



Legion frost mage pvp guide 8.0

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start to kite the Crook. You have to make quick work of him once you're at maximum scope. Hyper-Vision Goggles and Elixir of the Search Eye exist to increase stealth detection, and the Human races passive perception helps to a lesser extent. If the Rogue manages to disappear from your Frost Nova before you can polymorph him, stay as close as possible to the place he was and use Arcane Explosion as soon as possible. Since Rogues doesn't move so fast in Stealth, he probably won't have gone far. Also, after he disappears, he'll probably move on to you anyway trying to CS/Ambush you, so it's beneficial to use Arcane Explosion immediately after using Vanish. If you're quick, he'll rarely get another jump on you via Vanish. Remember, Rogues can sprint while stealing. The DoT on Fireball, Piroblast, and Frostfire Bolt are visible in keeping a crook. Once he is visible (and so stays) working on keeping him under control. It is dangerous to polymorphize him without Presence of Understanding. A Rogue can sprint into Stealth and when Chilled, he can disappear from Frost Nova, and he'll almost certainly kick you when you try out Polymorph at point blank range. Assume all crooks have their PvP Trinkets, and look for your opponent to use his. However, if you can sheepish him when he doesn't have his Vanish and Trinket, he's yours to play for. Get to max range and let him have it. Most Mages view Rogues as an even game; usually the one to initiate battle wins. Since the new patch, Rogues can start popping Cloak from Shadows (CoS) on you once a minute. It basically comes down to a 5 second stun if there's not really much you can do except Shine Away (and if you do, you'll probably get stunned). A Mage's best bet is to save Ice Block for these moments, as CoS makes Rogues extremely tough opponents against Mages. Save your cliche for his cheap shot/kidney shot. When a Roque opens onto vou with a Garrote Silence, immediately move away and Frost Nova. It will usually prompt the Roque to pop his Robe of Shadows. You have five seconds to immediately run away from the Roque (flipped camera on keybind helps here) until the Cloak wears off; don't stand still because five seconds is shorter than you think. Usually it's much easier to burst down the Roque at this point with kits and slow than to risk getting the target of a deadly throw while trying to polymorph the Roque. If he uses his PVP Trinket to escape your Frost Nova, use Cone or Cold to get him keep distance until the cooling on Frost Nova is over. Ripe Mage Can Use Their Water Elemental's Freeze to great effect, or just use Cold Snap. Remember, don't panic and blink; tank some of his hits while saving Shiny for when you know the big damage is coming. Prepare for possible encounters with Stamina gear and a supply of healing drinks. From another point of view, never guit your Mana Shield unless your health has disproportionately declined to your mana. Using Mana Shield will leave you guickly with half the health and no mana when you're fighting a Rogue. My advice is to take that first hit or two. Ripe mages can kite Rogues with relative ease. Note that Sprint is on a 3 minute cooling, and Preparation is on an 8 minute cooling while, for a Ripe Mage, your Ice Block is on a 5 minute cooling (TIP TIP). Then coolings are not always necessary. An easy way to combat a Rogue in fact comes down to talents. As stated above PoM is very, very helpful, and could make the idea of first hit wins wrong. Allow me to explain: If it's at the beginning of a fight and you find yourself in trouble, then use it to polymorph the Rogue. But if, let's say, you struggle near the end of the fight, and he has about a few hundred/1-2k health points left, then using PoM - Piroblast, or PoM - Fireball/Frostbolt is actually better; if you know your damage for them and feel you can finish him by using it, continue. I've done it quite a few times and have changed from losing to winning a duel very, very quickly. [Arcane] medium.hard. [Fire] medium. [Frost] easy medium. Warrior Warriors were easily kiting materials for Mages. Your tricks are Frostbolt, Frost Nova, Cone of Cold, and Blink. That was enough to kill a Warriors have if not the most annoving ability for Mages - Hef in combat. His usual tricks remain Hamstring, and Intercepted. You may also have other tricks depending on vour race or species, which will help in this encounter: Slow, Blast Wave, Dragon's Breath, Escape Artist, Every Man for Himself, and Will of the Forsaken will all come into play against a Warrior. Beware of Warriors using a combination of Hamstring and Piercing Howl/Intimidating Screaming. This combination slows you down to a manageable pace, letting the Warrior bash you at its leisure. It can be trumped by a proper PvP Frost spec - which is by far the most recommended against them. Ice block is best saved for Bladestorm (Arms) or when low on hp and full of debuffs (Prot). Although many Gnomes completely ignore their racial ability, a Gnome Mage could easily defeat a Warrior. Escape Artist Can Give You the Edge on a Warrior, Destroy Their Hamstring and Charge/Intercept This ability does not share a cooling down with your trinket, so you can have better kite capabilities against a warrior. Warriors with exceptional life and decent resistance will have a slight slight to Mages, especially Fire Forces. Game penetration gear will be handy in this situations are extremely rare. In general, Rypmages will have an easier time against Warriors through effective kiting. For Fire Mages, your best bet is to hit the Warrior as hard as you can after you take him/her sheep, blow all your cools, and hope to kill him before killing you, for Warriors can easily be 2-3 shot a Mage. Always use what damage absorption capabilities you have. Ice barrier is best, Mana Shield if it's unavailable (keep in mind that Mana Shield on low mana is a sure way to get vourself uncle and then get murdered). A single hit from a large two-handed Warrior weapon could take out more than 1/4 of your health bar, and a critical chain at the wrong time is likely to kill off. Some Mage Use Mage Ward as the Warrior Abuse Game Reflects. Most of the time, it's a good decision, considering a very Warriors game reflects the Shatter combination NA the Mage set the Frostbolt. It will mitigate the damage between you to cause on yourself. An alternative and highly effective method for the duel Warriors as a Mage is based on preventing the general Warrior tactics of charging. It can be accomplished simply by countering a warrior when you see him coming. Counterspell has a greater variety than Charge, and will put the Warrior in the fight, disable his ability to charge and put him on a very volatile range from which you can pregame him with magic. Since the beginning of Wrath, it only works against Fury Warriors, as they are the only species that doesn't have a Charge-in-Fight wonder talent. Virtually every Warrior expects you to blink away from his initial charge, allowing him to switch to Berserker Stance and to intercept you immediately leaves you helpless to get out of the stun. In a duel, you have to stay very close to your Warrior opponent if the counter ticks off; He can't charge you in the close range. Once he becomes hostile, Frost Nova takes him, takes a few steps back for safety, and then sheep. Some Warriors will use their PvP trinket to free themselves from Frost Nova, and then do an intercept on you. That's why you saved your Blink. If he does, clip away and sheep. His trinket is on cooling down, just like she intercepted; He's yours to play for. Charge your biggest crit, Fire Blast, then either Scorch, or if he manages to get close to you either spam AE or use your Ripe Nova as it backs up, and repeat- but without sheep. This strategy is risky against Arms spec Warriors with high DPS two-handers who might just need some lucky crits to complete you but are virtually guaranteed against Fury Warriors. Beware of Warriors wearing shields. While Protection Warriors can handle less damage (and are, frankly, to kill), your tactics must be adapted for such encounters. Shield Slam removes a magic effect the target, so you'll probably lose your high mana cost Arcane Intellect first. Game Reflection allows him to reflect the next 5 seconds back on you. The cooling for this is only 10 seconds. A nice counter-tactic for this is to throw a Polymorph game on the Warrior when you see the animation of the skill, which will give you a few seconds of rebirth before the Warrior when start throwing Arcane Blast, if you are in the Netherlands Vortex, then it should apply slowly automatically. the warrior will likely use control, Frost nova and run away while using kits, when Arcane Missles becomes available get enough distance to throw it as well as arcane Explosion. Keep your trinket unused until the warrior uses Throw. Should be easy if you have talent points on torment of The Weak, Improved Blink, Inchanter's Absorption, and Dutch Vortex, [Arcane] easy medium, [Fire] medium, [Fire] medium, [Fire] medium, [Fire] nedium, [Fire] medium, won't matter much to a Priest. Killing a Priest, as against any healing class, requires surprise and burst damage. Improved Teenspell helps because it can temporarily block attempts at resurrection, fear and silence, but it's best saved against their healing or Mind Blast. The best move to begin with is surprisingly simple: Polymorph. Then another Polymorph in case he trinkets or Shadow Word: Death is you. Follow up with Fireball/Scorch spam, Shatter combo, or Slow/Arcane Baragge depending on your build and preference, Presence of Mind, your biggest nuk, enhanced Counterspell, Fire Blast, and Cone of Cold. Use instant-cast Arcane Blast or Scorch as the target is very low on hp. Frost-spiked Mages should exercise carefully when attempting to give Frost Nova a Priest you can get feared, give him time to heal, shield, and attack. Use your Water Elemental's ranged freeze, move in to Frost Nova when the priest is silenced (or their Shadow School is counter-spelled), or try to get a ripe proc for your crushing you have on, does you up, fear, Silence, Psychic Horror. They will try to keep you under control while their dots slowly eat away at your health bar. The counter to this becomes aggressive from the start. Remember, the Priest has several useful buffs through Spellsteal. Snagging Power Word: Shield like winning the lottery, especially if you stack it with Ice Barrier or Mana Shield, and it leaves the Priest exposed and and under the consequences of weakened soul. You can also steal Renew for a nice HoT or Power Word: Fortitude for some extra durability. Inner Fire and Inspiration boosts your armor, but isn't too useful in this particular battle. If you're lucky, you can get Inner Focus, which will reduce mana costs and increase the critical strike chance of your next game. Teach the icons for Priest buffs to help you determine when it's time to use Spelling. If a Priest starts the fight with a shield, and you don't want to spend the mana trying to steal it, open with a Polymorph. If the priest doesn't immediately use their trinket. Polymorph will give vou time to carry away their shield. Remember, damage to the shield will not break the polymorph, so don't feel compelled to use a nuk here. Save it for when the shield is gone and break polymorph. Either follow-up with a second Polymorph (then a Piroblast or Arcane Explosion) or head for a crushing combination. If they trinket from the first polymorph, recycle and rejoice; they don't have the trinket anymore, but you always have your spell. The most important part of the fight against a Priest is to counter the healing. Unless the Priest is shadowed, the only way for him to get off a healing is uninterrupted to fear you. It's very important that you break the fear of countering the healing, otherwise the fight has just swung massively in its favor. For Mages, skilled use of the Ice Block is key. The most useful time to use Ice Block is when you're either feared or have numerous DoTs and debuffs on you or both. Should the Priest Get the Jump on You, DoT You Up, Fear You, and Be About to Mind Explosion, a Well-Timed Ice Block Will Deny All Three Attacks Simultaneously. In normal fighting, the outcome is mostly determined by gear and your ability to break Fear. In TBC, Priests who take PVP generally take talent points in Sacred and Discipline drastically reduce the amount of damage they take. In addition, their Mana Burn can eat through your bar with healings that emanated the damage you do. Offensive sheep to interrupt spells when Counterspell is on cooling-down works if you immediately damage the Priest to avoid healing sheep too much. Beware of Priests Who Are Skilled Enough to Use Shadow Word: Death to Preliminary Break Them Out of Sheep. [Arcane] easy medium [Fire] medium Warlock Trying to get close to him/her, or even behind him, to make his spelling fail. You'll want to counter anything from his shadow tree if he's Affliction/Demonology or Fire if he's destruction, and you'll have plenty of chances to do that. His Fear is rechargeable (though subject to reducing returns, and can be broken by harm), and won't cure you as Poly does. A Warlock easily your damage equally when he is willing to sacrifice Soul Shards. Three Important Things for Any Mage, Regardless of Spec Will Be a PvP Trinket, Remove Remove and Fire is reeling - it will disregard two dots (Unlimited and Curse of Agony) and enable you to escape the worst of the Warlock's Fear. Succubus: Seduction is a 1.5 second cast with no cooling down, and doesn't cure you like Poly does. If you can get a Poly-off, you'll be seduced. Seduced is considered a charm effect and is subject to reducing yields. The only upside to this is that he can't put any DoTs on you without breaking seduction, which puts a shrink in his damage output and reduces the risk of death-of-dots, even if you kill the 'lock'. The Succubus may sometimes be worth killing - her hp is low enough for her to be feasifably killed within the time span of a Polymorph. Felhunter: Felhunters are the preferred pet for PVP, due to their ability to counter-gazing and Dispel Magic. You can dispel the Warlock and up to 3.3.3 the Felhunter could have dispelled the defout. It is recommended to use Fire Ward, Mana Shield and Slow Fall as dispel bumpers. In addition, the Felhunter can counter/silence you. The Felhunter can counter/silence you. The Felhunter can counter/silence you. the Warlock into shutting down your weaker school of magic for 6 seconds. If the Warlock put points in Master Demonologist, the Felhunter offers 10% reduction in all game damage. You're going to need a lot of mana for a fight with a Felhunter offers 10% reduction in all game damage. you don't have Ice Block or Barrier, it's likely to make you out. Imp: This is the only pet you should consider trying to kill, as its Firebolts slow down your non-immediate game too often, and it goes down quickly (losing Blood Pact will also beat some HP of the Warlock). Void: For the most part, you can just ignore it. The main danger of the Void is that the Warlock can sacrifice it that gives itself up to 30 seconds to escape, heal or ask for help. If not sacrificed, SPELLSTEAL. You may find it useful to polymorphize the warlock, especially if you can dispel the points on yourself - it lasts just 30 seconds, and damage done to the shield will not break sheep unless it breaks through the shield. The shield is just a small annoying, and after that you fight a petless Warlock - just don't summon him another. Also remember if a level 70 mage you have access to Spell Steal and can simply remove its Voidwalker shield and use it for your own protection. Due to WotLK sacrifice, damage to the void instead of killing it. Felguard: Another dangerous pet. Expect to be stunned by Intercept, which you can clip out of. Make good use of Ice Armor to its and motion speed to slow down because he hits hard and fast - if this thing pounds on you, you won't be able to throw much. It is usually better to use only the than deal with him. Succubus, Felhunter and Felguard are likely to get you killed, while the other two are likely to get the Warlock. Talent bacon makes an enormous difference. Frost Mages is in an excellent position to beat a Warlock. Keep ice barrier up, and remember to fix Ice Block. Do you have an unholy number of DoTs on you? Ice block them all gone nicely and early. Huge waste of mana for them. Just feared with a great play on the road? Ice block it. This should be the most #1 game for fighting Warlocks. A wonderful way to beat a Warlock is with Counterspell. As stated, Counterspelling its Shadow tree gives you a small packet seconds to play with a few options: Take out the pet; a few Frostbolts will kill Imps; possibly following with a Fireblast or something along those lines will complete the majority of them. It's best used versus a Void where the Warlock hasn't sacrificed it yet. Dish out damage; one nice Fireball on a Warlock will give you a nice bunch of health points to play with, and will probably let you win. Escape; Admittedly, not many people do it, but a Frost Nova - Counterspell can give you time to mount and escape or just run. [Arcane] easy-Medium [Fire] Medium [Frost] Medium-hard (as its destro) Mage Fighting a Mage is like fighting any other caster, except that you're sure to familiarize with their tricks. Have Mute Magic early on. Mage Armor is a distant third, with no useful benefits other than increased frost resistance. Try to determine what the Mage's species is early already. Look for an ice barrier or water element to mark a rhymingpmage. Blast Wave, Dragon's breath and combustion mark a fire mage. Arcanists are easily recognized by the Arcane Empowerment buff they always have on. They will also spam Arcane Barrage a lot. Things like Presence of Mind and Slow are harder to track on a potential opponent, but look for them nonetheless, as PoM is a nice buff to steal. Once you know the mage's species, throw up the right saddle. Use Fire Ward against Arcane Mages because they tend to use Fireblast and the oh-so-popular PoM-Pyroblast 3Min Mage. Do not use mana shield too often unless you invest 2 points in Arcane Shielding OR very little life and a very mana. You have to know by now that mage is the kings of rup windows of burst damage, so it will only buy you a few seconds, at best. If you have spied fire or Arcane, open with polymorph as soon as possible. If you see your opponent trying the same thing, and he's going to beat you to the punch, use Counterspell is risky, but guarantee a successful sheep. Once he's sheep, hit him with your hardest nuk, but not Presence of last name just yet. He'll likely pop Ice Block if he's afraid. By the time you hit him Counterspell (if you used it) will have dusted off, and he'll either try to return the favor (and get the upper hand) or hit you with some damage of his own. If you're Arcane, throw slow and let loose with your favorite nukes. You'll be countered quickly, so be ready to switch schools. If you're fire, now's the time for some heavy damage. PoM-Pyroblast will be nice, but work with what's best for you. Dragon's Breath and Blast Wave can keep your opponent under control as you lay down the hurt. Don't forget to use your damage trinkets and Arcane Power. If you're a ripe Mage, life is sweet. Polymorph your enemy as outlined above, but don't just blow a nuk to break it. When your opponent is sheep, summon your Water Elemental. This can be done in advance, but doing so runs the risk of a defensive Elementary break polymorph before the right time. Start casting Frostbolt, and just like that let your finders throw your Elemental's freezing ability at the feet of your opponent for an immediate, risk-free Shatter combination. Again, he'll probably IB if he's smart. With proper timing, you can work an Ice Lending in that mix. If you haven't used Counterspell yet, use it now to stop the inevitable Polymorph your opponent is now decisive. Order your pet to attack, use Icy Veins and any damage trinkets, and go on the offensive. Be sure to keep moving, as a well-placed Dragon's Breath or Blast Wave by enemy can guickly turn this encounter against you. Don't forget Game Steal. If your Ice Barrier or ward of choice is on cooling down, and you can spare the mana, feel free to steal your opponent's. Mage buffs generally won't be much use for you since you already have them, but stealing them (and stolen buffs no longer dominate existing ones, so you won't lose your own buffs' duration). Ideally, enemy Mage will have buffs from other classes, such as Mark of the Wild or Power Word; Shield, which you can steal, Battles between magi often come down to skill, initiative, gear, species and patience, Proper application of Arcane gameplay, such as Counterspell, Polymorph, and Spellsteal is key, like a working knowledge of your own species. Your chance of survival is highest as a Rypmage, but never underestimates the DPS of Fire and the control of Arcane. [Arcane] Easy (vs fire)-Medium [Frost]easy (vs fire)-Medium [Fro more so against the Druids, so you can actually last a while against its moonfire. The dangers are that you have him can polymorf-lock, you can't frost Nova him for long, he can heal, he has immediate-cast Moonfire to kill you, and he has instant-cast Travel form to run you down. Run. Trick is knowing how to handle the various Dutid attacks. Bear form should be considered low threat, even with the Frenzied Rebirth, the extra hit points, and the stun, which you can clip out of. You will significantly damage the bear form Duition simply by standing your ground and have Frost Weapons up. The two dangerous Druid threats come from a well-stocked Feral Druid in Cat form, and any Druid involved in chain-casting moonfire on you. The latter tactics can be counterproductive in mass fighting, because any friendly healer can spend much less mana to cure moonfire spam. If you spend talent points in making your Arcane Missiles uninterrupted from damage it may be possible to damage out some Dubids involved in these tactics with Arcane Missiles, or to just counter with Scorching. Fertile ditude in Cat form is especially dangerous if, as certain players tend to do, you neglect your stamina gear. Unlike popular conviction Frost Nova and Polymorph are not entirely useless against Duid. They can escape any form of movement reduction through form hyfolding; however, it can require a significant amount of mana to form is to heal. If the Druids are a speckled Balance or Fertile, you can wait for the switch to humanoid form, look for the healing to begin (the instant-cast healing over time won't save the World from impending death) and use Counterspell. If the Dubid was repair-spiked, you might need to use provisionally improved counter-play to stop instant cures - some sav any Mage involved in PVP should have improved Counter-Play to silence the target; others maintain that the utility of the four second global cooling is usually overshadowed by that of space for a second tree. Use whatever burst damage you can to complete the Doide mode. Careful Duid, especially Recovering Duition, knows to heal well before they are low on health. With TBC. Duid Cyclones were given as a spell that immobilizes you for 6 seconds. Typically a dipution will try to Bash or Maim you then Cycloned is a great time to pop your PVP trinket; otherwise you might want to save your Blink for the Stun you know is coming when the D ruin is low on health and may want a healing. Keep in mind he's likely to shift out of motion-in shortening effects — if you're spiked Frost, it's a tactic worth considering following up bigger game with a Rank 1 Frostbolt — talent-enhanced, they offer a 10 second trap on a 1 second cast with the chance to freeze. Keep firing it when your Dutoid opponent dials into an animal form and he can't hope to top up removal thereof. Running a Grape UNCLE from shifting can be easy depending on if you have ripe talents or Slowly. Every Time a (level 70) Duition Forms in Bear Bear Cat he lost 800-1000 mana. Since you have a much larger mana pool than a fertile Druid (7000 or so), you can slow or any other motion impairment effect every time he switches to Bear, Kat or Travel form until he is uncle and cannot shift; then you can root him or even form sheep his caster. If he can't catch you reliably in any of his forms, he'll probably make vou fruitful in Bear form in which case you can blink away. Depending on the Druid's talent configuration and gear guality compared to yours, you can even have chances against him. The player with the initiative is likely to win. With a level 70 magic, it's worth remembering that a Droid's Rejuvenation. Regrowth and LifeFlower can be stolen and used to heal yourself; just look at his buffs. Life flowering is a particularly good one to steal as the piece of health comes when it completes, as opposed to Regrowth where you just get the overtime part of the game. [Arcane] easy medium (depending on spec) [Fire] medium [Frost]easy medium (depending on spec) Hunter Never engages a Hunter in long-range combatants in a 1 vs. 1 situation and does not attempt the Hunter or Pet polymorph. The key to victory is to close the distance as guickly as possible and get into the Hunter's melee range. The combination Frost Nova - > Fire Blast - > Cone or Cold is essential and should be done immediately trying to stay in his melee zone, using Arcane Explosion to nuk him off. Depending on the Ripe Nova - & gt; Cone or Cold combination to stay in melee range. As an Arcane Mage, you can maintain melee range by slowly using to the Ripe Nova - > Fire Blast - > Cone of Cold combination. A fire mage can use blast wave > Cone of Cold combo. Spamming instant game like Arcane Explosion at melee series is essential to beating a Hunter. However, you need to beware of bestial wrath and traps. If the Hunter's Pet is big and red, you're in trouble. This is under the effect of Bestial Wrath; it does 50 percent more damage, and you can't shed it, you can't she duration of Ice Block is 8 seconds shorter than that of Bestial Wrath, as the hunter for some reason pops up his Bestial Wrath as an opener when his pet is right next to him, you shouldn't use Ice Block as soon as possible. Instead, wait for the pet to get to you, then Blink to the Hunter (do it ASAP as the pet is already next to you when he pops it), use some guick nukes (if the Hunter himself is big and red as well, just like his pet, don't bother using Frost Here, because the Hunter has also spiked for The Beast Inside and thus is immune to crowd Wrath) and uses Ice Block Only when the pet pet You again. It will waste a few precious seconds of its pets raging effect, and if you are happy and/or mobile enough, you will completely evade the damage of the angry pet. If Ice Block is on cooling down, then Mana Shield and Blink in the Hunter to an Intimidation stun— since you know the Hunter doesn't have Scattered Shot and holds close to him until the Wrath wears off then slowly flies him with Slow or Cone from Cold/Blast Wave. If a Hunter uses his traps: You don't want to step on one step unless it's a snake trap you can ignore while spamming Arcane Explosion. Move away quickly (Traps have a 5-metre range) before it can activate. If you get caught up, use your trinket; otherwise you eat a aimed shot and let the Hunter get distance. -Tread Note: Ninety percent of the time, the trap is right under the hunter, or, as he circles, in the middle of the circle. Use a penalty pattern while staying as close to the Hunter as you can, and over the course of the fighting you can actually track the Trap you're circling. Hunters tend to back up to get range and to try to wing Clip or attack while backing up, but use them to your advantage to run faster than your opponent, as both of you will be delayed. A hunter with gear equivalent to yours will be advantage to run faster than your opponent, as both of you will be delayed. frozen, the fight is non-enviable; just stay in his melee range and use your traps to keep him from getting distance while you put him off with immediate. Hunter Move - Reaction Scatter Shot - Wait for FD/Trap then Ice Block, as he didn't trap and instead tried for an aimed shot IB while shot in the air freezing trap - Ice Block concussion shot - Clip aspect of the Cheetah - Any damage game. Attack - Nova in melee series Pet attacks you anyway because it has resisted Leet Frost and Nova didn't work! - Close range with the Hunter and Mana Shield. Pet damage is trivial unless it's furious and your shield can easily take some swipes of that annoying Cat/Bat. The main idea is to reduce damage you receive from the hunter by not allowing him to get his most powerful abilities off. Don't try to throw any game with long cast times as a Hunter will have multiple abilities to interrupt your cast like Scatter Shot, Silly Shot, and Feign Death. Focus on slowing down the Hunter or freezing him so he can't get the distance he needs. Or you can save your trinket for the Scatter Shot/Staircase and continue to be in the Hunter's melee zone. IMPORTANT: If you're caught off guard by a Hunter placed a freezing trap, it should be dived on that Ice Block and Freeze Trap have the same animation in play. If a hunter isn't spec'd for Beast Mastery, it's a smart thing (and slightly comical) for you to Ice Block out of freezing trap (for which there is no transitional animation, so it looks like you're still In general, a Hunter won't realize that you have Ice Blocked and will continue to throw aimed shot and will continue to get a big fat IMMUNE. From this lookout, you can usually blink in the Hunter's melee range (or close enough to Nova him and then get into his melee zone). If you have 31 points in the Frost Tree and have invested in Ice Barrier, keep it up at all times; this way if he straws shot you and gets some range on you (usually minimally) you can at least mitigate some of the damage he can do before you get back into his melee range. Since patch 2.3, a Hunter's Arcane Shot dispels one magic buff. So, don't buff at long-distance fights; try to get into melee series first. Note: Until some time after TBC was released, all Hunter's Called an area between 5 and 8 meters deadlock in which they could not attack with melee or alternated attacks, which were largely used in combating them. However, this deadlock was removed from the game, so any tactics that relied on the abuse of deadlock became futile. Another way to play around with inexperienced Hunters when fighting is to abuse line of sight. Trying to hide behind a pillar or a similar object (trees won't work, he can shoot right through them) and run around it, so the hunter is on the obstacle. More often than not, a hunter will send his pet straight for you, and you can try to immobilize and/or nuk it off with moments while the Hunter tries to get a shot at you. However, it is little likely to work against experienced Hunters because they will remember their pet and mend when they realise that it is at risk. However, even against them it can sometimes be beneficial in 1v1 situations because if you remain stubbornly from their LoS, they will eventually have to come for you, that way reducing the distance you have to travel to get into their melee range. [Arcane] Medium [Fire] Medium [Fire wait until he has one or two-shotable to start healing. Paladins who sacrifice mana and stamina for attack power and increased crisis chances, critadins, are pretty vulnerable to defeat, but at the same time they can kill you even faster. Paladins can use Blessing of Freedom or Cleanse to undo any kind of movement reduction you can administer. They have two innate ways to inhibit movement: Hammer of Justice (from which you can blink), and with the arrival of patch 1.9, possibly the Conversion talent at the end of the Retaliation talent tree. A paladin has two forms of invalidity and Imposes imminently, but since patchy 1.9, there has been a 1-minute cooling-down defout inflicted on the beneficiary of insecurity effects. Most Paladins will activate seal of command in small-scale battles to cause a lot of damage, affecting the advantage of the proc of sacred damage. The proc itself can damage the actual armature when used in conjunction with other gear, seal and judgment effects, and it cries like melee damage rather than game damage. There are no known innate player resistances to sacred effects in the game. The danger here is that the same way a Shaman benefits from a Windfury proc, a Paladin can get a sudden burst of deadly damage. Should the Paladin manage to rehearse itself to full health when you're down to less than half of life, try to resheep to escape death. All this combined with their high HP and plate mail (although as a Mage, plate mail won't really protect your Paladin opponent from you) makes them hard to take off. But the Mage is the most likely DPS class in the game so. you still stand a fair chance. They may escape your traps, but that doesn't mean they'll always do it, or at least not within 1-2 seconds. Frost Nova can still be useful, and the same applies to Polymorph. How you fight depends on your build; just keep your distance and do as much damage as you can. However, try to use your instacast game at the beginning so that their cooling wears off. You will need them for when the Paladin game is from the Holy Class, if you interrupt his healing, it's 10 seconds where he can't do anything except car attack you. It's 10 seconds for you to do all the burst damage you can, whether it's Fire Blast, Cone of Cold, Blast Wave, or anything else that hurts him. If you imp. CP Talent then it will silence him for 4 seconds, but in this case, interrupting the healing is much better. The key to winning, and that also applies to any healers, hitting harder (with an exceptional amount of +damage and ramp gear) than their healings. Expect game resistance due to their aura combined with gear. You may often hear You can't kite a Paladin. While that's true, you can't consistently slow them down, as said you can slow them down for the time it takes them to throw Cleanse. You can also speed yourself up to make them relatively slower. Nifty Stopwatch goes far to this, and your boots should be mesmerized with running speed (avoid even a single hit beats from +70 hp). Unlike Warriors. which intercept as often as vou can blink use. Paladins can't clip HoJ as often as vou can. and Conversion breaks on hitter. A note on Shields: DS will likely be used to break sheep, or to heal. Just turn tail and Blink and run until the shield is gone, then rehearse, Bandage/Evocate, and start fighting again. AP (if vou have it) until after the DS. If by chance you relax their secondary shield, Blessing of Protection; the shield prevents them from while up, and from DSing to 1 minute after it's been thrown. The Blessing of Protection Shield also only prevents Physical damage from being administered to them, so Magic game will still damage them. And Mana Shield (from patch 2.0.6) absorbs Magic damage as well. So if you were planning to run up and melee him, it's now as useless as before: stick to your class description and nuk him. In short, keep your cool, and your distance, rewatch as things start to look bad, and you should have no problem against any Paladin whose gear doesn't guite outclass yours. [Arcane] Medium [Fire] Medium [Frost] Medium [Frost] Medium combat, although recent flaws and nerves have severely reduced it. They have a balance of healing, melee strength, and game damage. Shaman is basically weak warriors, priests and powers, all in one. Their melee is limited to auto-attack, hoping for a Windfury proc and possibly Stormstrike, which requires them to invest 31 points in improvement. Stormstrike caused armaments (the total damage of both weapons as they were double swings), had a chance to allow Windfurv and Flurry to proc and cause you to take an extra 20% damage from the next 2 Nature Damage based game you hit with. Against an improvement Shaman, it's best to immobilize him using Frost Novas and slower play to get series then shoot him down before he can heal. Elementary Shaman will generally use Lightning Bolts to glide off your health, using Nature's Swiftness to heal themselves immediately or to throw another Lightning bolt that generates incredibly burst damage. Elementary Shaman generally won't cure themselves and will run UNCLE casting game very guickly, so it's a good idea to swken their health off as quickly as possible while interrupting some of their longer-decisive game with Counterspell. The Shaman's Shock game line is very strong because it's at a 6-second (5 seconds with talents) cooling down, causing serious damage and having a detrimental effect. However, there are several drawbacks to this. First, mana efficiency. Shaman generally doesn't have a large mana pool, and their spells are very ineffective. They have terrible mana rebirth via spirit (unlike Mages, who need to concentrate on only 3 statistics, Shamans needs all 5 to be effective). Second, Shocks represents a high share of the Shaman's DPS, but due to the fact that most of the Shaman's utility is connected to them, they cannot be traced as you would spell any other damage. Shaman Totems is a unique class ability. Shaman can plant Totems, who consumes valuable attacks to counter while continuing the unattended. Grounding Totems is very strong, able to absorb most spells, although a lot of mistakes involved mean some coming through. It can absorb more than one game if they have travel time (like a Fireball, and a PoM-Piroblast). The shaman also has both frost and fire resistance totems that they most will surely use. often at the same time. However, the shaman has no resistances to arcane, and grounding totem does nothing against frost head. Generally speaking, you'll want to keep your distance, 20 or more yards if possible (at this series, the Shaman loses his ability to interrupt your game, and is left with a rather less effective ranged Lightning game). Chain Lightning is generally a 2.5 second cast. If you force the Shaman to use this game, it's assumed you've already won the battle. (Update: lightning game is the main damage source of an Elementary Shaman and their Lightning Bolt is 2 second cast now, with significant game damage being as much as a Mage's Frostbolt. Although it has no trap effect, the faster cast means time that an Elementary Shaman can sometimes equal the DPS of a Mage on a long range.) Normally Shaman will attempt to close within melee range. Once there, they can interrupt any non-immediate play every 5 or 6 seconds depending on talent builds, not to mention the constant interrupts only one school, so you can quickly switch to another. So how do you beat a Shaman? First, control. A successful Polymorph on a Shaman is nearly half the battle, as the Shaman has no way to remove it except by using a PVP trinket. In addition to the very short range of efficacy from his spell, and the long distance from the Mage, you can remove a great deal of his health before he can do anything. Two words: Fast game. Grounding Totems eats a single game. Earth shock eats a single game, and knocks out the Tree, so hopefully it was a Scorch rather than a Fireball you just invested 1.4 seconds, instead of 2.4 or even 2.9 seconds into that earth-shocked nuk, and hopefully it wasn't your only good Boom. Fireball Mages has far more problems with Shaman than those scorching. You can also Wand the Totem, or throw Rank 1 Arcane Missile' striking the Shaman will destroy the Totem. The best game for dealing with Totems in TBC has proved to be ice Lance as it is immediately thrown with no cooling off and minimal mana costs. Generally before you have any big game (that is, PoM Pyro) make sure you get it upfront with an Ice Lending to make sure you get it upfront with an once a Shaman is sheepish. The biggest weapon in your arsenal is probably Counterspell. Each game (except Frost and Flame Shock, as well as Frost and Fire Totems, which is nice against you) is by nature-based. No more healing, no more lightning, no more Earth shock, no more grounding Totem, no more Earthbind Totem... Nothing. In 10 seconds should any Mage with Counterspell kill any Shaman who isn?? for him at that point. A clever Shaman will only shed a healing if the Grounding Totem is up. A recovering Shaman will be able to cure your damage through the spamming Lesser Healing Wave with a Mana Totem and earth shield on. Your best bet is either to save some ruptured damage and the Counterspell for when a lucky drive gets his health low, or to sheep and tries to bar him down with a big play without being interrupted then Against his healing to win. Improved counter-playing will silence the Shaman no matter what's up. The Groundu Totem will absorb the initial counter-play, but the Improved part will go through and silence it. It will allow you to polymorphalize him and destroy him afterward. Frost Nova and Blink allow you to get out of reach (keep in mind, shocks only have a 20 yard range), and unleash the hell from far away. By the time the Shaman comes into the series, he'll be dead. Any shock you essentially resist means you get a large window in which the Shaman will shrug off your buffs at the earliest opportunity. This means that Ice Barrier and Mana Shield will often be unavailable, nor will Mage Armor. One thing to note, though: Cleansing is very resisted, so you can try the Shaman it on you a few times before it works. It gives you time, and will slowly deplete the Shaman's mana pool. Some PvP Shaman will try a strategy that revolves around Windfury Proc+ Stormstrike+ Nature Damage Game (usually Earth Shock), and which usually leads to immediate death for target before they can respond. If you see a Shaman with a 2-Handed Axe or Mace, it's very likely he'll aim to use this combination on you, so make sure you don't allow him anywhere near you under any circumstances. [Arcane] Easy as improved, Medium different. [Fire] Medium [Frost] Medium Death Knight Deathknights in many ways are similar to warriors; they do an incredible amount of melee damage and can tear a mage apart in a matter of seconds. Therefore, it is imperative that you keep distance away from the deathknight. Save your blink for after they kill you and be willing to call magic schools when the deathknight locks you out of one. It is recommended to start with an off-spec tree until silenced). It is advisable to hold frost hall to assist against the DC's traps. If they channel army of dead, try using a quick game (such as ice lending) or a counter-play to the interrupted. Don't waste your time on their pets. Go straight for them just the way you want with a hunter. Ripe Mages- If you see a DK and you get trapped dead cheering for the DK isn't that smart. Once you get death dripped running behind them and Frost Nova and never stop moving. This method has effectively proven to me because A) they won't expect it. B) they have to turn around to be able to swing at you (by which time you'll have frozen them and be out of their swing range) IF YOU'RE SERIOUSLY OUT OF GEAR, I WON'T TAKE THIS RISK. INSTEAD, BLINK RIGHT AWAY. Otherwise you will freeze him and his pet and at that point you can quickly get from cold cone while you get distance. Don't blink yet. Try to throw frost bulb as soon as you can. Connect it with Ice Lend and keep moving as he trinkets out or if the ripe nova has broken for some reason. (only if you don't have time to throw another frost.) remember your primary goal is to have the safety you need to throw. At some point you can summon your elementary and freeze him that way. I recommend you also have an important bonding for it. As he chains from ice, try to get a frost off and blink before joining you. you can't let him have any free hits. A good dk will open with silence, death grip, then chains of ice. This means that your best option is to wait out the silence with Ice Block. Remember the key for this are Key Bindings. You have to be able to respond guickly to anything he does. after your ice block is done, blink and throw. & It; http://www.youtube.com/watch? v=PQpel3Kfnec>Ek recommends looking at these ripe mage. even though his video is outdated, you can still learn from his timing with all his game. Fire mage- similar to above, except you have the option of using dragons breath once they grip dead instead of nova (I recommend it because it's less of a cooling) down), and of course replace the main nuk with fireball, use cone from cold to slow them down since fire has no slower effect, throw in blast wave and frost nova. You can do both without the dc coming into the range, so you don't even have to take damage. Otherwise, just fireblast, cone of cold and so when you're trying to get distance. Polymorph is your friend at the beginning. &It;http: www.youtube.com/watch?v=IZSgPvoQvJA>Dit is also a good magic except that he spiked fire. This is a good example of how to handle dks using dragons breathing when they have death grip. Look for their magic screens. Be especially wary of the flying gargoyle because it will tear you apart in seconds. Counterspell can be killed in rapid ACE, such as arcane nova. The Deathknight has very few series that handle any significant damage, but they can easily make you / delayed. Frost dk tanks can put you (and some more enemy in close range) in an ice block letting them have a moment to think. External</http:> </http:> </http:>

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