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Wotlk affliction lock pvp guide

in: Outdated articles, tutorials, PvP and 2 more sharing Most of these tactics assume that your opponent will do the most common thing the class does. You will probably fight people with several different tactics. So if someone kills you, go back to the battle diary and see what kind of things they did that messed you up. Often the choice of a pet makes a big difference. Duels are a good way to practice and prepare for PvP. General tips A few general tips: The specification of the PvP election at the moment is Affliction. Trouble is arguably the most powerful PvP specification due to the high damage suffered and great control capabilities. Although Destruction has high dps, you are a stationary dome sensitive to stun, silence and interruption effects. Demonology can be a solid choice with Felguard, but not so much after getting nerfed. Keep your first aid skills as helpful as possible. Not only is it convenient when fear/death coil/seduce enemies in PvP/Arena, but it is more convenient than food for regen health after Life Tap in case with long fights because it can be used in combat and treated faster (although it is slightly more expensive). Make the most of your time... Unlike most classes/builds, for Warlock (especially Troubles) the longer the fight lasts, the more likely Warlock will win. So controlling opponents through CC and kiting is extremely convenient. Warlock class is not a class of harm, even as destruction... so don't treat them like they are. While many of the trifles and equipment provided by Engineering have been removed from use in the Arena, there are still enough sustainable abilities to justify investing in the engineering profession. Almost all are still usable on the battlefields, and in the world pvp they can be life-saving. Learn the value of one of our most important spells (level 80): Demon circuit (and corresponding ability: Demon Circle: Teleport). Once created, Warlock can be immediately called into a circle, even when under the influence traps or traps affect. In addition, teleport capability will allow Warlock to beam hills, through walls, and around columns. For PVP, especially the arena, this skill is invaluable especially when faced with melee classes. *Howl Of Terror is one of your best moves against all classes of crowds, and is also useful for breaking spellcasters. Use Death Coil (warlock capability) only as a last resort when Howl of Terror is on cooling. If someone ambushes you and takes on severe damage early, try Howl of Terror with fear tracking or seduced and bandaged. If possible, stick to your beverage or Healthstone until they get into it. Obviously there are exceptions, but in general it is better to do the first. First Aid has a cooling of 60 seconds, while Healthstones has 2 minutes of cooling, and beverages can only be used once per battle, so it is possible to twist repeatedly in a long struggle if you use it early. Sacrificing your Voidwalker, if you have them out there, can you have little time for fear/healing, as well as if there are no other options. Every caster has a defense against melee attackers. Priests have the Word of Power: S.H.I.E.L.D., absorbing damage. Mages use crowd control tactics with Polymorph and also use spells like Frost Nova or Blink. Druids can use Roots and Travel Form to escape crowds. Our main defense, Fear, is easier to remove or be immune from some others. Be sure to remember Death Coil (only when the rest are not a viable option), seduction and twisting terror (when faced with multiple enemies). Soul Link also helps reduce pain. If you have it, there should rarely be a time when you don't have it on you (having an Imp out is one of those moments, because it will die quickly). When you are attacked by someone with many interruptions (namely Rogue) or attack you very quickly (namely the Cat Pet Hunter) it can be difficult to cast Fear. In these situations, open with Howl Of Terror (Death Coil (warlock capability) if it is on cooling) and immediately follow it with Fear. Pets Pets offer a wide range of offensive and supportive abilities to Warlock. The downside is Warlock can only have one called up at a time. Imp Imp is a very poor pet for PvP. Each class can easily kill it due to its fragile defenses. Save it for attack or dungeons. Voidwalker The Voidwalker has long been considered a poor PvP pet; However, since WOTLK Warlock's survival has gone down considerably forcing Warlock to look at other sources to stay alive. With the new additions, Voidwalker now has two main reasons to use it in PvP: Consume shadows and sacrifice. Consume Shadows now detects all invisible units within a 100-foot circle, allowing for the detection of both Rogues and Druids. The victim provides a warlock shield, which is the most powerful 'non-divine' shield in play with an HP base of over 8,000 (level 80) and over 11,000 when enhanced with talent. Combined with Fel Domination Warlock can conjuring back-to-back shields that prevent interruption and pushback on spell casting for more than 20,000 hp, effectively doubling the health of Level 80 Warlock. Be warned, Mages love magic-steal this ability. Succubus Succubus is generally the best security while soloing when you are open to PvP attacks. Seduction works wonders. With you and your pet having a crowd control shape that can technically interrupt and silence the casters, you can tag your opponent in some way. If you're attacked, seer, if they attack her, fear. Unless it is in combat, your Succubus should be invisible, and therefore there should be almost no way to prevent at least 1 attempt at seduction (unless you are attacked by another Warlock who can see and expel her; in which case, expel their pet as well). Even if you're fighting a class that has a PvP trinket to remove Fear, they'll use their trifle to remove the seduction and won't have it for another 5 minutes. With a casting time of 1.5 seconds, the recast of the seduction hard (instant with talent). They will also be open to your Fear, but since they are more likely to focus on you, any class that has a break will prevent it. It also offers a solid DPS once the fight actually starts and you don't have to worry about stopping dps if it's beyond fault, as you should consider with imp. The biggest concern is that they will quickly die on any enemy attack, so be prepared to call a new pet after losing it. Felhunter The Felhunter is usually considered the best PvP pet. It's a Fel Intelligence buff giving a good Mana increase to all party members in range. Felhunter even does moderate dps if you're Affliction Warlock, because of your Shadow Bite ability that does bonus damage for every DoT on target. And arguably the most useful spell for Felhunter is Spell Lock, who can break and silence the castes. Felguard The Felguard is available only to demonology specced Warlocks. This makes a large PvP pet with its damage output, stun, minor healing reduction, and AoE damage. Infernal The Infernal is fun at PvP, but not something you can really rely on with a 10-minute cooling. The Infernal works moderate DPS, as well as an AOE effect that also damages nearby enemies. It is best used in a situation on the battlefield with a lot of people (such as Alterac Valley). Don't invoke this if you're dying, because it disappears when you die. You can't use that in arenas. Doomguard The Doomguard is even more fun than Pakleni, intended for one-on-one or small group PvP. For the sake of respectable DPS and its abilities are extremely sustainable in PvP. However, his low health won't do him much good in a big PvP because he looks pretty darn scary and everyone will want to focus on him. If you have a healer with you, remind them to heal it and you can have a lot of nice moments with it. He'll have all his abilities except Dispel on auto-honor. It is recommended to take Rain of Fire off the car show because it will not stop movement if it hunts someone, but it consumes a flaw for a low amount of damage. If there's a nice group to throw it at, you won't need an auto-cast because you can order to use the ability itself. A cripple will help him catch anyone who tries to put on his dick. War Stomp can interrupt casting and works in a large area (the same as Tauren racial abilities). Dispel can be used just as the priest's dispel magic ability can - remove debuffs from friendly units or remove buffs from enemies. One of the downsides of Doomguard compared to Hell's is that it can be afraid of itself, one way to correct this is to cast act 1 curse of recklessness on it; it will take only 2 minutes, but if you know that you will soon go to PvP, it can help. As with Infernals, you can't use this in arenas. Rogue The central problem with Rogues, from Warlock's point of view, is the fact that the Warlocks generally don't have any defense against crowd damage from other players - wear fabric fabric and lacks melee damage absorption. Some abilities of these species exist, but they are interrupted (Fear, Howls of Terror), dependent on pets (seduction, sacrifice) or dependent on talent (Soul Link) - moreover, they are all easily dispersed. The same goes for the Warriors, but Rogues' ability to prevent their target from taking any action while doing enormous crowd damage is particularly devastating for the Warlocks. Rogue is Warlock's natural enemy. More importantly, Rogues even goes so far as to specifically look for Warlocks as targets. Various PvP guides for Rogues advise them to attack Destruction Warlocks specifically by saying that the war chambers of destruction are easy to defeat. Unfortunately, Rogues are a very tough class for warlocks, but it's not all doom and gloom. Rogues have the lowest defenses in the game (Priests have Power Word: Shield, Mages have Frost Armor, and you have Soul Link). Most Warlock tactics are the same for Rogues regardless of their specification. Your goal is to use DoTs as a weapon against Rogue's infamous Stealth capability while causing reasonable damage to Rogue. Rogues are fragile in range, so DoT as long as you can while kiting them, use the Curse of Exhaustion to give yourself time to strengthen your damage taken with another DoT. Avoid crowds as Rogues will stun or even cripple you when they finally get their chance, focus on moving and using your pets to their greatest capabilities. Doting early can also force Rogue to use his shadow cloak (CoS), which although effectively gives him immunity from your spells, gives you the chance to kill him during a CoS cooldown. If you have Felhunter out, then more DoTs on, the more damage Shadow Bite will give you. Rogues can now start by pulling the Shadow Mantle to level 58. This gives you even more incentive to put as many DoTs on it as you can to get cos out of it. CoS makes them effectively spell immune for 5 seconds. With 58+ Rogue, try to extract all your key abilities when you can. If you wait too long Rogue will pull on CoS and try to burst you down in those 5 seconds (or rack up enough CP and Stunlock you during CoS, the impact of this however is greatly reduced when you have enough stamina while having Soul Link up and your pets seduce or stun the outlaw). Your demonic circle ability is your best friend for the duration of this terrible spell. Succubus (as mentioned above) is an ideal pet for situations that ambush you Rogue. If they try to stun you into locking you up with a Succubus, it'll be a lot easier than them crying out of ambush followed by a Backstab before you move. Sea seat them as soon as possible. step back and bandage. If possible avoid using a beverage or health monument at this time unless they are exhaled from seduction. If they're using their little thing to break it, recast it immediately. The curse of the elements and soul fire are at hand on the seduced targets regardless Right after the seduction breaks hit them with the curse of agony (or corruption if you have it as an instant-cast from trouble) so you don't steal them. It is ideal to keep 2 DoTs on them during the fight, so they can not use Vanish. They will most likely use Sprint to close the distance, which is your cue to start throwing Fear. Their speed bonus will turn against them when they run away from you and reopen the distance. If the gouges succeed before you can cast Fear, hit them with Death Coil as soon as they hit, followed by Fear. Teleporting can give you enough time to throw fear away if necessary. No Rogue in his own closeness would focus his attention on his Voidwalker, but sacrificing a shield

should give you some time to fear. Voidwalker's Consume Shadows is also useful because WOTLK gave this spell an invisible detection feature. Finally, if you have Cat Dominance, you can sacrifice voidwalker and immediately invite another pet, either a gap for another shield (for example, when invoking a new void, you will not be able to get another shield before the cd is turned off, since the shield will still be on the same CD as the old one) or Succubus for seduction. If you're specced demonology, then you'll have Felguard. Now Felguard can be used in your favor against Rogue. When you know you're going to be attacked by Rogue, this is the best situation to be in. First put the Felguard defensively, then put your Felguard on the rack, and then you'll want to get away from Felguard a little bit. Then you jump around in the same place trying to avoid an ambush or backstab, of course Rogue's going to attack! After rogue works it's the first hit (don't worry it won't hurt much because of Soul Link), Bam Felguard is locked on and uses the Intercept and therefore stunned Rogue for 3 seconds and disabling Rogue to hit you twice. The good thing about this is that Rogue amazed you before you stunned him, so you'll be free to run. As you're running to use some DoTs to help Rogue use CoS, Rogue will naturally stealth again because it can't catch up. After Rogue does this, the pet will repay and return to where it was. At this point, it's not mandatory to use Health Stone while running in circles to make Rogue difficult to catch up with. By the time Rogue strikes again, your pet's charge should have cooled. If so, Rogue is a royal addeh. Then you have to wait again for Rogue to make his next move, and then Bam!! (Don't cry again!) This time he can't CoS, so no run back, DoT and Death Coil, then fear and end up running him in a circle and DoTing or Drain Life. If your pet's charge is on the cool, you'll just need to take the first 3 or 4 shots, which if you have a lot of health should be fine (if you don't believe you can take 3 to 4 shots then use Healthstone or Beverage), then use Death Coil. Then fear and DoT spam fear or run in circles and DoT, DoT and drain health. Felguard is by far the best pet to use against our most feared class. Generally keep your distance, putting all the instant dots you can. Kiting is the way to go. If the outlaw gets upset enough about the seduction to focus on the Succubus, take the opportunity for Fear. Keep in mind that Undead Rogues will have Will of the Forsaken, and many opponents may have items that can cancel out fear and charm effects (such as Alliance Signage (Warlock). Rogues are all skinned, so melee damage from the kind that Succubus can dish out will actually be something effective. They tend to have plenty of stamina, but not a huge amount, so a good immolate time plus Shadow Bolt will hurt them. Chances are he's going to try to get on you now, stun and cure you. Try not to expose his back - this allows you to avoid Backstab, which does great harm. Also try to avoid facing him, as Rogue's gouge ability only works from the front. The best (and hardest) place to be is with your back turned. Try running through it, jumping and spinning if necessary. If you're locked for stun and don't have a Succubus and your Death Coil is on cool (even the best stun cabinets sometimes go up by a fraction of a second) you could be in trouble. Counts of murder acquired from Healthstone may help you get over an initial ambush or similar attack, but don't count on it. There's not much you can do against the poison Rogues so much likes to put on guns, and don't try to outlive him in the crowd. He's going to win. Proper equipment helps immensely. Rogues handle a lot of critical damage so the more resilience you have the better. Fighting thugs in PvE gear just makes things a lot harder. With little or no resilience, it's a lost fight to fight Rogue. You have to have a little bit of luck, too. Trinket equipped, cooling up, etc. Your Demon Circuit is very useful when you encounter Rogue as an escape. If you are in a BG or arena match where you suspect your opponent has stealthed, drop that round and move away. Demon Armor doesn't provide SP buff as Fel Armor does, but armor buff will help a lot against Rogue. Like the Demon Circle, you may not be able to activate this before a rogue attack, but that even in the middle of a fight can improve your chance of winning. Once you get some distance, you can always recast the Fel Armor. If Rogue launches an attack with Sap, never try to get out of it. If you do he'll immediately throw another stun shot and it's practically a game over at that point. You're just going to have to take some pain from the coming attack. Rogues are understandably overconfident when fighting the Warlocks. However, it's an opportunity for Warlock to take advantage. I.e., most Rogues will typically use the same offenses multiple times against Warlock. Most Warlocks resign thinking that once Rogue opens up on them it's basically a trip to the cemetery coming, so they don't learn how to fight rogue as you just expect him to lose. There's no way you won't take serious damages from Rogue. Good Rogue can shut down Warlock completely and not take any damage. No matter how well the best Warlocks play, they'll take a sable of damage from Rogue. Read how rogues attack their opponents and understand their basic attacks. Rogues have 5 stun gun, etc.: Cheap Shot, Sap, Kidney Shot, Gouge, and Blind. A lot of Locks don't know exactly how Rogue works. Of the 5, you'll probably come across the two most, cheap shots and kidney shots. Rogues usually open with Sap. A lot of Braves panic and think they have to get away right away. (This is why the PvP gear is essential while fighting rogue.) However, the good Lock knows that they will not be killed by a cheap shot or from attacks that immediately follow. However, Kidney Shot may be the nail in the coffin as it is the final move that will stun you for much longer than Cheap Shot could. The takeaway from this is: not a trinket from Cheap Shot because potentially far worse stun is coming. Trinket from the kidneys shot instead. This is a key problem with Rogues - their seemingly endless supply of stun. We can only trice from one, so make sure it's a good one! Moreover, each talent tree for Rogues has its preferred stun combinations. You need to understand the basics of each tree. For example, Gouge only works if Rogue is facing you and snaps as soon as you get damage. Therefore, Gouge usually uses Rogue to set you up for a stronger upcoming attack. Duel, duel, duel. Practice will only help you. The table must be tilted from Locks to the thugs, but you can win. Winning doesn't have to mean killing Rogue. It is well known in the game that Rogue v Warlock is one-sided. It's a distress signal. Pop Healthstones, pots, etc. If you can reasonably fight and get away from Rogue, you don't have to be Rambo and stay. If he stealths to regain power and then get on the mount and screw. I'll infuriate Rogue to know that he got a jump on Warlock and couldn't get killed. As long as you live to take out his other teammates, you're doing just as well. Note demonology Warlocks with talent tree maxed out: USE METAMORPHOSIS! Not only does it drive Rogue crazy when you turn to this huge demon when you turn to this huge demon with a bunch of unique moves, that 600% armor really helps against their Stunlock, Destroy combo. Trinket Kidney Shot [Affliction] Hard (Fear, use your DoTs and then just play tag) [Demonology] Hard to medium hard (Use metamorphosis and attack it while making sure it's DoT'd. [Destruction] Very difficult (Good luck on this one) Warrior Warriors are becoming more and more challenging warlocks as they progress in level, and become almost as difficult as Rogues at max-level. As with Rogues, your chances of success are increased the more you can stay out of the crowded range. Running around a lot -- running through them if they're on you. He can't attack you if you're behind them. All that instant-cast is good, because the Warriors can Pummel interrupt their casting, and having all their shadow spells closed is mutilation. So the most likely way to win is to keep them covered by instant-cast DoTs and stay out of crowd range. Your primary defense, Fear, is useless against warriors. It is quite reasonable to want kite warriors with fear in the lower levels or when their abilities are on cooling - although the problem is that pesky reduces the return cursor. The Undeard Warriors with WoIF also make Fear less useful, as do objects that undo fear. The 3 most annoying abilities they can use against your fear (not the Horror of Death Coil or the charm of seduction however, see the following paragraph) are: Berserker Rage, usable only in Berserker Stance every 30 seconds, breaks Fear and makes them immune to Fear for 10 seconds. The warrior also gets triple the rage from taking damage while being hit. This is the most common method used to break down fear due to rapid cooling and fear-breaking action. Also keep the Fury Specced Warriors becoming a bigger threat with Berserker Rage, as their talent of 20 talents Intensify Rage will reduce the cooling of their Berserker Rage ability from 30 seconds to 27 (Not much, but it hurts). Recklessness, usable only in Berserker Stance, will make them immune to Fear, increases their damage by 20%, and all their hits will be critical for 15 seconds. It has 30 minutes of cooling and is a level 50 skill. If you don't seduce a warrior, recklessness will generally kill you. Death Wish (21 points Fury talent) breaks Fear and makes them immune to fear, increases their damage inflicted by 20%, but increases the damage by 5% in 30 seconds (3 minutes of cooling). If you don't chain a warrior, the desire to die will usually kill you. Remember that when a warrior breaks your fear with one of these skills, your next seduction will also be halved in duration. Therefore, it is better to open with seduction and avoid fear of warriors. It is quite possible (and fun!) to catch a warrior in battle or defensive attitude and fear him, although when he said Warrior has the Wish of Death you will wish you had just seduced him. Also have to compete that the warrior will also try or hamstring, fear or stun your pet. If you have one, the Curse of Exhaustion that help you stay one step ahead while running, but it's likely to be countered by the Intercept (30-second cooling, 20-second cooling if he's a weapons specification and has a 26-point Improved Intercept talent). There's also the little thing the Blacksmiths get from the Thorium fraternity that makes them immune to Fear for 20 seconds. So if you're up against any high-level Warrior who has any skill at all, your fear won't be much use. The curse of weakness may seem tempting, but it makes little difference when one considers the hufte and crowds of DPS warriors and the cloth armor of Warlock. Succubus idle pet for warrior encounters; Although voidwalker victim has his privileges, you can still be shield bashed and pummeled through the absorption shield. The Imp can do some damage if you can keep him away from you, and therefore the warriors. Felhunter offers nothing but meager crowd damage. If you get a jump on them with Succubus: Seduction, Curse of The Elements, Soul Fire is a nice way to start any fight (especially if you're Destruction spec). Also, all those fancy abilities that prevent fear DO NOT prevent charm (remember that you will probably have DoTs on them by the time they use their fear immunity abilities, so plan ahead). As with paladin bubbles, get them to use their immunity fears early in battle (namey before you dot them) will work to your advantage if you have Succubus out. As with all classes limited to melee DPS, Demonology Warlocks can use Metamorphosis and Immolation Aura to its advantage. Coupled with Voidwalker's Sacrifice abilities, it makes for a healthy amount of DPS if you can't get away from them in time. It works better with Warlocks whose statistics focus primarily or strongly on bonus spell damage. Kiting is the name of the game at higher levels. When hamstringing you, jump around them like crazy and use instant-cast abilities to minimize the damage you take. If you can get enough lead time, make the most of it with Immolate or Shadow Bolt. Don't die without using Healthstone and Death Coil. Use your Demon Circle after you charge them. If it's exactly timed, the fight is yours after a successful teleport, especially with the Curse of Exhaustion. Above all, keep your health above 30%, or one solid execute will find you running back to your corpse. Trinket Throwdown [Affliction] Medium [Demonology] Medium Hard [Destruction] Hard Priest General Tips: Priests can be a challenge, but there are some tools that war chambers have to help (namely Felhunter). If you have Felhunter out, it will be difficult for you to lose if you use your silence and devour the magical abilities of appropriately. If you do not, managing to fear them and invite one will drastically change your appearance (remember that the priest PvP trifle will still remove the fear). Felhunter can not only fulfill his usual role of interrupting healing, but he can devour any DoTs priest such as the Shadow Word: Pain from you and devour their Word of Power. Shield. With its innate mage resistance, it is also less likely to be afraid, or if it is, it usually doesn't last that long. (It can also devour mind control if they try to use you for some twisted purpose.) Voidwalker's sacrifice will be dispelled by any good priest, and Imp or Succubus will fall for the Word of Shadows: Pain pretty quickly. At certain times, Succubus can also be used, but overall Felhunter will be a better support pet for this fight. Voidwalker bubble can be removed through bulk so be careful not to waste that ability. Discipline/Saint: Fight Fight Priests are mostly a battle of endurance because they are many tools to heal, and there are not many spells that will damage you. Most disciplinary priests wear at least two pieces of pvp healing set and two pieces of pvp dps set for added resilience. You need to keep your DoTs up on them and fear them as much as possible. The most critical is to interrupt these timely healings through fears, death claims or cat hunters. Often the fight can swing 180 degrees at a time when one priest is healing. If you're an annihilation, an important note to remember is that Chaos Bolt breaks through their Word of Power: Shield. Always be prepared for the priest to scream mentally, so preserve your trifle and your racial abilities (undead) to neutralize this threat. You will often see fear coming as a priest suddenly charges straight at you. Holy priests are similar to the discipline of priests, but they are much easier to kill because they lack the defense that a disc priest has. Shadow priest: Ah, your evil twin. Priests in the shadows have a similar style of play to warlocks (DoT, fear, drain/nuke, repeat). However, priests are more defensive with Power Word: Shield and Healing, including a 15% defensive bonus from Shadowform. As a warlock, you have a great offensive edge over them with your demon and more CC spells. DoT them, CC them, and the fight should be yours. One of the most valuable spells to use against priests would be your Shadow Demonstration because many of the priest's spells are shadows. It will absorb more than 3,000 shadow damage and can be thrown away every 30 seconds. If they star using Mind Spike, you need to stop this now. If you don't, expect to eat a Mind Blast crit followed by Shadow Word: Death. Use Fear or something like that. Trinket Psychic Scream [Tribulation] Easy - Medium [Demonology] Medium [Destruction] Medium - Hard Warlock General Tips: Pop up your Shadow Ward before they do. If you're a demonology Felhunter performed with Fel Domination can help. This is the time to take advantage of Banish! They can banish your pet and any warlock whose value its salt would need, but the high resistance of Felhunter (use it, right?) can make them waste valuable time and flaw when they have to throw it away several times to stick it. With both pets out of the fight, your spec will play a big role in the difficulty of fighting. The chambers of destruction are likely to have the greatest advantage in this situation and demonology will have the most problems. The same curses work on them as they do for priests, the Curse of tongues and the curse of the elements. All your shadow spells are susceptible to getting through their Shadow Ward, which lasts usually ~1.5 Shadow screws or 5 ticks of corruption for rank 4, meaning that opposing Shadow Ward with devouring magic will often put you ahead. Landing fear will help turn the tide, especially if your pet emerges from expulsion to use its abilities while afraid of them. Chain If you manage to tie your fears to a warlock, you can maintain your DoTs to it leaving DoTs on itself running out. There is no specific strategy to use or tactics to expect. The bag of tricks is too deep to account for. Practice dueling with fellow warlocks and it gets easier. Nemrty warlock will have a slight advantage because of Will from Forsaken. But the blood elf demonology warlock (Demon charge in demonic form) can come up close and give you a quick break over the Arcane torrent. Trinket Fear Mage Mage Mage mage vs warlock lineup heavily favors warlock, especially if he has a felhunter out. Most mag's defensive abilities are about kiting melee targets and blowing up before they can do damage rather than about a caster doing comparable damage, having more crowd control options available, and potentially tremendous stamina and resisting. All in all, remember that your best defense against the maga is time. Mages carry an enormous amount of damage in such short period time, so you have to keep them in the CC chain long enough for your dots to work their magic. When you're not afraid, spell lock them with your felhunter, or teleport out of range of their spells using your Demon Circle. The longer the fight goes on, the more likely you are to be the winner. Frost Mage: Most PvP mages are icing, which is unfortunate because they have four freezing options (Frost Nova, Glif Cone of Cold, Freezing from the Aquatic Element and Deep Freezing.) Ice Lance has enormous damage if you're frozen, so you need to keep this spell down right away. Frost mags will try to get close to you. It's best avoided because they're trying to freeze you. Your Demon Circle can be very helpful in this situation. Curses can be removed immediately with mages, although if you catch them off guard, you can insert them as they try to figure out what to do first (The curse of language is ideal). Furthermore, the removal of the curse comes at the cost of time, which favors you (DoTs). Fear is handy, although I can remove it once with my PvP trinket (and again with WoF if they are undead). Corruption is the most reliable DoT to use on them because they can remove their curses and use Fire Ward to weaken (or fully absorb) the damage of immolate. Expect to be counterspelled early, as such you should often first set your instant cast spells on them. Dequeuing fear will often make them spend their counterspell. Counterspell has 24 seconds of cooling. If you have Felhunter out, use Devour Magic to regularly remove any magic debuffs on you and then cure Felhunter. Felhunter can remove two particularly annoying abilities. Specifically, it can remove polymorph, which is something that mages usually use early in combat, and can remove 4-second silence if they have enhanced counterspell. The effect of frost from any spell of frost can also be devoured. Use Spell Lock to shut their casting down. When possible, pay attention to their spells and try to figure out where they have their talent points. Magic locking line is specced u is obviously much more useful. Succubus can use its seduction on mages if you are polymorph, and it is a good idea to seduce you a few seconds after polymorphing you (your succubus should be invisible anyway). In this way, the polymorph will break before it seizes and you will have the advantage. Your pvp trinket will break the polymorph, but they can recast it immediately (albeit for a lower duration, of course) and set pyroblast or take out your pet. Fiery Mage: Fire magi are a formidable opponent. They'll use Dragon's Breath when they get a chance, and then quickly blink away to use [Save yours in howling terror when mage uses mirror image. Usually I'll dot each with a curse of language and corruption, you can find an actual mag by their buffs, because they'll have much more. The real mage will most likely move. Arcane Mage: The easiest of mages to beat. Arcana mages do not have control options that have frost and fire. They're going to throw Slow at you, so your cat hunter can devour this. T [Affliction] Easy - Medium [Demonology] Easy - Medium [Destruction] Easy - Medium Trinket Deep Freeze Druid From 4.0.6, feral druids lost the ability to break fear through the use of Berserk. This change greatly favors warlock because it facilitates cd. The general strategy with druids is to establish all your dots, plus haunt if trouble. Druid can heal through them, but it will be relatively easy to keep them feared and your dots refreshed. They will eventually end up flamed after healing through them, making the match essentially yours. Felhunter is by far your best option when dealing with any kind of druid; however, Succubus has its place as well... but succubus is not recommended unless you are completely destroyed and do not use many DoTs. Be aware that a smart druid will eradicate your pet and/or cyclone them out of battle. With any luck it will be roots, which will still allow your felhunter to keep the druid down as long as it is somewhat close. Make sure the druid dumps the Cyclone before healing. Save your little thing for those moments; or keep the felhunter nearby and ready to keep the druid down. Although cyclone is painful, if your dots are up and ticking, and your cat hunter silences the druid, there is no need to use your trifle. Take the time to enjoy charging HP with Siphon Life and plan your next move. Feral Druids: Feral Variety Druids are your most dangerous opponent because they share many similarities with rogues and warriors. Their biggest concern is their damage and stun. You have to keep your distance, which can be difficult between druids fear breaks and accusations. Succubus is a great choice for pets in this situation as it could allow you to regain a certain distance when you are closed. without a succubus, you may have to rely on Deathcoil or Howl of Terror (if it's trouble). Take out the fear, wait for them to break it and fill it (which it will with certainty), and then use your Demon Circle and beam. Once their charge is on a cooldown and they are out of crowd range, the fight will shift to their advantage. Most druids at the moment will change shapes and start healing or spell casting to hunt you down. Save your Demon Circle for immediately after feral charges or you'll find a druid back on top of you without any means of escape. I'm trying to avoid using this for roots... instead relying on my death death or fears to save me. Your trinket is best used in die-or-use-it situations, be it for roots or cyclones. Balance the Druids: Expect this fight to last for a while, even if you're doing everything perfectly, killing druids isn't a quick task. If you are forced to treat / range dps, then you need to move to full dps. Get all your dots up and keep them up; Siphon Life is very helpful to keep your flamed sieve if you have talent, along with Haunt. You can curse the druid with the curse of tongues; however, most druids treated are instant and druid can easily remove the curse. Keeping the curse of agony seems to stay awake longer as the druid is less likely to waste GCD or flow to remove it; however, they will be quick to remove CoT when they find themselves slow to throw away. The curse of exhaustion is also a great choice for druids, keeping them somewhat more manageable. At some point you'll find yourself surrounded by Treants. Some people like to use conceted terror and thorn corruption at each one, being treated through Siphon Life... expelling one if I have to. Drain-tanking works well most of the time against Balance druids, as you can almost get as much hp as they can take with moonfire/insect swarm spells. Restoration Druid: Restoration druids can be very annoying to kill, especially when you turn with them solo. They can try to annoy you by running in the travageloe to avoid your DoTs, spam HoTs and removing almost all the curses you put on them. This is mostly a battle of endurance, so they are crucial to winning to prevent them from healing by draining their flaw. Although Drain Mana was removed at 4.0.6., it is still straightforward although repeated use of its DoTs. Get them in the range of your magic spam. Druids will remove your curses, so you need to spam the curse of exhaustion to keep them in range. Keep your flaw topped through Life Tap and keep the dots ticking. If the druid is inexperienced and decides to go into the shape of a tree, it can be banished if you need a break for a bend. Trinket Cyclone [Affliction] Easy - Medium [Demonology] Medium [Destruction] Medium Hunter Your number one goal against the Hunter is to keep the crowd range alive long enough for your DoTs to kill them. This is not an easy task, but with the drying out of life and traps, it is mostly exocer straightforward. The best pet against a hunter in my experience would be a Voidwalker for their sacrifice. Especially if you have Fel Domination and call him immediately, and if necessary, necessary. Again, it will help you provide enough buffer to survive long enough for your dots to work your magic. This, however, does not take into account that a good hunter will use a Tranquilizing shot (dissiates 1 magical effect). If you ask your voidwalker to sacrifice, make sure you have some fodder magic buffs available. If you're trouble, keeping the curse of exhaustion at all times will allow you to stay within their crowded range. If you are not trouble, this task becomes more difficult and almost impossible against a skilled hunter. However, even if you do not stay in the crowded range, forcing the hunter to keep moving will reduce their damage almost in half. Use Siphon Life and Drain Life as much as possible (if spec'd for them) for the damage you will take is significant, even on the melee range. Be careful with hunting traps, especially while hunting them or stay in the crowded range. Avoid these mines at all costs as they can swing the battle fairly quickly in favor of the hunters. Many hunters today are part of survival and so will have another danger in their weapons. Wyvern Sting will shut you out of the fight for 12 seconds, after which he will apply the point. Make the most of your little thing right after this spell because the hunter will be powered by a massive barrage to break you from your sleep. If the hunter succeeds or follows with the Beast inside, you will find a fight before it begins. Trinket and fear as quickly as possible, forcing the Hunter to use his trifle or beast inside before he would rather. If you can force a hunter to use his trifle before any beast inside the capability, you'll be miles ahead. Finally, the most dangerous of all, the beast hunter will have the Beast in him. This nasty ability makes them immune to all fears and traps, and at the same time significantly increases the harm to both them and their pet and increases their speed. Surviving this spell is an extreme challenge... one of the best ways to do this is through the Demon Circle, especially if you have it well placed over the wall, up on the roof, or at least far away (~40 meters). If you survive the hunter's red mortal form, the fight is yours. Fear both the hunter and his pet, dot up and Drain Life to fill up. Once through Beast Within, the hunter has only his own little thing to escape fears and no way to recharge his own health. [Trouble] Medium - Hard [Demonology] Hard [Destruction] Hard Paladin Paladins in cataclysm are less scary for the face than in WOTLK. With their multiple lives (not in the arena, though) and their arsenal of fans, they can still be a significant threat to warlocks. Holy: Hold the curse of tongues the whole fight, because it will tremendously help against their healing (for the tribulation warlocks, the Curse of Exhaustion is also a valuable curse, although most paladins will bless their way without their influences). Trouble gives warlock significant advantage when fighting Paladin through unstable troubles, preventing from the removal of dots. The destruction and demonology of the Warlocks will find this fight much more difficult. Fear, fear, fear. Retaliation/protection Most of Paladin's damage is melee in range and also flaw-based. Therefore, you have several goals: Keep them out of the crowd range and force their flaw pool to go to 0. They have several ways of breaking fear beyond bubbles or their trifles. Ideally we want to paladin bubble as early as possible in the fight, because it will effectively reset the whole match. Take every opportunity you can to increase distance. Regardless of the specifications, the warlock has a longer range than paladin by a considerable margin and keeping that advantage during the fight will be critical. Best pet: Basically, having your Felhunter will be by far your best option. Between the devouring magic and silence of this little beast will drive Paladin mad. Remember that Paladin has only one tree of magic; Holy... If you can lock them out of it they are effectively magic-free. Today Paladin has several stun men at his disposal, trinket for the first and use his Demon Circle to escape after the second. Paladins will very much depend on the speed, skill and specifications of paladins; so that where one can be easy, the next one could tear you to shreds. Never underestimate them, because in the hands of your masters, paladin can become your worst enemy. [Trouble] Medium - Hard [Demonology] Hard [Destruction] Medium - Hard Shaman As much with Paladin and Druid Felhunter is your best friend to fight these healers. However, Shaman can make your life a little harder by using Tremor Totems (which pulsates once every 4 seconds) to fall out in the way of kiting fear, using Earth Shock to interrupt your casting and lock that school down for 2 seconds, and many shamans have much better DPS than paladin or druids. It's also pointless to throw a Demon or a Fel Armor because any good shaman will clean it up right away. Therefore (as with priests), be careful with any fashion that automatically throws away your lovers, because throwing demon armor repeatedly in combat is an embarrassing way. If you are preparing to fight, it is advisable to get dirty with everything you have, including underwater breathing and discover invisibility The first thing you need when fighting shamans is to check the soil for Tremor Totem (they are green) and get rid of it as soon as possible. If you haven't thrown anything away yet, hitting your melee with a weapon or wand is often the fastest way. They can also use Grounding Totem (dark blue). It is possible to create a macro that targets the grounding or tremor totem, and then sends your pet to attack it. This type of macro can be used even during the channeling of magic like Shadow Bolt. Both totems work using similar mechanics - they 'pulsate' at regular intervals. Using this knowledge to their advantage usually catches the shaman off guard, most are considered immune to fear with their totems. Grounded totem pulse when thrown, then every 10 seconds, adding Grounding Totem skin to the shaman and his nearby party members. The next spell cast against the shaman will remove the skin, and redirect the spell to the Totem. Totem is immune to all debuffs, so if you throw away Fear or Corruption, the totem will tell you it's immune. However, Grounding Totems have 5 health, so any direct damage spell (Immolate, Shadow Bolt, esp. Searing Pain) aimed at the shaman will redirect to grounding the totem and destroy it. The wand is useful for destroying totems, or it can be useful to try to get your pet to hit it, because the pet is usually right next to the shaman that attacks when the totem is dropped. Tremor Totem is not a constant protection like Grounding Totem, but it pulsates too much at intervals of 4 seconds if the shaman is within its range. The first pulse is immediately after casting. Each pulse removes any of your mass control debuffs (namely Fear, Seduction and Sleep), but the pulses are 4 seconds away. Sometimes it is possible to be afraid (with some duration) of a shaman with a tremor totem because your fear lands immediately after the pulse. Another interesting information is that tremor totems cannot remove the horror (the effect inflicted by Death Coil) so it is possible to use Death Coil to remove them from the range of totems. Tremor Totem now has a range of 40 meters, making it even more important to destroy the totem, rather than forcing the shaman from its range. Once the totem has been taken care of - other shamanic totems are significantly less important - try to see if you can get them to smug their earthly shock at the unmolated or other fiery spell, many times the shaman will shock the first casting spell you wrote in advance. If they fall for it they throw fear because their earthly shock cools then the fear of dragon/nukes like most other classes. Another strategy to address their totems is just a kite shaman from the range of its totems, however every shaman worth its salt with Frost Shock and Earthbind Totem to keep you in range. Get your Felhunter eat this debuff or destroy the totem, allowing you to run to full speed again. Understand that all their shocks are on the same CD, so once they shock they can not use any shock again for a short time. The main shocks you'll have to worry about are Earth Shock, which will interrupt you, and Frost Shock, to keep you from kiting. However, the strength of one is the weakness of the other. If you are shocked by frost, fear them (watch out for their totems). If you are shocked by the country and are wrong about you, you can put them and let your tick dots away, which will most likely lead them to frost shock you (them; see above). Sometimes a shaman who loses or has a weakness for health can try to switch to Ghost Wolf form to escape or close the distance. If you kick Felhunter out, you're lucky. The Ghost Wolf effect is considered a magical effect and can be devoured. Their lightning shield, earth shield, water shields can also be devoured... be aware that the water shield is free for them and will still be proc when you devour it. Be careful of cooling on your devouring magic, however, since it is convenient to remove frost shock to stay out of the range of these unpleasant windfuries. Unfortunately, Windfury is the skin they throw at their weapons and cannot be removed. No Succubus: Seduction can be useful, but keep in mind that it is also affected by grounding and tremor totems. Also, many shamans have enough +spell damage just about insta-kill any summary. No Voidwalker: Your pet will do little more than tickle, since shamans can clean the sacrifice shield. He's not the best pet in this situation. With imp: Try to keep it away from them, if you kit them or have a few moments before you engage, tell your imp to 'stay' so that the shaman is less likely to hit it in the crowd (although if you shock it and get crit your pet may be doomed anyway). Imp can be very handy for quickly taking totems however. With Felhunter: Kiting is much more sustainable when you can remove frost shock from yourself. If you can put some dots on them and keep your distance you can hurt them a little while minimizing your own pain (there is a 2 seconds difference between their shocks and the devouring magic of your cat hunter, so keep that in mind before you decide to try to win only by kiting. You have one of the most important abilities available when fighting a curable class, spelling the lock (so be sure to turn off the auto-cast). Improve Shaman: Recognized for its double wielded weapons, these unpleasant characters can only about one shot of poorly directed warlock and combined with shock, kill most warlocks straight up. Keeping distance is absolutely critical in this fight. Keep your Demon Circle ready and use all your tricks... The curse of exhaustion is a great tool for these guys. Restoration Shaman: Recognized for its key magic, Earth Shield, these are probably the hardest class/build kill in pvp, rival only druid. That said, for warlock this is an easier fight then resto druid because you have time on your arm. Once your Felhunter will tremendously help here, for both devour the magic to remove your Earth Shield and silence help against your healings, they can be of great help. This is going to be a battle of some length, so keep your health up and your flaw at the top off. Use the curse of tongues to slow down those healed and lighting screws until your dots keep them healing. As trouble, a whole set of dots (all 7) should be enough to force a shaman near the healing-spam, which makes the fight yours, since your flaw will outlive his. Continue to weaken your totems as they will pick up some of your dots and increase the shamax mana regen. In the arena, a mana-drain can help against them immensely. Once the flaw is empty, the fight is yours. Elemental shaman: The best way of this structure is the lack of double wielding or Earth Stick to the curse of language and drain life as much as you can, the shaman will burst-damage you (perhaps not as destruction) so be careful to keep interrupting your casts as much as you can. Remember that even if their tremor totem shatters fear, it can still interrupt their cast. As trouble I discovered that if you can get full-dots up on them before using your Demon Circle portal away, many shamans will gust healing. I'll give up the Curse of Exhaustion to put them on and let the tick dots. If you can force them to heal spam, the fight is yours. [Trouble] Middle [Demonology] Medium - Hard [Destruction] Medium - Hard Death Knights A new class of knights of death is a unique challenge for the warlock class; the most prominent are their interruptions and healing abilities. It is advisable to use as many instant cast spells as possible before moving into casting spells. One nice trick I found was to get my instant dots back before I threw away the unmolated. More often then not, deathknight will interrupt my nemolates, silencing my fiery spells, but leaving all my shadow spells still available to cast. In the past, I have often sinned by opening myself up with unstable affliction, fear, or persecution; At that point deathknight will silence all shadows of magic, which includes most of the spells I have at my disposal. Deathknights do an incredible amount of damage in the melee range, often while being treated (depending on specifications), so it is essential to keep the knight in range through fears, demonic circles, or Kite'ing. They are one of the few classes that do not have much natural defense on our main CC capability: fear. There is a talent of frost that can help and they can use their magic shell, but compared to most other classes, the DK class is very sensitive to our fear and has only a trinket as a defense to break the fear once running. However, they have a mid-range shock that will slow you down; and there are talents available for deathknight that increase their speed by 15%; Both make keeping distance a challenge. They finally have Lance Ice who's going to lock you up for a while. For me, I save my trinket to break this cc. Often I find myself fear, and then run while holding my dots to knock as the best strategy. If deathknight can't reach the melee range, they won't have much luck killing you. For pets to come out, the succubus is excellent, but a smart death night will kill her before she gets a chance to tell you how she doesn't touch you. I'm a big fan of voidwalker for their sacrifice, but in this case felhound works almost as well, helping to make DK buffs from stacking too high while adding considerable damage to you. Most Deathknights won't bother trying to kill their felhound if they can see and try to attack you. Using a demonic circle at the right time is probably one of the biggest items to master when it comes to deathknight. If used incorrectly Deathknight will simply squeeze you death back into the crowded range. Ideally use your teleport immediately after death has flued in order to reestablish distance... staying close will lead to your quick death. Make sure Deathknight throws away his Gargoye. This 'pet' can cope with some significant damage and must be solved immediately upon arrival. For me, I hold a macro to target the beast, which has relatively little health and quickly dies to the point. If Deathknight has a demon by its side, fear it and dot it with Siphon Life (if it's spec'd for it), otherwise try to refrain from a heavy DPS on the pet (see Mark of Blood below). A chain that is afraid of its pet can be painful, but mostly relatively simple and effective. If the pet ends up in a crowded range, you will find its interruptions and dummies to be problematic. Finally, be wary of healing in deathknight... have several abilities that enable them to do so. The simplest of all are when dealing with harm, they get better. If you keep your distance, it should be minimal. Second, a death eater can heal by using blood worms that deal with damage and treatment of death. These little bug-pets can be destroyed by a quick AoE, for me 1-2 hellfire ticks usually do the trick. Finally Deathknight has the Sign of Blood. Mark of Blood will replenish DK health in a matter of seconds in larger areas such as battlefields or 5v5 arenas, where you can have DoTs up on several targets. This ability will cure DK for 4% of its health every time a marked target does harm. When you have multiple points on several goals, it can add up to 20% of their health each tick of your points. In duel situations there is little you can do except wait for it or dps through it with direct damage to spells (ie: shadow screw). Warlocks are especially susceptible to this ability because most of our damage is arranged for many seconds, and each tick will cure DK. Remember by many deathknights, death is only the end of the first round, with round 2 starting immediately afterwards as they rise from the dead like a demon. Do not get too discouraged, because although the demon does great harm, it has a relatively low amount of health and dies quickly. Keep on you're not sure that while deathknight's pet is in fear, deathknight itself when it's in the form of demons is immune to fear. The curse of exhaustion is a great help to keep your distance. [Trouble] Medium - Hard [Demonology] Medium - Hard [Destruction] Hard Affliction Guide (Updated with 4.1) There are a lot of basic talents, but there are several essential talents that must-have must-have talents 1.) Doom and Gloom-increases the damage of all your prohibitions 2.) Improved corruption makes war chamber corruption a much greater threat than 3rd) Soul Siphon not only increases all your channeled damage spells, but is also useful for Haunt 4.) Siphon Life - extremely helps in all classes, because it works even when it is stunned or afraid Eradication - gives you a huge increase in damage and helps you use a lot of magic in a short time. 6.) Curse of Exhaustion 6.) Improved conceted terror- makes howling terror one of warlock 7's most useful spells. Soul Swap - Without it, any trouble warlock will be toast when entering battlefield 8.) Shadow's Embrace- Increases All DoTs to Warlock Deals 9.) Death's Embrace- because to be sure classes that are with low health, won't make it back up. 10.) Nightfall (warlock talent)- goes extremely well with Shadow's Embrace 11.) Eternal adversity- increases the critical chance of all your dots except your curses, and keeps corruption until the 13th) Pandemic- allows you to put all your DoTs in half the time as usual, and refresh your unstable predicament while you heal. 14.) Haunt - another DoT to add to your collection. It also cures you a little bit for some more survival. 15.) Dark Art- increases the damage that your main pet, which should be Felhunter. Then there are some talents that would be helpful, but don't make a huge difference. Useful talents 1.) Improved life Tap-Useful when it's out of the flaw while in combat, but other than that, nothing 2.) Jinx- It is used primarily to maintain the regeneration of fear, focus and runic power, but it is also very useful for dealing with damage because almost all classes, including crowds, use some kind of move that Curse of the Elements would cover. 3.) 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