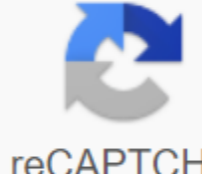


I'm not robot 
reCAPTCHA

Continue

Its been quiet for weeks for PeakofSerenity, with no ton of talk about how we look forward to information pertaining to the new battle for the expansion of Azeroth. In the meantime, Blizzard has announced that 7.3.5 will be released tomorrow, and with it, some changes in many classes. All the changes can be found on Wowhead. Here are the changes that apply to Windwalker: Monk Blackout Kick now costs 3 Chi (was 1) when he found out at level 3. The cost of Chi is reduced to 2 with an update at level 12, and is reduced to 1 Chi with another update at level 22. The most important thing you need to know is: It doesn't affect the current lv110 at all, it's totally related to alignment! If you don't align the new Windwalker, you won't notice the difference at all. It will feel like a strange alignment with less damage to RSK and BoK requires more Chi, but functionally for maximum level characters, there is no change. Reducing damage by 41% and then increasing it by 70% is actually a net neutral change. This is a good time to deal with the paranoia that many may experience, being concerned that windwalkers will see some nerfs. Some of them even go so far as to believe the rumored shopping chat on the subject. While this is true, Windwalkers are in a very strong place right now that comes from a combination of specs doing good damage, and many of the fights in Antorus play on Windwalker's strengths. There is no reason to believe that Blizzard will nerf windwalkers without making changes, at least Affliction Locks. In that this is the latest expansion raid, and there aren't many windwalkers, in fact there's no reason for windwalkers to see any changes, nor any other specs. Not being able to say 100%, Windwalkers, and any other specs, should be safe from any changes for a while, maybe for the rest of the extension. If you like the content that I and others at PeakofSerenity provide, then please support us through Patreon and PayPal. If you have any questions you can ask in Discord. You can also check me out on Twitter, YouTube and Twitch, where I stream all my raids as well as article writing and more. My live character currently has 3 Fists of Fury, 1 Rising Sun Kick, 1 Silas Xiwen, 1 Split Personality. It's not necessarily the best heirloom combo. There is no such thing as a static best relic setup for a single character. Dungeons like Nelth's and Maw with lots of big AoE pulls make spinning tap kick relics more valuable, while dungeons like Upper Karajan have a higher emphasis on one target. #showtooltip Tiger's Lust/cast Tiger's Lust/showtooltip/cast Chi Burst; Chi Wave / Cast Chi Explosion; Chi Wave / Use Lightforged Augment RuneMouseover macros for your one-goal abilities can be useful Tagging mobs with the brand name of crane debuff without losing the eye of the team stacks.#showtooltip/cast there are tons of addons out there that can help improve your gameplay. I think the most important for the dungeons are littlewigs and Weakauras2. Weakauras2. Gives you timers for important boss abilities and displays warnings for dangerous mechanics. Weakauras can do almost anything. You can make custom weakauras track certain buffs and debuffs, display warnings when enemies target you with certain dangerous abilities, and more. Wago.io a website with many dungeons and class related weakauras. This add-on is the most important addition to improving your gameplay. Click here for my weakaura profile where you can copy my weakauras. UI addons are also very popular. I use Elvui and recommend it to any monk. Something I recently discovered that helped me track Mark Crane was the filter style in elvui. This allows me to create a filter that causes enemies missing the debuff to have a different color plate than those with debuff, allowing me to quickly determine which enemy your next ability should be used on. Here's a clip detailing how to customize this for yourself. Here are some items that you always want to have with you when performing dungeons. The Flask of the Seventh Demon: Damaging the Flask Ten Thousand Scars: I swap for endurance flasks in high key Hyrja and Havis sometimes Nightborne delicacy dish: Mastery FoodSugar-Crusted Fish Feast: Best food, but can be very expensive, 1 second instead of 10 seconds for a positive effect and a stronger positive effect. Versatility is 475 pounds instead of 375.Astral Healing Potion: Health pot for those cases when you don't have a sorcerer in a group. Skystep Potion: 150% potion speed. Mandatory for certain pulls and misses. Avalanche Elixir: Makes you immune to the fall of damage. Let's jump down the elevators, and the must for a certain vault of wardens to skip into the spider area. Draenic Invisibility zelier or Skaggldrynk: Invisibility potion to skip dangerous garbage bags. Long-lasting potion: Damage to the potion. Always try to use out the fight right before pulling to maximize downtime. Auto-Hammer or Reaves: Useful for repairing the middle of the dungeon if your gear is about to break down and you can't use a fixing repair. Pylon Bounce Detection: Can be used to prevent the need to run backwards after a failed attraction. Also used in some Death run misses instead of invisibility pots. Fury drums or mountain drums: 25% lust for bands that don't have a real lust class. Indomitable potion: Armory potion. I use this high-key Black Rook Hold in the archer corridor as a futile effort to survive. (Seriously just bring a paladin) Frag Belt: Throw the frag up to 30 yards, which disables enemies for 3 seconds in a 3-yard radius. This ability is extremely strong because of its ability to interrupt the castings of enemies. When Storm, Earth and Fire Are Active, Your will jump to targets without a crane sign when you throw Tiger Palm, Blackout Kick, or Rising Sun Kick. This means you can tag 3 enemies per second if you are also sharing unmarked enemies. Proper use of spinning tap kick is one of the most important things to master when playing Windwalker. Due to spinning Strike to get a 40% increase in damage to the enemy labeled Mark Crane, there is a certain number of enemies where the spinning crane will kick out the scales of any other ability to the detriment of the chi held. For example, Strike of the Windlord is no longer worth clicking if you have 6 marks of crane stacks and 6 targets hit by a rotating crane. Fists of Fury comes out scaled in chi efficiency between 13 and 15 stacks, depending on your relics. But Chi's efficiency isn't the only thing to consider when it comes to fists of rage against a spinning tap kick. There are many factors that need to be considered when deciding how you want to decide to pull. Fists of Fury is frontal while the spinning kick crane is a 360 AoE. It doesn't matter to yourself, but your clones won't face the best direction. They can be on the inside of the pack face, they can be at a bad angle and only kick half. The fact is, clones suck with the frontal, and this can greatly devalue the fists of rage, even if it should be above DPS choice. Another thing to factor in at this time. Fists of Fury takes 4 seconds to channel while spinning the Kick crane does all its damage in 1.5 seconds, but it's not a channel, so you can tell the spinning kick crane makes all its dmg any other global with standard

