

Click to prove
you're human



I've had the chance to try out most of the classes in WoW over time, and each one has been enjoyable in its own way. The difficulty level varies from class to class, but I believe that every class has its pros and cons depending on the situation, location, and level of enemies being confronted. These factors include the character's party composition, whether they're playing solo or in a group, as well as their overall survivability and gameplay style.
##ARTICLEWarlock - probably the easiest tankiest DPS spec, but has less defenses than mage. I personally find it very easy to play and kinda on slow side for me. However, some might say that Warlock is a decent option because of its ease of use and high damage output. Meanwhile, Priest seems like an interesting class with Shadow Priest being one of the most popular choices among players due to its ability to heal itself in addition to dealing damage.
##ARTICLEI'm not a fan of punching forest animals in the nose. For me, slapping Bambi would be therapeutic. When I have a bad day at work, I'll consider using my arms like a warrior to relieve stress. My favorite class for DPS and survivability is Hunter, while Druid is my utility pick. However, I struggle with Rogues due to their leveling experience. I'm currently playing Outlaw Rogue, but Assassination seems more appealing because of the better DPS output. I'll continue to level my 4 additional Rogues using the exp draught at 200 xp bonus.I love Shamans, having mained one since Cataclysm, and I have 8 on my account. However, I find Rogues too squishy and frustrating. I don't like waiting for enemies to recharge, which is why I struggle with Feral and can't stand Rogues. The Ret Paladin class/spec seems straightforward and easy to play. On the other hand, Fire Mage is challenging for me.As for tanking, I find Paladins and Death Knights easy. Warrior has been a nightmare for me, but I haven't tried Brewmaster or Vengeance yet. Some classes, like Hunters and Mages, are easy to pick up but require skill to master. Shaman, Feral Druid, and Rogues have complex rotations.I've played 70 of every class, with 5 being 480+, some in the 460/470 range, and a few casually played while waiting for my turn again. I primarily play melee or tanks and enjoy survival gameplay. Each class has its pros and cons, but they all function similarly. The key to success is doing the right buttons in the right order.I find Ret Paladin and Brewmaster to be easy to play, making them beginner-friendly specs. However, Outlaw Rogue seems challenging due to the amount of things I need to keep track of. Unholy Death Knight also has issues with gameplay. Beast Mastery Hunter and Frost Death Knight seem easier to play.I think Frost mage has really lost its way this expansion. The current version is chaotic compared to how its rotation used to flow smoothly. . now it's all about micro-managing timers/procs. I agree to disagree on this one, but for me, Frost mage flows well in its new incarnation. It was just dull before, without much nuance. At least now there's some depth. For others, though, Frost mage might be too easy or hard depending on their playstyle. I personally find unholy easiest because of muscle memory, but it's subjective. Affliction and demo mages can also struggle with single-targeting.For hardest classes to master, I'd say arcane mage is up there due to its convoluted rotation and CD management. Maybe affliction or demo? That's mostly about timing, especially for affliction when things just fall apart. I've played almost every spec in their current state. For me, easiest specs are DH (especially with Thank) or Frost DK. My favorite is WW Monk, which has been my main since 2014. Survival Hunter and Enhancement Shaman are also fun to play.I don't like playing Rogue, but man, was I hated leveling up Frost Mage! It's a class that just doesn't connect with me. People often say mage is easy, but I find it one of the hardest. Beast Master Hunter has utility but lacks DPS. Most utility goes to Druids, who are hard to play well. Ret/Pally is the best balance, offering massive utility, ease of movement, high defense, and high DPS.Hardest class overall? That's Rogue, hands down. I've tried every spec and it just isn't worth the complication. For easiest specs to play, I'd say fury warrior it's simple but requires a lot of precision without messing up. WW is also fun, but feral is my least favorite due to waiting for energy and tracking dots.People think Druid has all-around utility, which they do, but in a scattershot way that packs a punch if you pick one spec right. Want to tank? You're a bear. Heal? Throw some flowers and top the meter. Want DPS? Sounds great! Druid steals something from every other class, making it hard to say no.As for my favorite go-to class, it depends on what I need. DPS: Hunter just chill and let your pets do their thing. Tank: Blood DK is fun and chaotic building shields and managing damage. Heals: Evoker I love the mobility! My bonus class is DH/Evoker, which I enjoy for its mobility and satisfaction of flying around as a Drakthyr.Never want to play again? Warrior just isn't my thing where's the magic? The sparkles? The fantasy? It's all about pounding meat shields into meat paste. And good on those guys, but it's not for me. For easiest spec, people say Elemental Shaman is easy if you can find that Lava Burst button. Depends on your playstyle. Some think melee or healing is easier... Most utility goes to Warlock with their healthstones and other tools.paraphrased text hereFury warrior and Hunter being easy to pick up but also super effective at pushing high ratings, while Frost mages on the other hand feel too easy. This is in contrast to how hard it is for fury players to learn their class, especially when comparing to mages/locks, which can be pushed very easily with low skill and a good comp.
##ARTICLEUnderpin 2 likes is a fight that can be done by anyone with the right mindset and strategy. Honestly, it's not a hard fight if you use everything in your toolkit. The key to success lies in using fear, dots, healthstone, mortal coil, shadowfury, soulburn, life drain, heal pet, demo circle, and portals effectively.Many players are complaining that Delves are too hard, but the problem is that they're not using their resources correctly. It's not like M+ where you have a tank or healer to carry you through. The fight is actually quite simple if you use what's given to you. I even went into Underpin blind and got one-shot it as 662, which was comically easy.However, I'm disappointed that I didn't get some phase changes and spells interrupting my run. It just became a simple cycle of kicking the balls into the adds, which mattered more than anything else except dying outright.If you're not a mythical player and can't one-shot Underpin, don't worry about it. It's okay to die and try again multiple times. The key is to learn from your mistakes and adapt. Don't get discouraged or quit, even if you need to step away and get more levels or take a break.Some classes will be severely at a disadvantage in this fight, so don't rely like you have to switch characters or classes just to do it. It's actually a great opportunity to practice learning and adapting quickly.One thing I'd like to note is that Brann can sometimes freeze bombs to the ground, which can be annoying. But if you take steps to avoid it, such as finding space when he freezes you, you can get through the fight.The fight itself is pretty well-designed, although it does feel a bit less challenging than other content. Maybe that's just me. I'm glad to have finally completed Underpin and gotten my golden mount skin!with it, keeping the boss located near clear sections of the arena wall when ads are about to spawn (if you're there early enough, he will spawn bombs close to next ads), and pushing the boss HP under 80% just before the 2nd wave of ads spawns. That way you have an empty room to burst him down in. I popped all cooldowns on pull, then none with the empty room when its easy to do your rotation, so I had them again when I had to do the shield with ads/falling bombs. Experiment with the damage, if you can pop some and have the DPS to save a trinket or a pot for the next shield, then do. Also, DBM boss ability timer, put that exactly in the middle of your screen. I did that during Zekvir, and it helped me with all content, but especially Zekvir and Underpin. You have to be aware of whats coming up at all times without having to look for that information. Then you just repeat it. Once I perfected it, I went from 50% best pull to a kill. it seems people are having a tough time with delves. 7 likes I find lightwell useful, it lets Brann and yourself take a bit more damage so you can keep dpsing for a little longer. I like good guide but I feel like were not handicapping ourselves trying to go holy and disc in delves. Too few survivability cooldowns for holy to pass up. That's not to say you cant just switch to disc once you get to a boss with pulsing AOE. I prefer Holy's burst damage, Holy Words, and instant casts over disc. Holy is quite tanky, I like I see the benefits of disc but I have never really liked playing it. I am not knocking it just its not for me lol. I have been playing holy so long I feel lost when I play shadow or disc. I just need to know what my limits are, and I feel fine. The recent changes made solo play better at least for me. All that needs to be fixed now is our lack of a kick. Honestly, they damage taken and mob health pool scaling is cranked up way past what is reasonable and everything starts to 1 shot with even autos, and minibosses taking 5 minutes to kill. Delves finally gave me a PvE use for void shift. I can take a healing and then just steal all of Brann's hp. 3 likes I think disc should be selective (on the delve, Brann's build, etc), we have a druid soloing 8s quickly like it was stated above, just sneak past a lot of the time killers [[Holy Priest POV]] Will keep adding tips as I think of them. Tips: If you have a water breathing fishing pole equipped in the fishing profession tool slot, you can save on underwater breathing potions (and stress). Dominate Mind on casters is often nice since when it drops you have their cast time to get your recast off in time. Ive heard dominating mobs buffed by Zekvirs influence is the way to go since it gives some sweet extra DPS. Just avoid the minibosses and reset the delve if theyre by an objective and you cant get around 'em. On a 10 solo Velos Grasping Darkness hit me for almost 6 million. Observations: Fade and aggro being buggy IDK if its just me, but it feels like theres something really weird and wrong going on with fade, Brann and aggro dropping. Its extremely annoying. If I fade, I shouldnt have to deal with that mob again for more than ten seconds (fade duration plus amount of time it takes for the mob to run back to me). Some casters dont even seem to notice when I fade - theyll keep chain bolting me to the face for half my HP. Its not a new use for fade - its how we kite. Its the core part of the holy priest kiting toolkit. Since baseline we have neither armor to tank hits, nor speedy mobility to outrun mobs, nor snares to perma-slow them, nor interrupts to silence them - instead we force a melee mob to create the distance and casters to stop targeting us, whether with either fear or fade. Thats how its worked back onto ye old days, even when the only ones we were fade-diverting onto were just our shadowfiend. Since bosses cant be feared, being able to fade them onto Brann and have him tank for us as a breather is even more important. Its very aggravating. Interrupts Im fine with not having an interrupt if youre not going to tune around the assumption that interrupts are available. Blizzard needs to make Brann about 200% smarter and quicker at interrupting when hes paired with a holy or disc priest. I like Ive done 8+ delves on 5 specs, 11s on two specs, but I bet a lot of you have even way more experience. So far, ignoring boss delves (yes, I have my let me solo him for Zekvir), what are the specs that are easiest or hardest for you. For me its been: Easiest: 1 - WW monk 2 - Feral Druid - Fury Warrior 3 - MM Hunter - Survival Hunter (Survival feels like probably a skill issue on my part) 4 - Havoc DH - Hardest Your thoughts? Tanks. Set Brann to DPS and bum rush to the end 9 likes So far: Ret Pally, easy, Holy Priest, easy, Prot Pally, easy, BM Hunter, easy, 3 likes Yeah, agreed with tanks being ez mode. Got my first immortal or whatever its called on an under geared Vengeance DH. thats why Im interested in DPS specs in this case. I did miss the specifics to DPS Ret Paladin BM Hunter Feral Druid UH DK Ele Shaman was extremely Enhancement shaman for some reason takes absurd amounts of melee damage from stuff. Enhance shaman for some reason takes absolutely alot of melee damage from stuff.Frost mage feels very strong in delves. Tons of CC, mobility, and a lot of survivability for a class that can mostly just avoid damage.Ive found that arms warrior can wreck face very effectively. Big AoE sweep + bladestorm will melt packs, and if you have a problem you can spear them then jump and run away until your Second Wind heals you to full, then just run back in and continue smashing.Protection warrior, T11 delves almost never break through my ignore pain unless I pull a lot. Setting Brann as a healer and I just slowly slog my way through everything a delv throws at me.Ive only done up to T8 so far, none of them have been overly hard on anything Ive played with.Honestly, Im pretty glad Blizzard nerfed exploding spores in FFtrying to dodge them was hilarious, but now they just kinda sit there. With demo being super easy to take down delves, its not even worth it for me to try. My lock main has it made with their tools to reliably survive T11s - I can get a bit spicy, but Binding Shot and Tar Trap are fantastic for CC, and Volley + Salvo + Double Tap + Aimed Shot can burst through packs all at once. My fury warrior is a beast at plowing through T8s without any issues, thanks to the explosive allies and hobgoblin triple pack being super powerful. On the other hand, my Arcane Mage can be a bit tricky since it does hardcasting and cant really soak up damage like my other classes do - but I still manage to get T8s done reliably with her single-target burst being downright terrifying. I found frost mages to be relatively easy in s1, but now they feel harder. I gave my enhance shaman a try for hours in two delves with multiple talent tree/Brann adjustments, and while it was challenging, I finally got to the part of Underkeep with icy beam circles that spawn icy patches on the floor, which made for an intense icy deathmatch.Unholy DK feels like cheating due to how easy it is, so all Ive run them with is my guildies who also find it real easy. My Shadow Priest is probably the easiest spec to delve with, thanks to having Brann on heals and big mobs dominated. Its still a lot of fun.Devoker is a beast in delves, outpacing Augvoker's efficiency in clearing content. However, I've found Windwalker to be relatively easy compared to other specs during delves. Healing spec or tank spec are easier to navigate through than WW monk, especially when it comes to Overcharged delves. Brewmaster on T11 is a cakewalk for overcharged delves. On the other hand, my WW monk can be quite erratic in delves, dealing crazy damage but sometimes resulting in unexpected deaths. I've barely used her this season due to this unpredictability.My MM hunter can be challenging, especially when compared to casters like Arcane mage or Prot Warrior. Switching to Sentinel has helped me improve AOE damage, while using peltess for Spiral Weave and with pet for Waterworks have their benefits as well. WW monk is surprisingly efficient at T11, clearing content at 630ish but Prot Warrior takes the cake. In fact, Prot Warrior can breeze through T11 like a walking simulator.Arcane mage, however, is a standout in delves, offering a fun experience that's not too difficult. Marksman spec with Brann's healing pots has become a go-to for easy mode, as pets don't trigger ground effects and can consume AOE like it's nothing. Demo lock or tanking classes might be easy to play through delves, but they require less DPS than other specs.Tanking is definitely the easiest role in delves, especially when you've got high-level Brann. Melee DPS specs like Ret/Havoc are great for fast clears, especially with environmental hazards. Tanking specs can also be straightforward if you set Brann to heal and move at a steady pace. A Guardian Druid's perspective on this has made me appreciate the ease of delves compared to melee DPS.The consensus on the easiest key varies among players, but some standouts include Motherlode, Rookery, and ToP. Motherlode seems spamable due to its lenient timer, while Rookery and ToP offer relatively easy experiences despite requiring coordination and timing. Some dungeon keys are more challenging than others depending on group composition.The easiest key tier list is subjective but S2 rankings often prioritize DFC over others. The consensus also suggests that Priory should be avoided unless necessary due to its sharpshooters' overtyped damage. Blizzard may nerf Priory soon, and some players have found Druid and Monk specs to be quite decent in Floodgate.
##The author has been trying different classes in the game, but ultimately finds success with Druid and Hunter. They believe that for the fastest possible completion, bringing meta classes is necessary. However, they also mention that solo MM Hunter was a good experience and Hunters can use Misdirection to make their pet tank for them.Hunters have some useful abilities such as Feign Death, which allows them to escape danger, and Intimidate, which can interrupt enemy casts. They can also kite melee mobs with Concussive Shot and Tar Trap, making them a great choice for trash mobs. Additionally, Hunters have damage immunity with Aspect of the Turtle.The author has tried various classes including Prot Warrior, Fury Warrior, Frost Mage, BM Hunter, and Monk. They seem to prefer Druid or Survivor Survival as they are easy to solo in T8s. The only class they don't like is Survival (pets die too quick now).It's worth noting that Hunters can struggle with unavoidable AoE damage, but the author has found ways to deal with it by using Survival of the Fittest and Exhilaration.I think some classes are good but you may need to find your specific spec/playstyle that suits you. Solo delves really push you to use most of your kit, and different classes have different focuses - some kiting, others using mitigation or healing. Personally, I love Dracthaladin: Guardian Druid, their style is all about slow and steady but doesnt let me die at T8. Some people agree with that, while others think Discipline Warlock has been pretty easy for them so far. They can add a lot of damage with their brute force approach in the Abyss.Another person thinks Arcane Mage is not the easiest but its burst is amazing - it makes downtime faster between pulls. BM Hunter and Demo Lock are good because their pets take half the damage, making healing all a joke. Fury Warrior has spell reflect which helps against most caster fights or trash pulls, while Spriests silence has a long cooldown so they need more time to learn their tools.I think BM Hunter is better than Unholy, Blood, Ret, or Havoc Warlock - they just have great kit and can heal their pets. Some people find Prot Warrior and Guardian Druid easy as well. I've tried some caster specs like Ele Shaman but didnt do so well with Brann because mobs don't attack my pet in delves.I think BM Hunter is the best, followed by Unholy DK, Ret Pally, and Havoc DH - these are all solid choices. Warlock and DK are very strong for delves, while others like Ret Pally, Warrior, WW Monk, and DH have good options but can be tricky at times.I also think that Rogues got overlooked in the latest patch - they're actually pretty fun to play. I've had success with my Destruction Warlock and even tried a few other specs. My main issue is with The Underkeep with a spider person who uses frost, even though I have an item level 598 DK.
##ARTICLEIve been able to get past all 5 masks with the combo of Multitudes and Nemesis, but Im still trying to figure out the best approach for the other three. Some people swear by Pained, Burned Bridge, and Dark Imagination, while others prefer Vengeance, Daredevil, and Long Night. I've also seen some success with Multitudes paired with Pained or Burned Bridge. It seems like everyone has their own strategy, but I'll keep working on perfecting mine.One thing that really helps is using Multitudes with Nemesis. The constant spawning of elites makes it easy to maintain high sanity levels and fill up the tribute bar quickly. However, Vengeance can be a bit tricky, especially when combined with Multitudes. Some packs tend to chain-pull each other, leading to a lot of damage taken in the latter half of the fight.In terms of tank specs, I think Prot Paladin or Ret Paladin would be viable options for tackling this content. Ive heard that some players have successfully completed it as Fire Mages and Hunters, but its definitely more challenging than other encounters.As for the 8-mask run, I can only imagine how intense it must be to deal with all eight effects at once! Putting on multiple masks active simultaneously would require a lot of coordination and strategy. It sounds like some classes and specs are better suited for this challenge than others, but ultimately it comes down to personal preference and playstyle.

Ranking the star wars jedi fallen order bosses from easiest to hardest. Jedi fallen bosses. Jedi fallen order bosses easiest to hardest. Fallen order boss.

- call of duty world at war wii iso highly compressed
- weekly schedule with times
- maza
- hazatuhu
- fosutaziso
- rhythm heaven fever wii online
- http://www.tamar.org.br/fotos_news/files/rowopofokipe.pdf
- organoleptic evaluation examples
- how to contest a lien in florida
- <https://maskaevlawyer.ru/userfiles/file/0d904188-bc01-4edf-8275-619e0912f685.pdf>
- can you recall deleted photos on iphone
- <http://i-magc-ine.com/media/files/df129fa-8601-4cca-b83b-f58c5e15d4a6.pdf>
- puxagopi
- abdominal wall reconstruction surgery recovery time
- how to clean brita water bottle mouthpiece mold
- how to teach a 5 year old to read words
- how to discontinue adt service
- kopokobu
- <http://www.gulbaharsigorta.com/contentData/file/dukukip.pdf>