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## Wod follower guide

Home Community Tutorials & Guides [Wod] Follower Guide [Alliance] Home Community Tutorials & Guides [Wod] Follower Guide [Alliance] I'm in the process of getting 25 followers of my fresh 100 alts that I've leveled by just looting treasures and doing bonus goals, and they've made virtually no quests, and I've compiled a TomTom list of the easiest to get that I found myself and thought I'd share it. You can improve these overtime with others by hosting a weekly 2 level recruit and also do leeroy/croman/millhouse/ect or get some reps on taanan. Edit: Credit amiyuy provides a lot of useful follower information! Frostfire RidgeDaggGronnstalker Rokash (H)Na'shral (H)Shadow Hunter Rala (H)Archmage Vargoth - Boots - Quest itemShadowmoon ValleyArtificer Romuul (A)Fiona (A)Rulkan (A)GorgrondTormmok (Bodyguard)BlookArchmage Vargoth - Ring - Quest itemTaladorThe construction of Arcane Sanctum opens Magister Krelas. (H) / Building the Arcane Sanctum opens Magister Serena. A) a) The construction of the Voljin's arsenal opens Morketh Bladehowl. (H) / Building the artillery tower opens Miall. A) A) Aeda Brightdawn (Bodyguard) (H) / Defender Illona (Bodyguard) (A)AhmPleasure-Bot 8000Archmage Vargoth - Hat - Quest itemSpire chainNagrandAbu'gar - 3 itemsGoldmaneArchmage Vargoth - Staff - Quest itemWarspear/StormshieldVivianne (Bodyguard) (H) / Delvar Ironfist (Bodyguard) (A)Fen Tao - In front of Warspear/Stormshield innGarrisonKa'la (H) / Bruma (A) - MissionUlna Thresher (H) / Daleera Moonfang (A) - MissionOlin Umberhide (H) / Qiana Moonshadow - Ques/way Frostfire Ridge 65, 60 Dagg 1/way Frostfire Ridge 39, 28 Dagg 2/way Frostfire Ridge 60, 32 Gronnstalker Rokash/way Frostfire Ridge 65, 39 Na'shral/way Frostfire Ridge 52, 40 Shadow Hunter Rala/way Gorgrond 44.9, 86.9 Tormmok/way Gorgrond 42.8, 90.9 Blook/way Talador 58.1, 53 Aeda Brightdawn/way Talador 56.8, 26 Ahm/way Talador 64.2, 47.8 Pleasure-Bot 8000 (Horde)/way Talador 71, 30 Morketh Bladehowl/way Talador 57.4 , 51.2 Arak 55.0 Protective Illona/Road Towers, 65.3 Leorajh/way Spires of Arak 35.8, 52.2 Benjamin Gibb/way Spires of Arak 61.5, 73.8 Kimzee Pinchwhistle/way Nagrand:Draenor 38.3, 49.4 Lure/way Nagrand:Draenor 65.8, 61.1 Vitality/way Nagrand:Draenor 85.4, 38.7 Roll/Road Nagrand:Draenor 67.2, 56.0 Abu'gar/way Nagrand:Draenor 40.0, 76.0 Goldmane/way Frostfire Ridge 68.0 18.9 Boots/Boots way Gorgrond 39.7 39.9 Ring/way Talador 45 .3 3 3 3 7.1 Hat/way Nagrand:Draenor 46.4 16.0 Crew / Road Frostfire Ridge 65, 60 Dagg 1/way Frostfire Ridge 39, 28 Dagg 2/way Shadowmoon Valley: Draenor 42.0, 40.0 Artificer Shadowmoon Valley as Draenor Draenor 57.27 Fiona/way Shadowmoon Valley:Draenor 49.2, 37.4 Rulkan/way Gorgrond 44.9, 86.9 Tormmok/way Gorgrond

42.8, 90.9 Blook/way Talador 58.1, 53 Aeda Brightdawn/way Talador 56.8, 26 Ahm/way Talador 62.9, 50.4 Pleasure-Bot 8000 (Alliance)/way Talador 71, 30 Morketh Bladehow/way Talador 57.4, 51.2 Defender Illona/way Spires of Arak 55.0, 65.3 Leorajh/way Spires of Arak 35.8, 52.2 Benjamin Gibb/way Spires of Arak 61.5, 73.8 Kimzee Pinchwhistle/way Nagrand:Draenor 38.3, 49.4 Lure/way Nagrand:Draenor 65.8, 61.1 Vitality/way Nagrand:Draenor 85.4, 38.7 Reel/way Nagrand:Draenor 67.2, 56.0 Abu'gar/way Nagrand:Draenor 40.0, 76.0 Goldmane/way Frostfire Ridge 68.0 18.9 Boots/way Gorgron 39.7 39.9 Ring/way Talador 45.3 37.1 Hat/way Nagrand:Draenor 46.4 16.0 StaffPage 2Posted byu/[deleted]5 years ago 52 comments All about Followers Boduguards click here Of course Nem várhatod el tóled To stay by your garrison all day and do the job... You're a hero! I've got work to do. The simple solution? You're doing what every good leader is: recruiting a nod! As you search the Draenor, you meet his followers. Some can be people you save from sure death, others might be unlocked by complete a mission or mission. Some are unique - named individuals with special skills or abilities - and some are generic. These followers hang around the garrison until you give them work to do - either send them on missions or put them to work in buildings. Each follower has a character level, an item level, and if you're lucky, a bonus profi ness rating that can affect the performance of the tasks assigned to them. A follower with a +1 of the herb can collect extra herbs per hour for example. Not all followers are created the same way. There are common, rare, rare and even epic followers and their rarity directly affects the number of bonus properties available. Followers come with abilities and qualities. Capabilities are used to counter enemy threats with garrison missions and properties, to give followers various bonuses or special counters for missions, or to allow them to be assigned to a 2-level garrison building. Each follower will have at least one ability and one quality. The quality of the follower determines how many abilities and attributes it is possible to be a follower of it: Uncommon 1 ability, 1 feature Rare 1 ability, 2 traits Epic 2 abilities, 3 properties Followers give bonus to the profession buildings You need a level 2 building to assign a follower to the buildings Alchemy - Alchemy Experiment daily quest, a reward for 5 random drinks. Forging - You can talk to a follower of two buffs: Song of the Anvil, Solace of the Forge Enchanting - Weapon enchants transmog of old enchants like Enchanter's Illusion - Mongoose. Engineering - A will sell custom items: Walter, GUMM-E, Gyro-Radiant Gyro-Radiant-Radiant Net Launcher, Ultra-electrified Herbalism Reflector – You can talk to your follower about which herbs grow every day, but also about growing random herbs. Inscription - The follower allows you to create Draenor Merchant Order. This creates a random receipt, and if you create two of the same receipts, you can merge them. This creates either a commercial order or a large commercial order that can be sold to the supplier for gold. Jewelcrafting - You get a random daily mission. The reward is jewelcrafting payment, which includes about 200 gold coins. Leatherworking – You can craft a lot of tents like Fine Blue and Golden Tent 25 Raw Beast Hide. Mining - Unlock mining carts in the mine. The carts contain a few extra ores and may contain the following elements: Preserved mining pick, miner's coffee shed - He couldn't test it. I'll update this later. Tailoring – Your follower can craft these items: Inspiring Battle Standard, Awesome Battle Standard Click here to see the section about what followers can easily get. Recruiting followers running a successful garrison requires help, so you need to recruit followers and luckily there are several ways to achieve this. Some followers will find you if you build an Inn for the garrison, more if the Inn is updated, and some followers will be available to fulfill missions or pay mercenaries. Work at work. There's a lot of work to be done in your garrison, and your followers can't be everywhere at once. If you send them to a dungeon crawl you will not be available to prefer mining tasks, and vice versa, you need to manage their time. If you're offline when you return from a mission, you go back to work, where you assigned them until you give them additional orders. Leveling followers and equipping them with gear followers like players, starts out at level 90 and must level all the way up to level 100 will be better at what they do. Followers gain experience by completing missions, and more difficult missions result in more experience. As players may be equipped, though, as in pre-beta, they will not wear the same armor that players do. Instead, they will wear follower-only armor, which can be purchased in a new Garrison currency, with more details yet to be released in the new currency. A follower of the Alchemy Follower of the Blacksmiths is a follower of the magic of both factions: Ahm Get Dying Wish quest from Ahm to Talador. Once you have completed this mission, you will find the ghost of Ahm outside garrison. He gives his quest solidarity in death, allowing you to recruit him as a follower. Follower of the Engineering Horde: Kimzee Pinchwhistle This follower comes from the quest chain starting with the Clutchpop Gearworks of Spires of Arak. Alliance: Apprentice Artificer Andren You get this follower after completing Elodor's questline. You have to choose. three followers. (These followers are exclusive, and once you decide you can't go back and acquire the others) A follower of herbalism is a follower of the Inscription Follower's Jewelcrafting Follower of the Leatherworking Horde: Ka'la Reward of Gronnlings abounds in quests. Usually this is one of the first few missions you get after you receive your first follower. A follower of the Mining Follower of Skinning Follower's tailoring click here to re-create the Garrison Guide list As I mentioned in my previous article, you can add a follower of the profession perks of level 2 garrison buildings with an added bonus. One bonus is that you have a chance to get 2 extra resources for your work orders. The chance of getting an extra resource is only 50% if you have a level of 90 followers, but it will increase to 100% if you level your follower's level to 100. For mine and herb garden, the bonus is that you get 8 herbs per ore for work orders instead of 5. There is another added follower bonus for each building: Alchemy - Alchemy Experiment daily mission, a reward of 5 random drinks. Forging - You can ask a follower of two buffs: Song of the Anvil, Solace of the Forge Enchanting - Weapon enchants transmog from old enchantments like Enchanter's Illusion - Mongoose. Engineering - The follower will sell unique elements: Walter, GUMM-E, Gyro-Radiant Reflector, Gnomish Net Launcher, Ultra-Electrified Reflector Herbalism - You can talk to your follower about which herbs grow every day, but also by growing random herbs. Inscription - The follower allows you to create Draenor Merchant Order. This creates a random receipt, and if you create two of the same receipts, you can merge them. This creates either a commercial order or a large commercial order that can be sold to the supplier for gold. Jewelcrafting - You get a random daily mission. The reward is jewelcrafting payment, which includes about 200 gold coins. Leatherworking – You can craft a lot of tents like Fine Blue and Golden Tent 5 Raw Beast Hide. Mining - Unlock mining carts in the mine. The carts contain some extra ore and also include the following items: Preserved Mining Pick, Miner Coffee Skin - You get more skin, fur, and feast on work orders in the Barn. Tailoring – A follower can craft these items: Inspiring Battle Standard, Awesome Battle Standard Upgrade of Buildings Level 2 You need a 2 level building to assign a follower to your buildings. And for the blueprints, you're going to have to finish the Talador outpost in Talador, or you're going to need level 96. Rezlak (Horde) or Sparz Boltwist (Alliance) sells the blueprints of the garrison750 gold. Mine is the only exception because you can upgrade to level 92 1000 gold. After building level 2, you can assign a follower to the building if you select it as an architect How to get your followers to The Lunarfall Inn/Frostwall Tavern medium building let's look at a feature for a follower each week. But you can only choose the features of your followers if you have a level 2 building that requires the completion of the towers of the Arak outpost or level 98. (the blueprint is sold by the same NPCs as mentioned above) A much easier way to get your followers on the questing. (and cheaper if you even Lunarfall Inn/Frostwall Tavern). Most followers of quest rewards have random traits, so if you're lucky your follower can roll the profession feature. Below is a list of each mission/mission that rewards your follower with a predetermined profession feature. This information is in beta, so it is possible that not everything is accurate. Alchemy Blacksmith Magical Magic Both Factions: Ahm Get Dying Wish quest from Ahm to Talador. Once you have completed this mission, you will find the ghost of Ahm outside garrison. He gives his quest solidarity in death, allowing you to recruit him as a follower. Engineering Horde: Kimzee Pinchwhistle This follower comes from the quest chain ranging from clutchpop gearworks to spires of arak. Alliance: Apprentice Artificer Andren You get this follower after completing Elodor's questline. You have to choose between three followers. (These followers are exclusive, and once you decide you can't go back and acquire the others) Herbalism Inscription Jewelcrafting Leatherworking Horde: Ka'la Reward for Gronnlings abounds in quests. Usually this is one of the first few missions you get after you receive your first follower. Mining skin tailoring tailoring

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