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ive 250 AP for everyday use, once every 30 seconds. Kat zeal gives 30 AP whenever you kill the enemy. In the end, the AP gain at that time is obtoot affected by the AP profit percentage). Final APG = ∑ (AP of powers) + ∑ (AP from flat sources) 2.1.3 Occupancy time and cooldown percentage ooldown reduction (CDR) sources and the minimum CD power supply equals its CT. Here is a list of all methods the wizard can reduce the CD thro	eductionS Are included extensively on Janne's site, so I won't go into much detail here. The general idea is that the final CD pow	ver supply is equal to its basic CD divided by the sum of all
(SI) for 5 seconds. Arcane Empowerment gives 400% RSI for 10 seconds. Artifact Offhands give 2.5% RSI.2.1.4 Non recharging Speed Cooldown I onsumption) or percentage reduction (e.g. 30% for daily use). Here's a list of these types of reductions: Opportunism reduces your CD by 30% on t	eductionWhilst RSI is the most common method to reduce CDs, this is not the only method. There are 2 other ways to cut the cd	. Flat-rate reduction (e.g. 2 seconds reduction in daily
cocket Rainer Wiki.Alacrity reduces your CD by 2 seconds for daily energy usage. The meeting reprieve grants a 10% chance of reducing the cd by ehind the numbers and you had to retroactively engineer the game a little bit to see what it was. Before module 16, I referred to them as Competent of the competent of	y Coefficients, but now that we have official terminology for them, we will move forward with it. The basic idea of size is that it's the	ne value you multiply the gun damage to determine how
amage, but had a TC of 3. It would be 1.5 damage to 3 goals, which is better against 3 goals than a performance that does 1 damage but has a target purple of a 1.5 to be better than the weak single to rest a reference of the columns of the following Type of the columns of the columns of the following Type of the columns of the columns of the following Type of the columns of the columns of the following Type of the columns of the columns of the following Type of the columns of the columns of the following Type of the columns o	et foot 1. Before module 16, each area of action (AoE) had its own TC, but as module 16, all AoEs have a TC of 15.Here is a tab	ole with a list of Size, Size per Second (MpS) and the required
arget number for AoEs to be better than the weakest single target performance, for each performance, the columns represent the following: Type - hactive. MpS Average Arc – Average size per second provided the AP base gain through a theoretical battle of infinite duration, taking into account haumMpS Empowerment ArcMpS No Empowerment ArcMpS Average ArcTarget Count AoEAt WillMagic Missiles119.047619130.952381119.0476	he uptime and downtime of Arcane Empowerment. Target AoE Count – How many targets do you need to hit to break even with t	he best single target performance. TypeNameMpS
Cloud104.1666667114.5833333104.1666667108.7447917 At WillStorm Pillar88.1552355796.9707591388.1552355792.02965817 At WillArcane Bo Perrain21.05263158115.789473721.0526315862.689473683EncounterEntangling Force58.59375322.26562558.59375174.47753911EncounterRay	:102.7380952113.0119048102.7380952107.2534345 EncounterChill Strike301653089.3325 EncounterChill Strike AoE11.33333	33362.3333333311.3333333333.747833336Encounterlcy
lame3.28282828318.055555563.2828282839.77544192 EncounterIcy Rays22.5123.7522.566.999375 EncounterIcy Rays AoE1582.51544.666256 e13.4615384674.0384615413.4615384640.085096155 EncounterFireball12.568.7512.537.2218755 EncounterLightning Bolt10.7142857158.92857	EncounterRepel34.09090909187.534.09090909101.5142045 EncounterRepel AoE12.727272737012.7272727337.898636365E	ncounterConduit Of
valanche6.2534.3756.2518.610937510EncounterImprisonment0000 DailyArcane Singularity8.33333333339.1666666678.33333333338.6995833333333333333333333333333333333333	ng 4 for each type of power supply is highlighted in the appropriate column. The last column is how many AoE energy targets mu	ust hit to surpass the strongest single target power. The size
f the tangled force increases with its duration at the target, which is raised arcane chimneys, for every 0.5 seconds it takes. Note that while Arcane with arcanist custom enthusiasts and also assumes that each tick hits. How can you derive from reading this spreadsheet, On a single target, the beginning the control of	t powers for Arcanist are as follows: Magic Missiles.Entangling Force.Ray of Enfeeblement.Repel.Disintegrate.Arcane Empower	ment.If you have a Snap Freeze allocated, then you can
eplace Ray of Enfeeblement with icy terrain and magical projectisan with Ray of Frost, although most of the time I prefer to leave Ray of Enfeeblem auses you to use it 7 times. As far as function classes go, you want to be using Storm Spell and Cooling Presence with Snap Freeze and Storm Sp frost.Entangling Force.Repel.Ray of Enfeeblement.Icy Rays.Ice Knife. I do not recommend playing Thaum on a single target, as the damage to the	ell and Arcane Power Field with Assailing Force.If you are playing Thaumaturge and using critical need (which you should use), th	nen the ideal power line up for one goal is as follows: Ray of
mastery). Iced Terrain.Entangling Force.Repel.Furious Immolation.This build requires you to crit limited and using Swath destruction and critical fire roup of 5 men (in my opinion), but is a very strong benefit in a group of 10 men, due to errors. Note that your rotation is very important for this build	as your class function, as well as with Rimefire weaving. It's not to build the DDP, it's a support build that relies on debuffing ener	mies to boost partisan performance. It is not worth using in a
urious immolation critically hitting, if not, you'll probably want to stop hitting until Smoulder falls. If it makes a critical hit, then you will force Smoulder ast of Ray of Frost and scorching Burst. Otherwise, after this point you can hand the powers off the cooldown. Here's a picture showing debuff effic	to stack on the enemy (it shouldn't stack). It also causes Rimefire weaving feat stack. You will need to recover both Rimefire and	Smoulder at least once every 12 seconds with an individual
infeeblement and 4% is from Swath of Destruction, a total of 34% is a deuff efficiency. Note that this operation in this way is a 100% error and will prebuffs that would only be ~15% damage increase. It's hard to justify it in a group of 5 men, but in a group of 10 men it's fine. You can see in this im	ge below that Rimefire, Smoulder and Ray of Enfeeblement are active. This is the situation you are trying to create.2.3 Trigger M	lechanicsTrigger drives are mechanics that occur without
irect control of the player, as long as the event occurs. For example, Storm Spell is Trigger Mechanic because it triggers 30% of the time it critically iggers them because they take on the properties, causing them to proc. For example, Shatter Strike is inherited by Proc; If Encounter is activated, will be critically hit as well. Here is a list of all wizard inherited Procs: Snap Freeze - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill.Shatter Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every time you use Chill Strike - Deal 40 Size damage every eve	nen anything that increases the damage of the encounter will also increase the damage to Shatter Strike. Alternatively, if the force	e that triggers Shatter Strike critically hits, then Shatter Strike
nagnitude damage and stunning them for 5 seconds. Here is a list of all the guide to non-inherited Procs: Smoulder - 20 Size on tick, ticks 4 times. I nemy, can provoke only once every 3 seconds. Shining Flames - Smoulder deals with 20% of his damage to close enemies under 15'. Storm Spell	imefire Smoulder - 20 size on a tick, ticks 4 times. Arcane Power Field - 50 size on a tick, ticks 4 times for daily energy use. Stori	m Fury - Offers 50 size damage when you are hit by an
amage. Usually, non-inherited Procs end up being overwhelmed because they don't benefit from many enthusiasts that they would otherwise or sh lasses, they still have control hard coded into them more than any other class. For example, they have a feature called Control Mastery, which exte	uld. In the case of Smoulder, if it is running outside of critical mode, for example, it is not capable of being critically striking.2.4 Codes the duration of stunning, root, handle, and glare by 2.5 times. The duration of wizard control effects are as follows:Power Name	ontrol MechanicsAlthough they are no longer strictly control ne:Control Duration (Seconds):Control
ype:Frozen2StunEntangling Force (No Stacks)2HoldEntangling Force (5 Stacks)2.5HoldEntangling Force (10 Stacks)3HoldIcy Terrain1.5RootSteatrike0.5StunFurious Immolation1PullIce Storm5SlowShatter5StunPrior to Module 16, there were many ways increase and reduce the duration of controls.	ntrol effects. I can't think of many anymore and maybe in the future I'll expand on this part as I'm not sure if and how the function	ality of these drives has changed. They may not have
hanged the mechanics of resistance management and the control bonus at all, but without testing it we can't be sure. If you are interested in readined aduce the outgoing damage the enemy is dealing with to you, then there are defense debuffs that increase the damage done to the enemy. As far a nother.2.5.1 Damage BuffsAll damage enthusiasts are additives with you, except for your damage attribute (Intelligence for Wizards), which is mult	s enthusiasts go, there are personal enthusiasts and there are shared enthusiasts. In order to make it easier to read, enthusiasts	are included in one section and debuffs are included in
nother.2.3.1 Darnage BurisAir darnage entrustasts are additives with you, except for your darnage attribute (intelligence for wizards), which is multi- ncrease of 12.36%. The difference between personal and shared fans is self-explaining, personal apply only to you and shared enthusiasts apply to force.Repel.Shield Burst.Icy Terrain.Icy Rays.Steal Time.Shard of the Endless Avalanche.Here is a table of all personal enthusiasts and their perce	everyone. As module 16, the guide has only one shared fan, Managed Momentum, which is a 2% enthusiast and is applied by th	e following powers: Ice Storm.Chill Strike.Entangling
pplies to cold, fire and lightning forces. Frosty presence Increases your damage by 0.5% for each shed chill on the enemy. Only enthusiasts non Storce10% chance of meeting use to get an enthusiast who makes your next meeting deal 100% increased damage. Power Surge Increases Your A	noulder activation is not caused by Chill Stacks. Arcane Power FieldDoubles damage fan Arcane Eight seconds. Bugged and doe	s not increase the bonus from step above Mastery. Assailing
nthusiast arcane stacks by 0.5%, up to 1% per stack and maximum number of Arcane Stacks at 10.Elemental BoostUsoute Encounter Power gives neetings by 10%. Swath of Destruction Increases your damage smolder by 5%. Frigid windsIt increases your damage by 1% for each shed chill on	ne enemy. Not buff Smoulder.Critical BurnIncreases Smoulder damages 25% on critical hits only. Does not increase the damage	shining Flames.Powers that make up the area of action are
s follows: Bounce (Mastery). Icy terrain. Shield Burst.Steal Time.Lightning Bolt.Storm Pillar (fully charged). Arcane Singularity.Oppression Force.MolebuffsDefense Debuffs cause the affected target to do more inbound damage, while outgoing debuffs damage cause the target to deal with less of the following Debuff News Debuff Strength Development (Master) 10%, 10 accorded duration. Suitable of Destruction 20%, 10	going damage. The way 2 work are as follows: Final damage = Initial incoming damage * (1 + ∑ (Defense Debuffs))The wizard o	loes not have many of them; When it comes to defending
Debuffs, we have the following: Debuff NameDebuff StrengthRay of Enfeeblement (Mastery)10%, 10 seconds duration. Swath of Destruction2%, pe Veaving5% when the enemy is afflicting Chill, 5% when the enemy is afflicting the Smoulder, 10% when affected by Rimefire Smoulder. Bonus stac When it comes to building your character, the mechanics of some items are not as clear, and this can be a deciding factor for how you decide to con	s for each stack of Rimefire and Smoulder on the enemy. Ray of Enfeeblement is also an outgoing damage debuff that reduces	enemy damage deals by 10%. Part 2 – Item Mechanics
anne site and Rainer Pocket Wiki are great resources.1 ArtifactsThere are many useful artifacts, so to make it easier this section is divided into rou rtifacts that are good if there are more contributing PCAs, but debuffs have a short duration and are only good for short matches. The third type are	hly 3 categories. The first is the rupture of DpS artifacts, which are If you are the main trader of damage in the group and kill ene	mies fairly quickly. The second are cracked supporting
referably 2 for the PVE would be first forgehammer from Gond and for the second round elements.1.1 Burst DpS artifactsThere are 5 artifacts that econds. This is a lower version of Envenomed Storyteller's Journal.Envenomed Storyteller Journal - 30% of action points in 15 seconds. It is bugge	all into this category. They are as follows: Soul Sight Crystal - 25% personal damage fan against a single target for 10 seconds. S I and generates 34%, not 30%. If you activate it during the arcane empowerment you will get no action points. Wyvern-Venom Co	Sigil of the cleric - 25% action points regenerated over 10 patted Knives – Combined with the opportunism of Mount
Power, which is obtained from an armored Griffon, if you deliberately miss enemies with this artifact you can reduce cooldowns by 30% every 15 second as long as you are hitting enemies, sometimes even more if you encounter multiple enemies at once. The longest duration I've seen on it is	2 seconds. From the above, I prefer to use Envenomed Narrator Journal.1.2 Burst Debuff ArtifactsThere are many artifacts that f	all into this category, but I will only list a few: Wyvern-Venom
oated knives – If you alternatively had to intervene with this artifact instead of miss with it, it pays 12% of Debuff's defense, as well as 12% outgoing Debuff that lasts 10 seconds. He's not accumulating. The heart of the Black Dragon - 10% defense Debuff for 10 seconds. He's not accumulating. We ebuff, takes 10 seconds and does not stack. Each of these Debu	ngic Snake - 10% Defense Debuff for 10 seconds. He's not accumulating. Token Chromatic Storm, Acid - 10% Defense Debuff fo	or 10 seconds. He's not accumulating. Thirsty - 10% defense
oated knives, due to its versatility, but if you're really into min-maxing will ideally want all of them.1.3 Long duration Debuff artifactsThere are not so nd 2500 power enthusiast. It takes 30 seconds. Tactician banner - 5% APG Buff and 25% speed motion enthusiast. It takes 30 seconds. Ideally, yo	many artifacts of this type and there is really no content in the game at the moment requires their use, but if there was, these are	the ideal choices: Vanguard Banner - 5% Defense Debuff
layer hesitate before just jumping on one. There are two criteria for choosing a hill: fighting force and active effect. Both will be included here.2.1 Coou're in a group that's trying to break speed records however, the offensive ones are your go-to choice. In no particular order, the brackets I would	mbat PowerThere are both offensive and defensive mount powers and I have the controversial view that defensive ones are actu hoose between are: Armored Griffon – Reduces enemies' damage by 15% for 10 seconds. Tyrannosaurus Rex - 10% instance o	ially better than offensive ones that really have little impact. If of the wide debuff defense, which lasts 10 seconds and does
ot stack. If a group of people could coordinate the uptime of this in widespread fighting in theory it's better than the Bat Swarm. Bat Swarm - 5% pe would switch to armored Griffon.2.2 Active PowerUnfortunately for the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part, a good option here don't really overlap with the fighting force, so you have a superior of the most part and the superior of the supe	ou wouldn't invest in 2 different handles with the sole exception of armored Griffon. The power mount only beats another offensiv	e mount power, assuming the caps cap your other offensive
tats without connecting much. Armored Griffon – To use artifacts, reduce your cooldowns by 30%. Combos well with Wyvern-Venom coated knives hat more ratings than any other hill. I personally recommend Black Ice Warhorse or Whirlwind for 10,000 much, but if you ever needed mitigation, bection hopes to facilitate selection for readers.3.1.1 Gun EnchantmentsAs as far as gun enchantments go, there are 3 good choices for DpS. Bileth	iceratops would be best bet.3 Enchantment SlotsEnchantments are another expensive investment that many people may want to	hesitate a little before deciding to make a selection. This
10% critical severity without Vorpal, it's a 6.4% increase in damage, compared to the 10% that is Bilethorn. Lightning is a ~15% damage increase and work however is that they add another hit to your strength, for size X damage. Take, for example, the R12 Lightning Enchantment, which adds	gainst 3 or more enemies, but drops to a 5% increase against a single enemy. I know this doesn't explain the math behind proc e	nchanting, but to explain at a very basic level how most of
nthusiasts are present on that At-Will and all the debuffs on the hostile scale further. In short, the increase in damage to the enchantment of a weal inchantment Magn) / (1 + Skill Magn)-1) * 100Th is not a factor in matters such as critical severity or Combat Advantage, which is necessary when	on depends on what skills you use to run it and how many times these skills trigger them. At a very basic level, the increase in da ompared to Vorpal, or variables such as debuffs, which is necessary when compared to Bronzewood. If explanations are require	amage is equal to: Percentage increase = ((1 + Skill Magn + d for further spells, I can write a document about them in the
uture. With this being said, it's important to remember that Bilethorn has some weird jokes and the second hit doesn't jecrit when you run out of som CountProc 2 CountNotesAt WillMagic MissileYesYesNo113 on third hit of both proc 1 and 2At WillRay Of FrostNoYesYes01 On WillScorching Burst Count Notes At Will Add State 1 and 2 and 2 and 2 and 2 and 2 and 3 an	esYesYes11 On WillChilling CloudYesYesNo11 On WillStorm PillarYesYesNo11 On WillArcane BoltYesYesNo11 EncounterChi	ill StrikeNoYesYes01 EncounterIcy TerrainYesYesNo11
incounterEntangling ForceYesYesNo62Proc 1 triggers on each tickEn tickEncounterRay of EnfeeblementYesNo60 EncounterShieldYesYesNo11 E HoltYesYesNo11 EncounterDisintegrateYesYesNo11 EncounterSteal TimeNoNoNo00 EncounterShard of The Endless AvalancheYesNoNo10 Enco StormyesYesNo11 DailyMaelstorm ChaosYesYesNo11 3.1.2 EnchantmentWhat comes on armor There are 2 real choices, Soulforged and Barkshi	ınterImprisonmentNoYesNo01 DailyArcane SingularityNoYesYes01 DailyIce KnifeYesYesNo11 DailyOppressive ForceYesYes1	1 DailyFurious ImmolationNoNoNo00 DailyIce
revents you from dying in the first place by mitigating incoming damage. Indeed, however, Armour Enchantments play a smaller role in the develop ill not apply to gear pieces, but rather bonuses themselves. Here is a list of bonuses I find to be interesting for the guide as well as what they edit.	nent of your character and it is not your top priority to get one like Wizard.4 Gear BonusesAs these bonuses are no longer unique	e to individual pieces of equipment and have been named, I
amage to targets under 25'. Chimneys in different rows. Shadowstalker rings have this bonus. At-Will Tweaks – Your At Wills deal with 3% more da Charged Fury - Deal 3% more damage when more than 75% endurance. He's not accumulating. Permanent Shoes have this bonus. Critical Charge	mage. He's not accumulating. Willed shoes have this bonus. Meeting Sutures – Your meetings deal with 3% more damage. He's · 10% chance to get 25 AP per critical hit once every 5 seconds. It doesn't contribute much ap profit at all. Protege's Ward Pants	not accumulating. Jawripper handles have this bonus. have this bonus. Kat's zeal – Gain 3% action points back to
laughter. Probably the best shoe bonus for garbage monsters. Primordy boots have this bonus. Butcher can – When you damage or treat a target ferformance from items and function categories, not buffs categories, except for strength power blessings. Primordy gloves have this bonus. This bound is a supplied to the contraction of the cont	nus does stack over multiple items that have it. Tit for Tat – Your by chance and meet the powers to deal with 3% more damage,	your daily powers to deal with 30% less damage. Probably
ot a good option for Thaumaturge, but optional for Arcanist. Strache have this bonus. It doesn't stack up at all. The meeting is Reprieve - a 10% ch lat has this bonus. Deer Might – Increases damage dealt with by 5%. Reduces incoming healing by 25%. Rusty iron leggings have this bonus. Cha hen it hits you. Chimneys 20 times. Lion Guard's Raid Armlets has this bonus. Kat black garbs bonus, Kat blade is a 3% damage enthusiast. Altho	enger Might - Increases power by 5000 when fighting against only 1 enemy. Fancy Duelist Mask Cormyr has this bonus. Escalat	ing Force - Get 250 power when you hit the enemy, stack
how: Conduit of Ice.Disintegrate.Ray of Enfeeblement.Chill Strike.Repel.I Raycy Rays.Fireball.Entangling Force.Ray of Frost.Magic Missiles.Chillin timefire do not. Brute Fury and Charged Fury increase all your sources of damage, including Smoulder. Tit for Tat increases all meetings and At-W	Cloud.Ice Knife.Arcane Bolt.Storm Spell, Smoulder and Rimefire Smoulder do not benefit from Sniper's sullen. All Wizard Encou	unters benefit from Encounter Perk, but again Smoulder and
s the Arcturia file and the third is the Dark Remnants file. Arcturia set to daily energy usage, hits for 15% of each energy that occurs from the mome very hit of Icy Terrain. Mad Mage set enthusiasts your damage by 5% after standing still for 3 seconds. Note that dodging once does not count as r	ovement, but dodging twice does. In some situations where it is possible to stand for a long time (for example, the Tower of Mad	Mage), this file is optimal, but these scenarios do not occur
ften. Eventually, the dark remnants set up. This kit is perfect for Avernus and probably for all upcoming content in Module 19, it is very good agains nore than 1 at the same time, but provide a declining bonus for each of them you stack, with 5 equal bonuses only providing an extra 75% in excess and first a critical attitude and content an	of the amount provided by one. For the guide, I find the following to be useful: Artificer's Persuasion - reduces your cooldowns be	y 2 seconds after using Artifact.Assassin's Pact – reduces
our defenses, deflect, critical strike avoidance and awareness of 1000, but increases your accuracy, armor penetration, critical strike and Fight Adv eal 10% of your hp and last over 10 seconds. Occurs only once every 60 Maneuver - Gain 2500 Combat Advantage after controlling the enemy. Ra In hich is Bulette Puppy, who increased Combat Advantage, Defense and Power. While Yojimbo still has a 10% debuff, it is likely to be a bug, and ev	y of Frost is the easiest way to run it, although there are many other Wizard powers that work. When it comes to pets, there are c	quite a few important aspects. First summoned pet, the best of
ecommend investing in broken items. Another important option is enhancement power, the ideal choice, which is strong accuracy increases critical who uses it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage. Defense it. Green Slime (defense) – 8,000 Combat Advantage.	everity, you can find out which pets provide it on pocket rainer Wiki. Finally, here are some of the more interesting pets for us as	DpS: Tame Velociraptor (offense) - 2000 much for anyone
ather than 5%. Zhentarim Warlock (Utility) - 4,000 more Combat Advantage, 16,000 more Hitpoints.Phase Spider (Defense) - 2,000 Critical Strike, abal's minions. It is currently bugged and provides damage to all types of minions. I do not recommend investing in this error because it is useless	.000 Combat Advantage.Batiri (offense) - 4% fan damage against bosses. Broom (defense) - 4% critical severity. Best defensive it is fixed. Hunting Hawk sounds good in theory, but the pity enthusiast only applies to At-Wills and doesn't change the damage	option. Portal Dog (offense) - Increased damage against to your procs. Because in practice it's not better than Alpha
compy. Netherese Arcanist is another hit and also doesn't run out of procs, it's bad enough and shouldn't be used either. The death of Slaad is also ptimizing character, and many players often overlook it. During a dungeon run, you will most likely want as much energy as you can get from any not accumulate and you can use 1 consumables from each category at once. Category Index Name Category Effect Duration Persists through death Note.	n-device related items. In this section I will recommend on some consumables that I consider best for the CW. There are 8 categories	gories of consumables. Within a category, consumables do
ot accumulate and you can use 1 consumables from each category at once. Category IndexNameCategoryEffectDurationPersists through deathNoterformance statistics. (Basic statistics = stat value without enthusiasts and without companion). Can be obtained in the summer festival. Grand SurbinutesNoJust like the Watermelon Sorbet, the Power and Accuracy increase will be calculated out of your base values. Can be obtained in the sun	mer FeastEvent foodIncres your Maximum Hit Points by 5200, Deflect chance by 1.5%, Power by 5%, Accuracy by 5%, Critical	Chance by 1.5% and Critical Severity by 2.5%.30
summer Festival.2.Wild Storm ElixirElixirIncreases your critical punch by 400 and your critical severity by 10%.1 hourYes-Can be obtained in the va btained from the vault piety window.3.Elixir <stat>Rank 6 Elixir 1000 stat increase.1 hourYes-Can be obtained through professions window. E</stat>	It wishful window. Sunlord gift ElixirElixirIncres your accuracy by 400 and you have a chance to get 5% of your AP over 20 secor	nds.1 hourYesBUG gives 11% instead of 5%. Can be
nrough the professions window. Elixir <stat>Rank 7 +1PotionBUG 1500 stat increase.1 hourYes-Can be obtained through the professions winder e obtained through the professions winder through the professions window. Elixir <stat>Rank 9Potion2500 stat increase.1 hourYes-Can be obtained through the professions</stat></stat>	ow. Elixir <stat>Rank 8Potion2000 stat increase.1 hourYes-Can be obtained through the professions window. Elixir <stat vindow. Elixir <stat>Rank 9 +1Potion2875 stat increase.1 hourYes-Can be obtained through the professions window. Elixir &</stat></stat </stat>	>Rank 8 +1PotionBUG 2000 stat increase.1 hourYes-Can <stat>Rank 10Potion3000 stat increase.1 hourYes-Can</stat>
e obtained through the professions window. Elixir <stat>Rank 10 +1Potion? stat increase.1 hourYes-Can be obtained through the professions rofessions window. SpeedPotion Elixir Increases your speed of movement by 20.15 minutesNo-Can be obtained in acquisitions Incorporated camp slayingPotion Dragon Killing Increases your damage against dragons by 10%. 20 minNo can not be obtained from dragons in the Well of Dragons.6</stat>	ign store from Swag Bags.4. Invoking BlessingInvocationAdds 1302 of 2 random statistics on your character at the level of 80.15	5 minutesNo can be obtained from Invocation.5.Elixir Dragon
alayingPotion Dragon Killing Increases your damage against dragons by 10%. 20 minNo can not be obtained from dragons in the Well of Dragons.6 amage against redcaps by 10%. Can not get from dragons in Sharandar NPCs.7.Scroll fateHistes statistics by 7 times your level.30 minutesNoPovininutesYes Can be obtained from dragons in the Well of Dragons. Immediate effect consumables:1. Stone of Health – Fills Your Hit Points.2. Legac	er or movement are better 2.Can be obtained in the winter festival event 8.Greater Elixir Dragon SlayingGreater Elixir Dragon S	Slaying Increases your damage against dragons by 10%.20
e obtained in the wonders of Gond action. 30 seconds of cooling and cannot be used from your inventory. You need to put it on your belt.2. Greate econds. In addition, you can generate 1.25% of your action points every second while affected by this enthusiast. It can only run once every 70 sec	Corrupt Black Ice Enchantment – When dealing with damage you have a 25% chance of strengthening with corrupt Black Ice, awards. It's not an ideal choice, but there aren't many overloads that we can consider good for current content.3. Brand &ItMob type	warding 800 power/armor penetration/critical punch for 8 e=> Slayer, rank 2 - Increases your damage against
rowds by 10%. This Overload Enchantment procs of the initial hits only (there will be no proc from each tic smoldering) and hits the target with another verload. Although they state that they only increase physical damage, the description is incorrect and all types of overload are modified.5. Alliance	Champion Horn – +4000 power play and +30 points per second in 21 seconds, total 63% of action points. This bonus scales with	APG.8 Character StatisticsIn order to build good character,
ou need to optimize the statistics of your character in such a way that you meet certain caps. The best tool to help you do this is on Janne's site, or strike.68,000 Accuracy.The rest to power. Tower of the Mad MageThis trial is not a joke, it's the hardest content this game has ever had and you've nan 1 million damage. How to do this is up to you, the way to do it purely off the device is as follows: 400,000 Hitpoints.80,000 Mount.T	nad the best of being ready to go into it. To ignore the item-level request, the most important factor is to have the correct gear. St	raight from the bat, you must be able to survive hits for more
ecommend going with 400,000 HP and 80,000 defenses, then gradually reducing HP until you find an amount that is convenient for you. In addition eeded are as follows: Ability to Survive a Premitigated Hit >1,000,000 Damage.80,000 Defense.80,000 Armour Penetration.80,000 Critical Strike	to HP, you'll want 5 tactical enchantments in utility slots and for connecting power you'll either want a Griffon or Tyrannosaur. Eith	ner way on-long, the bullet list of all the statistics that are
6% increase in incoming healing per stack. Here's an example of my character's stats, before enthusiasts were used, for an early sample trial run: orrectly to everything. If I had made a single mistake with this HP value, I would have died. My stats weren't fully optimized at the time either, it was	Although I ran with 289,000 Hitpoints at the time, I don't recommend running with this much if you know absolutely every mechan what I had from the start running on preview and they were much better once I had access to the equipment I wanted, but it shou	ic and are sure you can avoid everything and respond lld serve as a decent baseline. Note that while you can use
ne shield to mitigate big hits, it will cost you roughly 15% of your DpS and should be considered a last resort. The loss of statistics is almost always an afford to build characters that are not in most player budgets. If you don't have 100 million AD, that's not a good guideline to follow. Also worth not a good guideline to follow. Also worth not a good guideline to follow.	iting, it's just a setting I run for ToMM, there are better settings for lower level content. Note: I haven't changed my gear since Mo	dule 17 as I'm not playing very active at the moment, but at
ne bottom of these images I'll list what I would consider for module 18.Artifact I'm switching between Envenomed Storyteller Journal/Soul Sight/Dece efensive slot that is Draconic. Utility Enchantments are Tactical except for a single Dark.Mod 18 Change Boots – Change tempter from Twilight Ga return for eventhing also. The Mad Mage set may be good for Tower of the Mad Mage, but the difference is so small between it and Arcturia that I	ers with rusty iron leggings. I'd keep Gaiters set aside however for groups where the healer is trying to heal Artifact Set – Change	e demogorgon with dark remnants for hellish citadel or
rcturia for everything else. The Mad Mage set may be good for Tower of the Mad Mage, but the difference is so small between it and Arcturia that I ion's Guard Gloves may be better vivified than gloves. Helmet – Fancy Duelist Mask Cormyr for all non undermountain content. I'm not bothered by rovided by each skill score is either equal to the ability of a score divided by 400, or the ability to score divided by 200. Let's say, for example, intell	cap stats for the Citadel, though it's possible. The dungeon is too easy to justify a headache. I'll wait for module 19 Zariel Court a	and then cap the stats there. Ability ScoresThe bonuses
gility being a secondary option. With module 17, Dexterity is always the best choice, making selection easier. Final WordsThank to you all who will boking for mistakes you make, admitting that you have made them, and then actively trying to fix where you went wrong. When writing these guides	nd time to read through my guide, especially thanks to those who will find time to verify what I wrote and point out any mistakes	to me. The most important part of learning and improving is
nd add suggestions, your additions are invaluable. Invaluable.		

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