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Welcome to our druid level guide to the WoW Classic! Druids are one of Azeroth's most unique classes, using their shape-changing abilities to send their enemies. With shape-changers, druids have the ability to fulfill any combat role in the game, making them excellent at gaming. Each class with healing tends to be great for leveling, but druids take this further with as much damage and utility as they want! Although druid level 60 usually plays as a restoration, you have to play completely differently when the level. Specialization of restoration does not provide good damage, a great requirement to make the fire efficient. The best way to flatten druids is to actually use Cat Form and build as a druid feral, making their style of play similar to naughty, but with lots of healing and spells to support it. To successfully level your druids, there are a few things you can learn to make the process faster and easier! We'll cover all of that in this guide, including how you should play and build while leveling. Druids are definitely one of the easier classes to reach level 20, but we'll also include some downing tips to speed things up. One of the fastest classes to flatten. Excellent soloing capabilities thanks to Bear Form and Healing Touch. Great utility that provides crowd control. It doesn't depend on gear or weapons to succeed. Very versatile with the use of shapes and spells. The first 10-20 levels can be difficult without bear form and then Cat Form. Lower damage output than pure damage-dealing classes. It is usually relegated to healing with recovery once you reach level 60. Understanding and juggling various resources can be confusing. Reaching level 60 is not a quick task in Classic WoW, which means you'll spend a lot of time during the reconcile process. You can shorten this duration with these tips, but your biggest focus should be having fun! It's ultimately down to choosing the right class for the gameplay you want, but it also means taking the time to enjoy the ride. Every gear and spell upgrade you get is very significant and you will feel how it adds to your strength. Choosing a class is a big commitment, but the versatile druid gives you a sense of several different combat roles, so you can't really go wrong with one! Here are some helpful tips for making the process simpler and hassle-free: Try to fight enemies one by one. It can often take you a few seconds, or even a minute or two just to kill one enemy. You throw the other into the mix, you receive double the damage while having a double health pool to clean through! This is a quick recipe for death, so pull it slowly and steady! Be sure to fight enemies whose levels are the same as often as possible. You'll only get the full experience of the same level of enemies. Lower-level enemies offer less experience, although it's easier Against. On the other hand, higher level enemies not only provide more experience, but are also harder to kill! Grouping is almost always useful. Although druids make fantastic solo classes, they are perfect for any group. Grouping will allow you to tread into much more dangerous areas and quickly send targets with focused shots of multiple characters. Don't run out of food and water! You will have some passive health and regeneration of which of the spirits, but it will not be enough to keep you sustainable. There's nothing worse than running out of nowhere when you don't have water and you're nowhere near the city. Considering a lot of glamorous WoW Classic is on the way, try to keep immersion by looking for your own quest! Your map won't show search turn-in locations or objective areas, which makes it more interesting and challenging! If you've ever really stuck, don't feel bad about looking for them! One thing that can really slow down the progress of your ranking is choosing a bad adhesive zone. Some zones are designed for alliances, while others are mob-oriented. Make sure you choose the appropriate zone for your factions and levels, prioritize zones you already understand well or have hubs that provide closely grouped searches. Druids technically have two buffs. Mark of the Wild is a fantastic gift that enhances your armor, stats, and resistance lasting 30 minutes. Thorns will cause damage to anyone who attacks you, lasting 10 minutes. There's no reason not to have both buffs active on themselves all the time! Use all your spells right away so you will be able to benefit from MP5. After not using the spell for 5 seconds, you will begin to regenerate mana in battle. This means you can start pulling with spells or healing, then immediately switch to attacking with the Cat Form. When traveling between locations, quests, or even monsters, you'll always want to use the Travel Form for faster speed of movement. If you know you can benefit from a full 15-second duration, use Dash whenever available for faster travel speeds! Your combo points only stick to one enemy. Make sure you use it before switching targets, otherwise you'll waste it. If you only want to attract one enemy, but there are other enemies nearby, use Entangling Roots to keep it at bay! You can also use Nature's Grasp talent to apply this naturally to enemies that attack you. If you plan to heal, ranked 4th Healing Touch is healing that you can use once you've learned it. Until then, it would be helpful to throw rejuvenation at yourself before switching to Cat Form. Interrupting is not something you can easily do as a druid in a Cat Form. You must switch to the Bear Form and use the Feral Charge. Alternatively, you can throw bash, also need Bear Form, but that will also stun stun Target. Agility – Without a doubt, your strongest stat is agility. Agility not only gives you useful attack power, but also gives you a little encouragement at the chance to cry and avoid opportunities. This makes it great for increasing your damage, but it can also help keep you alive! Strength - Strength is great because it also increases your attack strength, twice as much as agility in fact. Unfortunately, it does not provide any other benefits. Stamina – Your next best stat is going to be stamina. It improves your maximum health, allows you to soak more punches and gives you extra time before needing to throw a cure. Spirit – Spirit is also an excellent stat to pick up while leveling up. This will improve health and regeneration where beyond your battle, which means less downtime eating and drinking. This indirectly increases the speed of your level. Intellect - You'll also want intelligence, but it's not as important as the other statistics above. This will increase your maximum set, allowing you to cast more spells. Most of your time will be spent in the Cat Form, making whichever is much more important. Your rotation will continue to evolve as you level up. Some fantastic abilities to use, but require a certain level before you can train them. With that in mind, you'll need to remove any capabilities you haven't access in your rotation, but don't forget to include them once they're available to you! Before level 10, you can only use spells in your humanoid form. You will want to draw with Moonfire, and then immediately pelt the enemy with Wrath. Stop to heal yourself if necessary. Your top priority is to apply Faerie Fire (Feral) after you open it in the talent tree. It reduces your target armor, making you deal more damage! This does require you to be level 30, so you can use Moonfire as a drag ability range until you get there. After pulling you will want to apply Rake to a bloody effect. Now you just have to use Claw until you have generated 5 combo points. If you know your target will still have at least half their health after spending combo points, use Rip. If not, throw tiger's fury, and then finish with Ferocious Bite. If you have multiple targets on you, you may want to switch to bear form. Immediately throw a Demoralizing Roar once you have the anger. Another outrage you can spend on Maul. To simplify: Talent Progression: 5 Points of Ferocity 5 Feral Aggression points &gt; 2 Feline Swiftess points &gt; 3 Points Sharpened Claws &gt; 3 Points Predatory Strikes &gt; 2 Blood Frenzy points &gt; 1 Point Faerie Fire (Feral) &gt; 2 Savage Fury points &gt; 1 Feral Cost point &gt; 1 Shred Upgraded point &gt; 5 Wild Heart points &gt; 1 Point Leader Package &gt; 1 Shred Enhanced Point &gt; 1 Natural's Grasp points &gt; 4 Points Natural Grip Enhancement &gt; 5 Points Natural Weapon &gt; 1 Omen point of Clarity &gt; 5 Furor points &gt; 3 points Shapeshifter Although restoration is the best end-game specialty for druids, you'll have a much better time leveling it as feral. However, you won't receive a Bear Form (or talent for this issue) until level 10. Also, you won't even learn Cat Form until level 20. Therefore, there are some druids who like to start with the balance tree at level 10, placing points into the Grasp of Nature, Enhanced Grasp of Nature, and Natural Weapons. This will give you the biggest damage increase between levels 10-20, but you'll have to reset your talents at level 20 if you choose to do this. Bear Form: There is only one very important class search to complete, which gives you a Bear Form! You will open access to this at level 10 and you will need to complete it immediately. Until level 10, you're limited to casting spells in humanoid form. Bear Form, despite the limited damage it offers, is still stronger than trying to cast a spell. With Bear Form you get your first shape-changing shape, giving you your first taste of what this class is! Druids can use fabrics and leather armor. The skin will provide slightly better physical damage resistance, but your top priority is to choose equipment that gives you useful statistics. If you find fabric gloves with a lot of agility, they will definitely be an improvement over a pair of leather without them. It also makes weapons less important to druids. Your attack damage is not calculated based on the statistics of damaging your weapon (damage range, DPS), but instead is a combination of your stats. Weapons tend to offer the most statistics compared to other pieces of gear, which makes them important, but not because your damage just depends on them. Leather workmanship equipment is very useful for druids. You can create multiple sections as you level up that have a lot of agility. When you get to a higher level, you can create things like Wolfshhead Helmet, great for giving you energy/anger when swapping into shapes. You can also create Devilsaur Gear, great for giving you an extra edge in the last few legs of flattening! Professions are definitely not a requirement to level, but they can make the process much more enjoyable. Not only do they give you a break from the typical grind of search and murder, but they can offer substantial equipment and consumables. If you take the time to level your profession, your character will be much stronger overall. Not only that, the profession is a great way to make gold, something that becomes very important You want to buy a ride! Here are some great professions to train while leveling druids: Skinning – Skinning is a great first choice for druids because you're close to the enemy when they die. Not only that, the skin you will get can be used to increase the level of skin workmanship, turning it into a very useful useful Leatherworking - Leatherworking is a fantastic profession to have leather wear classes. You can make a few pieces of teeth to make yourself stronger when flattening. You can also create armor kits, which can give you a sense of security and extra tankiness! Herbalism – If you don't want to be a skin worker, you can also take herbalism. Herbalism will allow you to collect the herbs necessary for alchemy. You can also combine it with skinning a great gold generation combo. Tauren also has a natural bonus for herbalism, making them the main candidates for the profession. Alchemy - Alchemy is another fantastic profession to level. You can make several different potions and elixir that offer useful bonuses. Whether you need which regeneration, health recovery, or agility, you can find some kind of alchemy acode to it! That one!

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