs a little more punch and is also ready at the time of notification. Although not as powerful as the power of nova over everything is more effeminate to cast 2 sandstorms (especially heavy sandstorms), rather than the time it takes to build the power of nova. Don't worry about polishing the heck out of them, you should be better off breaking off a few small sandstorms than trying to wedge everyone, balanceblade, blaststorm and then blast them. In the same amount of time you could have cast 3 sandstorms and they would be dead. Save most of your bonuses for judgment and SB. Gargantuan Sandstorm does more damage than Power Nova.Hydra This spell is three individual elementary all in one cast. Others on the forum found it good for breaking shields. At the same time, it is not very popular due to the high cost of pip and low damage. It's less than 100 dams/pip. I really like the ethe amulet Hydra or card you get from Pet Hydra. The damage is 220/head. IMO does this magic effective multithr charm. When using universal traps (hex, trick), I know that the trap only works on the first attack of the three. Blades like BB and SB enhance the whole charm. Useful mander is useful when using this spell. Mander throws elementary blades and traps, saving you wheels & pips. If you use elementary knives and traps in combination with SB then Hydra is good for cleaning extra blades and traps. When you play with elementary Wiz using their damage bubble, you get support for the corresponding Hydra head.Using Judgment as a benchmark for 100 damage/pip, Hydra falls short. However, the damage curve is probably slightly less variable. Hydra tends to be less vulnerable to defense. The only thing that really affects the whole Hydra attack is Weakness. In fact, if you are facing an elementary enemy, you can probably count on being blocked by one head, but oversteering another. Once your device approaches max boost (lvl 50+) Hydra can regularly do 330+ per head only with BB. That's a solid 1k damage for just 6 pips. It kills a large number of crowds in the game. The added bonus is that in many ways you can ignore all the TS that mob plays. Power Nova If it wasn't for the fact that the court and SB are so big spells earned so early, the balance community may have started a revolt because of this 48th ed. Its pip to damage ratio is low so many don't think it's worth carrying. When used under certain circumstances, it seems that it can be a valuable part of your arsenal. I personally dislike this charm and use enhanced sandstorm instead. This spell can be used as an opener to avoid a bit of damage early, give you more time to set up for your heals and allow you to set up some defenses without being pounded before it takes effect. It is important to note that Nova is a charm and not an attack charm. Check the corner of the card and you will find a green clover. That means it's magic. What it means is that Nova can't be cherned by Tough/Giant/Monstrous. What you see is what you get damage wise. Congratulations on having the worlds hardest spell. There are still reasons to forget this gold pop. Originally added nesogra With sun school making damage spells practical for most players and now that we have gained Ra at level 58 for pve Power Nova is now obsolete as damage spell. Gargantuan sandstorm deals more damage than power nova at almost half the cost. Also with a whopping only worth 250 gold pop The archivist can pack the side plate with them for 450 (average) sandstorm damage on request. If you want a bigger hit or easier blade aoe Ra is much more effective than nova. If my pips and deck are nice to me I personally can use the dragon blade, balance blade, then cast gargantuan Ra for 2079 to 2291 damage in 3 rounds (usually more like 4 or 5 though). I just don't see any way power nova can compete with a single spell. Power Nova: Kraysys Example When breeding Kraysys, start with a wand blast or balance blade. Based on the probable equipment, the second round has you with six pips. Cruising the Kraysys. Round four you have seven or eight cores. Release Nova. With the balance of blade damage hits at 764 on the minion, and with the hip it hits for 993 on the Kraysys alone. In three rounds you knocked down a fifth of his hit points, halved his minions, and saved yourself a lot of damage from the kraken he was going to throw at you in the next round. Then continue your normal light guide/auxiliary hand combo, and start buffing him for great judgment. Since you've dealt so much with his minion, you can usually take it to round 5 with unsuded judgment. From there just wait a while and knock Kraysys himself out. RA AoE charm that costs 8 cores. This 58 lvl charm can be enchanted by hard/gargantuan. This fact itself makes it a better charm than Nova. If you use 85% or more of the power pips, this spell can cost as much damage as Nova for buckets. If you draw 4 power pips and throw away Nova, it will use all your pips. If you have 4 power pips and cast Ra uses all your pips. Weakness is nice, but the best defense is to make sure the crowd across from you doesn't throw away. Valatar has a nice write-up here that describes how to use Ra IMHO effectively. Long story short: Use a small deck when using RA, Ra, Gargantuan, BB, and amplify. This allows you to get Ra off into round 3 with a good amount of increases. This should allow you to get a shot in round 3 that will kill almost every crowd in the game. Enjoy. Scroll down to get Nesogr's post on The Talented Piggle. This pet gives you a Dragon Balde card as well. The support is better than Amplify and it's at the same big low price of 0 pips. Black Mantle / Weakness Some have questioned Black Mantle's usefulness at higher levels because it only postpones this round of attack until the next round, but this time with more pips. Very specific conditions: When encountering an enemy that is likely or known to spam or repeatedly use weakness or black cloak themselves and try to time so that when the enemy like 1 - 2 nucleoli and is at the stage where they are very likely to use BM / W on me. That's when they cast BM on them, if possible. Hopefully it will fizzle their BM a W attempt and make it so that you don't have to lose some other utility move to remove the BM off yourself, blades to face weakness. It also means that the next round monster will have 3 or so pips and will be less likely to try to rework the BM/W on me as they can use other moves. Useful Mander Probably the best minion in the game. Throws Elemental Shield, Elemental Trap, Balance Blade, Weakness, Fire Power, Locust Swarm, and on a rare occasion, Sandstorm. The balance gets him early in the game compared to other schools, which is good in that when we are at the lower levels our damage is weak. He attracts little attention from the bad guys in that he rarely casts offensive spells, so he lasts longer than you'd expect from a 300hp minion. He is great at saving you bikes by throwing raises and shields that you would normally have to lose the bike doing yourself. Over time try to repay you for a 3 pip casting investment to Donate Power, which, in my experience, does frequently. Some may argue that it is not useful at higher levels (post Judgment) in that you can set the deck to quickly serve damage. Casting Mander burns through three pips which is a 390hp judgment bosted with BB and Hex.Originally Posted by DerHund I think you can make a decent case for Mander in lvl 18-25 range until you start getting SB. You definitely don't need it after Lvl 28 when you get the Court. Mander supports well, so if it's a long fight with a huge boss, you get a lot of elementary shields, balance blades, elementary traps and black coats. Mander in Celestia I was with him in CL a bit. Even its shields and donate now come much more useful than it did in MB, MS, & DS. This is more important now that CL crowds are so aggressive and cranks out the damage quickly. You need time to prepare for attacks. Mander can lighten a little and reduce the need to heal by casting shields. It keeps your attack moving by occupying a gift power spell. Donate glitch has been fixed! these 2 nucleoli can make a big difference. Example: Cast Hydra with 6 pips and end again with 0 cores. Now it's Mander's turn. Mander Castings Donate. In the next step, you will grow up ppp. You have 4 pips cast up in one turn. You now cast HH to save yourself or SB to finish the crowd. Spectral Minion Spectral Minion, like Spectral Blast, is a mini-game of chance. Possible outcomes include Storm Minion, 400 Health, Fire Minion, 450 Health, and Ice Minion, 500 Health. Every minion is like a D.O.T. Spell when they see how everyone, unlike Useful Mander, mostly buff themselves, and occasionally, and attack as if there was no tomorrow! Also, on rare occasions, they will give you their school shield. Storm Minion forces overpower your opponent, so you can do anything or you, so the minion continues his rampage. Fire Minion's Fire Elf Stacking Can Add up over time and smash those pesky Tower Shields/Fire Shields/Absorbs/Ice Armors. Ice Minion Health forces opponents to either try to take them out, which can take a while because of their health, depending on their spells, or take hits that add up after a while (Repeated Snow Snakes can really hurt after a while!) Fire Minion Health Spells: Fire Shield, Sprite, Link, Fire ElfStorm Minion Health Spellisice Minion Health SpellsPower Play Beware of Power Play! It's global. This means that enemies get the benefits of magic as well. If you have a quick package then this spell can be very useful to you. It's expensive for 4 pips. That's 648 worth of judgment with BB and Hex. At the lower levels this spell can get you into big trouble as crowds and bosses use pips to give them. For more use of this spell, see the PvP section at the end of the wizard. This spell can make minions dead! Helping hands This is more than capable of healing magic. Do we even have to learn life's magic now? Originally added DerHund Helping Hand now revolves with 50 pip initial treat. Now it works just like a super elf. Get a troll appendage. It gives you two guiding light cards. You can manage it from The Great Troll in Colossus or buy it from the Amulet dealership in Marleybone. It's not that expensive... Keeping light + Helping hand is 252 treat / round. Prepare! Prepare! Prepare! Cast guiding light buff early in the match if you are able. This way you're not trying to take the time to cast when you really need it. My Balance GM is wearing a Mali Blade and ring that gives 13% incoming treat support as well as getting over 400 health bikes from HH. I like to think of it as a Pixie bike for three rounds in just 3 pips. Blade Storm That's a good charm when working with a group. Your cohorts will appreciate the support, but when it comes to soloing be careful when using this spell. It's not effeminate to use Blade Storm if you're casting a Judge on 5 cores or less because of the cost. It is better to grow nucleoli. See MLHagan's explanation on page 2 of this post for a round of thinking about why. Donate power This magic has a limited application in PvE. It can be especially useful to set other players a big hit in a short period of time. There has to be communication ahead and the decks have to be really really small. Really small. Read BWildheart's blog post on the launch of Briskbreeze Tower. It outlines how you can kill the tower crowd in 2 rounds. Balance plays a key role. I ran through cl with storm Wiz. I spent my time casting donate and Eblade. This allowed Storm Wiz to cast Storm Lord or Tempest on Lap 2. You deal mobs very quickly in this way. This setting took coordination with storm Wiz. It helps to have a small deck. Small little ones. I ran 3 donate, 3 Eblade, 1 reshuffle (that I use), Wand, Mali Judge and Pat Hydra. I'm not even sure what's in my sideboard. I never use it. Rearrange the onboard refresher! If you're worried about run out of cards, pack a regrouping. Casting this spell will bring the cards that you have used or discarded back into the deck in the order in which they were used. If you cast this spell and still have cards in your deck you will need to pass those cards first before you use the cards that reshuffled. One reshuffle ensures you have endless cards. If you just pack one, remember that when you play reshuffle it then it will be put at the bottom of your draw board. Many people pack 2 so they can see it more often. I recommend bringing only one when farming or fighting crowds. For big boss matches you may want to bring 2 if you insist on playing on a big board. If you are playing a small package (what I recommend even in boss fights), one is plenty. Deck building: rule 1) Keep a small deck. Rule 2) Keep your package small. Rule 3) Small is better. Making your deck small is the best way to make sure that the cards you want will come when you need them. This is a difficult concept to master if you have been happily filing a 50 card deck to the top with a whole cadre of spells. Many Wizards have reported using 12-15 card decks for agriculture/mob hunting. Does that sound scary? Well the idea is that if you have a smaller deck you can make enthusiasts happen when you want to (round one or two), give the wand a blast (round one or two, but before shield of course) when you want, and then drop the judge to the minimum pip needed to kill the enemy. You may ask: What about healing? What about my shields? What am I going to do?. If you play a small quick pack then you will kill the crowds in 2-3 rounds. Crowds in MB have 525 HP. If you have a 50% pip rate you are getting pips quite quickly. Drop hex round one, drop SB in round 2. Between your clothing increases and Hex, even if the ice comes, you can drop one member of the crowd on the second round. You will require less shields and healing because not many mafia members can do much for you in 2 rounds. Depending on how you get to the enemies, you can drop one before the other mob member arrives. Read the full link. That's mandatory reading. Here's an example of a small deck. Scroll down for the eberle post. It has a screenshot. Bwldheart uses its starter package in DS with success. He is death in this case, but the principles are sound and will translate into balance. That's a practice I support. When I'm running through 12 cards (not countin wands and cards from items), I find that I'm trying to draw exactly what I need. Less is more. Strategies to maximize your class enjoyment. Tables Here is a link to a table that will help you calculate the damage to SB. Others have found it useful. Here's a link to the superior table to help you calculate the damage to your judgment. Bve to scroll down a few posts. Here's another table that may be useful to you. It's got all the magic of balance on it. Annex 6502Discussion Example on character building Here is a link to a good discussion of character development in the early stages. Maybe it'll help you. Created by Balance Wizard not so long ago. ... ad.php?t=41274Doud Spectral Blast Debate is raging! This is a good discussion that explores the pros and cons of Spectral Blast vs judgment. If you want to learn about these two spells, read page two and three of this thread are excellent. Posted on a thread everywhere in the forum: What should I choose for my high school? Before you choose high school, remember this: You can solo the entire game with your high school choice. Once you limp your way to the 26th level using only 255-305 Locust Swarm (there should be a badge for you if you do), you get SB. Once you get SB power it already becomes a problem. But many may find this answer unsatisfactory. For those, read on. You currently earn a total of 24 training points (including all zeke quests): 7 for zeke 1 for Entry 3 by Odgen Peake (in CL Commons) and level 4, 8, 12, 16, 20, 25, 30, 35, 40, 45, 50, 55, 60.Death: 7 points per trick is by far the most convenient thing you can do for your guide. You may never have to send another death spell again. Ice: If you want pvp then spend 5 points in ice up to the tower shield. It is also useful in pve because it helps against the balance of bosses casting judgment on you (How could it!). Most crowds up to cl do not cast a judge who is more than 2 pips (200 damage). This low damage combined with your device resist means you won't be hurting the crowds casting balance spells. It's very nice to be on the others. No. Originally Posted by Bwldheart I go up a strong gargantuan trailOriginally Posted by Halecta Makes RA better than Stormlord, makes Sandstorm better than nova power, makes Hydra better than Stormzilla, and makes judgment the best pip spellOriginally Posted by Hidrae 1316566 Sun to Gargantuan. Performance enhancement is worth it. But the main thing to remember is the order of the first to go to the trick (important) second tower shield (useful) third to learn some life (completely optional). Fourth Learn some sun magic (gargantuan is nice) Don't waste time with myths as minions do more harm than good for us. The storm is too scaly and SB is more efficient so there is no need to lose any there either. Fire is fine for shield breaking, fire elf for 2 nucleoli to clear the way for judgment, but this would rule out the use of tricks and hex. Other Balance community members recommend the following use of training points: Life up (only) Legend Shield - Fire up an ice shield that includes a fire elf. Treasure Cards, your sideboard and you! For those interested in making treasures, but a little lost on how to do it, read below. The first thing is to get hold of a deck that will hold as much of any card you want to treasure a copy. Once it's done, stuff it full with every copy of the listed card that you can. This example describes the process for Sandstorm with the Perfect Harmony deck. It holds seven copies, so give seven sandstorms, and two reshuffles (Infinite Cards, ahh yes.) Once it's done, head to the library in the Wizard and buy as many tough guys as you can afford. At 50 gold pop, that's quite a few. With these in hand, go to the Golem Tower. The Golem Tower is an excellent treasure making facility because the first floor is all yours and the enemy is ridiculously weak. Before starting the fight, load all the tough guys into the sideboard, and then go into battle. Bring one card that can beat the Golem, whether it's a wand or something at hand. Discard one reshuffle and hold on to the other. With this complete, and the fight takes place in earnest, then start drawing toughs from your sideboard. When you do this, use one to make a sandstorm that will now become a 330-380 damage card (Not a bad piece of damage for 50 gold!) and repeat

this process until the end of your turn. When it's your turn, throw away all the treasure cards you've just made and put them back in the sideboard. This process is repeated until you run out of sandstorms, and at that moment you hit the reshuffle and start over. Keep doing this until you've used all the tough guys in the sideboard and all you're drawing is your pumped sandstorm. Then pop out of the wand to make a golem, quaff potion, and empty the sandstorm from the sideboard, top it up with toughs, and start the process again. Making treasure cards is a great way to improve your high school. For those of us who have taken Fire Use Keen to bring accuracy down to damage over time (DOT) to a much more reliable 85%. The murmur of storm bites can shrink me to some extent by adding Keen to Storm Bat and the like brings it an almost bearable 80%. Weak spells like Sandstorm can stay relevant in your game by being into hard versions. See the example of a sandstorm under Spells. Cards like Tough add only 75 damage points to the total judgment, not to its 100/pip. So a hard sentence will look like 100/pip+75 points (5 pip judge will be 575 damage points). Adding Tough to Hydra splits 75 points evenly between 3 heads, to increase to around 220 per head. Balance will never require this thread: 22 million damages with a judge! Damage from balance is not the highest, but it is very consistent. You don't have to overdo the boss, all you have to do is enough to beat them. Use this consistency to your advantage. Wizards can plan ahead and know how much pips a judge will take to defeat their opponent. If the crowd is 625 HP, you know you don't have to wait for 6 cores if you're casting support spells. Check your math first! Edit: Uh, just found this post... LOL ... ad.php?t=31846Dealing With Weakness and Tower Shield (PvE) When dealing with enemies who know how to provoke (constantly embed weakness and tower shields) when fighting them just pretend to have twice as many points (if they go first in battle), so they actually die when they have. This can reduce your frustration and allow you to stick to the original game plan. Here's another option: 1) When your opponent has a big pile of pips and you don't. First, pour out the shields, but there are times when you no more towers (stolen, pierced, fiery elves) and weakness remains in place. This can be important if you are facing 2+ opponents. You can place weakness on an opponent with a large pile of pips, although other opponents can go in front of him and clear the shields. 2) Do you think you are going to use the damage-over-time (DOT) card. 3) Do you think you are going to use the multiple attack/area-of-effect (AoE) tab. You can stack three types: 30% necklace weakness, 25% Power Nova weakness and 25% weakness (normal balance). Yes, they can be cleansed by the magic of a wand, as well as the shield of the tower. Balance Solution: MUSHU Example Use the balance wand and hit the enemy in question with a wand blast just to get an idea of what kind of balance resistance they have. Reconnaissance, if you like. If you defend 50% or less then completely go with the judgment over Spectral Blast. You'll find that once elementary shields are up its better to use judgment pretty much through mooshu except for some later halves bosses. Exploratory hit is also good to give you a general idea of how much more than a kill you need with a judgment. Example: normally you get 90 points with a wand and hit the bad guy and it's just a dose of 60 points (33% resist, or 1/3 is what I'll use in my head.) Monster type has basic hp 800,  $((800/2)^3)=1200$ . If there resist is about 1/4  $((800/3)^4)=1067$ . If only a rough estimate, round 800 to 900, because it simplifies mathematics. So the formula reads  $((900/3)^4)=1200$ . Now it's much easier to do in your head on the fly. You don't have to be too specific, just an idea for a ball park. Once you take out a couple of ninja pips watch how many pips it takes to beat. This saves you from having to redo the math every time. And do not be afraid to adapt tactics for enemies on a certain street, the most insuasive has already been mentioned from the sick villagers in moose. Hard Spectral Blast and not they are also heavy with elementary shields, there resistance is only about 50% mark, so its like dealing with enemies that have 1500 hp each, which is a bit hard at this point in the game, you can get used to it though and the rest of the area seems that much easier. Balance vs Other Schools in Damage for Pip. This is a great chart to refer to others who may feel that there is a difference in power that they may consider unfair. It also shows how great we are (after level 25) compared to other schools. Thanks BWildheart for working on this chart! You talk too much! When in a group remember that communication is the "key" to pulling out your judgments and spectral outbursts well. Keep your teammates on the same page as you and it will move the fight along much faster. Most people don't realize how quickly we can take down the enemy, and will be wasting our traps on smaller hits, or worse, wand attacks. Try to make it a habit to say something like I can kill the key in three rounds, please don't hit it. It doesn't always work, but it's a good idea to keep communication open. Thread Posted Everywhere: Balance Is Not Fair or Judgment Is Getting Old Now the debate over the verdict has been going on for some time. It seems me that but what others have said is not a question of being an X pip spell or a level of damage to the spell. The main problem I have heard is the fact that there is no balance specific shield. Now it seems to be a matter of enthusiasts vs debuffs. Lets take risks and look at every school buff's vs debuffs. For the purposes of this study I am only including spells that can be trained and cast from the main board of the school deck in question. It works nicely for buff's however if debuff is we have no idea what school so all debuff will be used. It is even across the board, so it should be fair in comparison. I'm also just including a debuff is that specifically effect enthusiasts in question, so while a storm can be made tower shield is not included in there debuff is like a wand from another school can remove the tower shield without realizing enthusiasts already in place. It should also be noted that the use of prisms can be used to bypass shields. All spells (and variations of magic) from gears and treasures (despite the fact that each school can receive buff spells from amulets except balance) are not recorded in the list of lavolu. We will also ignore spells like ghost amour and ice amour because these are more bonus points rather than debuff. Well the seams pretty clear so far let's get into looking at each school in alphabetical order. BalanceBuff. Balance Blade + 25% Blade Storm + 20% Hex + 30% Feint + 70%DebuffsTower Shield -50% Weakness -25% Plague -20% DeathBuff'sDeath Trap +30% Death Blade Curse +20% Feint + 70% Death Prism Life Trap +25% Spirit Blade +35% (for Death) Spirit Trap +25% (for Death) Spirit Trap +25% (for Life)Debuff'sDeath Shield -80% Either Shield -70% Legend Shield -70% Spirit Shield -50%FireBuff'sFire Trap +25% Fire Blade +35% Fire Prism Feint + 70% Wyldfire +25% Elemental Blade +35% (for Fire) Elemental Trap +25% (for Fir) Elemental Trap +25% (for Ice)Debuff'sFire Shield -80% Thermic Shield -70% Volcanic Shield -70% Elemental Shield -50%IceBuff'sIce Trap +30% Ice Blade +40% Ice Prism Feint + 70% Fire Trap +25% BaleFrost +25% Elemental Blade +35% (for Ice) Elemental Trap +25% (for Fir) Elemental Trap +25% (for Ice)Debuff'sIce Shield -80% Thermic Shield -70% Glacial Shield -70% Elemental Shield -50%LifeBuff'sLife Trap +25% Life Blade +40% Feint + 70% Life Prism Spirit Blade +35% (for Life) Spirit Trap +25% (for Death) Spirit Trap +25% (for Life)Debuff'sLife Shield -80% Either Shield -70% Dream Shield -70% Spirit Shield -50%MythBuff'sMyth Blade +35% Myth Trap +25% Feint + 70% Myth Prism Storm Trap +25% Wind Storm +20% Buff Minion +40% Time of Legend +25% Spirit Blade +35% (for Myth) Spirit Trap +25% (for Myth) Elemental Trap +25% (for Storm)Debuff'sMyth Shield -80% Legend Shield -70% Dream Shield -70% Spirit Shield -50%StormBuff'sStorm Trap +25% Storm Blade +30% Wind Storm +20% Storm Prism Myth Trap +25% Feint + 70% Dark Wind +25% Elemental Blade +35% (for Storm) Spirit Trap +25% (for Myth) Elemental Trap +25% (for Storm)Debuff'sStorm Shield -80% Glacial Shield -70% Volcanic Shield -70% Elemental Shield -50%School, Buff's, Debuff's Balance, 4, 3 Death, 8, 4 Fire, 7, 4 Ice, 8, 4 Life, 6, 4 Myth, 10, 4 Storm, 9, 4Pets Here are links to Balance pets and their talents. As I find them I will add them. One of the best places to search is the wiki. The wiki collects all pet properties and records them for our reference pleasure. Hydra Talents Thanks Cassandra Storysmith for mounting this. It has (52) hydra preupdata and both versions (53) Hydra. Who knew there were three types of Hydrates? Crabling Talents Burned deep in the Pet Pavilion Forum.Green Cat ThugSpider Golem Thanks Lady Court for posting this image. Her Spider Golem features Cloud's bugs talent. This is the 'may cast' talent Locust Swarm for 305. A swarm of 100pip is worth the cast in my mind. Feeding pets. This is a great link from Saffron Skycatcher on where to find what snacks to craft. Stick to Honey Tombs cereal. You get 7 xp to feed. Add that to the perfect game and you get 11.2K for the mini-game. At the time of writing this article, there is no way to balance the pet with intent, which means that there is nothing you can do to get the qualities you want. They're all random. Check out the rank of 5 snacks in the Bazaar. When prices are below 300 per snack, it's a good deal. Balance in the arena That's a topic that is huge and complicated. While they have dabbled in the arena some, my position is in/on/around 1000, I am by no means an expert. There is a great discussion thread sticky'd in the forum that was set up by DerHund. He did a great job in presenting his own strategy and facilitating discussions with other Balance PvP'ers. There is also a great discussion on other board set-ups for high level and low PvP level. This is a great balance of PvP resources. Resources.

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