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3.3.5 warlock demonology pvp guide

The creator of this guide is no longer active on April 7, 2016. This is by no means a complete PvP guide and I do not by any means claim it is mine. found and copies of the sorcerer's den. Gearing: If you have tons of logos, you can quickly get last season's relentless PvP set across 405 frost logos from the ICC or with a combination of arena points and honor. You can also get an angry group across the triumph logos of tournaments/raids or by honor of bgs. Angry group is great to start while you're keeping up to rank/point arena for the Fury Group. Also make sure you run Vaults every week for a chance to win angry, relentless and irritating pieces. As far as to get first, this depends a lot on what you need for upgrades. If you're just starting out, use logos to tag and honor for other pieces. If it is new to 80, you do not have pve or pvp gear, and the shelf buy. If your switching from pve to pvp, use your pve so you can get angry. As for weapons, the dagger gives you a lot of flexibility. Out of hands are only 350 point arena each, so you can buy all 3 and switch between rushing, crete, or, penetrating the spell of hands depending on the specifications that you are using. The perfect stats for a goal for: hit = 4% hit to be capped and 6% to be capped against racists. Talent that has a chance - % can be compensated by hitting an additional hit. Spelling penetration = dictation pen is currently eavesdropping on warmane binary spells (harmless spells) can not resist. THe the main purpose of spellpen is to avoid the binary spell resists, but because of the glitch the only use of spellpen is to increase the damage against the targets with resistance. My basic rule is the spell power >spell pen = haste = grit. In other words, do not give up the power of spelling but take 15 spellpen over 10 haste. Haste = target for about 500 haste if you prefer to stat as destruction. I Charm 500+ depending on your play style (some locks pay more than 700+). Crit = you won't need to worry about cutting out the Crete set as a charm. Destruction will depend on your playstyle, although most locks prefer to be about 30% pebble as destroyed. GEMMING: Most agree when it comes to gemming, go with the red spelling power gem for red sockets or jewel orange rush/SP and form of spell penetrating gems for blue sockets. I use purple 12sp/13 mascot pen gems in my blue plugs. If you play destruction exclusively and prefer Crete, you may want to go with sp/Crit orange gems in your yellow sockets. Since I play scourge and devil's flag very much, I went with orange gems Sp/rushing to my shoulders, chest, rushing shoes and my Crit shoes for her jewel Sp/Crit. Meta Jewel = I recommend going with Skyflare Mayhem Diamond (21 Crit 3% IncreaseD Crete Damage) for all 3 specifications because it gives you more flexibility to switch between different specs. If you're just playing fitout though, Earthsiege Diamond Trench (25sp Thunderbolt Duration reduced by 10%) is a solid meta gem as well. Magician: Helm LWG 29 Sp/20 Resil, or Arcanum of shoulder dominance = LWG 23 Sp/15 Resil or Pattern Dominance Cloak = 35 Spell Pen. (If you're a tailor and you just play fitna, it's worth considering Lightweave but you need to keep 110-130 pen mantra) chest = 20 Resil Bracers = 30 Sp gloves = 28 Sp or if you are an engineer going with a Peruvian rocket. Legs = 50 Sp/30 Stam shoes = Vitality Tusker (my Mag is an engineer, so I have extra shoes for rocket shoes when not in the arena). Gear: Angry Set: Gloves = 43,300 honors or 50 logos of victory pants = 34,700 honors or 75 chest victory logos = 54,500 honors or 75 logos for victory shoulders = 34,700 honors or 50 logos of uncompromising victory SET: gloves = 8000 honor and 440 square points, or 60 logos of Frost pants = 13,200 honors and 770 square points or 95 logos of Frost chest = 13 200 honors and 770 square points or 95 logos of Frost Helm = 13200 Honor 770 arena points or 60 logos of uncompromising Frost accessories: Breakers = 21,700 belt of honor = 34,100 honor shoes = 34,100 honor symour = 26,100 honor honors : Gloves = 1,430 arena points and 1,400 arena pants rating requirements = 2,370 arena points and 1,500 arena chest rating requirements = 2,370 arena points and 1,600 Arena hillm rating requirements = 2,, 370 Arena Points and 1950 Arena Shoulder Rating Requirements = 1930 Arena Points and 2000 Arena Rating Requirements in 3s or 5S Staff T1 = 55,000 Honor, 1540 Arena Points, 1800 Arena Rated T1 Dagger Requirement = 38,500 honors, 1,300 Arena points, 1,800 Arena Wand rating requirements = 350 Arena points and 1,700 T2 arena rating requirements staff = 4,670 arena points and 2,200 arena rating requirements in 3s or 5S T2 dagger = 3,950 arena points and 2,200 arena rating requirements in 3s or 5s WRATHFUL Breakers accessories = 43,400 belt of honor = 68,200 Honor and 1300 Arena Shoe Condition Rating = 68,200 Honor and 1400 Arena Neck Rating Requirements = 400 52,200 Ring of Honor = 52,200 Cloak of Honor = 52,200 Honor - For the record I have not tested all these additions on Waddan I am not sure if they are still working. Gladius = only works in the arena. When the game starts it shows what you are facing. Act as enemy frames that you can use to target your enemy, teach you if your opponent is drinking, etc. I highly recommend this supplement if you are thinking of the arena. Infected = When the opponent uses a lull, it tracks the duration on the spell and also when it is again. If you have difficulty keeping up with different timings, this may not be yours. County bar = CD paths on enemy interrupts. I personally prefer this to the stricken. CCTracker = lets you know when your partner is cced, what is going on before, and the duration on it. It also tracks the duration of cc for you and the use of your partners. Arena historian = data logs after each game about the companies you encounter, what your record is against them, and what the TR/MMR team was. Lock notes = gives you a warning in the middle of the screen. Quartz = Nice Casting Bar Mod. You can adjust it as you see fit. SCT = scrolling anti-text supplement that shows incoming damages, killing strikes, etc. You can configure it to meet your specific needs. Good Mod. Necrosis = Worlock Supplement. I love it for fear immunity warnings. Macros: These are some of my macros: mouse fear: /cast [target = mouse, exists] fear; Fear mouse exile / cast [target = mouseofer, exists; Focus] Stealth Exile Finder: #showtooltip Corruption / NearestDistance 15.000000/targetenemy [noharm[dead] / NearestDistance 41.000000 /Cast [Damage, no Corruption / Adis [target = goal, present] all in one pet capabilities: / cast [pets: succubus, target = focus, damage] seduction; [pet: fel: fel: fel Guard, goal = focus, damage] interception; [pet: voidwalker] sacrifice; [target = player name] devour magic all in one pet's abilities: /cast [pet: voidwalker] consume shadows; [Target = Focus, Existing, Nodead, Pet: Felhunter] Spelling Lock; Spell Lock Felhunter Shadow Bite: #showTooltip shadow bite / cast [target = mouse, existing] shadow bite; shadow bite of a curse of tongues: puts CoT on your focus if you have one. If you don't have the focus, put it on your target. /cast [target = focus, existing, nodead] curse of tongues; The curse of Dom's tongues. Pet: Replace Felhunter with w/e pet you want to dom. /Cast dominance/cast call felhunter Trinket/Tilly: I have a normal keybind for Trinket of course but I have this macro as a very extra key. / Use each man for himself / Use demonic circle: Teleport devouring player: / Cast [target = player name] devouring the magic of Healthstone / BM Trinket: / Use fel healthstone / use battlemaster ruin (or / use 13 or / use 14 depending on your slot trinket). Switch keyboard and back pedals: In a dangerous PvP environment, you simply can't use A and D keys to convert. Don't do it! You should always use your mouse to convert, no exceptions! I highly recommend doing 1 out of 2 things. You can move your strafe connects to A and D and then connect spells to X and E or you can link spells to A and D. In both cases the result will be in having 2 large key bindings now available. Also, avoid using the S key to move slowly backwards aka the back pedal. It serves no purpose in the PvP community and can edit an additional key link for you as well. As Caster, it would be very frustrating to try to get the spell off with melee on you, if you A and D to run. Get rid of this habit now! KEY BINDS: Keybinds are a very personal thing, there is really no evidence but to take full advantage of your rate, alternative ctrl shift. The only mandatory keybind really in my opinion is to change the tab to the nearest enemy player target instead of default target nerest enemy cast fake CAST: fake casting is an act of starting the cast just to put an end to it early in the hope of luring the enemy player into wasting a boycott. This is especially useful if you are trying to land fear or nuclear on a target and you have a melee in your face. You can start the cast and then hit the W key or use the mouse to move, or any other way to finish the cast early, to stop it in like 40%. This will cause the melee class to waste his kick, pummel, etc., and then you are free to cast again with something to worry about being interrupted. It's basically a mind game between castor and brawlers and in some cases caster vs. castor. It is very important to take advantage of this technique in order to excel in the PVP system. The interrupt bar attached to the time paths when the opponent interrupts is ready again. Being prepared: Make sure before you enter the battlefield or arena, you have a lot of reagents, bandages, water, curling sewing, battlefield potions, etc. I often make use of bandages in the yard, especially if it comes down to 1v1. Also, I highly recommend full zoom gameplay so you can see your surroundings easily. It is important to always know where your processor/partner is and not to his/her line of sight. If your therapist/partner gets in trouble, help him/her by peeling across fear, howl, Shadowfury, death coils, Felguard intercept, seduce, etc. A bit to mind when doing arena/premades uses blitz codes so you can track each other. If you are on a battlefield and can't look to kill a warrior because his health bar keeps going back to full, you don't take a closer look at your surroundings. You had to deal with therapists first, either by killing or fearing them always be aware of what's going on around you! Make The Arena Team: 5s died on all warm worlds except Warsong. Some of the solid comps for us now are: 2s: lock/rogue, lock/mag, lock/reit, lock/processor. 3s: Rogue/Lock/Shaman (you can really run this with no processor and success), Mag/Lock/Shaman (you can run this with any processor as well), warrior/lock/druid, warrior/lock/lock/paladin, DK/lock/druid. There are a lot of other comps as well. 5s: Classic 5s 5 Companies for Locks is Priest/Paladin/Warrior/Ele/Lock or Change Warrior with Hunter. You can pretty much make no work though anything if you put your mind to it. I ran meta lock/DK to 2300 TR and 2400 MMR at the beginning of season 7. Get the most out of the arena: Before you start doing the arena, it is important for you to decide how serious you want to take it. From there, you need to find a partner (s) that has the same goals that you have. The most important thing is With people you get along with well. No matter how good the player is, if you don't get along with them, it won't go well or be fun. Don't worry about how many games you win or lose. Play a lot of games and don't be afraid to try various brackets, specifications, strategies, etc. The main thing to do is to get a lot of games in, you really need experience right now. Play with your partner on the battlefields, when you do not do the arena. You can work on a lot of strings to control your crowds during this time and build better connection and coordination. Communication is the key in the PVP system. You should be able to look forward. Good teams can look forward to planning on when colds erupt, or to give their partner time to drink, etc. Communicating about what is happening helps very much. For example, the other team handles tap and now its ornament is down. This is not the time to go to kill (unless the therapist is exposed, then maybe it is!) this will be a good time to pre-plan for that repentance when it returns. The Paladin team must be preparing for cc series on the wizard, when it comes to repentance again and then the paladin and his processor can both dps the goal. Since trinket is down, the well-executed CC series on the processor can end this game. The improvement in PvP basically comes down to experience. You'll be able to predict what your opponents will do. It's about predicting what they're going to do, confronting it, better positioning, taking advantage of any mistakes they make, playing them out, and a little luck. [U] Specifications: Links [/U] to the trees to be added. ** Bold graphics are my personal graphics charm: 54/17/0 the above is the standard PvP specs charm. Feel free to move around the dots as needed but a form of 54/17/0 is the way to go for fitna. Most people prefer Hast to charm, and you will also need to use Spellstone. Whether you just want to go with both rushing off a piece set or a jewel so it's also up to you. You can grab the HatMaster Trinkit for more too. I personally go with sp/rushing gems in yellow sockets, sp/spell pen gems in blue, and gems in red sp sockets. I also go with my hasty battle commander's ornament basically comes just from the weapon, out of hand, and cut off set. With all that haste, it simply speeds up the gameplay of the affliction. You can post all your points around and land fears much faster. It also makes juicing provinces very easy. Obviously, because all your damage is centered around your shadow tree, avoiding interrupts on your shadow school is extremely important. I usually start with demon armor in larger brackets and switch to Fel Shield depending on how things go. My main priority is to raise and keep my points. I put up UA first so my points don't get spam dissipated, though if I'm moving to get a better situation, I'll throw up my moments. Always use the repellent on the target of murder. me Use spare gcds on fear but the priority remains to keep my points up, with control of Dps/wizards. Fascination graphic characters: Quick of Decay, Shadowflame, Howling of Terror, Corruption, are all solid symbols of charm. Destruction: The above 3/17/51 is standard 3/17/51 destruction specs with 3 points in funnel and usually works with Felhunter in the arena and either Philhunter or Voidwalker on the battlefields. Because of a change in regeneration capabilities: the renovation at Arenas only affects the character and not the whole team, it's not worth taking over the improved spirit of Leach. 0/17/54 - The link that is to be added above is 0/17/54 destruction specs that pack a little more than a punch across Pyroclasm and like the above specifications, makes the use of Felhunter/Voidwalker. If you don't need to hit the funnel, this is a solid destruction spec to go with. 0/20/51 - The link that is added above is standard 0/20/51 destruction specs with 3 points moved to improve Succubus and usually works with succubus out. You can transfer two points from Improving Healthstone to improving health suppression if necessary. 3/17/51 and 0/20/51 are your standard specs though. Most people prefer to go with crete set for destruction but there are some that like haste to destroy too. I personally use my crete set for it and use Firestone. I sit at approximately 25% chance of unsealed gravel. With Firestone and destruction, it's even higher. My gemming is pretty much the same above for my crete set; There really doesn't much information to go to about the gameplay style of specs. I pretty much run with a shield 99% of the time as destruction. Use damn items to amplify your damage, with combustion, bolt mayhem, and then Conflag being your main blast setup and burn your main nuclear. Throw corruption to some dissipation of protection on the burn. If the burn is not in danger of dissipation, add in the burning pain between bolt mayhem and conlag. Use Shadowfury wisely to help prepare kills or peel in an emergency. Obviously try to hit as many people as possible with Shadowfury and follow it with the howling of terrorism at times, depending on the positioning. Using fear to bait people in your shadow school district can be helpful so you can throw your own free fire spells. Glyphs Destruction: Nose, Soul Link, and Shadowflame are all solid symbols of destruction. Glyph combustion is no longer worth it in PvP, at 3.3. DEMONOLOGY: 0/55/16 - The link that is added above is fairly standard 0/55/16 specs people use for the demon. You can reconcile some points around, such as moving 2 points in the wake to improve the bolt shade, picking up a health suppression imp, etc. You can also go deeper into the destruction tree of destructive intensity/access; Demonscience is not as bad as making people to be, although it definitely needs help. IMO, Villagard needs another Like an ambush, intervene, hit again, etc, but enough of it... Back to the subject! Due to the fact that most of the upper locks demonology has written off as a garbage spec, I don't think enough experiments have been conducted to say what gear setup is ideal. I personally like the best rushing setting because it drops my shadow bolt/incinerators to under 2 seconds cast time and fear down to about 1 second cast time. IMO, with approximately 1.0 seconds cast fears, begins to give specs some much-needed control that it lacks, and those are some very quick concerns. It also gives you the ability to get some nuclear bombs off that crete for more than 10K with my gear on 0 target flexibility (that's with damn items and not in meta). Be sure to take your Felguard intercept off the cars (get the trap/macro focus for it) so you can make good use of it to interrupt the healer or to peel for your team. I pretty much always use armor as Demonology. Most of your damage will come from burning, corruption, Felguard, Burning, Walter Bolt's shadow being your main nuclear. If you pick up doom talent, you'll use the fire spirit to execute a set. You can use burning to lure a county on your fire school so you can freely cast fear/shadow screws. I usually spread Immolate, corruption, and curse agony on targets outside (in this system) and COE on my murder target. My ideal rotation on my kill target is: send Felguard in, COE, radiation, and corruption. Then Shadowflame if you need a kite at this point or, nuclear with shadow bolt and throw in Shadowburn when it gets something low (Shadowburn crits for about 6K for me). If I want to cut with ejaculation, I may use the burn. Always use the offensive shift to score a kill, not as a defensive possibility. I hope more people try it. Demonic: Shadowflame, quick of decay, corruption, and Felguard are all great symbols of satan. Pets: In 2s, I usually always start with Voidwalker from all 3 specs. Once the gates open, I use the sacrifice and then call a new pet hard depending on what specs I'm using (Felhunter if I charm, Felguard if I'm Demonology, Succubus or Felhunter if I destroy). If your rival team has a rogue, send your pet in on a clear target and you are safe from sap. You'll need to get in there or your pet will be subjected to a quick kill. If you find it impossible for your team to keep your pet alive in 2s with a wizard or 3s/5s, you can pull an Imp and opponents will not be able to attack it. However, your therapists will not be able to heal your Imp either. You'll have to suppress your AFL health every now and then to keep it up! If you're thinking of ever pulling out of the imp, be sure to pull a Imp before the arena to ensure the stage turns on. Always start with your favorite regular pet but if you don't feel comfortable with the ability to keep that pet down, just Fel Dom an Imp PORTAL. I don't really think there's a right or wrong way to use our portal, just misuse it, maybe. How you use it is going to largely depend on your playstyle. Some may only use it defensively and that's it. Some may use it purely offensively. Others may use them with balance 2. I fall into the third category against mags, locks, or druids, you can use it out of poor locations if you are exposed to cc to avoid that incoming sheep, fear, cyclone, etc. If there's a warrior on the opposing team, I'll save it for Bladestorm. The rest of the time I use it to take advantage of GPS on the processor, target, etc. This can often lead to killing by cc train on an unsuspecting handler. I usually set my port behind a pole in Nagrand, if the team strikes a gap closer like a death grip, set up a cc train on the processor and use it to get some separation on the ground killed. In The Roll, I like to put it on either side of the square and some where it is fairly close to the grave. I will then try to take the position of the opposing wizard and force them to the port area. In Blade Edge Square, I put it on the bridge, usually near the middle of the bridge. If it's a slit or melee/castor type setup I might try to lure them down so I can misuse their sites. I also pull it to my end of the bridge that forces the wizard to come to them (on my gate) that can expose them to a cc train. The biggest thing I can say about our gate is trying not to be too discreet with it (unless you're going against the warrior). Use it and use it often. Use it to avoid cc or get the advantage by a huge position. Be creative! Close ideas: As I said at the beginning, I do not pretend to be a god in class but I hope some of you find this useful. Something I hope you keep in mind is that you will lose and you may lose a lot. Take a break if you need it but before you do. Think of the last game. Why did you lose? What did the other team do to put you in a bad position? Can either of you change the outcome by doing something different? What can you change so it doesn't happen again? Start coming up with answers to these questions and you'll be on your way to becoming a better player! The original credz go to Merlin's juggling den, and I simply copy and edit it for Lua warban. He also added some additions. Plugins.