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## Ranged and Magic 28 Ranged: Members get Dorgeshuun Crossbow - Much faster for early ranged training (cheaper) 33 Magic: Needed for teleports & Dragon Slayer - Varrock Teleport (Ivl 25) and Telekinetic Grab (Ivl 33) - Could be useful to get 37 Magic for Falador Teleport



Builder's outfit is currently available in-game; it was released in Feb 2007 with the Tower of Life quest.

It is currently the only four-piece "skilling outfit" that doesn't provide an XP boost (or any benefit at all).

I know Construction is already fast, but Firemaking is also, and it'd be appropriate at least for consistency...





You will mostly use this whenever it's off CD in place of the regular Wrath or Starfire, especially if you're using Glyph of Starsurge. What's awesome is that it also shows your dots on the target above the nameplate, and how long they have got left. For 1 point, you get a spell which is incredibly useful in any fights with adds (which is every fight in FL except Baleroc). These \*\*\*\*ers die too easily from raid AoE, so don't cast them when you know that something I turned to a lot to keep myself informed, would be Eluial's guide back on the official forums, since the guide was itself a compilation of the most relevant and necessary theorycraft work germane to Moonkin PVE purposes. Sunfire: GOD YES. Natural Shapeshifter: Not itself a fantastic talent. If you delay moving it, make sure it's only either to refresh dots, or to apply dots on something else that's a relevant target. Our AoE rotation, in order of casting priority is: 1) Plant and detonate 3x Wild Mushrooms 2) Starfall 3) Sunfire everything that doesn't already have sunfire on it 4) If everything has Sunfire on it, begin spreading Insect Swarm 5) Typhoon. Highest Damage per cast time, as well as highest damage per eclipse energy. That said, this is still a spell worth using on your healers, especially when the total mana restored accumulates to a significant amount over a fight. Highly seasoned Boomkins will also place Mushrooms down pre-emptively whenever there is downtime in a fight, so as to cause some extra damage as soon as enemies are attackable again. I am wondering if ToGC25 trinket can actually pass Sindragosa Trinket because of SP > Crit value. Use it and replace it with your current Wild Mushroom hotkey. That said, this is nothing to criticise. A VERY helpful macro that lets you get all your 3 mushrooms down asap without wasting any GCDs is the following. There is a macro you can use in place of the Force of Nature spell that will remedy this: #showtooltip Force of Nature /cast !Force of Nature The Eclipse Mechanic This is the core mechanic of Balance. Personal skill is still a far bigger factor. 13) Hmm, we've reached Lunar Eclipse, but the sunfire and insect swarm from before are still ticking. This received a major change with 4.2. While under the effects of Lunar Shower, moonfire/sunfire generates 8 eclipse energy. Your 5th Starfire cast that takes you out of Lunar Eclipse will therefore also benefit fully from Eclipse. At the very least, it's the closest thing you have to a Misdirect. The treants really just do about the same damage as one eclipsed starfire crit, but cast them whenever they're off cooldown. What we should do in this case, is hardcast starfire until those dots are close to falling off, and only then do we refresh our dots. In this case our moonfire will have morphed to sunfire. Worse still, Treants are exactly what they used to be. - Tasty 5% spell haste raid buff, which isn't unique to us, but it's something that deserves a mention and is of particular consequence in 10 man raids. Repeat this, all the while (mostly) keeping starsurge, starfall and treants on CD. Generally, we want to cast Moonfire after Insect Swarm, so it benefits from Nature's Grace 3) Starfall. It was started in 4.2, but is up-to-date for 4.3.4. While it's certainly not terribly in-depth and largely doesn't meet my own standards of quality, it more or less fulfills its intended purpose of being an informational and (relatively) concise starting point for someone that's new to the spec. Hurricane Cataclysm saw this spell getting kicked right the \*\*\*\* out of our AoE rotation. The 30% damage bonus to typhoon is decent, but if those points can be more useful elsewhere, then put them there. On many fights, it's also one that requires an immense amount of planning ahead, so a knowledge of the fight you are attempting is essential for every Balance druid. 6% less spell damage reduction conferred by moonkin form. Balance Power Tracker Excellent for all balance druids. When we're heading towards solar eclipse from 0 energy, one thing to remember is that casting Starsurge will not reduce our amount of casts required to get into the eclipse. Nature's Grace also drastically reduces certain haste breakpoint requirements for your dots, so as you can imagine, it's a stat we scale awesomely with. 7-8k more mana to them won't be as gamebreaking as the DPS of your incredible Eclipse-amped DoTs. Boomkin Multi-dotting is good. This procs a lot on fights like Rhyolith. But WAIT! Because the nukes it procs also grant Eclipse energy, this Staff ends up assisting immensely with transitioning from 1 Eclipse state to the next. 4) You're not a Moonkin and are adamantly against ever making one because you think it's not worth it. We would still have to cast starfire 5 times. You are already at 100% Crit for Starfall so Crit loses alot of value, while Spellpower applys to all Skills. Their fragility should be noted. Being able to do 5% more damage on something just because it's a Beast is pretty incredible. Never take this if you can put points into Dreamstate or Furor. This deliberately omits some finer details to make it easier to follow for a new Moonkin, such as Euphoria is your talent that gives you a chance to proc double the regular eclipse energy gain with your Wrath or Starfire when outside of an Eclipse). You'd have to have one hell of a brain \*\*\*\*-up to not put points in this. 14) Upon proccing Solar Eclipse, refresh Dots, but only if your previous dots have expired or have 1 tick left (Insect Swarm before Moonfire) 15) Repeat from step 11. All the while, you also maintain high DoT uptime because of how insanely powerful they are, as well as for the Starsurges they proc you. This plays a huge part in why moonkin multi-dotting is so ridiculously awesome. Prime Glyphs: 1) Glyph of Moonfire (Absolutely needed). Essentially, you can benefit 7 nukes from a Lunar Eclipse instead of only 5 or 6. What Patch 4.2 didn't change, on the other hand, is the amount innervate restores when cast on yourself. If you insist on taking it, you can work around the energy eating by weaving in more Insect Swarms in your AoE rotation, to allow Lunar Shower. The Art of Balance This guide is for you if you're one of the following: 1) A Moonkin. With the advent of the new Eclipse mechanic, a lot of our rotation now involves getting the maximum possible from the melee hit rating which raw hit rating which raw hit rating the maximum possible from the melee hit rating which raw hit rating whi gave us. Starfall: Use whenever it's off CD, unless Lunar Eclipse is less than 15 seconds away. You also need to know a fight well so you know where to position yourself so you don't move much. Monitor how much this procs in any given fight and make your own judgement. Good times). Improved Rejuvenation: See 'Naturalist' above. Moonkins just don't have many burst tools available compared to some other classes. It's also fun to typhoon the occasional flagged ally you come across somewhere high up. 15) Hard cast to Solar Eclipse and repeat the rotation. Generates 13-14 lunar energy. There was a myth widely perpetuated at the start of Cataclysm that Hit rating > Spirit, due to the fact that raw Hit rating provides both melee and spell hit rating, unlike spirit which only provides spell hit rating, unlike spirit which only provides spell hit rating, unlike spirit which only provides spell hit rating. While the spells are of different schools, they still over-write each other. While it is certainly fair for a resto druid to decide not to use it, due to its mana cost, for Balance druids (and to a larger extent, kitty druids) it's another decent spell in your grimoire. - Keep that Eclipse bar moving back and forth. This also works with Moonfire too. Balane of Power: This turns spirit into hit rating for us, and 2% more spell damage is nothing to scoff at. Standard raid AddOns like DBM, or something of that sort are still mandatory. If this is talented, it does almost the same damage as 1 shroom detonating, so this is worth using for AoE, provided you have it glyphed. Heart of the Wild: 6% more intellect? Mandatory talents are underlined. 128.05 haste rating = 1% increased spell haste. In this case since we're just DPSing without interruption, we forego this. Do not pass on this talent, no matter how good on mana you are. Remember that Insect Swarm does not benefit from Lunar Eclipse. If you cast this while at 0 Eclipse energy and in a neutral state, it will grant 15 solar energy, pushing you towards a Lunar Eclipse. Just \*\*\*\*ing take it. 2) Glyph of Rebirth. If and only if you're in a fight where you can stay within 20 yards of the boss the whole time, take glyph of focus to min-max Starfall's damage. Sometimes, in anticipation, you double hit the Force of Nature hotkey, which causes the spell to turn off, and you end up having to waste some time just to get it back on so you can summon them. Its proc chance is 10-11%, and it has no ICD. Maybe i am just to stupid to find it via search. The extra direct-damage component of moonfire/sunfire is too pathetic to make up for the damage you lose when you get forced out of Eclipse states. Lunar Eclipse on the other hand benefits: Starfire, Moonfire, Starfall and Starsurge. - You need to pay very close attention when an Eclipse is about to proc. Remember to use these whenever they're off cooldown for the most part. Does nature damage so is only buffed by Solar Eclipse but not lunar Eclipse. Tier 7 Talent: Starfall: Alas, what was once a flurry of stars from the heavens that killed everything within 5 miles of the caster and caused splash damage to the moon and back is now something that doesn't hit for a terribly impressive amount of damage at all, and lost its splash component to boot. This is a very ideal scenario. Wrath: Use when you're transitioning from a solar to lunar eclipse. The beast-slaying racial is also OP on Magmaw, Chimaeron, Beth'tilac (works on most adds and the boss), and Shannox (works on his dogs). It's generally okay to forgo straight int gems for socket bonuses like Haste or more Int. This is utterly invaluable. If you have, then this alleviates some of the energy eating moonfire spamming causes by netting you more damage from its direct damage from its direct damage from its direct damage. There's 2 ways to expend your Lunar energy. Has the same duration, haste breakpoints, and tick intervals as Moonfire. There is a world of difference between rezzing someone to 20% of full health and rezzing them to 100% of full health. Currently, Solar Eclipse benefits the following spells: Wrath, Insect Swarm, Sunfire up simultaneously on the same target. Note that once again, for the sake of illustrating Eclipse energy changes more clearly, I am going to be omitting Euphoria procs, as well as effects similiar to Euphoria like legendary staff procs. There are certainly times when this can be helpful, like when you have to move, but for the most part, the fact that it eats your eclipse energy actually makes it a potential dps loss. It also alleviates situations where your mushroom causes you to pull aggro off the tank in 5 mans, because the adds you aggro take longer to get to you xD. As a raiding moonkin, there is no cookie-cutter spec set in concrete for you to pick. At best, it's nothing that you will be aiming for on gear. This is why the first thing we'll do once Solar Eclipse procs is we'll cast 1x Wrath. This can be useful when you're casting a nuke on a target and you want to queue a dot immediately after that cast on an enemy behind you that you get to interrupt in moonkin form!! This isn't something you'll need for most fights, but it's a good talent to have nevertheless. This also facilitates getting into Eclipse States, thereby minimizing Eclipse downtime, thereofre mazimizing Nature's Grace uptime, and increasing single target DPS as a consequence. Casting 4 Starfires and then 1 Starsurge will leave us with 5 lunar energy. Remember that Starsurge always pushes the Eclipse bar in the direction it's heading to wards. Since we are heading to Solar Eclipse, we know that Lunar Eclipse is going to be really far away, so we don't want to wait that long to pop Starfall. You can set it to scream at you when a CD(Starfall/Force of Nature) becomes active, have it tell you when there's something you need to dispel, and alot more. Shooting Stars: Our dots now get a chance to proc our best nuke as an instant cast spell. Do we now cast starfire 3 more times and get out of Lunar Eclipse, however, we miss out on Eclipse-powered mushrooms, so it's considered the inferior Eclipse state for AoE. For another, Innervate would inevitably become a very potent mana-recharging spell later in the expansion, when healers would have a higher mana pool. Being that Eclipse-management is the most crucial aspect of Boomkin gameplay, it is strongly recommended that you get an addon (like Balance Power Tracker, linked towards the end of the guide) that lets you move your Eclipse bar to a position on your screen, such that you are always easily keeping your eyes on it. As such, you shouldn't immediately queue an Insect Swarm after the Starfire, thinking the IS would go off buffed by the Solar Eclipse. This is a lovely AddOn for solar cleaving, as it prevents you from recasting dots on something that already has them ticking on it. Starfall isn't what it used to be. Tier 2 Talents: Perseverance: If you have points to spare, this is an excellent place to spend them. Furor: The main thing in the Feral tree worth considering for a Boomkin. In the event that circumstances slow our hardcasts, we can refresh Sunfire and IS at the tail end of our Solar Eclipse before we cast the 8th spell that would push us out of it. 4% more spell damage is something you very much want. (Remember 21, 2020 For sure no. 12) (Situational) In solar Eclipse, we have 8 casts, of either starsurge or wrath. This has a 1 min internal cooldown, but reaching a new Eclipse State refreshes it. Apart from AoE, we also have good multi-target damage, the enemies might not necessarily all be stacked close to each other), because of the insane strength of our dots. Always reforge out of this, and never reforge to this. NOW we get closer to using that Starsurge, but not just yet. This therefore confers a bonus similiar to a Euphoria proc, and due to the higher Nature's Grace and dot uptime that results from moving between Eclipses quicker, the DPS increase from this staff is going to be a good amount more than just 10-11% Thorns The one spell that seems to be equally neglected by druids of all specs. Intellect Your best stat. The only time when reforging out of haste is justified is when you have to cap this, but that should never happen. With an innate 15% reduction in all damage taken, our defensive cooldown Barkskin, and on-demand self and raid healing, moonkins are very low maintenance indeed (something which can be even further augmented with certain talents). Sometimes, you get to pull off a Starfall in Lunar Eclipse, such that the difference between damage done in eclipse and out of eclipse becomes even more pronounced, following the standard Wrath-esque rotation will likely land you a very low place in dps. Much better than crit, but slightly below haste for 10 seconds every 3 minutes and increased damage to beasts just hands down make trolls the best race for Boomkin DPS, although it must be noted that this DPS increase isn't as impactful as one you'd get from near-flawless execution of our rotation. Note that I am starting by heading towards Solar Eclipse first, and that it's not mandatory you do this: 0) Pre-cast 3x Wild Mushrooms at the boss' feet, pre-pot, and take a deep breath 1) Insect Swarm 2) Moonfire 3) Starfire x2 (+40 Solar Energy) 4) Starfall. If the travel time is short, you should gueue a Starfire right after the 2nd Wrath, such that by the time the Starfire cast ends, the Wrath will have already proced. If you have 5 Lunar energy left, have a Shooting Stars proc, and you're casting a Starfire that will take you out of Lunar Eclipse, you can immediately queue a Starsurge proc after that Starfire, and the Starsurge goes off buffed by Lunar Eclipse. 7) Starfire x3 (+60 solar energy, Solar Eclipse Activated) 8) OMG ECLIPSE PROCCED LOL. What are the BiS trinkets for Moonkin in full BiS gear? It also increases the overall uptime of Nature's Grace due to the fact that you rotate between Eclipses faster (recall that reaching an Eclipse state resets the ICD on Nature's Grace), which in turn grants even more haste. To give a quick overview of some of the more salient attributes of a Moonkin that its raid will benefit from, we have the following: - Solid above average single target dps. That's because it would've left us at only 95 Solar Energy, so we'd still need to cast 5 uneclipsed Starfires to proc Solar Eclipse. Which conveniently covers most people, huh? Take this over Moonglow whenever you can. Since we're heading to solar eclipse anyway, we want to pop this early-ish, since Lunar Eclipse is far enough anyway, we want to pop this early-ish, since Lunar Eclipse anyway, we want to pop this early-ish, since Lunar Eclipse anyway, we want to pop this early-ish, since Lunar Eclipse is far enough anyway. recommended. 5) Starfire x3 (+60 Solar Energy), Proccing Solar Eclipse. Avoid ever gemming for stam, even with a purple gem. Adjust the points at your own discretion. While some specs might burst more than us, our sustained solar-cleaving is mostly unrivaled. The guide is copied almost verbatim with some formatting and language corrections. Should we refresh them right away? Also, the 2 stats are pretty much exactly the same for combat purposes, Tier 5 Talents: Dreamstate: Our best mana regen talent after Euphoria, Races If for some inexplicable reason you're compelled to roll an Ally druid. Worgen are the slightly better choice for DPS, due to the extra 1% crit, and a racial that helps with mobility. Restoration Tree Tier 1 Talents: Blessing of the Groove: This is only worth considering if you've put points in Lunar Shower. This is your forte like nothing else, you must learn to fully shine in this area! Our current AoE rotation involves being gcd locked for the entire duration of the AoE. 6) Hurricane. Things like the troll racial and engineering gloves help a lot here, and you should also min-max in ways such as pre-casting Wild Mushrooms. Spine of Deathwing is an example, as well as any other fight with a prolonged Solar Cleaving phase. Instead, there are only a few talents that are imperative, and a lot of your remaining points go into how you feel they will best benefit your raid based on the main encounter(s) holding you back. Generally, mana is not an issue for Boomkins in your average single-target, patchwork style fight. 7) Wrath x1. One of the few things that this is good for, however, is boomkin kiting. While we have to be careful with timing Eclipses (preferably solar eclipse) for AoE phases, if done right, this yields excellent results. =p) 3) Your last major glyph isn't set in stone. Yes please. Mastery Increases damage output while in Eclipse states. - An excellent raid healing cooldown in tranquillity. We're more about the sustained damage output while in Eclipse energy right after the spell ends, but there's some server-side Eclipse lag that makes it so that if you gueue an instant cast right after a Starfire that procs a Solar Eclipse, the instant-cast won't be buffed by eclipse. For the most part, it's not THAT much of an issue, except for at Tendons on Spine of Deathwing, 9) Cast a Wrath, Our shooting stars talent gives all our dot ticks a 4% chance to reset its CD and proc this as an instant-cast spell, which is utterly amazing. Another flat no. New Starfall, unlike it's ridiculously OP predecessor, is still something that is very core to our dps rotation, for both AoE and single target purposes. I was never in anything close to a bleeding-edge guild, but I like to think I had nevertheless honed a deep and thorough understanding of the spec, and I even finished the expansion holding a couple of inconsequential top 60 parses in Dragon Soul 10hc to my name, despite not ever getting my hands on the legendary staff and being (probably) far more undergeared than most other people on the charts. Let's break down what your main stats are first. Due to Eclipse lag, if you queue an instant Starsurge proc immediately after this 5th Starfire, that will benefit from Eclipse too, making it so that you casted 7 Eclipsed spells, and essentially squeezed 130 Lunar energy worth of damage out of a budget of only 100 Lunar Energy! Not only that, but as a result you're now also only 70 Lunar energy away from a Solar Eclipse. This is because 4x Starfires + 1x Starsurge expend only 95 Lunar energy, leaving you with 5 Lunar energy left. Delay using it if you're less than 15 seconds from a Lunar Eclipse. For one thing, Boomkins already have an incredible array of utility at their disposal, on top of our above-average dps. Naturalist: Not at all a boomkin talent. Does less dot damage, and doesn't have an initial damage component. It's the best thing to do when you don't have a starsurge proc, especially when they manage to hit more than 1 target. The personal dps boost it provides is excellent too. This can be a limiting factor some of the time (most notably on Burning Tendons in the Spine of Deathwing encounter). How quickly you flit back and forth between eclipses plays a huge part in how much DPS you put out. Insect Swarm is used first just becomes ridiculously awesome. As we go along the simulation, I will point out what spells are being used, and what exactly it has to do with maximizing our gains from Eclipse. That is also when we'll cast Wild Mushroom: Detonate. This is also when we'll cast Wild Mushroom: Detonate. This is also when we'll cast Wild Mushroom we'll cast Wild Mushroom. isn't easy! Spells involved First, let's breakdown your main spells, and how you will use them. When you have 80 or more Solar energy, you KNOW that your next Starfire will proc Solar Eclipse, so you want to queue a Wrath or a Starsurge PROC - recall that queueing an instant cast immediately as Starfire procs an Eclipse causes it NOT to benefit from the Eclipse) right after. As a mana regen talent, it's much better than the aforementioned Moonglow. A mega-loud no to this. 5) Starfire x2 (+40 solar energy) 6) OMG!!! Starsurge proceed LOL! Should we use it?? This is a great use of the spell on transition phases during Ragnaros against his sons of flame, as well as on burning tendon exposures on spine of deathwing, and to a lesser degree even on Warmaster Blackhorn, etc. This is invaluable for progression against most heroic bosses, though technically not mandatory for DPS purposes. Provides no dps gain whatsoever, but is helpful if you don't have a hunter in your group. TAKE THIS. That said, passing on this talent isn't something that will terribly lower your dps. Ever since Cataclysm, this is a spell druids barely use. Earth and Moon: You will be wanted in raids for this debuff. We do not want to overwrite it with an Insect Swarm that's not Eclipse-powered. Our AoE rotation is much the same in Lunar Eclipse, except without Typhoon and Hurricane, as those really aren't worth using out of any Eclipse. In this case, you hold off on refreshing dots, the reason being that you don't want to over-write a buffed Insect Swarm dot with a non-buffed one. Occasionally you might use Typhoon for damage purposes, in which case it's helpful if you don't knock any adds out of anyone else's ace, so the Typhoon glyph can be helpful. Informative discussions were also had on themoonkinrespository, and the larger mana pool means we not only have more mana to cast spells with, but also higher gains from Innervate and Euphoria. The reason you gueue a Wrath the moment Eclipse procs as opposed to anything else has to do with Eclipse lag, explained above. Moonkins will have to learn to fill dead movement time with DoT refreshing, Wild Mushrooms, and Starsurge procs. You still have to wait for it to land on the boss, so be mindful of that. If you don't care to read the talent descriptions above, something like the following will be adequate for most raiding purposes. Minor Glyphs: Just take whatever the hell you want. Typhoon: Highly recommended. Current calculations show that Crit is our worst secondary stat. It's generally good to delay casting it if you're less less than 5 or so seconds from an Eclipse, so it goes off Eclipse-powered. GET THIS and move the Eclipse bar somewhere in the middle of your screen where it's always in view! Tidy Plates These are basically modified nameplates, which you can customize to show you threat, % health left, etc, on a mob. You still generate 20% of your maximum mana over 10 seconds, or 50% if you have it glyphed. - If Starfall is up and Lunar Eclipse is more than 15 seconds away, just go ahead and pop it anyway. #showtooltip Wild Mushroom Note: Having points in Lunar Shower will seriously impact your sustained AoE, due to the fact that you won't be able to stay in Eclipse indefinitely. Anyway, a fair question for most to ask would be why one should roll a Moonkin at all, or what a Moonkin brings to a raid group. As for Horde races, while I would love to say that your personal preference based on Aesthetics or other factors should take precedence over any racials, that 20% haste Troll druids have is just incredible. Generates 20 solar energy. Basic Balance Rotation A very rough and simplified sketch of our single-target dps rotation, just so you have an idea of it, is something like the following. Just take note of the mandatory ones in the red boxes. Glyphs So that's it for your spec. Wild Mushrooms: Not only do these do insane AoE, but they're also good to place down while moving. Not decent enough to be in your standard rotation, but decent enough to put on your bars. Some Moonkins take this talent anyway for min-max purposes, but it's certainly by no means mandatory. This is a big reason why haste is so yummy for boomkins. THX for your help already. So save it for the Eclipse state. The whole gimmick to pulling competitive Single-Target DPS is to make the best you can out of each eclipse, which isn't as easy as it might sound. On fights where a lot of multi dotting/AoE is expected, Glyph of Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge) is preferred to increase your net amount of Starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (reduces CD of starfall by 5 seconds whenever you use Starsurge (r cast a Starfire, and you know that Starfire is going to proc Solar Eclipse immediately as the cast ends, there is actually some lag before the server registers the Solar Eclipse being up. 3) Our 3rd prime glyph spot has 2 candidates. September 21, 2020 Hello fellow Moonkins! I am sure this has been asked before or theory crafted. It's also something that scales with gear. Nature's Majesty: Solid dps talent. Effects which facilitate moving from one Eclipse to the next, such as Euphoria, the t12 4p bonus, and the proc from the Legendary Staff are therefore all very powerful. The most common mistakes people make when new to the spec is they keep casting the wrong spell even after Eclipse has already proceed, because they weren't prepared for it to proc due to poor Eclipse awareness. As a Moonkin, it's your job in the raid to be an AoE powerful and form the cornerstone of your multi-target dps. Note that both dots have the same haste breakpoints. Due to the existence of Frost DKs though, your average Boomkin shouldn't need to learn about how to kite. If the travel time is very long, you can just cast a 3rd Wrath (even if it doesn't move the Eclipse bar) before queuing the Starfire. When it procs, it just copies an identical version of the spell that procced, that has its own chance to be a hit or a crit. 12) Upon proceing Lunar Eclipse, refresh Dots, but only if your previous dots have expired or have 1 tick left (Insect Swarm before Moonfire) 13) Starfire until Solar, Starsurge on CD. If you stick to the Wrath method of Casting Spell A in Eclipse A and Spell B in Eclipse B, you are going to do very mediocre dps. Without this talent, our sources of mobile-DPS are now pretty much limited to Wild Mushrooms, to some extent Thorns, and whatever Starsurge procs we get. This is half the reason why our AoE is so awesome. The exception is when you just reached a Lunar Eclipse, you still have 2 Solar-boosted dots running. This is both a mana-regen and a dps stat. 14) So we've managed to cast starfire twice before having to refresh those dots. Lunar Shower: Points in this take away your ability to indefinitely solar cleave - which by the way refers to how a Boomkin AoEs while in solar eclipse. Starfall shards still look pretty in high graphics, that much didn't change. 10) Insect Swarm. Tier 2 Talents: Genesis: Another solid talent for dps. 2) Glyph of Insect Swarm (Absolutely needed). 179.3 crit rating = 1% increased crit chance All in all. - Being a sturdy, very durable dps. This is how you make the best possible of Lunar Eclipse. General notes Dragonwrath, Tarecgosa's Rest The Legendary Staff is particularly nice for Boomkins. We do NOT cast any Starsurges on the way to solar Eclipse. See what we did there?? Our guild site is now defunct, but I managed to salvage the guide, and since there wasn't a PVE Balance Druid guide mentioned in the sticky thread on Warmane, I thought I'd post it here too. - Be mindful of travel times and eclipse lag on the server's end. On something like Pre-High Priestess Azil trash in stonecore, it easily contributes 200k. Generates either 15 solar or 15 lunar energy, depending on which eclipse you're headed towards. Getting hit/spirit purple gems are the better way to go whenever you need a blue socket bonus. In the case of Mushroom explosions and Typhoon hits, it can proc on any of these casts and if it does, all targets get hit too. For a 12th dot tick, you need 2776 haste, or only 743 with Nature's Grace For a 12th dot tick, you need 278 haste, or only 3101 with Nature's Grace In the event that you happen to be raiding with an intelligent Warlock and they have the good sense to give you their Dark Intent buff, the haste breakpoints change up a bit. Otherwise just take whatever you feel suits you best. The damage component of it is good too. Went from being shiny space cabbages to shiny space pumpkins in 4.3. This spell has a noticeable travel time that can throw you off, especially on bosses like Ragnaros. Tier 6 Talents: Fungal Growth: Decent utility talent. The Insect Swarm that is ticking is Eclipse-powered. That's why you should align this with add phases, for AoE purposes. You should never feel guilty about not giving your healers innervate when you can't afford to. Moonkin Form: Because who doesn't wanna be a gigantic space chicken with mad /dance skillz?? If you can't keep up with it, you don't know boomkin well enough, so hit the Org Dummy = p. Force of Nature: Lacklustre, and the treants die easily, but for 1 point it's a very good talent to have for the damage they put out. You can also pre-cast 3 Mushrooms under a boss at the start of a fight and then detonate them in Solar Eclipse for some free damage (the Wild Mushroom: Detonate spell is off the GCD). In the case of Hurricane, each channel of the spell alone is ~40% of your AoE damage spell if you're unleashing the AoE bonanza in a solar eclipse. Moonfire/Sunfire: Keep these dots up as best as possible. Of course, there are ways to exploit this to your advantage. In fights where you intend to stay in an eclipse for close to 100% for most of the fight, e.g. Rhyolith Phase 1 or Magmaw, this becomes extremely valuable. And keep dots eclipsed/nature's grace buffed as best as you can. If you're running glyph of Starsurge for single-target purposes, you'll want to line up Starfall with lunar eclipses. Even when it's talented, this isn't a spell you should use often. - As a general rule, if you have Starsurge available, but you're still a couple of casts away from proceing an Eclipse, hold on to that Starsurge to use only when the Eclipse procs, ESPECIALLY when the imminent Eclipse is a Lunar Eclipse. Advanced Notes - As often as humanly possible, you always want to try to cast 1 Starsurge in Lunar Eclipse. The reason we take is because it's a necessary prelude to something much better. Advanced Balance tips: Making the best of an Eclipse State Here's an approximation of an actual single-target scenario we might do in a raid, right down to all the nitty-gritty details which we're going to slowly analyze step-by-step so as to understand why we took a certain action at a particular time. One perk of Insect Swarm you might find useful on occasion is the fact that you don't have to be facing an enemy to cast it. September 21, 2020 u can also check players gear directly, from top pve guilds lul Foreword This was a guide is not adapted to the present state of affairs on the server, it's very accurate to Blizzard's 4.3.4 patch of Cataclysm. - One of the best sustained AoE and multi-target damaging abilities in the game, which we achieve through an arsenal of Eclipse-powered spells. How well you execute AoE and multi-target DPS is one of the main measures of a Balance Druid. 8) Insect Swarm 9) Sunfire 10) Detonate Wild Mushrooms (the detonation is off the GCD, but it's being highlighted here anyway) 11) Wrath until Lunar Eclipse, use Starsurge on CD. If you're at 90 Lunar Energy, and you cast a Wrath, you don't get to Lunar Eclipse at the time the spell cast ends. Sunfire is just what your Moonfire button turns into while you're in Solar Eclipse. The answer is a flat no. Turns Starfall to 1 min cd spell, down from 1.5

mins. Apparently, capping your spell hit caps causes your treants to conveniently be hit and expertise capped. Unfortunately this is more pervasive on our caster pieces in t12 than we'd like. It has a chance to proc on all your nukes, all your DoT ticks, Starfall hits, Wild Mushroom explosions, Hurricane ticks, and Typhoon hits. Not only does the 20% haste stack on top of Nature's Grace, but you also end up saving 2 GCDs from having to refresh DoTs one time less. While Shadowmeld+Flight form always makes for a nice escape as a night elf druid, Night elves don't have any racials which directly increase DPS. Timing this with Lunar Eclipses is a way to maximize DPS for single target purposes. This means we can cast starsurge/wrath 7 times until we're almost out of eclipse. 4) Treants. Balance Tree Tier 1 Talents: Nature's Grace: Absolutely imperative. If you need other talents more, take them. xD. Insect Swarm is therefore the weaker of your 2 dots. As of patch 4.2, Wild Mushroom causes the Earth and Moon debuff on all targets it hits, so all of your and your raid's subsequent spell AoE after your initial set of shrooms are 8% better, something which previously could only be accomplished with an unholy dk, or an affliction lock. That, coupled with Fungal Growth and glyphed typhoon can make boomkins very viable kiters, although it's an art that requires some level of finesse in execution. With this talent, you basically get to spam moonfire/sunfire 14 times before you're pushed out of an eclipse. Master Shapeshifter: This is the reason we take Natural Shapeshifter. Balance Aoe/Solar Cleaving Balance Aoe is currently in an excellent place. Feral Tree Tier 1 Talents: Feral Swiftness: Situationally useful. This guide should hopefully impart an adequate understanding of the Balance spec in 4.3.4. I created it mostly out of my passion for the spec. One, is by hardcasting Starfire 5 times, which costs 100 energy, thus obviously depleting the 100 Lunar Energy we had. Timed with Trinkets/Flasks, and Nature's grace if possible, this is every bit as potent as a druid healer's tranquillity. Boomkins were doomed to be relegated to mere mana-batteries, but Blizzard stepped in and saved us. Doing whatever DoT refreshing can be done during Movement periods is another excellent way to minimise the DPS loss you suffer from moving. Maintaining a high uptime on Eclipse powered dots will cause a significant increase in DPS. Only after the Wrath will we use the Starsurge proc. Starlight Wrath: Lowers cast time significantly of your 2 main nukes. Force of Nature: Our dps 'cooldown'. quick search on google: >>> 7 - Best-in-slot list Because so many people have asked, here is a Moonkin BiS list for 3.3.5. Head: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Mantle Back: Cloak of Burning Dusk Chest: Sanctified Lasherweave West Wrists: Bracers of Fiery Night Hands: Sanctified Lasherweave Gloves Waist: Crushing Coldwraith Belt Legs: Plague Scientist's Boots Ring1: Ashen Band of Endless Destruction Ring2: Valanar's Other Signet Ring Trinket1: Charred Twilight Scale Trinket2: Phylactery of the Nameless Lich Weapon: Royal Scepter of Terenas II + Shadow Silk Spindle September 21, 2020 For sure no. When you have 75 or more Lunar Energy, you know that 2 more Wraths will proc Lunar Eclipse. This is the main reason for my denouncement of Lunar Shower. We have, Intellect >> Spirit/Hit(Until 1742) > Haste > Mastery >>> Crit Balance single-target DPS rotation The balance rotation, while not incredibly complex, is one that's neither simple nor intuitive. If you cast only Starfires, you only benefit 5 nukes in your Lunar Eclipse phase, but if you squeeze in a Starsurge, it becomes at least 6. It shouldn't matter that the damage from Thorns is showing up as the tank's damage, rather than your own on recount =p Innervate As of 4.2, Innervate now restores friendly targets 5% of their maximum mana over 10 seconds, when cast on a target other than oneself. quick search on google : >>> 7 - Best-in-slot list Because so many people have asked, here is a Moonkin BiS list for 3.3.5. Head: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Crimson Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Cover Neck: Blood Queen's Choker Shoulders: Sanctified Lasherweave Cover Neck: Blood Queen's Choker Shoulders: Sanctified Lasherweave C Fiery Night Hands: Sanctified Lasherweave Gloves Waist: Crushing Coldwraith Belt Legs: Plague Scientist's Boots Ring1: Ashen Band of Endless Destruction Ring2: Valanar's Other Signet Ring Trinket1: Charred Twilight Scale Trinket2: Phylactery of the Nameless Lich Weapon: Royal Scepter of Terenas II + Shadow Silk Spindle Yea i have seen several BiS lists, but also have seen some ppl claiming Phylactery would be worse then Reign of the Dead in BIS gear. obviously best trinkets come from highest tier raids. After 2 Starfires, you have enough procs up that you decide to use Starfall. This has the lowest priority, and ideally, this should never be used, unless adds have very low HP left. Following a very standard rotation of dot refreshing and hardcasting the appropriate spell based on your Eclipse currently just puts us in the middle of the pack dps-wise, although you should generally be aiming for much higher. Eclipse states where certain of your spells gain a significant boost to their damage done, to make up for our less than desirable damage output while we're outside of Eclipse. Glyph of Dash enhances mobility a tiny bit, but not having the glyph is going to be far from game-breaking. Outside of adjusting your distance from a target, you don't really have much control over what the targets the shards hit. Its high mana-cost and paltry damage make it something you won't use for AoE phases, unless adds are close to death and you're just trying to pick them off. This is something that generally needs guite a bit of practicing. Taking into account MotW, Leather specialization, and Heart of the Wild, 1 point of intellect = 1.16865 spellpower 1 point of intellect = 17.52975 mana 555 points of intellect = 1% increased spell crit chance Haste Haste is just lovely. That said, the spec also some weaknesses. This is something that you will reforge to a lot, but never reforge out of. Haste breakpoints are detailed below (you are assumed to be specced 3/3 Genesis, as well as have Moonkin form on). If you're not specced into Lunar Shower, you are probably going to need this for any fights where there is excessive dotting. Balance Addons Note: The following will only be a list of AddOns that will help your DPS, and improve your general performance. - Insect Swarm is always cast before Moonfire on reaching a new Eclipse state, so the more powerful dot, moonfire, benefits from Nature's Grace. Its animation looks especially gorgeous when used on large bosses. Any time there is a target on your screen whose health it is necessary to decrease, PUT YOUR DOTS ON IT. This means our next cast of either Starfire/Starsurge will also be eclipse powered. Damage-wise, this does up to 30k damage per cast in your average heroic dungeon trash pull. 2) A raid leader with a Moonkin in your group. More haste increases how much you benefit from Nature's Grace. This predicts what your Eclipse, and when you'll be getting into one. 3) You're planning to roll a Moonkin at some point. Simplistically speaking, this is therefore about a 10-11% DPS increase over an equivalent ilevel 397 weapon. Often when you open on a boss, you want to head for a Solar Eclipse first, so you avoid casting a Starsurge until you've cast at least 1 Starfire. While there are a maximum of 20 star shards, the maximum rate at which the shards pelt any target is 1 shard per second, so if you cast it and there's only one target in range, you only get 10 hits out of it. Major Glyphs: 1) Glyph of Starfall, CTS should be first regardless of what it is paired with. This requires that you have hurricane glyphed, which causes it to slow the movement speed of its victims by 50%. Most sources of incidental raid damage tends to be spell damage, and that makes this talent very powerful. The 30% damage increase to hurricane, on the other hand, isn't exactly something to swoon over. This adds 2-3 more dot ticks of death if you choose to time it with a multi dot phase, and timing this with bloodlust in Lunar Eclipse just makes for \*\*\*\*ing crazy damage. Part of the art of balance is knowing how to work around your weaknesses: - Low mobility. - An excellent full health rebirth, which we can afford to use most of the time, unlike DKs and feral druid tanks, why would best trinkets come from lower tier raid? It is, however, conceivable that certain fights might favor reforging into this. If you want to work around this, you will have to weave in a lot more Insect Swarms between Sunfires/Moonfires to prevent your Eclipse energy from dropping too much. Tier 3 Talents: Euphoria: Our prime mana regen talent. Talent Tree So let's get started with the basics - your spec. Moonglow: This is the weakest mana regen/preservation talent we have. Sometimes, on bosses like Ragnaros or Sinestra, you might even get to cast a 4th. Insect Swarm: Keep this up as best as possible. If you find the above confusing, there's only a few key things you need to take away from it: - The Moonkin single-target rotation is characterized by constantly casting the appropriate nukes (Wrath, Starfire, and Starsurge) and keeping the Eclipse bar rapidly moving back and forth between Eclipses, so as to make the most out of Nature's Grace uptime. On average, moving from 1 Eclipse to the next will end up taking 1 cast less with this staff than it would otherwise. 11) Once again, we want to follow up Insect Swarm with moonfire. The trick to Balance DPS is getting the maximum possible benefit out of Eclipse states, and minimizing mistakes that prolong your time spent outside of an Eclipse. This change all but rendered this talent a major liability. Decent stat. While this change all but rendered this talent a major liability. This change certainly robbed us of some of our utility, it's a change that was very justified. - Low opening burst DPS. It's when AoE and Multi-dotting come into the picture when you have to start watching your mana. Now for the glyphs we use. Glyph of wrath (+10% damage to Wrath) is a decent damage boost on single target fights. Especially don't take it if you have the almighty Zerathen in your group. Note that this is being cast AFTER insect swarm. Well done to us. They are expertise/hit-capped if you're spell-hit capped, and their attack power scales from your spell power. Currently, with their level of mastery 1 mastery = 2% bonus dmg on Eclipse States Crit Rating Increases chance for our spells to crit. Basically, with this you spam hit your your Wild Mushroom Hotkey and spam click the spot you want the Wild Mushrooms to be. Straight 30% damage buff to Insect Swarm. You always want to keep Wild Mushroom: Detonate and Starfall on cooldown. At this point we see that we might have some procs running, so we pop treants. That said, this shouldn't be actively sought over Haste. Due to Eclipse lag, when you end a Starfire cast that lands you in Solar Eclipse, you shouldn't queue a dot or Starsurge proc instantly after. This essentially means we get 6 eclipse-powered hardcasts in a lunar eclipse, instead of just 5. Wild Mushroom deserves special mention here. The rotation will be something like the following: 0) Pre-cast 3x Wild Mushrooms at the boss' feet, pre-pot, and take a deep breath 1) Insect Swarm, to Proc our 15% haste buff 2) Moonfire. For an 11th dot tick, you need 1423 haste. This is the most ideal possible use of Starfall, and these instances where you get to exploit its full potential like this are the few niches where "lunar cleaving" can be said to be comparable to the more conventional solar cleaving. Power Auras This is one fine DPS AddOn. It might be a wee bit iffy to set everything right for your needs, but it's worth all the trouble. We are also going to start at zero energy, and are going to be heading towards Solar Eclipse first. Crits do 209% of regular spell damage if you're correctly gemmed, with the exception of Hurricane, Typhoon, and Wild Mushroom, which do 154.5%. - Dots are mostly refreshed upon reaching a new Eclipse due to the fact that the previous set of dots will have 1 tick or less left by that time. To add to this, most of the time you're going to start a fight at 0 energy, in no Eclipse state (remember how Moonkins would scour the Firelands for critters to Starfire to death just so they could start a fight with 100 Solar energy? I mained a Moonkin for the entirety of Cata, witnessing with dumbfounded disbelief the power of Wild Mushrooms once they took the cast-time off the spell, QQing when they nerfed the t11 4pc just before Firelands, rejoicing when they buffed Wrath and Starfire to compensate us for that, and later frothing at the mouth with rage at the unbelievable stupidity of the initial t13 4pc design until they finally tacked on the Starsurge every lunar eclipse. Lunar Shower What was loved and celebrated by Boomkins all over the world when it made its debut is now shunned aside like a red-haired stepchild. For a 12th dot tick, you need 3646 haste, or only 1500 with Nature's Grace For a 14th dot tick, you need 4954 haste, or only 2637 with Nature's Grace Spirit/Hit You need to cap this. Another is by Hardcasting 4 starfires, 1 starsurge, and THEN another starfire. The only thing you really lose by not speccing into Lunar Shower is mobile DPS. In most situations, you will be gemming flat intellect in most sockets. Don't take it unless your healers are absolutely \*\*\*\*. Stat Priorities Now that we have Glyphs and Talents out of the way, we'll look at what sort of gear you should be keeping your eyes peeled for, and how you should be reforging it. You wanna swim faster as a \*\*\*\*\*\*ed seal, glyph that.

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