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Wow warlock affliction guide

The sad warlocks are - death knight to borrow an expression from the magic book - masters of death and decay. Playing a sad warlock is about placing and managing many harmful and debilitating curses on many enemies, and then reaping – no pun intended – rewards over time. This sad warlock guide will help you do this. In the WOW army, grief expertise was looking forward to this direction of managing time spells over multiple losses in multiple goals, yet at the same time retains the ability to summon it and control powerful monsters to fight for Warlock and enhance its capabilities. In this Warlock guide, we're going to build a fantastic grief levelling that's a lot of fun to play and will take you through the levelling process at a fast pace. We will also provide clear instructions for rotating your ability and the logic behind them, so that you can actually master this construction and customize it to your liking if you choose so. As always, this flat construction can be easily made endgame-friendly when you reach the level cap – and, of course, the development of your character is far from over once you get there. You'll need to keep developing your distortion weapon, something that we'll also help you on the next update. As the expansion progresses, we'll move into more endgame content – advise on the specializations that maximize dungeons and attack DPS output – and help you create a sad warlock that will shine in both PVE and PVP scenarios. Editor's note: Update #1 (Patch 7.1) - Return to Karazhan Patch Brings an overall increase in Sad Warlock's damage production, enhancing many of its main spells and abilities, while changing Shaky Grief, allowing it to pile up five times per enemy. Our talent recommendations and rotation sections have been updated to reflect these latest changes. All the articles in this series are our choices of what follows – and the reason behind them – of Warlock's talent. At the moment, we're focusing on levelling, but soon we'll add a version focused on end-game content. This is our preferred creation for levelling as a sad warlock. This raw loss focuses on survival and mobility on production, as warlocks have more than enough by default. The choice is to cause level talent options 15 groove soul - upgrade drain life, increase your damage and healing output while creating a soul shard while channeling while the target dies. As you'll see below, our levelling construction is based around placing damage-over-time spells on many enemies and let them kill passively. This strategy requires additional survival. 30 Complete Corruption - Upgrades corruption, making it permanent and increasing its losses by 25%. Against enemy players, the duration becomes 60 seconds. It's better to use talent when fighting multiple goals at once, which is our goal with this build-up. If you find yourself being And feel the need to take care of only 1-2 goals at once, pick up the contagion instead. 45 monstrous circle - The monstrous circle summons a circle that lasts 6 minutes at its intended location, and for which you can teleport on demand, all movement can clean up the slowing effect. It gives you an interesting movement option, and a kind of escape plan if you decide to face the enemy. 60 Siphon Life – A new distance capacity that lasts 15 seconds and fills you as it damages the target. Another living-based option, it's actually the ability that puts construction together, giving you a fire and amnesia tool that damages the goal and fixes your life. 75 Dark Pact – Sacrifices 20% of your demon's current health (or your health, if no demon exists) to shield you for 400% of that value for 20 seconds. It has a 1 minute cooldown and the control works even if you suffer from bad effects. It's possible you're sensing a pattern for our choices here. Yes, it makes it harder to kill you. At the same time. If you think you go for invincible as it is, the burning rush improves instead of promoting the pace of life of a good quality. 90 Grimoire of Domination - it allows you to permanently use domgards and infernals as pets. These big, soulful monsters are great for distracting enemies while your spells kill them over time. The one you use is mostly a matter of preference, but monstrous is our recommendation. 100 Phantom Personality – This is a high damage AOE with a large range, which is related to your loss over 16 seconds, and fills you up for 30% damage. When a bunch of enemies kill you while dying from time spells over your loss (but not dying fast enough), it seals a deal. Warlock rotation and magic preferences are highly variable between specializations. That said, the common ground is that they are all actively arranged rather than reactive. While some of your abilities can generate lovers that you need to keep in mind during the war, playing Warlock is more about thinking ahead and planning your casting scenes so you can make the most of your empowering cooldown, or increased enemy vulnerability periods. Sad expertise lays special emphasis on damage-over-time spells. If you are unfamiliar with the concept, it helps to imagine a warlock because someone who keeps a curse on the enemy, causing it to wither and die in a short time, as is a small part that explodes their opponents with high-impact, instantly effective magic. This means that against a single goal, a warlock can maintain a sustained production of very consistent losses. Especially when forging, this class can easily damage multiple enemies at once. However to achieve good results, keep track of the debuffs placed on your goals and their duration the most - Something that is made much easier by enabling Blizzard's new and improved combat plates (Press V on the keyboard). Also in addition This, you want to experiment with the interface - name options menu, and that may increase the size of combat plates. While tracking debuffs are the most important factor when playing grief, it's worth noting that Warlocks is an additional resource called Soul Shards. Some of your abilities generate soul shards when you kill an enemy, and your character can hold up to five. As with all the resources in the world of Warcraft, the key concept here is to be ready to spend one once you reach the 5th SHARD limit, you won't waste any that are generated as a result of your ongoing rotation. More WoW Class Guide: Other WoW Guide: We include a single goal rotation here to complete. The truth of the matter is that optimal misery thrives in flat construction multi-dotting, which means you should put your loss-over-time spells on target and then move on to the next one – the previous target(s) can bother you for a while but will often die without the need for any further interaction on your part. This single goal rotation will only be of use when you need to fight a difficult rush, although even in these cases you will often use multiple target rotations, since such an enemy will usually have minions. As in patch 7.1, a single goal can cause 5 unstable suffering at once, so it's in your best interest to stack it up to that point and then recast often to maintain this level of damage. State of Action/Further Instructions 1 Unstable sorrow if you have at least 2 soul shards. Repeat until you are on 1 soul shard. 2 pain if there is no pain in the target, or it has 5 seconds or less left. Corruption if there is no corruption in the target. Because of our talent choices, it shouldn't need to be refreshed. 4 Siphon life if the target does not have a siphon life debaf or it is left with 5 seconds or less. 5 Cut the spirits (the ability provided on LVL 100 with your distortion weapon) if on 12 piles of spirits. 6 Summons monstrous 7 Phantom Singularity 8 drain soul if under 35% hp, cast on the lowest health target. 9 Unstable sorrow if you have 2-5 soul shards. Cast on target with the highest health, and sometimes if possible. 10 Groove Soul if there's nothing else to do. 11 Step 2 Repeat from the state of action/action. 2 pain if there is no pain in the target, or it has 5 seconds or less left. Corruption if there is no corruption in the target. Because of our talent choices, it shouldn't need to be refreshed. 4 Siphon life if the target does not have a siphon life debaf or it is left with 5 seconds or less. 5 switch target. Repeat in the same goals from step 2 as you feel comfortable. Feel free to move around and repeat the initial rotation on the new rush while chasing you while the last ones die. Most searched crowds will die from initial debuffs before they become a threat. If you feel like you're in danger of dying (leaving 50% HP is a good mark) or it's clear one or more crowds won't die from the initial DoTs, move on to the next step. 6 Cut spirits (the ability provided on LVL 100 with your distortion weapon) if on 12 piles of spirits. Call 7 Monstrous 8 Phantom Singularity 9 The seed of corruption if 4 or more targets are close to each other. 10 groove soul if cast on target with the lowest health under 35% HP. 11 Unstable sorrow if you have 2-5 soul shards. Cast on target with the highest health, and sometimes if possible. 12 Groove soul if nothing else has to do. Repeat from step 13 that it is for now. Next we're going to go through our artifact weapon and how best to upgrade it. Let us know in the comments and see what you see moving from this guide! Forward!