

Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 104 extra melee attack power. Lasts for 5 minutes.

Windfury Weapon enchantment will only benefit the weapon with the enchantment on it. Self-weapon buffs such as Windfury Weapon can now be applied to both main and off-hand weapons.

Windfury weapon itself has a chance to activate on auto attacks and main hand special abilities. Windfury totem gives you a 20% chance to give you and your party /raid within a certain ...

Nope, it's still a different source. Windfury as a totem effect (or a spell if you are the shaman) is only applied to your equipped weapon. It can only trigger from that weapon's swings.

Imbue your main-hand weapon with the element of Wind for 1 hour. Each main-hand attack has a 15% chance to trigger [Unruly Winds: three / two] extra attacks, dealing (percentOfAttackPower_format, ...

Now having said all that, I would still highly recommend any and all enhancement shamans test put windfury for classic should anything be altered, or where windfury mechanics could have potentially ...

It grants a temporary weapon enchant to your group, allowing them to sometimes do multiple auto attacks with extra attack power whenever they hit the enemy with melee abilities.

Yes, there is a 3s cooldown on Windfury that was implemented to prevent double procs. However, in order to keep the stated 20% proc rate, putting Windfury on both weapons increases the actual the ...

No. The level 80 weapon has more damage. And speed is also a heavy factor on Windfury.

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