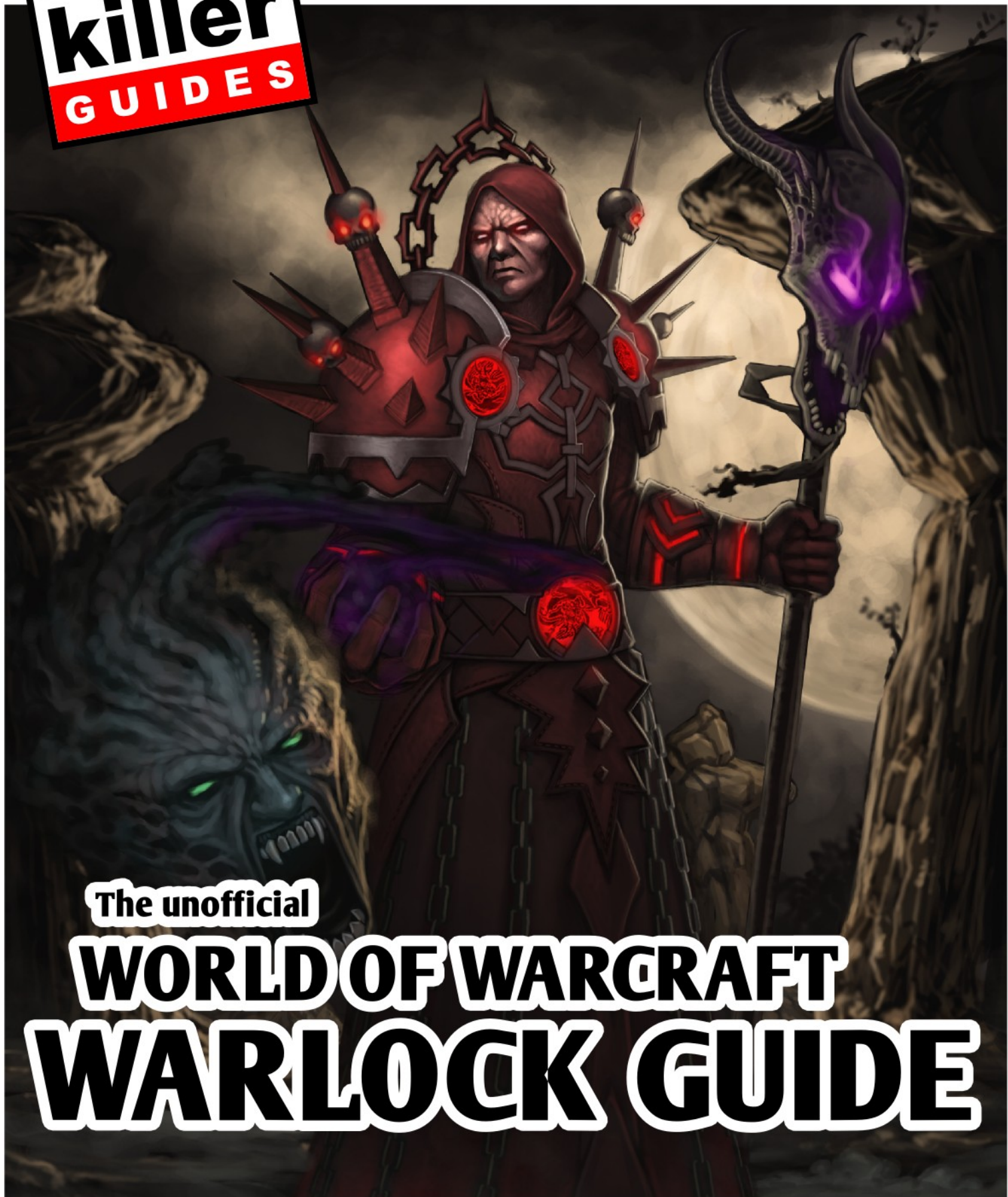


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INTRODUCTION

Through this guide you will learn new tactics, new possibilities, new ways to play, what zones to play in at what level and much, much more. You may discover that the warlock class is a little more complex as it seems at first sight. While the warlocks' arsenal allows for many different tactics, many players get 'stuck' in a certain role after playing a while. Becoming hesitant to change anything in how they play, unwilling to attempt anything different. Changes at times can be very rewarding and renew potentially lost interest in the class. The strength of the warlock lies in versatility and without an understanding of the capabilities of the class, some people are turned down, simply because another class has an ability set that *seems* more appealing at first sight. When played well, a warlock is a force to be reckoned with and is definitely a fun and rewarding class to play.

Read on and find out!

GETTING STARTED, CHARACTER CREATION



When you create a character, you have a few things to consider. But first and foremost; any race you pick can become a great warlock.

Starting Stats

For completeness sake, a table with the starting stats. Keep in mind that you will be wearing gear with big stat boosts at higher levels, negating differences between races.

Race	Strength	Agility	Stamina	Intelligence	Spirit
Human	23	20	22	20	21
Gnome	18	23	21	24	20
Orc	26	17	24	17	23
Undead	22	18	23	18	25
Blood Elf	17	22	19	26	21

Racial Traits

Some of the racial traits however, can have a more lasting effect throughout the levels.

Race	Passive abilities	Activated abilities
Human	+5 sword skill +5 mace skill Increased spirit by 5% 10% bonus faction point gain	Perception: Increases stealth detection by 50 points. (acts as if you were 10 levels higher) - lasts 20 seconds - 3 min cooldown
Gnome	+10 Arcane resistance +15 bonus to Engineering Increased Intelligence by 5%	Escape Artist: Escape the effects of any immobilization or movement speed reduction effect. - Instant - 1 min cooldown
Orc	+5 axe skill +15% resistance to stun effects. +5% Pet melee damage	Blood Fury: When activated, increases damage and healing by 5-143 (dependant on level) and decreases healing effects on you by 50%. - Lasts 15 seconds - 2 min cooldown

Race	Passive abilities	Activated abilities
Undead	Underwater breath lasts 300% longer than normal +10 Shadow resistance	Will of the Forsaken. Immunity to fear, sleep and charm effects for 5 seconds. Can be used while afflicted by fear, sleep or charm. - 2 min cooldown Cannibalize. Regen 35% of total health over 10 seconds while consuming a humanoid or undead corpse. - Cannot move while casting - 2 minute cooldown
Blood Elf	+10 enchanting Skill +5 All resistances	Mana Tap. Reduces the target's mana by 50-120 (dependant on your level) and grants you the Mana Tap buff for 10 minutes. It stacks up to three times. Arcane Torrent. Silence all enemies within 8 yards for 2 sec. In addition, you gain 10 - 161 Mana (dependant on your level) for each Mana Tap charge currently affecting you. You can use Arcane Torrent for the silence effect even when you have no Mana Tap charges on you.

Before the changes to racials that came in the patch prior to the Burning Crusade release, I favored Gnome or Undead. Currently, those races are still going strong, but its harder to pick a favorite.

Gnome versus Human is a bit off a tossup for PvP. Gnome's Escape Artist is instant, and comes in very handy when stuck in a hunter trap, frost nova etc. Human's Perception is great for spotting stealthers.

Both activated racials are good PvP tools, although the human one requires some experience and luck to utilize properly. The human diplomacy trait helps a lot with reputation gains. Go Human if you're mainly interested in PvE.

Orc versus Undead. Both have very useful traits when it comes to PvP. The Orcish Blood Fury make them my favorite for PvE, but also has definite PvP value. Their extra stun resistance is great against rogues, and gives you a much better fighting chance against a series of stuns (rogues). Undead's Will of the Forsaken is still extremely useful, and Cannibalize sees a lot of use in PvE (mainly when soloing). Which race to pick when you're PvP inclined comes down to preference and playstyle.

Lastly, Burning Crusade brought the Blood Elf race. Their AE silence can definitely make or break a PvP fight and the mana gained helpful, but I'm not a fan. Their racials are simply not that hot when compared to undead and orc.

As a side note, the low level orcish quests aren't nearly as good as the undead and blood elf ones are. They will get the job done, but if you want a better level 5-15 quest experience you could consider migrating to Lordaeron or Silvermoon at level 5 and getting started in Brill. Don't try this at level 1, the level 1-5 quests by the race they're meant for.

Warning. You cannot do the pet quests of another race, and will have to do the voidwalker quest you get at level 10 in your hometown.

Usable Items

Warlocks can use the following item types:

Cloth armor, Wands and daggers: you start with these skills.

Staves: Trained for 10 silver. You can do so at the Weapon master in Thunder bluff for Horde, and in Darnassus or Stormwind for Alliance.

One handed swords: Trained for 10 silver. You can learn this in Undercity for horde, Darnassus or Stormwind for Alliance.

Warlocks cannot dual wield, use shields, or use any two-handed weapon type other than staves.

Other than the choice of race and appearance, there is nothing to do at character creation but decide on a name. You can now start you life as a warlock!

GENERIC INFO

Professions



At level 5 you can train professions at their respective trainers. You will find trainers in outposts, towns and capital cities. Not every outpost has a trainer of every type, but the capital cities usually house one of each type. You can pick 2 primary professions, along with the 3 secondary professions; Cooking, Fishing and First Aid. Good primary profession choices for a warlock would be.

Engineering + Mining

Jewelcrafting + Mining

Alchemy + Herbalism

Enchanting + Tailoring. Neither profession relies on a gathering skill, which makes them a good combo.

You could also go for a less conventional combination. Taking, for instance, Engineering and Alchemy will mean you have to acquire all the ingredients from friends or the auction house though. Tailoring or Enchanting combined with a gathering skill will allow you to make some extra gold by selling what you gather.

Wands

These can make a nice source of ranged damage. If you want to benefit from a wand's damage, make sure to use it often enough to keep your skill up. Wands tend to get resisted all the time if your wand skill isn't maxed.

Stat Food

Some playermade (cooked) food has special properties. They will buff you for a short period after consuming them, which can be a nice little boost. Good examples are Spider Sausage (lvl 35), Heavy Kodo Stew (lvl 35), Spiced Chili c'Crab (lvl 40) and Monster Omelet (lvl 40), each giving +12 sta and spi for 10 mins. There are many more stat boosting foods, for lower levels as well.

Spells

As you progress through levels, you will be visiting warlock trainers every other level to learn new spells. Don't underestimate the costs of that, a fair chunk of your savings is spent on spells and pet abilities. You will find a listing of all warlock spells, what they do, and what it costs to train them at the [end of the guide](#).

PET AND MOUNT INFO

Obtaining Your Pets



ll of our 'permanent' pets beside the Felguard are quest rewards. We have two pets (Infernal and Doomguard) that need to be summoned and then enslaved, you can read about them in the [enslave demon chapter](#).

Imp

The Imp is gotten through a very simple quest in your starting area. Its easily done at level 2 and up (You can even do it at level 1 if you want to, though it will be harder) and differs slightly for each race. Its simple enough to not really require any explanation, just follow the instructions in the quest log.

Voidwalker

The pet quests ramp up in complexity, but getting the Voidwalker is only slightly more difficult than the Imp. You get this quest at level 10 from your local warlock trainer. The

instructions are clear, and involve recovering a tome or killing an npc nearby. The voidwalker quest is soloable for any race warlock at level 10.

Succubus

The Succubus quest is a complexer quest gotten at level 20. Expect to spend a few hours dealing with this one.

Alliance

Regardless of whether you are gnome or human, both are directed to Stormwind for the same quest. Talk to the warlock trainer in the slaughtered lamb to get the quest. Getting to The Barrens is easiest through taking the boat in the Wetlands. The Wetlands lie north of Loch Modan, and are reached through a tunnel. Follow the road north, and then west when the road forks, to reach Menethil Harbor. Take the boat to Auberdine, then follow the main road south into Ashenvale. Follow the road all the way through Ashenvale until you come across a road leading south. Watch out for the guards at The Barrens gate, you can pass without aggro a little to the east of the gate.

Follow the road south in The Barrens, passing around the crossroads outpost, and further south until you come across a road leading west. (It leads to camp Taurajo and

Mulgore) Now head a little to the east, and you will find Takar the Seer in a little encampment here. The heartwood you need is located in the northwest of Ashenvale, east of the road. It is guarded by some soloable enemies. Kill them, get the wood from the tree, and return to Stormwind to finish the quest.

Horde

Each race has its own quest, and you can only do the quest corresponding to your race;

Undead

Get the quest from the warlock trainer in Orgrimmar. You are to kill two named npc's, Dalin Forgewright and Comar Villard. Dalin is in the south of silverpine by the greymane wall. He is the only npc there on a horse, and can be pulled and killed solo at level 20. Watch for adds. Comar is harder to reach. He is in the northern tip of the wetlands, right by the bridge. He will flag you pvp enabled when you attack him, so beware of nearby alliance hiding behind trees and underneath rocks. You can reach the Wetlands by following the road east out of Hillsbrad. Keep following the road to the east, passing Stromgarde to your right. Take the next road you come across leading south. You will pass over the bridge into wetlands and find Comar right after the bridge. Expect to die a

few times while journeying through Arathi, there many high level monsters in your way. Don't stray off the road to avoid making things worse.

Orc

The warlock trainer in the cleft of shadow will give you the quest. You speak to Cazul next, who tells you to find Zankaja. She is on the top level of Orgrimmar, northwest of the flight master's tower. She sends you to find Gazrog in the barrens, who is standing in front of the inn at The Crossroads. Gazrog sends you to find Ken'Zigla in Stonetalon. When entering Stonetalon, take the ramp up into the mountains on your left to find him in the troll outpost. Next up is camp Taurajo to talk to Logmar, who has you find Dogran in a quillboar camp. It is north of camp Taurajo, and consists of 2 huts surrounded by bramble, with no mountains near it. Clear the camp, and talk to Dogran. Take the pendant back to Orgrimmar, and finish the quest.

Blood Elf

Talonia in Silvermoon's Murder Row will give you the quest 'The Stone'. Travel to the Ghostlands in the south, and search for the voidstone. You will find it, as the quest log tells you, where the Elrendar river runs through the Dead Scar. West of the main

road leading to Eversong Woods. Use the stone to advance the quest and head to Goldenmist Village in the west. You will find the Rune of Summoning on the third story of the tallest building in the village. Summon the voidwalker, defeat it and return to Talionia to receive your new summon spell.

Felhunter

The Felhunter quest can be done at level 30. This quest is virtually identical for both factions. The only difference is that the quest is gotten from either Undercity or Stormwind.

Your trainer sends you off to Strahad Farsan in Ratchet in the Barrens, who then sends you back to respectively Undercity or Ironforge to speak to an npc. Krom Stoutarm / Jorah Annison will tell you to find the Moldy Tome and Tattered Manuscript. The Tattered Manuscript can be found in Splithoof Hold, a centaur cave in Thousand Needles, south of The Barrens. When entering the cave, go right and head a little further in to find a chest with the manuscript. The Moldy Tome is in Hillsbrad, in one of the murloc camps along the shore south of the town Hillsbrad. Use eye of killrog to find it, it looks like a teal book. Clearing the camp alone can be difficult, but isn't really necessary. You can use

voidwalker to distract them while you loot the book. Now that you have both items, return to Undercity / Ironforge and turn them in. The next step is to find three channelling rods from Dragonmaw Orcs in The Wetlands. These have a camp more or less directly in the center of the zone, south of the graveyard. Only the caster type orcs drop the rods. Once you have the rods, return to Strahad in Ratchet to finish up, and say hi to your Felhunter!

Infernal

This is a level 50 quest. It is given by a gnome called Niby the Almighty. You will find him and his imp standing just north of the acid green lake by the Bloodvenom Falls in Felwood. You will also be able to get the level 50 warlock class quest from Niby's Imp. Before you start the Infernal quest, know this. The Infernal can only be summoned once per hour. It takes a reagent to cast, which costs 50 silver. It will be your pet for a guaranteed 5 minutes, after which it will turn hostile and attack you. You can enslave it at this point. The Infernals level is always equal to your own.

The first step of the quest is to gather some essence items from demons in three zones. Parts of this quest will be challenging for a solo level 50, so bring friends if you want an easier time.

Jaedenar. Legionnaires are the big blue felguard type demons. There aren't many of them in the area. Don't forget to use banish and enslave where applicable here if you're having a hard time. It took me four kills to get an essence, so the droprate probably isn't too bad.

Blasted Lands. Felguard sentries roam the area around the Dark Portal. They are level 54-55 and have Felhound pets of the same level. It took me five kills to get the essence here.

Azshara. Legashi demons in any of the three camps situated in the northeastern area of the zone can drop the essence. They range from 47-53 in level. All Satyr have a chance to drop the essence, it took me about 20 kills. (This is the easiest essence to obtain solo)

Kroshius. You will probably need help if you are level 50-51 and trying to do this. 52 and up can try it solo. Now that you have the three essences, turn them in to receive a powercore. Use the powercore on the remains of the infernal to the north of Niby. It will awaken and attack you. Kroshius is a

level 55 elite infernal, and hits for 700 damage and has a knockback ability. He can be feared, so if you are careful, fearing and dotting him will let you kill him.

Doomguard

The quest to get Ritual of Doom comes from Daio the Decrepit in the Blasted Lands, and is given at level 60. Note that the guide below keeps a level 60 in mind, everything will be a lot easier to do at 70.

Daio is located at an altar in the Tainted Scar, in the southwest of the zone. The area is full of high level elite demons, and they hurt bad if they manage to get in melee range of you.

Once you reach the Tainted Scar entry (when you see the first Felguards), after soulstoning yourself, go right and follow the wall. You can reach Daio without aggroing anything, but its pretty tricky. If you do get aggro, you can try to shake it, or you can attempt to reach the npc and die as close to him as possible, then reincarnate.

Right behind the questgiver is a spot that comes closest to being 'safe'. One patrol of Felguard plus dogs walks through it, so wait for a suitable moment. There is one demon nearby that may aggro as well, but banish will take care of that one. Daio offers two quests. Take both, and get out of there.

The Prisons Binding.

This step, which involves collecting blood from the satyr demon in the eastern instance of Dire Maul, can be done in two ways, solo and grouped.

If you are level 60 or below, doing this in a group is by far the easiest and should net you enough blood in about two clearings.

Solo is a lot more challenging, but a good opportunity to improve/brush up your enslaving skills. If you aren't into dying a lot to learn something new, skip reading the below until 'The Prison's Casing' and just take a group to get the blood.

Getting the blood solo.

Taking the back entry, which lies north of Camp Mojache, you will find two plants and two plant pods blocking your way to the satyr. Use Eye of killrog at the plant pods to activate them, so they don't turn into a nasty surprise when you move near them.

Observe the pathing of the two large plants, you can pass them on both the left and right wall, but will get aggro if they are in the wrong place at the wrong time.

On both left and right walls you will run into a corner, which is a safe spot. Take a break, and use an eye to see the pathing of the next guy in your way, a Felspawn. These are the worst satyr of the bunch, as they are very shadow resistant and have a variety of nasty spells.

Now, this is the trickiest movement. You want to end up on the other side of the left wall. There is an area with 3 satyr and a ramp leading up. There is also a stealthed satyr hiding at the base of the ramp. The spot you want to be at is out of aggro range from the wandering Felspawn, while staying as far away as possible from the three satyr by the fire and the stealthed rogue at the base of the steps. Your back will be against the wall.

Once you get that part down, you're good to go. You can start off by enslaving the rogue by the ramp, and having it kill the wanderer Felspawn. Be careful as always here, as the Felspawn sometimes runs off to cast a spell, which is really dangerous here.

Once the Felspawn is dead, your pet is either dead or near enough, so I finish it off at that point. Now, you can try the group of three by the fire. The Wildspawn Betrayer deals the most damage, but only in ranged combat. The Wildspawn Satyr are melee,

have more hitpoints and deal good melee damage. They make excellent pets. Banish the Betrayer, and CoS+Enslave a Satyr. Have it kill the third, heal it, and kill the Betrayer.

That covers it, you can go a lot further into this instance, clearing many of these satyr groups by yourself while getting the blood you need.

The Prison's Casing.

This step is easy to solo. Head to the southern part of Winterspring, where the land goes from snowy to brown/grey. You will see two Hederine Slayers, which can be pulled solo. Use Immolate or Unstable Affliction to pull one, and run it a decent distance away while adding Curse of Doom, Corruption / Siphon Life if you have it, and then fear it. Keep fearing it while refreshing dots and nuking it where possible. They took me on average 2-3 minutes to kill. The tears dropped about one for every three kills.

Suppression

Head back to the Blasted Lands to turn the tears and casing in and to receive this last step. Bringing a partner for this quest will make things easier; any class that can heal or build a lot of aggro quickly will do.

You will find a lone Doomguard in the southern part of the zone. Get to the top of the mountain ridge in the middle, southeast of the half-circle mountain ridge, three mountains below the 't' of tainted scar on the world map. It's probably best to scout this out a little with an eye ;)

Once you find a good spot from where you can engage the doomguard without interference form adds, you can finish this step. Make a voidwalker and find the max range you can use the prison at, then use it. Have your partner and/or pet try to pull aggro away from you. Use Sacrifice where needed. Once the doomguard is captured, click the item that spawns in place of its corpse, and return to Daio to receive the spell and a nice offhand item. (+8 stamina, regens 6 health every 5 seconds)

Pet Statistics And Information

In addition to expanding your own spellbook as levels progress, you can buy your pets skill grimoires from warlock pet trainers. These will teach your pets new spells and abilities. Note that you must have the appropriate pet summoned to learn it new spells through the grimoires.



Unmodified Base Statistics at level 70, including blood pact's scaling bonus

Hitpoints	1528	Strength	145	Attack Power	135
Manapool	2568	Agility	39	Resists	0
Fire damage	88 - 123 / 53 DPS	Stamina	242		
Armor	2246 / 17.5% DR	Intellect	366		
Mana Regen	202 / 5 sec	Spirit	263		

The Imp is a high damage ranged attacker, he uses Firebolts to assault the enemy from afar. His attack speed and damage are greatly increased if you pick the Improved Firebolt, Improved Imp and Unholy Power talents. He has the least hitpoints of all warlock pets, coupled with the highest potential damage output. Keep in mind that his damage output is lowered if the enemy is resistant, or worse, immune to fire. If they are simply resistant, you can use Curse of Elements to lower their fire resists. (as well as improve their damage) The Imp runs out of mana quickly while fighting, and that makes his damage output unreliable. You can take the Soul Siphon talent to keep your imp firing for as long as you can lifetap. The mage talent Improved Scorch will also improve your imp damage. While they can deal great damage, Imps are rarely actually used as damagedealers. They simply die way too easily to form a reliable source of damage in most situations.

Talents for Imp

Improved Firebolt (2 ranks)	Reduces cast time of the imp's Firebolt by 0.25 - 0.5 sec.
Improved Imp (3 ranks)	10 / 20 / 30% bonus to Firebolt, Blood pact and Fire Shield.
Fel Intellect (5 ranks)	Increase pet manapool by 3 - 15%, player manapool by 1 - 3%
Fel Stamina (5 ranks)	Increase pet hitpoints by 3 - 15%, player hitpoints by 1 - 3%
Fel Domination (1 rank, 15 min cooldown)	Reduces summoning time of your next pet by 5.5 sec and cuts manacost down to 50%.
Master Summoner (2 ranks)	Decrease summoning time for your pets by 2 / 4 seconds.

Imp Spells and Abilities

Name	Level	Rank	Description	Mana	Cost	Cast	Range
Firebolt Hurls a fiery bolt at the enemy	1	1	6 to 9 fire damage	10	-	2	30y
	8	2	12 to 14 fire damage	20	1s	2	30y
	12	3	22 to 26 fire damage	35	15s	2	30y
	28	4	33 to 37 fire damage	50	50s	2	30y
	38	5	48 to 54 fire damage.	70	1g	2	30y
	48	6	67 to 75 fire damage	95	1g 40s	2	30y
	58	7	83 to 93 fire damage	115	2g 40s	2	30y
	68	8	110 to 124 fire damage	145	5g 60s	2	30y
Blood Pact Increases party members stamina	4	1	+2 stamina	0	1s	0	20y
	14	2	+7 stamina	0	9s	0	20y
	26	3	+16 stamina	0	40s	0	20y
	38	4	+27 stamina	0	1g	0	20y
	50	5	+38 stamina	0	1g 50s	0	20y
	62	6	+66 stamina	0	2g 60s	0	20y
Fire Shield Creates a shield of fire. Every strike against the target causes damage to the attacker. Cannot be cast on self. Lasts 3 min.	14	1	5 damage returned to attacker.	60	9s	0	30y
	24	2	7 damage returned to attacker.	90	30s	0	30y
	34	3	9 damage returned to attacker.	115	80s	0	30y
	44	4	11 damage returned to attacker.	140	1g 20s	0	30y
	54	5	13 damage returned to attacker.	165	2g	0	30y
	64	6	19 damage returned to attacker. +30 fire resistance	210	3g 60s	0	30y
Phase Shift Shifts the imp out of phase with the world, making it unattackable unless it attacks.	12	-	For all intents and purposes, your imp is immune to everything with this spell active.	0	6s	0	Self

VOIDWALKER

Unmodified Base Statistics at level 70

Hitpoints	4858	Strength	153	Attack Power	286
Manapool	2880	Agility	109	Resists	0
Melee damage	81 – 108 / 47.2 DPS	Stamina	303		
Armor	9109 / 46.3% DR	Intellect	172		
Mana regen	108 / 5 sec	Spirit	122		

Obtained at level 10 through a quest. The voidwalker can taunt (single target and area of effect), and heal himself when not in combat. You can also choose to sacrifice him which will let you absorb a certain amount of damage for 30 seconds. Sacrifice prevents spellcasting interruption from damage as long as the shield holds, which comes in handy in a number of situations.

The voidwalker can do a fine job tanking for you when soloing, even moreso when you have the demonology talents that improve him.

Talents for Voidwalker

Improved Voidwalker (3 ranks)	Increases the effect of Torment, Consume Shadows, Sacrifice and Suffering by 10 – 30%.
Fel Intellect (5 ranks)	Increase pet manapool by 3 – 15%, player manapool by 1 – 3%
Fel Stamina (5 ranks)	Increase pet hitpoints by 3 – 15%, player hitpoints by 1 – 3%
Unholy Power (5 ranks)	Increases pet melee damage by 4 – 20%.
Fel Domination (1 rank, 15 min cooldown)	Reduces summoning time of your next pet by 5.5 sec and cuts manacost down to 50%.
Master Summoner (2 ranks)	Decrease summoning time for your pets by 2 / 4 seconds.

Voidwalker Spells and Abilities

Name	Level	Rank	Description	Mana	Cost	Cast	Range
Torment Taunts an enemy into attacking the Voidwalker	10	1	45 threat	15	-	0	5y
	20	2	75 threat	30	20s	0	5y
	30	3	125 threat	50	60s	0	5y
	40	4	215 threat	70	1g 10s	0	5y
	50	5	300 threat	90	1g 50s	0	5y
	60	6	395 threat	110	2g 60s	0	5y
	70	7	632 threat	130	6g 70s	0	5y
Sacrifice Sacrifice Voidwalker to protect the owner with a shield. Lasts 30 sec if protection isnt used up.	12	1	Absorbs 305 damage.	0	12s	0	Self
	24	2	Absorbs 510 damage.	0	30s	0	Self
	32	3	Absorbs 770 damage.	0	70s	0	Self
	40	4	Absorbs 1095 damage.	0	1g 10s	0	Self
	48	5	Absorbs 1470 damage.	0	1g 40s	0	Self
	56	6	Absorbs 1905 damage.	0	2g 20s	0	Self
	64	7	Absorbs 2855 damage.	0	3g 60s	0	Self
Consume Shadows Heals the voidwalker over 10 seconds, VW is channeling during this time.	18	1	Heals 310	85	15s	0	Self
	26	2	Heals 555	150	40s	0	Self
	34	3	Heals 815	215	80s	0	Self
	42	4	Heals 1100	285	1g 10s	0	Self
	50	5	Heals 1495	380	1g 50s	0	Self
	58	6	Heals 1930	480	2g 40s	0	Self
	66	7	Heals 2415, and increases Voidwalker's attack power by 200 for 10 minutes.	595	4g 40s	0	Self
Suffering Taunts all nearby enemies	24	1	150 threat	100	30s	0	10y
	36	2	300 threat	165	90s	0	10y
	48	3	450 threat	230	1g 40s	0	10y
	60	4	600 threat	285	2g 60s	0	10y
	63	5	645 threat -10% enemy chance to hit for 15 seconds.	305	3g 20s	0	10y
	69	6	885 threat -10% enemy chance to hit for 15 seconds.	355	6g	0	10y

SUCCUBUS

Unmodified Base Statistics at level 70					
Hitpoints	2429	Strength	153	Attack Power	286
Manapool	2880	Agility	109	Resists	0
Melee damage	121 - 162	Stamina	303		
	70.8 DPS	Intellect	172		
Armor	4333 / 29.1% DR	Spirit	122		
Mana regen	108 / 5 sec				

Gotten through a quest at level 20, the succubus has the highest melee damage output of all the permanent pets. Her hitpoints enable her to take more of a beating than the imp can, but she is still quite frail. She doesn't rely on mana nearly as much as voidwalker or imp, and is excellent for use in conjunction with the Dark Pact talent.

Talents for Succubus	
Improved Lash of Pain (2 ranks)	Reduces Lash of Pain cooldown by 3 / 6 seconds
Improved Succubus (3 ranks)	Increases the effect of Lash of Pain and Soothing Kiss by 10% - 30% and increases duration of Seduction and Lesser Invisiblity by 10 - 30%
Fel Intellect (5 ranks)	Increase pet manapool by 3 - 15%, player manapool by 1 - 3%
Fel Stamina (5 ranks)	Increase pet hitpoints by 3 - 15%, player hitpoints by 1 - 3%
Unholy Power (5 ranks)	Increases pet melee damage by 4 - 20%.
Fel Domination (1 rank, 15 min cooldown)	Reduces summoning time of your next pet by 5.5 sec and cuts manacost down to 50%.
Master Summoner (2 ranks)	Decrease summoning time for your pets by 2 / 4 seconds.

Succubus Spells and Abilities

Name	Level	Rank	Description	Mana	Cost	Cast	Range
Lash of Pain An instant attack that lashes the target. 12 sec cooldown	20	1	33 shadow damage	65	-	0	5y
	28	2	44 shadow damage	80	50s	0	5y
	36	3	60 shadow damage	105	90s	0	5y
	44	4	73 shadow damage	125	1g 20s	0	5y
	52	5	87 shadow damage	145	1g 80s	0	5y
	60	6	99 shadow damage	160	2g 60s	0	5y
	68	7	123 shadow damage	190	5g 40s	0	5y
Soothing Kiss Reduces aggro from target towards Succubus.	25	1	-45 threat	30	25s	0	10y
	34	2	-75 threat	50	80s	0	10y
	46	3	-127 threat	75	1g 30s	0	10y
	58	4	-165 threat	100	2g 40s	0	10y
	70	5	-275 threat -10% enemy attack speed for 10 seconds.	140	6g 70s	0	10y
Seduction Prevents all actions from non-humanoid targets for 15 seconds. Damage will break effect.	26	-	Noticable by red hearts floating above targets head	24% of base mana	40s	1.5	30y
Lesser Invisibility Gives the Succubus Lesser Invisibility for up to 5 minutes.	32	-	An invisible succubus can give you an effective surprise attack in PvP.	100	30s	0	30y

FELHUNTER

Unmodified Base Statistics at level 70

Hitpoints	3306	Strength	153	Attack Power	286
Manapool	2880	Agility	109	Resists	140
Melee damage	127 – 158 / 71 DPS	Stamina	304		
Armor	4440 / 29.6% DR	Intellect	172		
Mana regen	108 / 5 seconds	Spirit	122		

The last in the line of permanent summoned pets, excluding the talent-obtained Felguard. The Felhunter is received through a level 30 quest.

The Felhunter is a melee pet that is particularly good against enemy casters. His hitpoints lie between succubus and voidwalker. He's not nearly as good as the voidwalker at keeping aggro, and not quite as good as the succubus at dealing damage. Manually casting Devour magic and Spell Lock helps to taunt enemies, even if they aren't casters.

The Felhunter has its uses, but its not quite as popular as the other pets in PvE. He sees more use in PvP situations against caster types.

Talents for Felhunter

Fel Intellect (5 ranks)	Increase pet manapool by 3 – 15%, player manapool by 1 – 3%
Fel Stamina (5 ranks)	Increase pet hitpoints by 3 – 15%, player hitpoints by 1 – 3%
Unholy Power (5 ranks)	Increases pet melee damage by 4 – 20%.
Fel Domination (1 rank, 15 min cooldown)	Reduces summoning time of your next pet by 5.5 sec and cuts manacost down to 50%.
Master Summoner (2 ranks)	Decrease summoning time for your pets by 2 / 4 seconds.

Felhunter Spells and Abilities

Name	Level	Rank	Description	Mana	Cost	Cast	Range
Devour Magic Purges a harmful magic effect from a friend or a beneficial effect from an enemy.	30	1	In addition to the dispel, heals Felhunter for 234	100	-	0	30y
	38	2	In addition to the dispel, heals Felhunter for 319	130	1g	0	30y
	46	3	In addition to the dispel,	170	1g 30s	0	30y

Felhunter Spells and Abilities

Name	Level	Rank	Description	Mana	Cost	Cast	Range
8 second cooldown.			heals Felhunter for 438				
	54	4	In addition to the dispel, heals Felhunter for 579	215	2g	0	30y
	62	5	In addition to the dispel, heals Felhunter for 730	270	2g 90s	0	30y
	70	6	In addition to the dispel, heals Felhunter for 915	330	6g 70s	0	30y
Tainted Blood Taints the Felhunter's blood, lowering enemy attack power for 10 sec. Stacks up to 5 times	32	1	Lowers attack power by 17 per hit.	75	70s	0	Self
	40	2	Lowers attack power by 23 per hit.	105	1g 10s	0	Self
	48	3	Lowers attack power by 32 per hit.	135	1g 40s	0	Self
	56	4	Lowers attack power by 40 per hit.	170	2g 20s	0	Self
	64	5	Lowers attack power by 95 per hit.	215	3g 60s	0	Self
Spell Lock Counters the enemy's spellcast, preventing any spell from that school of magic from being cast and silencing the target for 3 seconds. 24 second cooldown.	36	1	Silences for 3 seconds and prevents casting spells from a specific school for 5 seconds.	120	90s	0	30y
	52	2	Silences for 3 seconds and prevents casting spells from a specific school for 6 seconds.	200	1g 80s	0	30y
Paranoia Increases party members' stealth detection	42	-	Helps to spot stealthed enemies	0	1g 10s	0	20y

FELGUARD

Unmodified Base Statistics at level 70

Hitpoints	3920	Strength	153	Attack Power	286
Manapool	3157	Agility	109	Resists	0
Melee damage	134 – 178 / 77.9 DPS	Stamina	304		
Armor	7928 / 42.9% DR	Intellect	172		
Mana regen	108 / 5 seconds	Spirit	122		

The Felguard is acquired by spending a minimum of 41 points in the Demonology tree.

This is a very powerful melee pet with excellent PvE and PvP abilities. His damage is near that of a succubus, but his health and armor are much higher. He has a taunt ability and keeps aggro as well if not better than a Voidwalker, which makes him a superb soloing pet. His intercept ability is similar to that of the warrior class, including a 3 second stun. This is very useful for solo and PvP purposes.

To give the Felguard some PvE raid viability, he has an ability to avoid AE's. There is a 50% chance for AE's to miss entirely, which while useful is not enough to keep him alive easily on many boss fights. The AE avoidance comes in quite handy in PvP as well though.

The Demonic Frenzy ability increases his attack power by 50% when a fight takes long enough for it to stack 10 times. Any other AP buffs will also be affected by that, which makes Battle Shout very welcome.

Note that you will often need to turn off his cleave ability in groups, as it can easily break CC's a lot. On top of that, he may actually steal aggro from the tank because of anguish, you may need to turn that off too.

The Felguard is an excellent pet all round.

Talents for Felguard

Fel Intellect (5 ranks)	Increase pet manapool by 3 – 15%, player manapool by 1 – 3%
Fel Stamina (5 ranks)	Increase pet hitpoints by 3 – 15%, player hitpoints by 1 – 3%
Unholy Power (5 ranks)	Increases pet melee damage by 4 – 20%.
Fel Domination (1 rank, 15 min cooldown)	Reduces summoning time of your next pet by 5.5 sec and cuts manacost down to 50%.
Master Summoner (2 ranks)	Decrease summoning time for your pets by 2 / 4 seconds.

Felguard Spells and Abilities							
Name	Level	Rank	Description	Mana	Cost	Cast	Range
Intercept Charge an enemy, causing damage and stunning it for 3 seconds.	52	1	Deals 65 damage	145	1g 80s	0	8-25 y
	61	2	Deals 85 damage	160	2g 60s	0	8-25 y
	69	3	Deals 105 damage	195	6g	0	8-25 y
Anguish Taunts the creature, increasing the chance that it will attack the Felguard	50	1	Causes 300 threat	90	1g 50s	0	5 y
	60	2	Causes 395 threat	110	2g 60s	0	5 y
	70	3	Causes 632 threat	130	6g 70s	0	5 y
Demonic Frenzy The Felguard's damaging melee attacks cause a demonic frenzy.	-	-	The frenzy buff increases attack power by 5% for 10 sec. This effect can stack up to 10 times. The Felguard already knows this passive ability when you first summon him.	-	-	0	Self
Avoidance Increases your chance to avoid area of effect attacks by 50%	50	-		-	2g 60s	0	Self
Cleave A sweeping attack that does your weapon damage plus bonus damage to the target and his nearest ally.	50	1	32 bonus damage	10% of base	1g 50s	0	5 y
	60	2	50 bonus damage	10% of base	1g 50s	0	5 y
	68	3	78 bonus damage	10% of base	6g	0	5 y

You will find further info on pets in the Soloing, Grouping, Raiding PvP, and Enslave Demon chapters.

Dreadsteed Quest Guide

We receive our first mount at level 40. It is gotten by talking to a warlock trainer in a major city, travelling to Ratchet, and speaking to Strahan Farsan. He will give you the spell to summon the Nightmare, no questions asked. He hints toward there being effort involved to get in in the future, so Blizzard may add a quest later. For now, its all free.

The dreadsteed, our level 60 epic mount, is a different matter. Before I lay out what you need to do in the quest, let me list what you will need, in total, to bring this to a good end.

Requirements

Beside having to be level 60 to start actually the quest, you can start gathering materials used in the quest sooner then that. This is what you need;

406 gold, or 156 gold if you know a warlock with the items for the summoning of the dreadsteed event.*

25x Dark Iron Ore - If you are a miner, or have a friend who is, you can get this in Burning Steppes, Searing Gorge and Blackrock Depths. It can also be mined in Molten Core, but that zone isn't visited by many guilds these days. Lastly, it is also frequently up in the Auction House.

(I'm leaving prices out, as they are different for each server, and change alot as time passes)

6x Large Brilliant Shard - Either an enchanter or the Auction House will provide these for you.

35x Black Dragonscale - These are skinned. Find a skinner or use the Auction house.

10x Elixir of Shadow Power - Herbalism / Alchemy. These elixirs take 3 ghost mushrooms to make. I don't see the elixirs themselves in the AH much, so if you want to buy them, it might be easier to get the mushrooms instead.

3x Arcanite Bar - Mining. Arcane Crystals are a rare find out of Rich Thorium Veins. Coupled with a thorium bar, an Alchemist can turn one into an Arcanite Bar. That transmute spell is on a 2 day cooldown, so expect to pay for that too.

Note that you can do the prequests (collecting the ingredients and gaining access to a vendorbought item in jaedenar for 150g) without spending more then 6 gold, excluding anything you might pay for the ingredients.

*At the second to last step of the quest you have to buy some items from a goblin vendor. They costs 250g total. However, at least as the situation is currently, you retain these items after completing the quest. It is

possible to initiate the event for fellow warlocks, without them having to buy the items as well. You can also do the final event with more than one warlock in your group, all will be able to complete it. You can even summon someone in after doing the event.

Step 1: Starting the quest

You receive the quest at 60 from your local warlock trainer (major cities only). Speak to one, and you will be sent to speak with Mor'zul Bloodbringer in the Burning Steppes. He is located in a small encampment just west of the Altar of Storms, which is in the northwest corner of the zone.

This quest has a sidequest you can do before or after the main quest. You can get the quest from the goblin, its walkthrough is shown a bit further down this guide under the title 'Xorothian Stardust'. You'll need 150g to finish this sidequest, but can do all the work leading up to the 150g step in advance.

Mor'zul's quest is to gather blood from Owlbeasts in Winterspring.

Unlike the quest text may seem to suggest, you can kill any type of owlbear in winterspring, they can all drop the blood.

I estimate the droprate to be about 20 - 25%.

The greatest concentrations of Owlbeasts are found to the northeast of Everlook, as well as to the south, roughly between Everlook and Darkwhisper Gorge, in encampments to the east and west of the road. You can also find some wandering owls in the west of the zone, to the north and south of the road.

They are all easily solo'd, but bringing a friend or two to help you will speed things up.

When you turn in the owlbear blood, (and give it to the goblin, then speak to Mor'Zul again) you are presented with three followup quests.

1. Wheel of the Black March.

Collect 6 large brilliant shards and 25 dark iron ore.

2. Bell of Dethmoora.

Collect 10 elixirs of shadow power.

3. Doomsday Candle.

Collect 3 black dragonscales.

After turning in all of these, you will need to turn in 3 arcanite bars.

Once you have collected and turned this all in, you have two steps left to take before reaching the final quest, unless you have already done the sidequest shown below.

Xorothian Stardust

The last item you need is Xorothian Stardust. The goblin makes mention of it, and sends you off to speak with Lord Banehollow in Jaedenar, Felwood. Before you take off though, You'll need to buy a set of his potions. (Cost: 6g)

Jaedenar lies directly southwest of the Bloodvenom Falls. Drink a potion, and you can make your way through most of the cave without aggro. There are goos about halfway through, but they can all be avoided by some creative jumping and walking.

It can be easy to forget that you aren't in an instance, and can still run away from enemies in here without having them chase you forever. Keep that in mind if you end up with multiple goo's trying to dissolve you.

Lord Banehollow is a dreadlord at the very end of the dungeon.

Banehollow has a task for you, which is to kill his traitorous underling Ulathek. Head back the way you came. Once you've passed through the room containing a named warlock and 2 named succubus underlings, look for a small bridge leading into a small room with two orc defenders in front of it. This is Ulatheks spot.

After speaking to Ulathek, both he, the orc in the room with him, and the guards outside will forget about your shadowy potion effect and turn hostile.

Note: only these four mobs turn hostile, the rest of the demons in Jaedenar remain friendly while you're under the effect of the potion.

It may be possible to avoid aggro from the guards outside. When I did the quest I wasn't in the best spot for avoiding aggro, so all four aggroed on me right away. Still, it wasn't a lost cause at all. Using voidwalker's AE taunt or Howl of Terror to keep the adds busy, you can quickly dispatch Ulathek and loot his head. After that, simply running away will eventually make the other orcs deaggro and return to spawn.

Return to Lord Banehollow and turn over the heart. He will tell you to see his servant Ur'dan for Xorothian Stardust, who is standing beside him.

Cost: 150g

Scholomance

When you give the stardust to Gorzeeki, he has another task for you. He needs you to travel to Scholomance and use the imp in a jar he gives you at the alchemy lab there.

Take note that Scholomance is meant for a full group of level 60's. Not many people go to Scholomance anymore, and it may be difficult to complete this step. If you can't get a group for it, try to find a group already in the zone (/who scholo) and see if they will let you complete the quest when they're finished with the zone.

The lab is located in Ras Frostwhisper the Lich's room. As you enter his room, it's immediately to your right. You can recognize it by the two large kettles hanging from the ceiling. At the lab, use the imp in a jar. He jumps around a little, and that's that. No enemies spawn, nothing dangerous happens.

That's saved for the last step.

The Final Step. Dire Maul

Now that you've finished the quest in scholomance, it's time for your last visit to the npc's in Burning Steppes. Give the imp to the goblin, and speak to Mor'Zul again. He will give you the final quest. It comes with a book of instructions for the final event.

You are told to buy three items from the goblin. Jeevee's Jar, A Black Lodestone, and Xorothian Glyphs. You are not required to buy the items. Instead, you may know a warlock that already has these items, and can trigger the event for you. You will receive quest credit in this case. Per Blizzard, this is intended to function like this.

If you do choose to buy them, you get to keep these items after finishing the final event. They cannot be sold back to a vendor, but they can be used to initiate the event again.

Before you can begin the event, you will have to do a regular clearing of the Dire Maul west wing. As with the scholomance, it can be difficult to find a group for this. If you've got a few high level friends willing to help, this instance can be done without a full group.

Make sure you bring a lot of soul shards, you will need them for the event.

Here's a short walkthrough to Dire Maul west.

You need to enter the instance through a door in the west of the Dire Maul area. To do that, you can obtain a Crescent Key by doing the imp event in the eastern instance, or use a rogue or seaforium charge to pass through the door in the west instance. You can also die on one side of the door, run back and resurrect on the other side, then open the door for the rest of the group using the torch on the inside.

Inside the instance, you will find large crystals (pylons) surrounded by elementals. There are 5 pylons in total, and all elementals around them must die to open up Immol'Thar's prison at the end of the zone.

One pylon is near the entry, can't miss it. Two pylons are upstairs. Cast detect invisibility on your party, as there are some invisible undead roaming around these areas.

The last two pylons are downstairs, past a big named tree and through a tunnel. As you clear the last pylon, the large blue shield around the big circular area in the center will fade, and you can enter it to fight Immol'Thar.

Once Immol'Thar is dead, you can initiate your quest event. Make sure everyone is ready for a hectic 10 minutes.

When you release the imp from the jar, he will place three artifacts around the circle. The three artifacts provide you with powerful buffs. Every so often, one of them will fail. They make a sound and begin to float a little lower than they were before. It is critical that you run up to them and rightclick them the moment this happens. Doing this costs a shard. I use about 10-15 during this event. Note that you, or whoever triggered the event for you, has to have the Black Lodestone with them to reactivate the artifacts.

With all the artifacts in place, the event starts. Imps begin to spawn and charge your group. The most essential thing here is to keep checking the artifacts to see if any are powered down, its easy to miss it. The imps themselves are nothing to be worried about,

the doomsday candle will deal enough damage to kill them over time. It is important that the person that keeps the artifacts up and running isnt being hit by the imps, as melee damage interrupts the reactivation of the artifacts.

After a few imp waves, a Dread Guard will spawn. They can be enslaved and banished. They can't be feared. Enslaving the first one (or more if you're grouped with other warlocks) to kill the rest makes this fight alot easier. The imps keep on spawning, and the dreadlords slowly keep adding as well. If you can survive this for about 6 minutes, you will win. You can check how far along you are by seeing how far many runes are visible around the circle. If they're all there, you're done.

You can now summon the Dreadsteed. It's a typical bossfight, and not very hard. After a short time of fighting it, its master spawns as well, a Dreadlord. He's not very hard, and you can carry on fighting the Dreadsteed, killing the master afterwards.

This event is actually one of the most fun one group events I've done in WoW before the Burning Crusade was released.

When the Dreadsteed is dead, you can talk to its spirit, and will receive what you've been working for, the summon Dreadsteed spell! Enjoy the speedy travels :)

ITEMS AND ATTRIBUTES

Base Attributes

Attributes And Their Value

There are many attributes in this game to keep track of, and determining how to value something can be very difficult. To further complicate things, certain attributes are much more useful to one talent spec than they are to another. In this chapter, I will explain the various attributes and their worth to a warlock as best I can, to help you figure out which is best to get, and when to get it.

Before covering the basic attributes, let me deal with Armor Class on items.

Warlocks can only wear cloth, and cloth has a very low armor class (AC). When deciding if you want to use an item, you may as well leave the AC on it out of the consideration. If your armor breaks while soloing, you can always head to the nearest merchant and repair it. Thankfully, cloth is the cheapest armor type to repair.

In the early game, you do not often find anything special on items beyond the base attributes. The order of importance for the base attributes to look for as a warlock can be debated, but is generally accepted to be:

Stamina > Intellect > Spirit > Agility > Strength

You may occasionally find an item with spell damage on it early on, which is quite alright to use. You won't truly be focusing on stats like that until the late 50's, early 60's, but it is certainly not a bad idea to get some spell damage for yourself earlier on. Before I explain spell damage and beyond, let me cover the base stats and their use to the warlock.

Stamina. Putting stamina first might not seem like an obvious choice as primary statistic to a beginning warlock, but there is a simple reason for this. We can trade our life out for mana using lifetap (With a 20% bonus with the improved lifetap talent), but we cannot trade our mana back for life nearly as quick or efficiently. Seeing that running out of hitpoints will kill you, and running out of mana does not, the reason for stamina as a primary stat becomes clear. You will be much more resilient while soloing

and grouping, have better chances in PvP and live through painful AE's during raids longer. Having a smaller manapool as a result does not harm you as much, as you can trade hitpoints for mana whenever you need to.

I've seen some warlocks that choose not to use lifestap, which is a bad idea. If you have a full healthbar, and you can use some mana, there is no reason not to use it. You will benefit from both health and mana regeneration. (while not in combat) Furthermore, you can use bandages, drain life and siphon life (If you have the talent for it) to gain life back faster after lifestapping.

Intellect is second. You do need some mana to work with, and beside that, intellect increases the chance that your spells will land a critical hit by 0.01% per point. So 100 intellect will give you +1% chance to land a critical spell. I was a little underwhelmed by such a small improvement. It is nice to have a lot of intellect for the increased manapool and extra crit chance, but it wont help you last longer when you end up taking damage. This is not as important if all you do is solo or group, but for PvP you will need the extra hitpoints.

Spirit comes third, after intellect, because your health does not regen in combat. Furthermore, your mana does not regen for 5 seconds after casting a spell, making the spirit stat only of any real use when you are not fighting. And while not fighting, you can use food and drink, which is a lot faster then any amount of spirit you might possess. Spirit is uninteresting to a warlock.

Agility comes third because its main positive effect on you, a bonus to your dodge chance, is small. It also gives you an increased chance to land a critical hit in melee, but if you melee enough to warrant focusing on agility, you might try making a melee char instead of a warlock. ;)

Strength is last. It's for melee characters, and you don't need it. Sure, you can put out a little melee damage with that dagger or staff, but looking for strength in gear as a warlock is not a good idea.

Spell damage

As you proceed into the higher levels, spell damage becomes more prominent on items. This is a good thing, because it is a key statistic. Spell damage affects all of your damage spells as well as health funnel.

There are two ways in which improved spell damage can be shown on an item:

1. Increases damage done by Shadow spells and effects by up to 10.
2. +10 Shadow Damage

The first option is the one you will most regularly see, the second is reserved for items with the random modifier 'Of Shadow Wrath'. Both options do the exact same thing, only the wording is different.

The effectiveness of +spell damage depends on the **rank** of the spell you use, the **casting time**, and what **type of spell** you are casting.

A longer casting time results in a greater bonus from spell damage, and you are best off using the highest rank at your disposal.

Spell Damage Bonus Coefficient

Fancy words for saying how much of an effect you get out of your spell damage. Each spell has a different coefficient, determined in part by the factors I already mentioned above, and by a few more I won't bore you with.

Here's the data.

Spells affected by +Shadow damage	Effectiveness	Spells affected by +Fire damage	Effectiveness
Shadow Bolt	85.7%	Searing Pain	42.9%
Corruption	93.6%	Incinerate	71.4%
Unstable Affliction (DoT)	120%	Immolate (DoT)	65%
Unstable Affliction (DD)	42.9%	Immolate (DD)	20%
Siphon Life	100%	Soul Fire	171.4%
Drain Life	71.4%	Hellfire (dmg to enemy)	214.3%
Curse of Agony	120%	Hellfire (dmg to self)	142.9%
Curse of Doom	200%	Rain of Fire	95.2%
Seed of Corruption (DoT)	150%	Conflagrate	42.9%
Seed of Corruption (DD)	22%		
Drain mana	0%		
Shadowburn	42.9%		
Death Coil	40.7%		
Shadowfury	19.5%		
Drain Soul	214.3%		
Health Funnel	285.7%		
Life Tap	80%		
Dark Pact	96%		

Note. For DoT's, spell damage is added not on a per tick basis, but to the total.

All of the numbers presume level 70 and using the max rank of the spell available.

Let me give an example: A warlock with +500 spell damage casts Siphon Life. Siphon deals a base 630 damage over 30 seconds without factoring in talents. Siphon receives a 100% spell damage bonus coefficient, which results in a flat 500 damage increase from your spell damage. Siphon does $630 + 500 = 1130$ damage over 30 seconds.

Another one; the same warlock with +500 spell damage casts Immolate.

Immolate does 327 DD and a 615 DoT. The direct damage portion receives a 20% bonus from your spell dmg. The DoT portion receives 65%.

$$327 + (500 * 0.2) = 427 \text{ DD}$$

$$615 + (500 * 0.65) = 940 \text{ DD}$$

That pretty much covers the effect of spell damage, I hope it wasn't too confusing!

As a sidenote; spell damage has no effect on wand damage.

Spell Resists, +Spell Hit and Spell Penetration

Let me start off with resists. An actual spell resist is caused by your target having resistance against that damage type. This can result in dealing only partial damage or a complete resist. You can reduce resists caused by resistance with Curse of Shadows and Elements as well as with items with Spell Penetration. Spell Penetration simply lowers your target's resistance to your spells. You won't find many regular mobs with any resistance whatsoever before Outland.

That wraps up spell resistances, onwards to spell hit.

You may be asking yourself, if most mobs do not even have spell resistance, then why am I still seeing spell resists? This is because your spells can actually miss. The combat log will report these misses as if they were a resist, while in fact they are not.

Your chance to hit with a spell is dependant on the level of your target relative to your own.

- You have a 96% chance to land a spell on a target of your own level.
- 95% if the target is a level above you.
- 94% if the target is two levels above you.
- 83% if the target is three levels above you. (87% if the target is another player)
- 72% if the target is four levels above you. (80% if the target is another player)
- 61% if the target is five levels above you. (73% if the target is another player)

Your miss chance can be reduced no lower than 1%, so having 3% spell hit is sufficient against equal level mobs.

Later on, should you venture into raids frequently, you may desire a higher +hit rate. Most bosses are three levels higher than you, and you have a base 17% chance to miss there, meaning you would need 16% spell hit to reduce spell hit to its minimum of 1%.

Obtaining such a high hit rate from gear alone would be foolish though, as you would be giving up huge amounts of damage gear. You have to decide where its worth giving up other stats for more spell hit, and where it isnt.

Lastly, the Supression talent in the affliction tree counts as spell hit. It can give you up to 10% spell hit for your affliction spells. You would only need 6% spell hit from items to reach 16%.

Spell Crits

Many items increase the chance for your spells to crit. Its value to you is very dependant on your talent spec. An affliction lock has much less use for spell crits than a demonology lock, and a destro lock favors crit more than any other spec.

Note that the value of spell crit **doubles** when you have the ruin talent, so that is a major factor in determining how useful the stat is to you.

The Shadow Vulnerability talent benefits from crits as well, but not to such an extent that an Affliction lock with that talent should start gathering spell crit in favor of damage.

Spell Haste

This is a newer attritube, it didnt exist prior to the Burning Crusade's release. It reduces the cast time of your spells, as well as reducing the duration of your channeled spells (while keeping the total damage done the same). It does nothing for instant spells or DoT duration.

Resilience

This attribute reduces the chance for you to be critically struck by an attack, as well as reducing the damage you take from the crits you do take. It is primarily a PvP stat.

Rating Conversion Table

Items have ratings, but you generally want to know percentages. The actual percentage increases depend on your level. The lower your level, the higher the percentage received. See below for the level 60 and 70 conversions;

Rating	Points needed at Level 60	Points needed at Level 70	Gain
Spell Hit	8	12.6	1% spell hit
Spell Crit	14	22.1	1% spell crit
Spell Haste	6.7	21	1% spell haste
Resilience	25	39.4	-1% crit chance, -2% crit damage

Items With Spell Damage Modifiers

Shadow damage bonus is easier to get at the lower gear (ie. you are using green stuff) than fire is because of Shadowweave and to a lesser extent Felcloth armor, which are tailored. For the mid-high level range, Shadowweave cloth armor is the easiest to obtain. You can get a full armor set (Robe, legs, hat, gloves, shoulders and boots). You need level 44 to wear the hat, level 37 to wear the pants. The other pieces fall in between. You may be able to find the completed items in the AH (Search for Shadowweave, just one 'w' in there), but if that is not the case, you need to get them made by a tailor. To get yourself a complete set made, and if you do not have the gold to buy the ingredients, you will need to do a bit of farming to get the following.

- Six stacks of mageweave. Get it off humanoids mobs. They drop it as low as level 30, but with a very low chance. Killing level 42 and higher nets a much higher chance. For example, Bloodsail pirates on the shore south of Booty Bay drop mageweave frequently.
- 27 shadow silks. Drop from level 35+ spiders, Dustwallow marsh is a good place to get them.
- Two Thick Leathers. (Gotten through skinning, or buy them in the AH)

- A tailor with 245 skill to do the combines. If they do not have the recipes, two of them can be learned at the shadowweave trainer in the mage quarter of Undercity or in the Slaughtered Lamb basement in Stormwind. It will take several quests for a tailor to get all the oatterns, so finding a tailor(s) for your combines may be the hardest part as many don't bother doing this quest line.

A full set of shadowweave nets you a +81 bonus to shadow damage, which is substantial at that level. To increase this further, there is the Orb of Dah'Orahil through a level 40 quest gotten at Strahan in Ratchet. (Pick the path of Felhunter to get +10 shadow damage, or Infernal for fire damage)

There is a higher level set at level 50+ called Felcloth, which has a full bonus of +135, but gloves are not part of this set. Felcloth armor is much harder to get though, as all but one of the recipes are dropped.

The hardest to get is the felcloth ingredient, which you can collect from satyr in Felwood or Azshara. (low drop chance, about 3-4%). In addition to these crafted items, many items drop with the 'of Shadow Wrath' modifier. They pop up in the auction house every so often, so be sure to check.

Instead of a Felcloth robe, you could get a Robe of Winter Night at level 52, but it costs a lot more in materials for very little difference in stats.

Tailors have may have Robe of the Void available to them (BoE pattern) at level 57, which used to be an awesome robe, but is now not worth the bother. You will get a quested upgrade around level 60-61 in Outland, and before then you can use the a Felcloth or 'of shadow wrath' robe.

As you venture into Outland, the upgrades to your spell damage gear will come easily through the many nice quests rewards.

There is a very nice green tailored set you can work on for the level 60-70 range, called the Netherweave Vestments. Each piece has a different level requirement ranging from 61 to 68. The set focuses entirely on on stamina and spell damage, making it excellent for Affliction, but quite good for Demo locks as well. Destro locks might like it if they can make up for the crit in other slots.

The entire set provides you with 257 spell damage (including the two piece set bonus) and 249 stamina.

The full list of materials required:

- 30x Bolt of Netherweave. (180x Netherweave Cloth)
- 7x Rune Thread
- 4x Knothide Leather

The two piece bonus of this set (+23 spell dmg) keeps many locks using part of the set for a long time.

There is a slightly higher level set called Imbued Netherweave you could get made at this level. It stats favor mana regeneration and intellect a little more, and it is more expensive to make. I would only look into it if you were after the 28 spell crit rating 3 piece set bonus.

At level 70, there are various epic items you can get crafted. Most require at least one Primal Nether, which combined with the assorted other ingredients tends to make these items very costly. Tailors have a very nice craftable bind on pickup set available to them; Frozen Shadowweave (shadow damage) and Spellfire (fire damage).

SOLO TACTICS

The warlock is a versatile class, and can deal with many different situations effectively by him or herself. First off, a few tips and strategies.

Maximum Casting Range

Once you've played your warlock a while, you should learn to take maximum casting distance when attacking an enemy. This is a principle that holds true for most classes with ranged attacks. You can tell whether you are at max range by looking at your action bar. When the number corresponding to the skill turns red, you are out of range. Edge closer until it turns white, and you'll be at max range. You will get a feel for this as you spend more time playing a ranged attacker. Once an enemy starts hitting you it will cause delays in your spells' cast time. Any hit incurred will increase the time it takes to finish the spell you're casting, with diminishing returns for each hit.

For example, the first hit an enemy lands on you increase the cast time by 1 sec, the second hit will only bump it by 0.8 sec, the third hit by 0.6, and the fifth hit by 0.4 sec. (figures not based on the actual numbers) It never reaches 0 though. This makes it still

possible to get a spell off if you are being hit by two, even three enemies with some luck (and a big enough healthpool), but the added delay does hinder you a lot. Any more enemies hitting you, and you'll have a very hard time casting anything other than instant spells.

If you are using a channelling spell and take a hit, the duration of the spell will decrease by about 30%. The Fel Concentration talent will give you an up to 70% chance to counter this effect for affliction based channeled spells, the same hold true for Intensity and Destruction spells.

Curses!

When soloing I find my most uses curses to be.

- Curse of Shadow on a demon I plan to enslave, or just to have spells land easier, and to improve nuke damage.
- Curse of Tongues when fighting casters (at least on the ones that actually use non- instant spells).
- Curse of Agony, when I'm fighting something I know will take a bit to kill.

- Curse of Doom (level 60), on a tough target or on an add. Quite effective if the target lives long enough for it to do its job.
- Curse of Recklessness, when whatever I'm killing will try to flee. Typically use rank 1 for this.
- Curse of Weakness can be a helpful when you don't have a warrior tank, and the mobs are using attack power based abilities. Mobs do not have much attack power, and any ability of theirs that relies on it will be significantly hampered by even small reductions in AP.

10% Aggro

In order for you to steal aggro from your pet, or your pet from you, the difference in threat has to be over 10%. Because of this, it can be difficult for a pet to take aggro from you, especially later in a fight. (when that 10% gets hard to overcome, as it applies on the threat accumulated in the entire fight). If you want to avoid taking too many hits, at least let your pet get in a few hits before opening fire.

Mana Efficiency

Warlocks are a quite mana efficient class, and we have our means to get more mana quite easily. However, this does not mean you should *waste* your mana. The most common practise of mana wasting comes in the form of overdotting. Overdotting is what I call putting a 24 second DoT on a target that will not last for more than 10 seconds. Do yourself a favor and see whether it is a good idea to be fighting your targets the way you are. Maybe you would kill those targets if you traded out CoA and Corruption with a shadowbolt, saving both mana and time? Ask yourself this question from time to time, and you will be able to kill more things in less time.

Fear And Soloing

Fear can be a a great asset and save your life, but it can also be a great risk. If you plan on using it, make sure you are aware of that. If you are in an area thickly populated by enemies, fear can easily get you killed. The enemy running from fear will run past his buddies, which will cause them to aggro you.

You need some clear space in order to use fear without a high risk of drawing aggro from more enemies. Sometimes, a feared creature of a given type will not aggro another creature type. Fearing a bear or wolf past a group of humans will not cause the humans to aggro. This does not always hold true, so be careful not to assume things too much here.

Ritual Of Summoning

Sooner or later, you may find perfect strangers asking you for a summon. Some warlocks will refuse this, and some will charge for it, which is not unreasonable either. You have to drop what you're doing, and find two people and bother them to assist you. Remember that WoW has means of transportation that don't rely on warlocks (or mages), and you are not obliged to cut 5 minutes off someone's travelling time. It is entirely up to you to decide if you want to invest the time required to summon people when they ask for it.

Conjuring

You might receive random tells from people asking you for a healthstone. In my experience this doesn't happen very often. Charge them or don't, you're not unlikely to get a donation either way.

Pets

How you fight depends on which pet you use. You should approach a fight differently when you decide to use one pet over the other. This gets even more important if you delve into the demonology tree.

Imp – Solo Tactics



If you just started a warlock, you will be able to get your first pet, the imp, through a quest given in your starting town/outpost. You can actually get the quest at level 1, but it will be a little harder to complete then. You could hold it off until you've gained a few levels. The quest itself is very simple. Follow the directions in your quest log and say hi to your first little demon.

Here's some tactics you can use with the imp when soloing.

Trading aggro

Standing twice your casting range away from an enemy, send your imp to attack. Once he has landed a 2-4 firebolts (depending on if you have the Improved Firebolt talent), the enemy will have reached him. He can't take a beating for long, so this is where you pitch in. Cast immolate and follow up with a shadowbolt or searing pain to pull aggro away from the imp and have the enemy charging to you. While the enemy is moving to you, you should be able to get another nuke off and have some distance between you and enemy to spare afterwards.* Immediately follow up with fear, and finish with a few more nukes, or let the dots run their course and recast them later, recasting fear as necessary.

If you use nukes, you can kill enemies off relatively quickly using this tactic when they are equal to or below your level. If they are higher level, their hitpoints will be too high to finish them off quickly, and increase the chances of getting adds while they are running from fear. If you have Curse of Exhaustion (Affliction talent), it can be used to slow them down.

* It's possible to keep the pingpong effect of the enemy running between you and your imp going, continuously trading aggro, but that will take some more practise.

Support damage

Let the enemy hit you, and take the brunt of the damage during the fight. You'll be using imp as support damage. Make sure you have fire shield on you. Pull with corruption, add your curse of choice, immolate, and shadowbolt or drain life for the rest of the fight while imp helps you take it down. Use this when there are many enemies near and you don't want to use fear due to risk of adds. This works well against enemy casters. Use curse of tongues (level 26) when fighting casters. As a whole, this is not the most efficient way of fighting. You are wasting mana and life, as drain life isn't an efficient spell manawise.

Imp is usually not the best choice in a scenario where you cannot fear and are dealing with melee enemies.

Voidwalker – Solo Tactics

VOIDWALKER

Voidwalkers have the highest amount of hitpoints of all pets, and are excellent tanks. You can fight two or more equal level enemies at once with this guy, though they will take longer to kill. He has very poor damage output, so you have to do most of the hurting. Curse of Weakness can be an asset here, allowing him to survive longer. Keep in mind though that curse of weakness is a relatively high aggro curse compared to some of the others, and will draw aggro onto you if the target has not been taunted yet. Don't start laying on too many dots and nukes right after engaging to avoid pulling aggro from your pet. Once the enemy has switched to attacking you, it is much harder to get it to attack your pet again. Either stop casting entirely until it switches back to the pet, finish it off or fear it. Sometimes, especially when you are planning to kill a tough mob, it can be a good idea to let voidwalker use both suffering and torment at the start of a fight to get some good aggro. It will be less likely that the enemy will turn its attention toward you, and you can use your spells more freely at the start of the fight.

Regular tanking

Maintain maximum casting range, and have your pet engage the enemy. Once he's cast torment, you cast agony/corruption (or both), and wait till your pet casts torment a second time. You will want to slow your damage output a little if torment is resisted, so pay attention to the combat log. Cast immolate, and re-DoT or nuke as the fight progresses.

Hellfire / Rain of fire support

The voidwalkers' sacrifice ability allows you to finish a part of the hellfire or rain of fire spell without being interrupted. Run into or pull the enemies you intend to treat to a fiery death. The moment you reach them, use sacrifice and start casting immediately. The sacrifice shield will not hold long, but you can deal a fair amount of damage this way.

Even better, you could sacrifice your void before actually engaging the targets. Summon a new voidwalker, send it in to the enemies. Have him use suffering while you start hellfiring. The moment the still active shield wears off, sacrifice your second voidwalker for another one.

Note: The soul link talent does work on the damage you receive from hellfire.

Decoy

Some quests require you to kill a boss or certain special enemy. If you are faced with a crowd of enemies with your intended target hiding in the middle of them, despair not. Send in voidwalker, and make him cast suffering when he reaches them. All enemies will start tearing your pet apart. Move in close, target your intended prey, cast Howl of Terror, and follow up with Curse of Recklessness on your target.. You have 10 or 15 seconds (rank 1 or 2) before howl of terror wears off, so you will want to kill quickly. Let your VW grab aggro quickly with torment. Cast Corruption, Immolate, and start casting Shadowbolt or Searing Pain. Add Death Coil and Conflagrate or Shadowburn if you have it. You can sacrifice the voidwalker to buy yourself a little extra time. If you finish the enemy before the 15 secs from howl of terror are up, you can loot and run. If not.. well, there's always tomorrow. (and, they will head for your voidwalker first. So you should have a few extra seconds)

Succubus – Solo Tactics

SUCCUBUS

This used to be my pet of choice through most of my soloing, and still is for the pre-felguard levels. Some warlocks prefer the Voidwalker, because he provides safer fights. The Succubus however, if handled well, let's you achieve and maintain a faster kill rate then the Voidwalker does. The Succubus is usually full mana, and rarely runs out unless you are using her seduce ability a few times in a row. If you have the Dark Pact talent, I definately recommend using this pet. You can drain all her mana and she will keep doing most of her damage. (Barring Lash of pain, but that only only accounts for a part of her damage output) If you find she runs out of mana a lot, you could consider turning off Lash of Pain. Keep in mind that this will lower her damage output a little, and also lowers her aggro when engaging a target. (If she deals a regular melee hit and a lash right at the start of a fight, she has a decent amount of aggro)

You can use her seduce ability to interrupt a spellcaster. (If you can actually get a seduce off before the target lets loose the spell)

Basic killing

Get to max casting range from the enemy, and send in succubus. Let her get a few hits in, and cast corruption and immolate. Wait a short time, land a shadowbolt and you should have aggro. Land another bolt as the enemy approaches you, and either kill it from melee range, or fear and nuke it.

Nuke – seduce – nuke

This isn't very efficient manawise, but can be useful. (It is actually an old PvP tactic). You start off with casting a shadowbolt or soulfire. While the nuke is nearly finished casting, let your succubus cast seduction. The nuke will hit the target, and get seduced right after. Cast another shadowbolt, and as it hits, let succubus recast seduction. Repeat until the target is dead.

Felhunter – Solo Tactics

FELHUNTER

The Felhunters' hitpoints and damage output lie between the voidwalker and succubus, and he is sparingly useful for solo play. He can play a tank role effectively, but

has problems keeping aggro. If you outaggro him, he won't be taking aggro back in a hurry. Voidwalker is much better at keeping and regaining aggro.

Basic killing

Take max casting range and send in felhunter. The tainted blood ability will significantly lower the damage he takes, moreso if you team it up with curse of weakness. Burn the enemy down with dots and nukes, but be careful not to outaggro your pet unless you want to tank the rest of the fight. You could also use fear if you get aggro. With his lower hitpoints and lesser taunt abilities you are usually better off using voidwalker or succubus.

Felguard – Solo Tactics

FELGUARD

The Felguard is by far my favorite solo pet. He has the hitpoints and armor to take a beating combined with excellent damage output and aggro abilities. You don't have to limit your damage output by a lot to keep a mob's attention on your felguard. Intercept ensures he reaches the target quickly and lets you start casting your spells a little sooner.

Basic killing

Send in Felguard and proceed to apply your dots and nukes. If you have a lot of spell damage, you can even kill with nukes alone, using Improved Drain Soul to keep from running out of mana too fast. Lacking fancy abilities, there isn't a plethora of different ways to approach a fight with a felguard. But what he does, he does quite fine. Simple, but very effective.

GROUP TACTICS

Aggro Management

Groups tend to have a tank (typically warrior, druid or paladin). The tank will try to make sure every enemy is hitting him instead of a more feeble class. You do not want to pull aggro away from the tank and onto you. This can create chaos on difficult fights, and often gets the healer killed. Consider using searing pain to pull an add of the healer if the tank doesn't do that quickly. It can save a fight. While a warlock can take a fair beating utilizing lifestealing abilities, you still don't normally want to pull aggro away from the tank. If you do want to handle an add when often too many are pulled at once, tell the group what you're planning.

Now.. how to make sure you don't steal aggro?

- Don't hit the target with anything before the tank has hit the enemy.
- Wait a few seconds before you start casting spells when fighting tough enemies. It will help the tank keep aggro.
- Opening up with a shadowbolt or soulfire before the tank gets a few hits in is a bad idea.

- Don't use searing pain if you can avoid it (and you can, most of the time). It causes much more aggro than shadow bolt or incinerate.
- Don't move too far from the tank unless you are quite sure you will not be drawing aggro. Being far away will cause additional problems because the enemy will come running to you forcing every melee to move. It is better to be semi-close to the tank to limit chaos. Maintain a little distance though, you dont want to be in melee range of the target either.
- If you do get aggro, don't start running in circles like a freak when you see your healthbar plummeting. Besides looking stupid, you are confusing everyone. By having friend and foe running in every direction, crowd control becomes much more difficult. Just stop, drop, and die. You'll get rezzed later. Or, if you have it, use Soulshatter to ditch that aggro!

Curses

Curse of Recklessness can be extremely important in a group, especially in instances. You will generally want to cast this on every enemy that is likely to flee when low on

health. Rampant adds are the #1 reason for groups to get killed. Sometimes someone else can take care of the runners (like a rogue, by using their cripple poison on them, or a warrior with hamstring). You may want to discuss whether you or someone else will be taking care of preventing runners before you decide to stop casting recklessness.

Note that it isn't necessary to keep recklessness on a target the whole fight, you can switch to it when the target is getting low on health. Note that you can use rank 1 curse of recklessness to limit its negative side effect of increased damage from the target.

Curse of Weakness; If your tank keeps experiencing near-death, you can try casting curse of weakness first, and follow up with recklessness when enemies are about to run away. Using CoW against very hard hitting elites tends to have a very small effect and is often not worth it. Curse of Weakness causes a fair amount of aggro, so be aware of that when using it.

Curse of Tongues helps a good deal against casters. Sometimes the casters die so quickly that it's not worth using the mana on CoT. You should be able to tell when that's the case.

Curse of Elements and Curse of Shadow have their uses as well. Curse of Shadow helps when you are trying to banish or use enslave demon against a resistant enemy to help land the spell.

Curse of Agony can be of use against anything that takes a long time to kill. Dealing most of its damage at the end of its course, it is not well suited for killing regular enemies. Those generally die far too quickly for the curse to finish, unless you are fighting elites above your level and its taking long to kill them.

If you are level 60, you will have Curse of Doom. This one has to remain on the target for 1 minute, and then deals all its damage at once. Which is a lot, 3200. And for a measly 300 mana. It does more damage than curse of agony in that period, unless you have a large amount of spell damage. It has a 1 minute cooldown before it can be cast again, which also works as a timer. When the cooldown is almost up, you know the Curse of Doom you currently have on your target is going to go off. It does not work on PC's, so has no use in PvP sadly. It has three main uses.

1. Tough enemies that take over a minute to kill. Beware aggro from the sudden 3200 damage going off though.
2. Weaken an add. If you are assigned to keep an add seduced, you can cast curse of doom on it. When it goes off, just seduce it again. Results may vary on sheeped adds. For one, mages don't like their sheep getting broken unexpectedly much. For two, a sheeped enemy regenerates its health in no time, so its pointless to do unless you discuss it with the mage. (You could take over with seduce when sheep wears from the CoD damage.)
3. Most obviously, the chance to summon a Doomguard for use as pet. This can be more of a risk than a gain

Conjuring And Soulshards

First off, it is a good idea to dedicate one of your bags to soulshard storage until you get your hands on a shard bag. Using less than a bags space for shards works too, but it really stinks if you can't provide a soulstone when the situation demands it.

Creating healthstones(min lvl 10) and using soulstones(min lvl 18) is something that will be expected of you in a group, similar to how people expect mages to summon food and water.

Some warlocks will gladly supply the group with an endless supply of healthstones and encourage everyone to use them whenever they lose some hp. I'll usually ask who wants a stone when the group is formed, and will make sure the tank always has one.

Beyond level 68, you will have Ritual of Souls. This lets you provide the whole group with healthstones at the cost of one shard, which makes locks quite a bit more generous with their juicy green stones.

Soulstones are a different story, they can prevent group wipes. Some tips.

- Use the soulstone on a class that can resurrect. Paladin, Shaman, Priest, or a Druid. (Druids can only rez one target every 30 minutes, but its better then nothing) If there is no rezzing class in the group (it happens, especially at low levels) see if someone has a gnomish jumper cables.

- Make sure you have a soulstone in your inventory at all times. In case the group wipes, you will be able to recast soulstone on the rezzer immediately once the cooldown passes, and not be caught without a shard to cast a soulstone.
- Make sure the person with the stored soul tells you when the effect wears off. You can also keep tabs on this by casting demon skin on yourself right before you use soulstone on someone. Both spells have the same duration, so when Demon skin fades, you will know the soulstone effect is fading soon as well. A better option is to grab one of the addons that give you a cooldown timer, such as Dotimer, Shard Tracker or Necrosis.

Crowd Control

Besides utilizing the Succubus' seduce ability, you have banish at your disposal. Banish has a limited use in that it can only be used against demons and elementals. (Some of those will still be immune to it) If you do use it however, use it well. If you are to keep a demon under control with banish, recast it the moment it wears off. If the target is resisting it, you can use Curse of shadow to

lower its resists. Keep in mind you can only keep one target banished at a time. Cast it on something else, and the first one will wear off immediately. Crowd control (or CC) is not limited to spells. You could consider using a pet to off-tank CC as well.

Fear

Generally speaking, if you aren't absolutely sure that there are no other enemies nearby, *never* use fear in a group. If your group is having a really tough fight and you fear an enemy which then returns with two of his friends, then you've just decided the fight in a negative way. Fear is very risky, don't use it in a group unless you know what you're doing.

With that said, fear can be a valuable asset in certain situations. As an example; In Blackrock Depths there is an event where you find yourself in a room with locked doors. The last enemy you need to kill spawns three voidwalker pets. They can safely be feared, and in case the fight was difficult, it can be a good help.

When to use fear comes down to your judgement. If you consider it safe, you might try it. But if you get adds from fear, expect to get yelled at.

Fear Pingpong

This is a little trick you can use to prevent feared mobs (or even players) from running away too far. If you cast Curse of Recklessness on a feared target, it will cease running away and come back to whoever it hates the most. If you now swap to a different curse, the target will run away again. You can keep doing this until fear wears off. You can of course re-apply fear and keep this going for as long as necessary. It is a very helpful tactic from time to time.

Area Of Effect Spells

Hellfire and Rain of Fire are in some cases required to dispose of groups of weaker enemies swiftly. AEs are generally used against larger amounts (more than 3) of non-elite enemies, elites have too much life and will turn their special attention to you (ie rip you apart) before you can get them dead. If you are going to use AE, let your group know in advance. Simply running in and starting can get you dead pretty quickly. If there is a mage in the group, he/she may be casting frost nova to keep the enemies rooted in place for a while. You can AE easily if you

see them stuck in icy blocks. (unless you keep standing in melee range of them) You can make a voidwalker in advance and use sacrifice to live a little longer. The Intensity talent helps out a great deal if you find yourself AEing often. Pyroclasm looks good on paper, but the 13 / 26% chance it gives to stun is for the entire duration of the spell. This amounts to having a very small chance to actually stun anything, making the talent not worthwhile. At 70, you get seed of corruption, which has a huge benefit in causing very little aggro.. until it goes off. It is perfect for dealing with large crowds of low to medium hp monsters. Normally, you will want to cast seed on as many targets as possible before the first one goes off. They will be going off in short succession. If, after the explosions, your targets aren't dead.. you can be sure to have their undivided attention.

Pulling Casters

There are several ways to pull a caster. They tend to enjoy stopping to cast spells a lot, and when getting nearer to them is dangerous, they will need to be convinced to come running to the group. One way of doing this (it's usually the tank that would do

this) is running out of their line of sight, behind a wall or somesuch. They wont be able to see their target, and will make their way over (reluctantly, stopping frequently).

Another way is to interrupt their spell. Mages and Shamans can do this, and we can use spell lock for it.

Pets

Deciding which pet to use in a group can be a tough choice. Things to consider are;

- Group composition (which classes and what levels?)
- What kind of enemies you'll be fighting (humanoid?), and their level compared to yours.
- How many enemies you'll be fighting at a time.
- Whether or not the people in your group are skilled players.

When grouping with people you don't know, the last point in the list is something you will find out after starting, and may cause you to switch pets (or use your hearthstone) after you've been playing in that group for a while.

Imp – Group Tactics

imp

Due to his Blood Pact aura and damage shield, the imp is liked in groups.

The imp is mostly seen doing absolutely nothing but provide blood pact. A shame, because he can do some nice damage. Don't be afraid (or too lazy) to use him when you can. They're resummoned easily, but if they die too often it may be better to go with plan a and keep him just for the buff.

If your group is having trouble with large pulls, consider using succubus (when fighting humanoids), voidwalker or felguard to assist with crowd control.

Voidwalker – Group Tactics

VOIDWALKER

With his tanking ability and taunts, the voidwalker can be used as an offtank to keep one or more enemies occupied while the rest of the group focuses on the main target. He can be very useful in instances with high risk of adds and/or large pulls.

If you have a mage in the group, be very wary that you do not have your pet attack a target that has just been polymorphed. On tough pulls it can be wise to have the puller assign a target or raid icon to mage and offtanks (including your pet) before pulling, so that crowd control doesn't turn into a cesspool of frustration.

In some (rare) cases, you may have voidwalker or felguard as main tank. Make sure your healer(s) know that targeting your pet can be done using: Shift + F1 - F5 (# corresponds to party member)

Pay close attention to your pets' manabar. If he's running out of mana constantly, you may want to turn take the taunt off autocast and go for manual casting (Don't cast at the end of a fight and cast with greater intervals then the timer allows) to preserve mana.

Also, try to avoid casting suffering when it isn't necessary, as it costs a lot of mana.

You wont really have mana issues when you have the Mana Feed talent.

If you're going to heal your pet with consume shadows or health funnel, let the healer(s) know so they won't waste their mana. If your healer(s) have mana to spare, you can also forego using consume shadows and ask the healers to take care of it.

Succubus – Group Tactics

SUCCUBUS

The seduction ability is the main reason to use Succubus in groups. Being able to sleep(basically disable) humanoids can be a great help, especially when you're dealing with large pulls or your group doesn't have good CC to begin with. In the heat of battle, make sure you notice when seduction wears off so you don't get her killed. If you see her taking hits, that's usually a safe bet that seduction dropped and you need to recast. You can put seduction on autocast, but she will pick her own target to seduce in that case.

Succubus does decent melee damage, so even if crowd control is totally taken care of she counts as some extra dps.

When manoeuvring in tight spaces and avoiding aggro is important, the succubus' invisibility will allow you to have a pet out and be confident you won't kill your group if your pet takes a misstep. This goes for imp and his phase shift ability too.



Felhunter – Group Tactics

FELHUNTER

Felhunters are good against casters, but since his hitpoints are considerably lower than that of the voidwalker, he will die too fast to be a decent offtank. He is not good at drawing aggro away from someone, so you won't be saving your healer from an angry add that way. He may have his moments, but I can't recommend him for use in a group unless you are fighting relatively easy non-elite enemies, or the enemies have a debuff or buff on themselves that felhunter can get rid of. He can also provide some help with the stealth detection aura in some instances, albeit very situational.

Felguard – Group Tactics

FELGUARD

The felguard comes with a manual in groups. He makes for nice added damage, and can even perform as an offtank in none too difficult circumstances. There are two things that can cause confusion or downright problems. One, intercept. He will often intercept nearby mobs at random, just because he can. He won't hit them, just intercept and then return to what he was fighting. If you don't want this to happen, take intercept off autocast. Cleave can be a troublemaker when it's breaking CC, so that's another one you may want to turn off. Lastly, if there is only one target to fight, a Felguard will frequently steal aggro from the tank. On bosses, this can mean a dead Felguard.

Otherwise, he makes for nice damage and can be quite a nice pet in instances.

ENSLAVE DEMON

This spell deserves its own chapter, as it requires a different way of playing. Let me provide the details on it first;

Enslave Demon

Enslaves the target demon, forcing it to do your bidding. While Enslaved, the demon's attack speed and casting speed is lowered 30%. Lasts up to 5 minutes.

Repeatedly enslaving the same demon lowers the max duration of the spell.

Level	Rank	Description	Type	Mana	Cost	Cast	Range
30	1	Enslave up to level 32*	Demon	255	54s	3	20y
44	2	Enslave up to level 47*		500	1g 8s		
58	3	Enslave up to level 62*		700	2g 16s		

•**Important:** As you level, the level cap of Enslave Demon increases with you. Rank 1 Enslave Demon actually lets you enslave up to a level 45 demon if you are 60.

Rank 2 lets you enslave up to 59, and Rank 3 goes up to 74 at level 70. Using a lower rank could save a little mana sometimes, but it doesn't make much of a difference.

Basics

The first and most important thing to remember when using Enslave Demon is that it is going to wear off either after 5 minutes, or earlier. To monitor Enslave duration, you can download an Addon that keeps track of it, like Dotimer

(<http://www.wowinterface.com/downloads/info5302-DoTimer.html>).

Unsummon your pet before trying to Enslave something, or the spell will fail. For safest usage, Enslave only demons of at most 2 levels above you. It's safer to Enslave at or below your level. To maximize the chance that the spell will stick to the target, open with Curse of Shadow (if you're actually high enough to have that curse). The demon will come running toward you, and is bound to get off a hit or two before you can finish casting Enslave. If you have a very low hp pool or the demon has an ability that interferes with spellcasting, you could also fear the demon first and then curse and Enslave it. Stamina gear helps. Having a bigger hp pool increases your survival chances when that elite demon you Enslaved breaks free in the middle of a fight. Enslave cannot be dispelled by others.

Keep a healthy amount of soulshards with you, Enslave uses up a lot of them over time.

The Suppression talent helps you land Enslave.

Infernal



The spell to summon Infernal is gotten through a quest in Felwood at level 50. See the [walkthrough](#). The grimoire itself can be used at level 50 and is bind on pickup. The spell has a 1 hour cooldown, requires a reagent, (Infernal stone, costs 50 silver, can be bought from reagent vendors) and can only be cast outdoors. Casting it will make your regular pet disappear, and makes the Infernal appear in Enslaved status for a guaranteed 5 minutes. He acts as a regular Enslaved demon, meaning you will have to re-Enslave him when it breaks after those first 5 minutes. Cast Curse of Shadow before Enslaving to increase the chances of Enslave lasting full duration. The Infernal is a pure melee pet, and puts out fairly good damage, about 130-230 each hit at level 60 up to 515-620 at level 70. He has an AE that burns nearby enemies for 35 damage every 3 seconds. You can't turn this off, so that can be a problem if you have anyone trying to crowd control nearby.

Doomguard

There are two spells to summon this guy. One is Curse of Doom, acquired at level 60 from your warlock trainer. The curse does nothing for 1 minute, and then deals 3200 damage. If the target dies from that damage, there is a small chance that a doomguard will appear. I'm not sure of the percentage chance here, but it probably lies around 10-20%. It can be quite a hassle trying to make him appear this way. The second spell is Ritual of Doom, which can be gotten through a quest in the Blasted Lands at level 60. See the [walkthrough](#).

You can cast Ritual of Doom once an hour, and it uses a Demonic figurine as reagent. (costs 1g at reagent vendors) The ritual requires 4 helpers to assist. When the ritual completes, one of the 5 people participating in this ritual (so that includes the warlock) will be randomly selected to die. After that, the Doomguard will appear. Whoever dies can be resurrected right after. This does not cause a durability loss.

The Doomguard has some pretty cool abilities. For one, he can cast Rain of fire, and it cannot be interrupted or shortened by melee attacks like our own can. Secondly, he has an ability called Cripple, which will

severely reduce the targets movement and attack speed. He also has an ability similar to the Felhunters Devour, and a small AE that stuns enemies for 2 seconds. Lastly, he does a fair amount of melee damage, though not really impressive. 150-200 per hit at 60, 570-680 at 70. He doesn't have too much health.

What Enslave Works With

Back in the old days, Enslave did not work with most Demonology talents. Soul Link used to work, and that got nerfed.

Luckily, blizzard decided to reverse that decision and made a few talents work an enslaved demon.

Soul Link once again works with an enslaved demon out, as does Demonic Knowledge.

The amount of spell damage gained through Demonic Knowledge with a regular summoned pet at level 70 will generally be above 100. You will have a smaller return with an enslaved demon, somewhere around 50-60. The reason for this is that mobs in wow tend to have relatively low base statistics, which in turn reduces what you get out of the DK talent. Secondly, pet scaling is not in effect with enslaved demons, which takes another bite out of the DK returns.

Even so, its better than the way things used to be, which was having only one talent function with Enslaved Demon. (Improved Enslave Demon)

Listing Of Enslavable Demons

Sadly, the majority of the demons you will find out and about in WoW are not worth enslaving. They either do less damage than your pet or only slightly more, which doesn't outweigh the downsides to enslave. But, since some are and because it can be fun to just enslave something to have a different pet for a change, here's a list of what demons you can get where.

Azeroth

Zone	Levels and Types
Ashenvale	Level 26-30 Satyr
<p>East of the Waterfall in the north of the zone. You will find a camp with many demons. Especially the Hellcallers are nice, as they can use fireball and rain of fire. Near this camp are two level 32 named demons, Geltharis and Prince Raze. They may be worth enslaving too.</p> <p>To the southeast you will find a gray patch of land, the entry to the area lies between two lakes. It has other types of demons, Felguards, Infernals and such. It is also home to a level 34 demon called Diaphorous The Seeker. Might be worth checking out.</p>	
Desolace	Level 27-33 Satyr, Level 36-40 regular demons
<p>Satyr are in the Northeast of the zone. Hellcallers seem to be the best of the lot. The other demons can be found in Mannoroc Coven, in the south of the zone. Here you can also find a level 40 elite demon, Lord Azrethoc. He is the first really good demon to enslave, try it at level 38-42 and experience the joy of commanding a powerful demon.</p>	
Mauradon	42-45 Elite Putridus Tricksters / Shadowstalkers
<p>These satyr make good pets.</p>	
Azshara	44-52 Satyr
<p>Camps of these are scattered through the Northeastern area of the map. I can again recommend the Hellcaller variant. If they run out of mana, you can enslave a different one and kill your previous pet. If you have a use for it, or would like to get some Felcloth, these are one of the few demons that drop it.</p>	

Zone	Levels and Types
Blackrock Depths	55 elite named dog
<p>There are some regular demon dogs in this zone, but they aren't worth your trouble.</p> <p>The one worthwhile demon in this zone is a named demon in the zone over by the relic vaults, a elite level lvl 55 dog named Verek. Sadly, he doesn't always spawn. Verek has around 6-7k hp, hits for 300-400 and has an ability that increases physical damage enemies take by 55. He can offtank an add without healing far longer than Voidwalker ever could. When he's served his use, he can be killed and looted.</p>	
Burning Steppes	51-55 Imp type demons
<p>Useless as pets. Forget about them.</p>	
Felwood	51-54 Satyr, 52-54 Elite Infernals
<p>The majority of the highest level Satyr in Felwood are in the Northwest of the zone, in an area called Jadedfire Run.</p> <p>You will find one Hellcaller in the Jaedenar dungeon, south of Bloodvenom Post. It can help to have that one in there. There are several named demons in the Jaedenar, but they are not as good as the hellcaller.</p> <p>The Satyr in Felwood and Azshara are the only ones to drop Felcloth, which is needed in high level tailoring. Its worth a fair deal.</p> <p>The infernal sentries and bodyguards in the cratered area south of Irontree Woods (The area is called Shattered Scar Vale).</p> <p>The bodyguards have a special ability that gives them an extra attack every so often, which makes them more damaging than the sentries, but allows them to interrupt your enslave spell, which is a risk.</p> <p>Also of note. The green elementals in the same area deal fire damage, which the infernals are immune to. As a result of that, the elementals will attack you if you do anything at all that causes agro on a mob (damage, heal, etc), even if infernal has already dealt a lot of damage to it.</p>	
Eastern and Western Plaguelands	53-58 Demon dogs.
<p>These dogs are not worth enslaving at all. Alas, that concludes the demons for this zone.</p>	
Winterspring	Immune Demons
<p>This zone has high level elite demons in the south, which are sadly immune to enslave demon. It's a shame, they used to seriously rip stuff up as a pet back when they were still enslavable.</p>	

Zone	Levels and Types
The Blasted Lands.	55 Elite Demon
<p>Kirith the Damned, a level 55 elite felhunter in a cave full of Shadowsworn Cultist humanoids called Serpents Coil, south of Nethergarde Keep. Excellent pet, though you have to fight your way into the cave to get him. Mostly level 52-53 in the way, highly resistant to shadow damage. He deals around 200-350 in melee damage, and has an ability that reduces target armor by 75%. He can also lower a target's mana by 460 while dealing 230 damage every 30 sec.</p> <p>This cave is also home to Archmage Allistarj, a 58 elite human caster tagged as a demon that is not enslavable, and even with Kirith as your pet he is very tough to take on alone. (Immune to curses and dots, to life and mana drain and to banish.)</p> <p>There is a 58 elite ogre tagged as demon in the northeast, Dreadmaul Hold. Not Enslavable.</p> <p>There is a 59 Elite orc tagged as demon called Lady Sevine at the Altar of Storms south of Dreadmaul Hold, also not enslavable.</p> <p>You will find a bunch of elite demons around level 60 in the south of the zone by the Dark Portal and in the Tainted Scar area. None of these are enslavable.</p> <p>There are some non elite felhunters and demons around level 54 wandering the outer perimeter of the Dark Portal. They are enslavable.. but not worth it.</p>	
Blackrock Spire	56-57 Elite Burning Felguard
<p>The scarshield Warlocks in this zone open portals through which demons are summoned. Often, these demons are imps, and there's little point of enslaving them. But sometimes, a Burning Felguard is summoned, and those make awesome pets. Having charmed one only once, and it dying shortly after due to an overwhelming amount of enemies to fight, I didn't get reliable info on it. But I could see it hitting for over 500 and having some form of AE ability for over 500 damage. They have a high chance to drop semi-nice cloth gloves, and can drop a +7 sta +15 defense neckpiece, so be sure to kill it once you're done enslaving.</p>	
Dire Maul	55 - 58 Satyr
<p>The dungeon is split into three separate smaller instances, like Scarlet Monastery is.</p> <p>The east instance has many satyr in it, and you can make good use of enslaving there. Most satyr give little problems with breaking early, except for the warlocks. Those are highly resistant to shadow magic and will break enslaving very fast. (even with CoShadows)</p> <p>The satyr mostly come in groups of 3 or so. You can banish one and enslave another to help kill the others. I found killing the enslaved satyr after that and simply getting a new one at the next fight to be a pretty effective method of dealing with the satyr faster.</p> <p>The north (ogres) instance has ogre warlocks with doomguard pets, which can sadly not be enslaved.</p>	

Zone	Levels and Types
Zul'Gurub	56-61 Mad Servant
<p>These imps appear in small groups near the Edge of Madness portion of the instance. Making good use of enslave and banish makes dealing with a group of imps a whole lot easier. They deal great damage with their firebolts and have a good AE as well. Further of note is that these imps will spawn two voidwalkers on death, which are immune to shadow (so that includes banish). For this reason, a raid killing a full set of imps in short succession can turn nasty when the VW's show up.</p>	

Outland

Zone	Levels and Types
Hellfire Peninsula	60-72
<p>While many of the zone's demons are enslavable, most of them are just regular non elite demons, nothing too exciting. However, there are some 70-ish elite demons in the area west of the Dark Portal that can be enslaved. Try the Deathwhisperers and Dread Tacticians. Level 60 elite Felguard Destroyers also roam the area, but I'm not sure if they're enslavable at this time. You cannot enslave anything in the 'hidden' area where Lord Kazzak resides. Another place left to try out is the Abyssal Shelf where the bombing runs take place.</p>	
Zangarmarsh	-
<p>Zangarmarsh has no demons that are worth enslaving.</p>	
Terokkar Forest	65
<p>Aside from Hathyss the Wicked in the Shadow Tomb (west of the Refugee Caravan), who makes for a rather poor pet, there is nothing worth enslaving in the zone.</p>	
Nagrand	67-68 Felguards and Mo'args
<p>Felguard Legionnaires and Mo'arg Engineers can be found in the two forge camp's in the west of the zone. Both make are elite and make excellent pets that allow you to solo a lot of quests you wouldnt otherwise be able to. Legionnaires make the better pet of the two.</p>	
Blade's Edge Mountains	70-71 Eredar
<p>Eredar Stormbringer: Level 70-71 Elite. Found in the northeast at Felstorm Point. Has Shadowfury, Incinerate and Cripple abilities. Nightmare Weaver: Level 70-71 Elite. Found in the southwest at Forge Camp Terror.</p>	
Netherstorm	67-70
<p>Netherstorm has a lot of demons in it, but no enslavable elites. Hence, the selection is limited to regular and mostly uninmpressive demons.</p>	

Zone	Levels and Types
Shadowmoon Valley	67 - 70
<p>Cataclysm Overseer's are level 70 enslavable elites. No special abilities.</p> <p>Wrathstalkers are kinda rare spawns that sometime show up near the Terokkar/Shadowmoon border. They are 67-69 Elites.</p> <p>Other enslavable demons are non elite and thus not too fascinating. Most of them can be found in Legion Hold and Illidari Point in the west of the zone.</p>	

Outland Instances

Zone	Levels and Types
Hellfire Ramparts	60-70
<p>Fiendish Hounds that spawn during the Omor the Unscarred fight may be enslaved in both normal and heroic difficulty.</p>	
The Blood Furnace	61-70
<p>Hellfire Imps near the entrance of the zone can be enslaved. They are not elite and dont have much hp. But on heroic, they can nuke for 3500.</p> <p>Shadowmoon Summoners can summon in Succubi and Felhunters which can be enslaved. Their damage is not too impressive however.</p> <p>Felguard Brutes and Annihilators toward the end of the instance can be enslaved on normal difficulty, but not on heroic. They are level 61-62 elites on normal.</p>	
The Shattered Halls	-
<p>No enslavable demons in this instance</p>	
The Slave Pens	-
<p>No enslavable demons in this instance</p>	
The Underbog	-
<p>No enslavable demons in this instance</p>	
Mana-Tombs	-
<p>No enslavable demons in this instance</p>	
Auchenai Crypts	-
<p>No enslavable demons in this instance</p>	
Sethekk Halls	-
<p>No enslavable demons in this instance</p>	

Zone	Levels and Types
Shadow Labyrinth	67-70
No enslavable elites in this instance, but you may try Maiden of Discipline, Fel Gaurdhound or Cabal Familiar.	
The Botanica	70 Satyr
Just before the third boss you will encounter three types of elite Satyr. All can be enslaved, and can be employed against the boss for some nice extra damage.	
The Mechanaar	70-71 Mo'arg and Tinkerers
The earlier area of Mechanaar is home to many demons, and both the non elite and big elite guys are great damage. The little guys toss bombs quite fast, and I usually enslave one for the Mechano-Lord Capacitus fight. There is no difference between heroic and normal difficulty in terms of what you can and cannot enslave. Sometimes groups have trouble dealing with a group of 4 Tinkerers after coming down the left stairs. A lock can help greatly with that. Open by enslave one before they're aggroed, and the others will kill your enslaved guy. Start casting another enslave before your current pet, and you will end up with only two tinkerers to fight. Banish one after that, and its one.	
The Arcatraz	-
Plenty of demons in this instance, but to my knowledge none of them can be enslaved.	

Groups And Enslaving

Enslaving a demon can help greatly in effectively CC'ing two targets (one will be under your control, and you can make it attack an add), as well as being a good source of damage.

Make sure to communicate with your group about enslave. Let them know you're planning to use it. Especially let them know if you're going to let one loose you'd like to see killed.

Enslaving Elites And Demons Above Your Level

If you enslave a level 54 elite infernal in Felwood while you are 52, expect to have a little fun watching it lay waste to enemies, but also expect to get killed at any time. Enslaving enemies above your level (especially elites) is extra risky because they have a higher chance to break free early. Curse of Shadow helps, but doesn't overcome level differences.

TALENTS



Starting at level 10, you gain a talent point on each levelup. At level 60, you will have 51 talent points in total. If you played Diablo2, talents are somewhat similar to a skill tree. There are many more talents than you will ever have talent points available, so there are choices to be made. And these choices are not easy. Let me start with saying you CAN reset your talents. Visiting a trainer gives you the option of resetting all your talents in one go, but at a cost.

First time resetting talents	: 1 gold
Second time	: 5 gold
Third time	: 10 gold
Fourth and beyond	: +5 gold each time so 15, 20, 25, etc
Max cost	: 50 gold

The cost to reset talents decays over time, at a rate of 5 gold per month. It will not decay below 10 gold.

Before resetting your talents, read up on them. You will find detailed information on talents and talent builds in this chapter.

Now, what to get? It's very hard to decide on a build you will be happy with, I keep looking at my talents thinking 'What if I did this... or that? Would I kill faster? Hmm.. Argggg!' Yes, talents are a source of wonder and joy.. and of misery and torment. Don't place them lightly, as you will find yourself to be resetting them more often.

Talent Listing With Pro's And Con's

Before I show you some of the possible paths to take, I'll break down all talents and their effects. Talents are rated from 1 to 5 stars, which shows the degree in which I would value them.

'Tier' refers to the position (horizontally) in the talent trees. The first tier is the top one, the last one at the bottom.

Affliction

Tier 1

Suppression – 5 ranks. ■■■■□

Lowers the chance of enemies to resist your affliction spells by 2% per rank, up to 10%.

This effect is most noticeable when fighting monsters above your level. The effect functionality is identical to the +Spell Hit statistic, but this only counts for affliction spells.

Improved Corruption – 5 ranks. ■■■■■

Reduces the cast time of your Corruption spell by 0.4 seconds per rank, up to -2 seconds, which makes the spell instant cast. You can then cast it while moving, which makes this talent very valuable.

Tier 2

Improved Curse of Weakness – 3 ranks.

■■□□□

Increases the effect of your Curse of Weakness spell by 6 – 20%.

A 20% improvement of this one curse doesn't warrant the use of 3 talent points, especially considering that it doesn't see too much use in the later levels.

The attack power reduction of fully talented Curse of Weakness is identical to that of improved Demoralizing Shout.

Improved Drain Soul – 2 ranks. ■■■■■

Returns 7 – 15% of your maximum mana if the target is killed while you drain its soul. In addition, your Affliction spells generate 5 – 10% less threat.

The threat reduction alone make this an excellent two point talent. The mana gain from kills is awesome for a soloing lock. You can get most of the mana you spent on killing a mob back with this, which makes constant uninterrupted killing much more easy to achieve.

Improved Life Tap – 2 ranks. ■■■■■

Increases the amount of mana awarded by your Life Tap spell by 10 – 20%.

It may not seem like all that much, but if you lifetap frequently (which all locks should), this talent is a very worthwhile investment.

Soul Siphon – 2 ranks. ■■■■□

Increases the amount drained by your Drain Life and Drain Mana spells by an additional 2 – 5% for each affliction effect on the target, up to a maximum of 24 – 60% additional effect.

This talent lets you sustain your own health where it is necessary, the amount drained can become quite large in raids with multiple locks present. Drain Life will not approach the amount of damage Shadowbolt or Incinerate put out, even with this talent. But it will become possible to do respectable damage with it while getting your life back to full.

Tier 3

Improved Curse of Agony – 2 ranks. ■■□□

Increases the damage done by your Curse of Agony by 5 – 10%.

A 10% damage improvement for a single curse, at a cost of 2 points is quite poor. Especially considering that using a different curse than CoA is frequently preferable, which leaves this talent unused most of the time.

Fel Concentration – 5 ranks. ■■■■□

Gives you a 14 – 70% chance to avoid interruption caused by damage while channeling the Drain Life, Mana or Soul spells.

This one really is a musthave if you venture into the affliction tree. Not only does it make it much easier to drain soul shards, it also improves your survivability when you get aggro, as you can use drain life while taking damage (aka

draintanking). This talent may not seem too great on paper, but I assure you, it is. Coupled with a paladins Concentration Aura, your affliction spells become completely uninterrupted by damage.

Amplify Curse – 1 rank. ■■■□□

Increases the effect of your next Curse of Doom or Curse of Agony by 50%, or Curse of Exhaustion by 20%.

This talent is a nice little one pointer. Amplify comes in handy on certain raid boss fights where you can get Curse of Doom to go off for masive damage when timed right. It gives a nice little boost to your damage when you need it.

Tier 4

Grim Reach – 2 ranks. ■■■□□

Extends the range of Affliction spells by 10 – 20%.

This talent will let you stand a little further away from the target when casting, which can be helpful when dealing with AE'ing opponents in raid settings. It will also buy you a little extra 'in spell range' time in PvP to cast an extra dot or curse on someone and to more easily be in range of someone with longer range spells.

The downside is that it works just for affliction spells, thus Shadow Bolt, Incinerate and Searing Pain are not included. One would need to take Destructive reach in the destruction tree to have an across the board increase in spell range.

Nightfall – 2 ranks. ■■■□□

Each time corruption or drain life damages a target, there is a 4% chance nightfall will activate, letting you cast a shadowbolt instantly.

While a 4% chance does not seem like much, this talent goes off more often than you'd expect. It's not great, but it's nice enough not to skip.

Empowered Corruption – 3 ranks. ■■■■□

Your Corruption spell gains an additional 12 – 36% of your bonus spell damage effects.

Seeing that Corruption is one of our most used spells, this talent is an excellent boost.

The talent functions as a boost to the bonus spell damage coefficient. Corruption receives a 93.6% bonus from your spell damage effects normally. With the talent maxed, that will become 129.6%.

Tier 5

Shadow Embrace – 5 ranks. ■■□□□

Your Corruption, Curse of Agony, Siphon Life and Seed of Corruption spells also cause the Shadow Embrace effect, which reduces physical damage caused by 1 – 5%.

This talent is not too helpful for soloing or regular groups, where the small damage reduction will not have any noticeable effect. It has a bit of use for PvP, where the 5% could make a (tiny) difference. For raids, the damage reduction can be quite welcome on tough bosses, but it's worth noting that the reduction is applied after armor. Your average raid tank will have more than 60% mitigation from armor, which

results in Shadow Embrace's effect being reduced by that percentage. The damage reduction will only be $5\% * 0.40 = 2\%$, even less with a druid tank. This, for a total of 5 talent points, is meager indeed.

Most locks that get this talent put in a single point because it counts as an affliction spell towards Soul Siphon.

Siphon Life – 1 rank. ■■■■□

Transfers 15 – 63 health from the target to the caster every 3 sec. Lasts 30 seconds. The damage depends on the rank of the spell. (Upgrade it at a warlock trainer)

Although the damage isn't astronomical, this talent is very useful. Especially when cast on multiple targets this spell will refill your hp reasonably fast. The manacost is high, but will be returned to you doubly in life. And life is mana to a lock.

This talent also enables you to take on multiple mobs much more easily.

Curse of Exhaustion – 1 rank. ■■■■□

Reduces the targets speed by 30% for 12 sec. Coupled with Amplify Curse, the effect is boosted to 50% This is very valuable in PvP, where slowing someone can mean your victory, or a safe getaway.

Also effective when coupled with fear, leaving the enemy in your spell range longer due to their slower movement.

Tier 6

Shadow Mastery – 5 ranks. ■■■■■

Increases the damage dealt or life drained by your shadow spells by 2 – 10%.

A 10% bonus is nothing to scoff at, and shadow spells make for a large part of our arsenal.

Tier 7

Contagion – 5 ranks. ■■■■□

Increases the damage of Curse of Agony, Corruption and Seed of Corruption by 1 – 5% and reduces the chance your Affliction spells will be dispelled by 6 – 30%

Quite helpful in PvP. Even with Unstable Affliction, having your spells tougher to dispell is helpful as it causes your opponents to spend more time getting rid of those dots. The tiny damage increase is lackluster, but both parts together make this talent worthwhile.

Dark Pact – 1 rank. ■■■■■

Drains 305 – 700 of your pet's Mana, returning 100% to you. (Mana drained depends on the rank of the spell) the amount drained is further increased by 96% your spell damage, making it on par with Life Tap.

As pets regen mana much faster then you, this talent allows you to keep on going much longer and lets you regain mana during combat easily, without having to eat your own life away with Life Tap. Once you grow accustomed to its use, you will find yourself using it in conjunction with Life Tap. One does not exclude the other, as some seem to believe. Using both spells provides you with excellent mana regeneration while having a pet out.

This talent couples best with an imp (having the highest mana regen of all pets).

Tier 8

Improved Howl of Terror – 2 ranks. ■■■■■

Reduces the casting time of your Howl of Terror spell by 0.8 – 1.5 seconds.

Two points in this make the spell instant. Having an instant cast fear is quite helpful, both in PvP and when playing solo or grouped. This talent allows for some very efficient affliction style farming. Doting multiple mobs and fearing them off to watch them die is an excellent tactic.

Malediction – 3 ranks. ■■■■□□

Increases the damage bonus effect of your Curse of Shadows and Curse of the Elements spells by an additional 1 – 3%.

This is not a bad talent, but I can't get too excited about it either. The difference is most noticeable on raids, provided you actually get to cast your curse of choice.

Tier 9

Unstable Affliction – 1 ranks. ■■■■■■

Shadow Energy slowly destroys the target, causing 660 – 1050 damage over 18 seconds. (depending on rank). If Unstable Affliction is dispelled, it will cause 990 – 1575 (depending on rank again) damage to the dispeller and silence them for 5 seconds.

An extremely nice spell for PvP. Countless dispellers have died because of this spell, as many are simply too eager to dispel dots to notice the UA icon. And when they do notice, it will make them not dispel your dots, which is exactly what this talent is meant to accomplish.

Demonology

Tier 1

Improved Healthstone – 2 ranks. ■■■■□□

Increases the amount of health restored by your healthstone by 10 – 20%.

If you're chugging healthstones a lot, this talent is ok. It's nothing great, but it has extra value in that one player can carry a regular healthstone, a rank 1 improved and a rank 2 improved. This can be beneficial in raids, for longer fights.

Improved Imp – 3 ranks. ■■■■□

Increases the effect of your Imp's Firebolt, Fire Shield and Blood Pact spells by 10 – 30%

The extra stamina from Blood Pact, coupled with the 30% more damage output (should you be inclined to use your imp for damage) makes this talent worthwhile.

Demonic Embrace – 5 ranks. ■■■■■■

Increases your total stamina by 3 – 15% but lowers your spirit by 1 – 5%.

A 5% reduction in spirit for a 15% increase in hitpoints is a very good tradeoff. This is easily the best tier 1 talent we have. Note that it effects the total stamina, so that goes for sta provided by items and buffs too.

Tier 2

Improved Health funnel – 2 ranks. ■■■□□

Increases the amount of health transferred by your Health Funnel spell by 10 – 20%. Reduces the health cost by 10-20%

This talent is not really great, but its helpful to get your pet back up to full health a little faster without having to resort to bandages.

Improved Voidwalker – 3 ranks. ■■■■□

Increases the effectiveness of your Voidwalker's Torment, Consume Shadows, Sacrifice and Suffering spells by 10 – 30%.

The 30% better taunt gives your voidwalker a much easier time maintaining aggro. Sacrifice is also significantly stronger with this talent, which is good too.

Fel Intellect – 3 ranks. ■■■□□

Increases the maximum mana of your Imp, Voidwalker, Succubus, Felhunter and Felguard by 3 – 15%. Increases your maximum mana by 1 – 3%.

Not a very big increase, but it will mean more taunts for VW, 15% more damage from your imp before he runs out of mana, more seduces before succubus runs out, more mana for dark pacting, etc. It's a nice little boost.

Tier 3

Improved Succubus – 3 ranks. ■■■□□

Increases the effect of your Succubus' Lash of Pain and Soothing Kiss spells by 10 – 30%. Also increases the duration of Seduction and Lesser Invisibility by 10 – 30%.

The extra seduce duration is the main thing this talent has going for it. Improved Lash of Pain is decent as well, moreso when coupled with Improved Lash of Pain in the Destruction tree.

Fel Domination – 1 rank. ■■■■□

Your next Imp, Voidwalker, Succubus, Felhunter or Felguard summon spell has its casting time reduced by 5 sec, and its mana cost reduced by 50%.

If you're in a pinch and need a pet out fast, this is an excellent talent to have. If you couple this one with Master Summoner in the next tier, you will be able to summon a pet in 0.5 seconds, which can save your hide in both PvP and PvE situations. It can be used every 15 minutes.

Fel Stamina – 3 ranks. ■■■■□

Increase the maximum health of the Imp, Voidwalker, Succubus, Felhunter and Felguard by 3-15%. Increases your maximum health by 1 – 3%.

An all around nice talent. The health increase to your pets helps with tanking, and another 3% to your own is a little added boon.

Demonic Aegis – 3 ranks. ■■■■□

Increases the effectiveness of your Demon Armor and Fel Armor spells by 10 – 30%.

30 more damage from rank 2 Fel Armor as well as an additional 6% healing is not bad at all for such an early talent.

Tier 4

Master Summoner – 2 ranks. ■■■■□

Reduced the casting time of your Imp, Voidwalker, Succubus, Felhunter and Felguard summoning spells by 2 – 4 seconds and the mana cost by 20 – 40%.

Coupled with Fel Domination this lets you summon a pet nearly instantly. Excellent for PvP, but also has its uses in PvE. It is a nice talent by itself too, cutting both the slow cast time of your pets and mana cost almost in half.

Unholy Power – 5 ranks. ■■■■□

Increases the damage done by your Imp, Voidwalker, Succubus, Felhunter and Felguard's melee attacks / fire bolts by 4 – 20%.

More damage is valuable by itself, with the added bonus that it will let your pets keep aggro better.

Tier 5

Improved Enslave Demon – 2 ranks. ■■□□□

Reduces Attack speed and Casting speed penalty of your Enslave Demon spell by 5 – 10%, and reduced the resist chance by 5 – 10%.

Enslave is useful here and there. If you use Enslave a lot, then by all means get this talent. If you don't, steer clear.

Demonic Sacrifice – 1 rank. ■■■■□

When activated, sacrifices your summoned demon to grant you an effect that lasts 30 minutes. The effect is cancelled if any Demon is summoned.

Imp: Increases your fire damage by 15%.

Voidwalker: Restores 2% of total health every 4 seconds.

Succubus: Increases your shadow damage by 15%.

Felhunter: Restores 3% of total mana every 4 seconds.

Felguard: Increases your Shadow damage by 10% and restores 2% of total mana every 6 sec.

Although you lose your pet to gain the buff, the effects granted can more than make up for it.

The talent has a lot of raid potential. Note that you can have both a sacrificed demon buff and an enslaved demon for a pet.

Master Conjurer – 2 ranks ■□□□

Increases the bonus Fire damage from Firestones and the Firestone effect by 15% – 30% and increases the spell crit rating bonus of your Spellstone by 15 – 30%.

The added fire damage from a firestone is quite nice for a destruction specced lock, but consider that you are spending 2 talent points for a +9 fire damage bonus.

Spellstones see a little more use in PvP, but again, the bonus gained through this talent is tiny; +6 spell crit.

Tier 6

Mana Feed – 3 ranks ■■■■□

When you gain mana from Drain Mana or Life Tap, your pet gains 33-100% of the mana you gain.

This will keep your pet mana'd up indefinitely, putting at least a single point in here is mandatory if you're planning to use a pet for damage dealing.

Master Demonologist – 5 ranks ■■■■■

Grants both the warlock and the summoned demon an effect as long as that demon is active.

Imp: Reduces threat caused by 4 – 20%.

Voidwalker: Reduces physical damage taken by 2 – 10%

Succubus: Increases all damage caused by 2 – 10%.

Felhunter: Increases all resistances by 0.2 – 1 per level. (+70 to all resists at level 70)

Felguard: Increases all damage caused by 1 – 5% and all resistance by 0.1 – 0.5 per level. (+35 to all resists at level 70)

Another superb talent. The aggro reduction the imp provides is excellent for raids. If you always wanted to do more damage but couldn't in fear of stealing aggro from the tank, this is a big help.

The Voidwalker effect will make him and you a better tank along with making Soul Link (if you have it) more effective.

The Succubus effect is simply a 10% boost to your total damage, which is always great.

The resists provided by felhunter will make it even harder for someone to land a spell on him, and will give you a much better chance at partial or complete resists as well. If you have some resist gear to boost it further, casters will have a much harder time fighting you.

Felguard takes the middle road, and while I would've personally preferred a purely damage oriented bonus, the effect is still helpful.

Tier 7

Demonic Resilience – 3 ranks. ■■■■□

Reduces the chance you'll be critically hit by melee and spells by 1 – 3% and reduces all damage your summoned demon takes by 5 – 15%.

This talent is awesome. 15% damage mitigation on your pet for three talent points, it would be a tank's dream come true. Don't get it if you aren't planning to use a melee pet most of the time though.

Soul Link – 1 rank. ■■■■□

When active, 20% of all damage taken by the caster is taken by your demon instead.

You will also deal 5% more damage.

Soul Link remains active until you zone or your pet dies / is unsummoned / Enslave breaks.

Yup, 5 stars, as this is another gem. Using this, especially with a higher hp pet out, will make you much harder to kill. Add in the fact that you can nearly instantly summon another pet every 15 minutes if you grabbed the necessary talents and you have a great talent. With a decent damage bonus your health funnel will heal quick enough to make soul link useful with any pet you have out. Expect trouble in raid situations where lots of heavy AE is being dished out, though.

Demonic Knowledge – 3 ranks. ■■■■□

When active Increases your spell damage by an amount equal to 5 – 15% of the total of your active demon's Stamina plus Intellect. Every pet except the imp will give you the same amount of spell damage, around 100–130. The imp provided 20 more because his base stats are higher.

It amounts to being a quite large spell damage bonus for just a few talent points. The only good reason to skip this talent if if you are planning to run with a sacrificed demon most of the time.

Tier 8

Demonic Tactics – 5 ranks. ■■■■□□

Increases melee and spell critical strike chance for you and your summoned demon by 1 – 5%. Not too overwhelming, but seeing that it grants the bonus to both you and your pet, its not bad.

Tier 9

Summon Felguard – 1 ranks. ■■■■□

Summons a Felguard under the command of the Warlock. The Felguard makes for an excellent pet. His AE avoidance ability allows him some leeway in raid encounters, his intercept is very useful in both solo and PvP play. His damage output is respectable, and his 50% AP buff becomes extra effective when coupled with buffs.

Destruction

Tier 1

Improved Shadow Bolt – 5 ranks. ■■■■□

Your Shadow Bolt Critical strikes increase Shadow damage dealt to the target by 4 – 20% until 4 non-periodic damage sources are applied. Effect lasts a maximum of 12 seconds.

The charges of this effect are not consumed by DoTs, which makes it pretty nice.

Considering it only improved shadow damage, its not too interesting if you're planning to go fire all the way. You're better off getting Cataclysm as your tier 1 talent in that case.

Cataclysm – 5 ranks. ■■■■□□

Reduced the manacost of your destruction spells by 1 – 5%.

Helpful, although 5% is fairly limited bang for the buck for a 5 rank talent, even a first tier one.

Tier 2

Bane – 5 ranks. ■■■■■

Reduces the cast time of your Shadow Bolt and Immolate spells by 0.1 – 0.5 seconds, and the casting time of Soul Fire by 0.4 – 2 seconds.

Beside the extra speedy cast time for immolate, which is quite nice by itself, this talents' main power lies in shadow bolt. The immolate effect gains more value if you plan to move on to Conflagrate in this tree.

0.5 seconds shaved off 3 seconds is a 20% improvement for shadowbolt cast time, which equals a 20% damage increase when spamming shadowbolt.

Aftermath – 5 ranks. ■□□□□

Gives your Destruction spells a 2 – 10% chance to daze the target for 5 seconds.

I'm sure daze sounds familiar, it's the spell mobs like to spam on you when you try to run away from them. It will slow your movement speed considerably.

The reason I rank this talent so low is the chance of it actually occurring, which is quite low, coupled with the short duration. It will not trigger from dot damage, otherwise it would probably be pretty nice.

Tier 3

Improved Firebolt – 2 ranks. ■■■■□

Reduces the cast time of your Imp's Firebolt spell by 0.25 – 0.5 seconds.

This is a nice talent, if you use your imp for damagedealing much. It will up his dps by 25% per point, for as long as he has mana. You can deal with his mana needs if you have the Mana Feed talent in Demonology. If you do not, I would not bother with this talent.

Improved Lash of Pain – 2 ranks. ■■□□□

Reduces the cooldown of your Succubus' Lash of Pain spell by 3 – 6 seconds.

While this is a nice boost for your succubus damage and ability to build aggro (When that's needed), it has a very minor effect on your overall damage output. There are better talents out there.

Devastation – 5 ranks. ■■■■□

Increases the critical strike chance of your Destruction spells by 1 – 5%

Extra chance to crit with spells is always good, and this one especially so when you plan to get the Ruin talent.

It also improves your chances of activating Improved Shadowbolt, provided you have that talent.

Shadowburn – 1 rank. ■■■■■

Instantly blasts the target for 87 – 99 (spell rank 1) up to 597 – 665 (spell rank 8) damage. If the target dies within 5 seconds after casting Shadowburn and yields experience or honor, the caster gains a soul shard. Requires a soul shard as reagent to use.

This is a decent talent for PvE, as it let's you pack a little extra punch, and provides you with a way to finish off anything low on hp easily. It performs especially well in difficult scenarios where you need to do a little extra damage fast in order to save a fight.

It truly shines in PvP however. We don't have any instant nukes beside Death Coil, excluding Conflagrate (tier 7 talent) and Nightfall or Backlash procs.

Instant nukes are so important in PvP because you cannot leave anyone at low hp for any period of time. They will get healed, or heal themselves, in a split second. Shadowburn gives you an extra means to deal damage instantly, which is invaluable.

Tier 4

Intensity – 2 ranks. ■■■■■

Gives you a 35 – 70% chance to resist interruption caused by damage while channeling any destruction spell.

This talent is perfect for the destro lock, mainly in PvP where it can be difficult to get a spell with a cast time off.

Destructive Reach – 2 ranks. ■■■■■

Increases the range of your Destruction spells by 10 – 20% and reduces threat caused by Destruction spells by 5 – 10%.

The threat reduction is worth a lot to raiding destro and non-destro locks alike, while the added range is useful in many situations.

It let's you move out of range of an AE'ing boss, while staying in nuking range.

In PvP, it can be difficult to get a nuke off on someone that is trying to get away. This talent gives you a little more freedom there.

The extra range allows you to stand further away when engaging a fight, and gives you a little extra casting time while the enemy covers the extra ground.

The downside is that in order to give your affliction spells a similar range boost, you will need to delve into the affliction tree and get the Grim Reach talent.

Improved Searing Pain – 3 ranks. ■■■■□

Increases the critical strike chance of your Searing Pain spell by 4 – 10%.

This is quite a nice talent, especially coupled with Ruin, but only if you use SP alot in PvP.

However, if you are going to get Shadow and Flame, I wouldnt get this talent. Searing Pain is not useful for PvE due to the extra agro it causes.

Tier 5

Pyroclasm – 2 ranks. ■□□□

Gives your Rain of Fire and Hellfire spells a 13 – 26% chance to stun the target for 3 sec.

This description is a little misleading. The chance for this to proc is once for one entire AE cast, instead of every time it deals damage. Mostly useless.

It might be fun to gather a bunch of locks with this talent and stun the hell out of a bunch of mobs though. (This is probably the reason they nerfed this talent to its current useless state – you'd be able to cause a chainstun with just a couple of locks before)

Improved Immolate – 5 ranks. ■■■■□

Increases the intial damage of your immolate spell by 5 – 25%.

A nice increase, and it softens the loss of the dot damage by adding more nuke power when you use Immo with conflagrate.

Ruin – 1 rank. ■■■■■

Increases the critical strike damage bonus of your Destruction spells by 100%.

A normal critical spell strike will only hit for 50% extra damage, so this is a significant upgrade. This talent has great value in PvP, where a big crit can end someone's life quickly, giving them no chance to heal or run.

Death coil (being an affliction spell) is not affected by this talent, but Shadow Bolt, Searing Pain, Immolate and Shadowburn are. The value of this talent improves further as you add the devastation talent bonus and obtain gear with extra spell crit chance.

Ruin effectively doubles the value of spell crit rating for you.

Tier 6

Nether Protection – 3 ranks. ■■■■■

After being hit with a Shadow or Fire spell, you have a 10% – 30% chance to become immune to Shadow and Fire spells for 4 seconds.

This talent has very little PvE value, but it is immensely useful in PvP when fighting other locks, shadow priests or fire mages. Having fought plenty of locks with this talent as an affliction lock myself, I can safely say its incredibly frustrating.

Emberstorm – 5 ranks. ■■■■■□

Increases the damage done by your Fire spells by 2 – 10%.

The damage increase to Searing Pain, Immolate and Conflagrate and both our AE's is substantial enough to make this a good pick. There is little reason not to get this talent if you're working your way to Conflagrate.

Tier 7

Backlash – 3 ranks. ■■■■■

Increases your critical strike chance with spells by an additional 1 – 3% and gives you a 8 – 25% chance when hit by a physical attack to reduce the cast time of your next Shadow Bolt or Incinerate spell by 100%. This effect lasts 8 seconds and will not occur more than once every 8 seconds.

With the tremendous value instant nukes have in PvP, and the quite high chance for this to proc (25% is basically a guaranteed proc in a fight against a melee or pet class)

The talent has little worth for PvE, however.

Conflagrate – 1 rank. ■■■■■

Ignites a target that is already afflicted by Immolate, dealing 632 to 788 Fire damage (at level 70) and consuming the Immolate spell.

This, beside being a good way to deal damage faster, essentially provides you with another instant cast nuke (although it does require the preparation of landing immolate first), and I believe I mentioned the value of that for PvP once or twice already. ;) Landing Immolate to follow up with Conflagrate, Death Coil and Shadowburn will make short work of a hapless gnome. (or any other race, ofcourse.)

Soul Leech – 3 ranks. ■■■■□

Igives your Shadow Bolt, Soul Fire, Incinerate, Searing Pain and Conflagrate spells a 10 – 30% chance to return health equal to 20% of the damage caused.

While the effect of this talent may seem small, it definitely adds up fast. Destro locks have more difficulty gaining back life than other specs, and this talent helps offset that.

Tier 8

Shadow and Flame – 5 ranks. ■■■■■

Your Shadow Bolt and Incinerate spells gain an additional 4 – 20% of your bonus spell damage effects.

This talent affects the spell damage bonus coefficient, upping it by a max of 20%. This results are; Shadow Bolt will receive $85.7 + 20 = 105.7\%$ from your spell damage effects.

Incinerate will receive $71.4 + 20 = 91.4\%$ from your spell damage effects.

Considering how frequently a destro lock uses these spells, the talent is very helpful.

Tier 9

Shadowfury – 1 rank. ■■■■■

Shadowfury is unleashed, causing 343 – 407 up to 612 – 728 shadow damage (at level 70) and stunning all enemies within 8 yards for 2 seconds.

A quite nice end tree talent, the 20 second cooldown isn't too bad either. The tiny cast time (0.5 sec) makes you have to stand still while casting it though, and the fact that you must target the spell demands a little more from the warlock in PvP. The stun makes it excellent as an additional way to get a little room between you and your target, as well as providing another way to interrupt spells.

Talent Builds

Now, before I show you some possible builds, I'd like to stress that you should try your own thing instead of copying one of these.

Pick some talents you want, fiddle around with the talent builder on the [wow site](#) and see what you come up with. The builds I offer are nothing more than suggestions.

Affliction build

Affliction	Plus	Demonology	Plus	Destruction
4-5x Suppression		5x Demonic Embrace		5x Imp. Shadow Bolt
5x Improved Corruption				5x Bane
2x Improved Drain Soul				1x Shadowburn
2x Improved Life Tap				
2x Soul Siphon				
5x Fel Concentration				
1x Amplify Curse				
2x Grim Reach				
2x Nightfall				
3x Empowered Corruption				
0-1x Shadow Embrace				
1x Siphon Life				
1x Curse of Exhaustion				
5x Shadow Mastery				
5x Contagion				
1x Dark Pact				
2x Improved Howl of Terror				
1x Unstable Affliction				
45 points Affliction		5 points Demonology		11 points Destruction

It is very difficult to decide on a build that you will be completely satisfied with in the end. Most people end up resetting their talents multiple times, and start doubting their choices later down the road.

This build is very well suited for a levelling, as well as raiding. The extra mana you have access to through Dark Pact allows you to keep up your damage output much longer.

Dark Pact is not quite as useful in PvP, but it has its moments there too.

PvE-wise; For this particular build, having Curse of Exhaustion and Dark Pact allows you to indefinitely fear, snare, and dot a target. (Using a pet to replenish your mana) Given a free space without likely adds, you can take down elites at or just above your level easily.

This is doable with just fear too, if more difficult, but CoEx gives you the added option of kiting unfearable (but snarable) targets.

Having access to Siphon Life and Improved Howl of Terror allows you to DoT multiple mobs and easily fear them off to watch them die. Adds caused in the process can be dealt with by casting those same dots some more. Siphon, when ticking away on multiple targets that are not hitting you, will grant you sizable health regeneration. Depending on what you're fighting, at a certain amount of spell damage your Siphon will outheal a mob's damage.

Destruction build

Affliction	Plus	Demonology	Plus	Destruction
5x Improved Corruption		5x Demonic Embrace		5x Cataclysm
2x Improved Life Tap		0-2 Imp. Healthstone		5x Bane
		0-2 Improved Imp		5x Devastation
				1x Shadowburn
				2x Intensity
				2x Destructive Reach
				5x Improved Immolate
				1x Ruin
				3x Nether Protection
				5x Emberstorm
				3x Backlash
				1x Conflagrate
				3x Soul Leech
				5x Shadow and Flame
				1x Shadowfury
7 points Affliction		7 points Demonology		47 points Destruction

Destruction is the tree of choice if you wish to deal more damage, faster.

You are also out of mana faster, but that's the tradeoff.

An excellent build for PvP, but it does not perform poorly in PvE environments either. Excellent at taking down trash mobs, but much more reliant on outside heals to keep up the damage in longer fights than Affliction and Demonology are.

Demonology build

Affliction	Plus	Demonology	Plus	Destruction		
5x Improved Corruption		5x Demonic Embrace		5x Imp. Shadow Bolt		
2x Improved Life Tap		2x Imp. Health Funnel		5x Bane		
		3x Fel Intellect		1x Shadowburn		
		1x Fel Domination				
		3x Fel Stamina				
		3x Demonic Aegis				
		2x Master Summoner				
		5x Unholy Power				
		1x Demonic Sacrifice				
		2x Mana Feed				
		5x Master Demonologist				
		3x Demonic Resilience				
		1x Soul Link				
		3x Demonic Knowledge				
		3x Demonic Tactics				
		1x Summon Felguard				
7 points Affliction				43 points Demonology		11 points Destruction

Demonology is a powerful and very versatile talent tree. It mainly focuses on improving your pets, and your own power through the use (or sacrifice) of pets. This tree focuses on survivability, and you will be able to withstand a great deal more damage than with any other build.

A fully demonology specced warlock is extremely resilient thanks to Soul Link. The 20% damage transferred to your pet makes a big difference. You can imagine what it does for you in both PvE and PvP situations.

Focusing on this tree makes the decision on which pet to use (or sacrifice) doubly important due to the added buffs they bring through Master Demonologist and Demonic Sacrifice.

Long fight with lots of AE damage coming up? You may want to sacrifice a pet. A boss with less AE damage? Use that Felguard for added damage.

Also, remember you can have a sacrifice buff going and enslave a demon.

Every situation has its own approach, and you can try different things every time to see which works best. Demonology gives you more options than you would otherwise have.

If you have a hard time making choices, pick another tree :P

The main drawback is that while many of the effects from the Demonic Sacrifice and Master Demonologist talents look awesome, you can only use one at a time. It makes the choice of pet (or no pet) much more important, but it does allow you to be effective in a broader range of situations than before.

Affliction / Destruction build

Affliction	Plus	Destruction
5x Improved Corruption		5x Improved Shadow Bolt.
1x Suppression		5x Bane
2x Improved Drain Soul		5x Devastation
2x Improved Life Tap		1x Shadowburn
2x Soul Siphon		2x Intensity
5x Fel Concentration		2x Destructive Reach
1x Amplify Curse		1x Ruin
2x Grim Reach		
2x Nightfall		
3x Empowered Corruption		
1x Siphon Life		
1x Curse of Exhaustion		
5x Shadow Mastery		
5x Contagion		
1x Dark Pact		
2x Improved Howl of Terror		
40 points Affliction		21 points Destruction

If you want to be an affliction warlock, but desire the bigger crits from Ruin, you will have to forego getting Unstable Affliction.

Pro's of this build as opposed to a full affliction build.

- Bigger critical nukes kill. The ability to take a large chunk of hitpoints away in an instant is a really big plus in PvP a regular affliction lock doesn't have.
- The +% chance to crit on items becomes twice as effective.

Cons:

- The bigger crits serve less purpose in PvE. While they do provide extra damage, they are also putting you at a bigger risk of overaggroing a mob. Having to slow down your damage after landing a couple of crits can be annoying. Although that time can be spent regaining mana.

-Unstable Affliction provides more net damage than Ruin until you reach an astronomically high amount of spell crit, practically unachievable with the gear in the game.

In short: Bigger crits, a little less damage on non-trash fights.

Carrying on with some less common builds;

Soul Link / Ruin build

Affliction	Plus	Demonology	Plus	Destruction
5x Improved Corruption		5x Demonic Embrace		5x Imp. Shadow Bolt
		2x Imp. Health Funnel		5x Bane
		3x Fel Intellect		5x Devastation
		1x Fel Domination		1x Shadowburn
		3x Fel Stamina		2x Intensity
		3x Demonic Aegis		2x Destructive Reach
		2x Master Summoner		1x Ruin
		5x Unholy Power		
		1x Demonic Sacrifice		
		1x Mana Feed		
		5x Master Demonologist		
		1x Soul Link		
		3x Demonic Knowledge		
5 points Affliction		35 points Demonology		21 points Destruction

The big crits from ruin, the resilience of Demonology and instant Corruption. What more could you ask? Well, you're giving up on Felguard, which is a pretty kickass pet. Still, this build isn't entirely insane and worthy of consideration.



Super Imp

Affliction	Plus	Demonology	Plus	Destruction
5x Improved Corruption		1x Improved Healthstone		5x Imp. Shadow Bolt
		3x Improved Imp		5x Bane
		5x Demonic Embrace		2x Improved Firebolt
		3x Fel Intellect		5x Devastation
		1x Fel Domination		1x Shadowburn
		3x Fel Stamina		2x Intensity
		3x Demonic Aegis		2x Destructive Reach
		2x Master Summoner		1x Ruin
		5x Unholy Power		
		1x Demonic Sacrifice		
		3x Mana Feed		
		1x Soul Link		
		2x Demonic Knowledge		
5 points Affliction				33 points Demonology

A rather silly build, more of a joke than a serious option. Still, the build is surprisingly damaging when you have a chance to utilize it properly. It has some major cons though.

The biggest one being that your imp can take basically no damage before keeling over. Any fights with AE's are off limits for the imp. Whenever its possible though, your imp will be dealing considerable damage with those little bolts. He runs out of mana easily, hence 3/3 Mana Feed. You can keep him nuking indefinitely with that. Consider giving it a try next time you want something different.

Dark Pact / Master Demonology build

Affliction	Plus	Demonology
5x Improved Corruption		5x Demonic Resilience
2x Improved Drain Soul		2x Health Funnel
2x Improved Life Tap		3x Fel Intellect
2x Soul Siphon		1x Fel Domination
5x Fel Concentration		3x Fel Stamina
1x Amplify Curse		3x Demonic Aegis
1-2x Grim Reach		2x Master Demonologist
1-2x Nightfall		5x Unholy Power
3x Empowered Corruption		1x Demonic Sacrifice
1x Siphon Life		1-3x Mana Feed
1x Curse of Exhaustion		1-3x Master Demonologist
5x Shadow Mastery		
1x Dark Pact		
31 points Affliction		30 points Destruction

If you choose for maxing Mana Feed, you will have a virtually endless supply of mana. Every Life Tap will be worth double the mana, as you can drain whatever your pet gets through Mana Feed away again with Dark Pact. All that mana is not something you will normally need, but this hybrid build does allow you to use a reasonably nice felhunter, succubus or voidwalker without having to worry about their slower mana regeneration. An interesting build, if nothing else. Haven't tried it myself yet.

Demonic Sacrifice / Shadow and Flame build

Demonology	Plus	Affliction
2x Improved Healthstone		5x Cataclysm
1x Improved Imp		5x Bane
5x Demonic Resilience		5x Devastation
3x Fel Intellect		1x Shadowburn
1x Fel Domination		2x Intensity
3x Fel Stamina		2x Destructive Reach
3x Demonic Aegis		5x Improved Immolate
2x Master Summoner		1x Ruin
1x Demonic Sacrifice		5x Emberstorm
		0-3x Nether Protection
		0-3x Backlash
		0-3x Soul Leech
		1x Conflagrate
		5x Shadow and Flame
21 points Affliction		40 points Destruction

This build maximizes your fire damage with a sacrificed imp but give up a lot in other areas. Most of the talents you are forced to get to reach Demonic Sacrifice in Demonology will be practically useless to you. You lack instant Corruption and Shadowfury and have to choose between Nether Protection, Backlash and Soul Leech. Its not my favorite build and I'm putting it late in the list for that reason.

That covers the most commonly and some uncommonly used builds, disregarding small placement differences in certain talents. Where one would rather get Improved healthstone over Fel Intellect or make a change elsewhere, the overall idea of the builds tends to remain the same.

I hope these example builds gave you some insight on what to do with your talents, good luck on making a decision!

COLLECTING GOLD

Farming gold as a goal is not really necessary as a warlock until you advance past 60 and want your epic mount. Our mount at 40 is free. By simply progressing through quests or grinding you will steadily increase your gold surplus, unless you blow it all at the auction house. However, you can improve the gold you gather while levelling greatly by picking up a profession from the start. Check the next paragraph for info on that. When deciding whether to buy that shiny new robe in the auction house, especially if you're at a lower level, think twice. Chances are you will either receive a similar or better robe through a quest or drop, or outgrow the robe you buy in a few levels, making you wish you had never spent the gold on it. The main thing you really should consider spending some money on while levelling should be bigger bags, as those are always nice to have, and retain their value through the levels. (Never buy bags from the NPC bag vendors except maybe some 6 slotter early on, the rest are far too overpriced compared to the bags you will find in the auction house).

Professions

An easy way to make extra gold is to pick up gathering professions, as they are easy to do on the side while levelling. Skinning, Herbalism and Mining work perfectly, and provide a steady influx of gold. Enchanting is not a good moneymaker while you level it up, you won't easily making a decent profit until you get to the higher level enchants.

You could fill up both your profession choices with gathering skills for extra profit. Keep in mind that you will not be able to craft anything if you go with two gathering professions. You will only be able to sell what you collect, so this is not recommended if you want to be able to create anything. Crafting professions would seem appealing for making some gold as well, but most of them require you to put in cash for vendor bought ingredients. In general, you will make more money selling the ingredients than you will after combining them into finished products. Exceptions are Alchemy and Jewelcrafting. Taken alongside Herbalism and Mining respectively, you will be able to produce items that do quite well in the auction house.

Farming

A good way I've found to gather gold, is to find an area with humanoids that are equal or a little below your level, and go on a killing spree. Collect everything they drop. Once your inventory is full, sell the grey items, place the good things like cloth and green or better items with nice stats in the auction house, and resume killing. Doing that for a few hours should net you a good amount of gold. Element of importance here is your talent spec. Affliction and Demo specs are quite well suited towards farming while Destro has a hard time to keep going without downtime.

Enemies that yield good drops, plus some generic info

It is worth noting that some grey items sell for a very low amount, while others provide a good deal of money. For level 50+, try some of the following;

- An example would be Gorillas in Un'goro crater. Ranging from level 47-53 they drop tufts of hair selling for 11 silver, and empty barrels (Donkey Kong reference ;) selling for 15 silver a piece. They are located by a cave in the northeast with thorium and truesilver deposits, should you be

a miner. The plaguebats in Eastern Plaguelands also drop some very well selling stuff, such as Bat ears (8s each), Large bat fangs (16s each) and Sleek Bat Pelts (12s each). They also drop Evil Bat Eyes, which are used as a turning for Darkmoon Faire Cards.

- A good monster type is earth elementals. The things they drop aren't worth that much on their own, but they drop a lot of it, so it ends up worthwhile. Elemental Earth, Core of Earth and Essence of Earth are worth good money in the AH as well.
- Hearts of Fire sell nicely, the best place to get them is off of Entropic Beasts (51-52) in Felwood, north of Bloodvenom Falls.
- Another decent one is killing level ~36 trolls in Stranglethorn Vale and ~40 trolls in The Hinterlands. They drop regular humanoid loot, and have a small chance to drop wildvine which sells quite well in the AH. (On most servers for 1g a piece) The troll sweat they drop sells for only 70 copper each and stacks in 5, so you might not want to bother with that if your inv is filling up. The necklaces they drop in hinterlands sell for the

same, but stack up to 20. They're worth keeping to sell. The flasks of mojo sells for 2s50c each and stack to 20, so they're nice too.

- Felcloth sells reasonably well in the AH, as it is used to make mooncloth. Good farm spots are the Satyr in the northernmost Satyr camp in Felwood, and level 51 and higher Legashi Satyr in Azshara.

For level 60+ in outland, there are some much bigger moneymakers to farm;

- Primals rank high as moneymaker, I will list them separately including camp spots. Check the AH on your server to find out the pricing on them and decide which you want to farm. The percentage figures points out the droprate for the specific location.

Primal Air

- Shadowmoon Valley. (25.7%) 69-70 Enraged Air Spirits in the Southeast and Northeast by the edges of Shadowmoon Valley. The Southeastern spot is most favorable but highly camped. Use the northeastern location as an alternative.

- Nagrand. (34%) 70-71 Storming Wind-Rippers on the Elemental Plateau, northeast of the Throne of Elements which requires a flying mount to reach. The Elemental Plateau is heavily farmed as well. These air elementals are in low hitpoints mobs, and not especially damaging. (dont stand in the cloudstorms they cast above you)

Primal Fire

- Nagrand. (34%) 70-71 Raging Fire-Souls on the Elemental Plateau.
- Shadowmoon Valley. (25.8%) 68-69 Enraged Fire Spirits west of the hand of Gul'dan in the center of the zone. Some of these are in lava and will shoot you from range, which can be annoying when they die in there. They'll usually run up to you after a nuke or two though.
- Blade's Edge Mountains. (25.7%) Searing Elementals in the northeast of the zone, in an area called Skald. There are some non-fire mote dropping mobs around, basilisks and imps. The basilisks drop items of value themselves though, meat used for +spell damage food.
- Mining: (10%) Fel Iron and Nethercite Deposits.

Primal Water

- Terokkar Forest. (17.8%) 62-63 Shimmerscale Eels in a small lake just northeast of Shattrath. The eels in the lake have a 18% drop chance of motes which isn't very high. However, they only have 3300-3400 hp and are very easily killed. The lake often gets quite full of farmers, but there are other locations;
 - Nagrand. (33.8%) 70-71 Crashing Wave-Spirits on the Elemental Plateau.
 - Terokkar Forest. (33.9%) 70-71 Skettis Surger. You can find these in the Skettis area, which requires a flying mount to reach.
 - Nagrand. (18.9%) 64-65 Lake Spirits in the lake north of Garadar.
 - Nagrand. (19%) 65-66 Lake Surgers in the lake by Sunspring Post.
 - Shadowmoon Valley. (25.7%) 68-69 Enraged Water Spirit. Not too many of them around, and many non-elemental mobs in the way.
- Primal Mana
- Shadowmoon Valley. (25.7%) 68-70 Netherskates south of the crystals fields.
 - Shadowmoon Valley (25.8%) 69-70 Netherwing Rays on the edges of Netherwing Ledge. (Requires flying mount)

- Netherstorm: (25.6%) 67-68 Phase Hunters on the northwestern and eastern edges of the island Area 52 is located on. These buggers will manaburn you, which can make them fairly annoying to fight as a non-felguard lock. Nether Rays drop motes of mana as well.
 - Netherstorm: (25.6%) 67-68 Mana Wraiths in the glowing trenches south and north of Area 52. These cast a mana drain.
 - Netherstorm: (26%) 68-69 Mageslayers and Mana Seekers in Kirin'var Village. Mageslayers occasionally cast a shield that makes them reflect spells, which makes them very annoying to fight. If you can burn them down really fast (they only have 5.5k hp) you may have enjoy farming these. The Mana Seekers spawn in the same area and aren't as irritating.
- Primal Shadow
- Nagrand: (18.7%) 65-66 Voidspawns in the southwest around Ushu'gun. These actually give you a little health regeneration buff after you kill them, which helps with farming them. They have a small healthpool.
- Primal Life
- Hellfire Peninsula: (18.7%) 61-62 Vacillating Voidcallers and Collapsing Voidwalkers on the edge of HP east of Zeth'gor. The abilities of these mobs and their relatively high hitpoints (compared to the Nagrand ones) make them a bit of a pain to farm. Vacillating voids gain 75% resistance to spells of the school they're first hit with. If you open with immolate and proceed with just shadow he will probably switch to 75% shadow resistance later on. The Collapsing voids will explode for 1000-1500 shadow damage when you kill them. The radius of the explosion is small though.
 - Hellfire Peninsula (10.8%) 60-61 Rogue and Uncontrolled Voidwalkers. These have low hitpoints and make for easy kills, but have a low drop rate.
 - Zangarmarsh: (18.7%) 61-62 Withered Giants and withered Bog Lords in the Dread Mire northeast in the zone.
 - Zangarmarsh: (18.9%) 63-64 Fungal Giants and Bog Lords south of Zabra'Jin.

- Terokkar Forest. (18.8%) 64-65 Infested Root Walkers and the occasional Rotting Forest Rager. Find them all along the border of the Bone Wastes.
- Herbalism. (~15%) from Mana Thistle, Dreaming Glory, Felweed, Ragveil, Terocone and Ancient lichen. (8-9%) when herbing dead fungal giants.
Primal Earth
- Netherstorm. (19.8%) 68-69 Sundered Thunderers northwest of Stormspire.
- Netherstorm. (18.7%) 67-68 Sundered Rumlbers south of Area 52.
- Nagrand. (18.6%) 66-67 Shattered Rumlbers on the southern edges of the zone. When they die, little earth elementals spawn. If you and your pet are far enough away when it happens, the little guys wont aggro.
- Shadowmoon Valley. (18.3%) 68-69 Enraged Earth Spirits. These are in the same area as the fire elementals, west of the Hand of Gul'dan.
- Mining. 19.8% for Adamantite, Rich Adamantite and Khorium. Fel Iron and Nethercite (Netherwing reputation ore) have a 10% chance.

Next up are Fel Armaments, Arcane Tomes, Marks and Signets. These items provide reputation increases for the Scryer and Aldor reps in Shattrath, they sell well.

Firewing Signet and Arcane Tome

- Terokkar Forest. (33.4%) 64-64 Firewing mobs, found exclusively in Firewing Village in the northeast of the zone. The mobs make for easy kills, and the area is generally quite popular wirth scryers working their rep and farmers in general.

Sunfury Signet and Arcane Tome

- Shadowmoon Valley. (~28%) 68-70 Eclipsion mobs south of the Hand of Gul'dan. You can them on the Path of Conquest in groups of 2-3, but you can also find them in single pull variety a bit to the west in Eclipse point.
- Shadowmoon Valley. (~28%) 67-70 Sunfuries and Demon Hunters in the southern wing of the Black Temple.
- Netherstorm. (~28%) 67-70 Sunfuries around Mana Forge B'naar, Coruu and Duro. I wouldnt bother with Manaforge Ara as the mobs there suck to kill in comparison to the others. Manaforge Ultris has no Sunfury mobs by it.

Mark of Kil'Jaeden and Fel Armament

- Nagrand. (33.1%) 66-68 Gan'arg Tinkerers in the Forge Bases to the west. Try enslaving a Felguard Legionnaire elite for some very speedy killing.
- Terokkar Forest. (33.4%) 62-64 Cabalists south and west of the Refuge Caravan.
- Nagrand. (~33%) 65-67 Kil'sorrows in Kil'sorrow Fortress in the Southeast. Mark of Sageras and Fel Armament
- Blade's Edge Mountains. (~27.5%) 67-68 Demons in Death's Door, west of Mok'Nathal village. Especially the Deathforge Technicians make for easy kills.
- Shadowmoon Valley. (~28%) 66-68 Demons in Legion Hold, in the west of the zone.
- Shadowmoon Valley. (~28%) 68-69 Deathforge mobs in the Deathforge, just west of the Hand of Gul'dan.
- Netherstorm (~28%) 67-70 demons in the general northwest area. There are two forge bases, a tiny island off the 'coast' and you will find demons in and below Manaforge Ara. I don't really like the Forge bases as the Fel cannons are kind of a nuisance, but the mine and the tiny island aren't bad.
- Netherstorm. (~28%) 67-68 Artifact Seekers and Felblade Doomguards. The Artifact Seekers can silence and manaburn you, but they don't have much hp.

Some green items, even with nice stats, are difficult to sell at the AH. This is usually because there is a quest with an item of that type, in that level range, as a reward. It's sometimes hard to tell what sells well and what doesn't, because of that.

The best tip I can give is to do a search on the item you are about to place up for auction. If there are a lot of auctions for that item, chances are it doesn't sell too easily and you can consider selling it to an NPC merchant instead. You should always do a search when putting items up at the AH anyway, because the default recommended price is usually off.

Daily Quests

Another good way to make some gold is by completing daily quests. These quests are available at level 70 and provide you around 12g on a quest turnin. Daily quests can be gotten in Ogr'i'la in Blade's Edge, by the

Skyguard near Skettis in Terokkar. You can also do Netherwing dailies provided you've completed the 'Kindness' questline and own an epic flying mount.

Instance Runs

Another option for collecting gold is to form or join a group and do some instance runs. Mobs in instances tend to be much more generous with item and cash drops, and this will help you out nicely. As you level way beyond the level range of an instance, you can do an instance solo. You can often bypass large amounts of enemies because of your reduced aggro range due to the level difference, especially if the enemies are grey to you.

Going this route can be extra valuable to enchanters, who can DE the BoP blues they get and sell them for more than what the vendor would give you for it.

Blackrock Depths

I have not tried this zone for farming yet. It may be worthwhile especially for enchanters.

Level 70 comes recommended, soloing the instance should definately be interesting.

Scarlet Monastery

This instance is no longer worth much to do, as you can get more gold faster in Outland. It may be worthwhile if you are an enchanter in need of shards.

Uldaman

Pretty much the same deal as Scarlet Monastery. Possibly worthwhile for enchanters.

Mauradon

Running this instance is not really worth it anymore past 60. I'm leaving the description in place in case someone is interested in doing it anyway.

Mauradon instance runs. You're easiest off doing this if you are level 60+, because almost everything in the dungeon will be grey and wont aggro unless you get very close. You have to do the Legend of Maraudon quest (best done grouped) to receive the scepter of Celebras, which allows you to teleport to the end of the dungeon. Once ported inside you can kill Tinkerer Gizlock. Don't try and kill him in melee range, but hit him up with DoTs from a small distance and use drain life. He will drop one of three blue items selling between 2.4 – 3.2

gold. The dagger he drops has a +14 spell crit rating, you might want to actually use it. Getting from the entrance of the zone to Gizlock and killing him takes all of 5 minutes. However, you can't just walk up to an exit and re-enter, since you're deep into the dungeon. The easiest way is to die and run back. (unequip all your items with durability before dying) You could also bind in Shadowprey Village if you are horde, and let yourself get kicked out of the instance when you've killed Gizlock. (have someone invite you to a group, and drop when you're done inside. This will port you to your hearth location after a minute). All in all you can expect to take about 15-20 minutes per Gizlock kill. It's not a great moneymaker, but it's ok if you want to do something different.

Princess Theradras can also be killed, but I'd recommend waiting til you are a bit above 60 to do it. Getting to her without aggroing the giants guarding both sides of the path leading to her requires you to move exactly through the middle of the path, as well as being mindful that you don't let your pet move alongside you and aggro them.

Auctioneering

Let me begin by warning you that Auctioneering can stain your reputation when you take a really aggressive approach whereby you try to control the market on an item or group of items. You could do it with an alt though. It's not against blizzard's rules to be a market controller, but many people don't like it and may dislike you for it. It isn't for everyone. It is boring to some, but can be a game in itself. You need a small starter capital to make a smooth start. You could start really small, (as little as a few gold will do), but that will require a little more patience. More gold to start with makes things easier.

What you do is apply the simple principle of buying low and selling higher.

- To start off, take a trip to the auction house and do a search on a few item types. (For example, Fel Iron and Adamantite Ore / Bars) Note the prices they are being sold for. Do the same in the following few days.
- Once you have an idea what the average prices for a product type are, start buying all of the Mithril and Thorium that is being sold below that price.

- Start auctions for the items you just bought, and put them up at the average price, or a little above that. As long as it ends up being sold, you're making profit. This requires some experimentation.
- If you get this working, you can expand your business in other product types. Find out what something sells for, buy anything underpriced and sell it off again.

A daily 5-10 minute trip to the auction house can suffice. If you like doing this though, you might end up staying at the AH for hours a day.

Doing this, even going for the one trip a day to the AH, can net you large amounts of gold if done well.

LEVELLING

LOCATIONS 1-70

Questing And Grinding

WoW's character progression is quest based. Levelling your character through quests lets you see more of the world, and yields rewards.

You can choose to ignore quests and simply kill enemies in an area until they stop giving good exp, and move onto the next area. This is known as grinding. Compared to questing, grinding can be better exp and level you up faster. The downside is that it's boring. If you are willing to endure that, then you will reach level 60 faster. I recommend going the quest route, as levelling from 1-60 can be a lot of fun. In my experience, questing is definitely quicker than grinding from 60-70.

As you level, you will get offered more quests. Since your quest log has a limit of 25, you cannot accept every quest everywhere. At times it is best to forego doing some quests in an area because you out-levelled them while you were doing other quests. Such is life. You could go back and do the now-grey quests, but this really is a waste of time and slows you down. The rewards won't be worth

much anymore, and the enemies you kill won't give exp. One reason to do grey quests is when they are part of a chain, and you want to do one of the later quests of that chain. Otherwise, I wouldn't bother with them.

Some quests send you to far off zones, sometimes places you are not ready to go to yet, or weren't planning to go to at all. If you have room in your quest log, I recommend you pick them up and carry on what you were doing. You just might find yourself going to that zone later on anyway, and you'll be happy you did get the quest if you do. Avoid traveling to another zone specifically for any one quest, it will generally cost you more time than its worth.

An important thing is that some quests have a common objective. You might have one quest that has you collect 10 skeleton skulls, and another quest that has you kill 20 skeletons. Because of this, when you move to a new zone, it is a good idea to pick up every quest you can get before starting to kill there. If you don't, you might end up killing kobold miners for quest A, and find out quest B requires you to kill the same kobold miners later on. Arg.

Where to do quests? If you complete all quests in an area, you will be directed to a new area through another quest. It is always best to complete all quests you want to do in the area you were in, so you don't have to travel back and forth all the time. Don't go do an errand in another zone if you haven't finished the quests in your current area. Get everything done, then pack your things and move to a new town.

Remember that you aren't forced to do every quest. While some may want to do every single quest, it's really not needed. Some quests require a large effort for a small reward, and are not worth it. Get rid of them, forget them, and do some easier quests instead.

All Areas With Intended Levels For Questing

Level 1 – 15 questing

Alliance Questing

Elwynn Forest (1-10)

Eastern Kingdoms. Starting zone for Humans.

Dun Morogh (1-10)

Eastern Kingdoms. Starting zone for Dwarves and Gnomes.

Teldrassil (1-10)

Kalimdor: Starting zone for Night Elves.

Darkshore (10-20)

Take the purple portal in the west of Darnassus, then find the hippogryph master to fly to Darkshore.

Horde Questing

Tirisfal Glades (1-10)

Eastern Kingdoms: Starting zone for Undead.

Durotar (1-10)

Kalimdor: Starting zone for Orcs and Trolls.

Mulgore (1-10)

Kalimdor: Starting zone for Tauren.

Level 15 – 20 questing

Alliance Questing

Loch Modan (10-20)

There's a tunnel in Dun Morogh leading to Loch Modan. Follow the signs on the road leading east from Ironforge.

Westfall (10-20)

Follow the road to the west in Elwynn Forest. Redridge Mountains (15-25): Follow the road leading east in Elwynn Forest.

Darkshore (10-20)

Darkshore has more quests available for this level range.

Horde Questing

Silverpine Forest (10-20)

Follow the road leading south in Tirisfall Glades to enter the Forest.

The Barrens (10-25)

Follow the road going west out of Durotar to reach The Barrens.

Stonetalon Mountains (15-27)

Follow the road leading west from the crossroad outpost in The Barrens to get to the Stonetalon Mountains.

Level 20 – 25 questing

Alliance Questing

Ashenvale (18–30)

Ashenvale lies south of darkshore, and north of The Barrens. As Alliance, pass the gate guarded by orcs a little to the east.

Redridge Mountains (15–25)

Wetlands (20–30): Reach Wetlands through a tunnel in the northeast of Dun Morogh, or through a tunnel in the north of Loch Modan.

Horde Questing

The Barrens (10–25)

Hillsbrad Foothills (20–30): In Silverpine, follow the road south as far as it goes, and then follow the bend into the east.

Stonetalon Mountains (15–27)

Ashenvale Forest (18–30): You can get to Ashenvale by following the road leading north from the Crossroads in The Barrens.

Level 25 – 30 questing

Alliance Questing

Duskwood (18 – 30) Lies south of Elwynn forest.

You will find many quests in this level range in this zone, and in the two listed below.

Whenever you notice some of the quests getting too hard, switch to one of the other two zones below and carry on questing there. As a whole, this zone has a lot of atmosphere, and is fun to quest in.

Ashenvale (18 – 30) and Wetlands (20 – 30)

Skip the lowest quests if you have not already done them at an earlier level. Go for the level 24–32 quests here, depending on your level.

Horde Questing

Hillsbrad Foothills (20–45) for level 25–27
Excellent quests from Tarren Mill for this zone at this level range. You'll want to do them, and move to Thousand Needles.

Thousand Needles (25–35) for level 25–27:

Thousand Needles lies directly south of The Barrens.

Pick up 'A New Ore Sample' from Tatterneck Steelforge in the Crossroads and 'Steelsnap' from Melor Stonehoof in ThunderBluff on hunter rise before going to Thousand Needles.

For the lower level end of this area, Freewind Post on a mountain in the middle of the zone will provide you with quests. There are some quests available by a small outpost to the west along the road as well.

Quests are somewhat scarce at this level range. You can move to one of the zones listed below for some questage, or to grind for a few levels instead.

Ashenvale Forest (18-30) for level 25 – 30

Several quests to do here at this level. Mostly green quests at this level, so gain a level or two and move to Stonetalon.

Stonetalon Mountains (15-27) for level 25-30

Mostly green quests here at this level. Crank em out for a levelup

Level 30 – 35 questing

Thousand Needles (25-35) for level 30 and higher.

Thousand Needles has a goblin/gnome racing town with a several quests in the southeast of the zone, on the Shimmering Flats. You can complete all of these quests in the Shimmering Flats (All enemies are beasts), which is a pretty small area. The quests are:

Load Lightning

Salt Flat Venom

Hardened Shells

Rocket Car Parts

A Bump in the Road

Make sure to pick them all up so you can work on all of them at the same time.

If you spot a centaur named Galak Messenger in the area near the Great Lift, you can kill it for a dropped quest. You will need a party of level 30's or higher to kill the quest mob without too much difficulty.

After finishing these quests, either Desolace or Arathi Highlands is a good spot to move to next. Pick up the 'Encrusted Tail Fins quest' from Wizzle Brassbolts in Shimmering Flats first if you plan to go to Desolace.

Arathi Highlands (30-40)

As Alliance, follow the road to the north in Wetlands over the bridge, or go east from Southshore.

Horde players; Pick up 'To Steal From Thieves' from Genavie Callow in Undercity, and 'The Hammer May Fall' from Tallow in Tarren Mill. Reach Arathi by going east along the road in Hillsbrad.

Complete the non-elite quests from Hammerfall, and move to a different zone before trying Stromgarde quests. For the hardest ones its easiest to have a group of 40's.

You can expect to gain one or two levels questing here.

Hillsbrad Foothills (25-40)

Hillsbrad has a several good quests for Alliance from level 30-40 available in Southshore.

It is a good opportunity to gain some experience, but not a zone you can expect to stay in for more then one level at this level range.

Desolace (30-40)

The entrance to Desolace lies in the Southwest of Stonetalon Mountains, in the Charred Vale. The zone is fairly unpopulated, mainly because it lies out of the way. It is fairly good for questing, and provides a nice and quiet questing experience.

For Horde. There is a troll town with flight path in the southwest of Desolace, by the shoreline.

Alliance has an outpost in the north of the zone, east of the zone entry.

The quests for both factions range from level 33-40.

Outside of the outposts, there are some questgivers scattered around the zone. Most of those can be skipped, but one quest is definately worth doing for its nice +7 stamina necklace reward;

Bone Collector, gotten from Bible Futzbuckle at a hut, south of the zone entry along the road and northeast of the Kodo Graveyard. The quest takes place in the Kodo Graveyard.

Doing either of the Centaur Alliance quest chains is a good idea, as it requires a lot of killing in the same location. Besides the quest reward experience, you will gain good experience, gold and loot from simply killing a lot of centaur.

Stranglethorn Vale (30-45)

Horde players should wait till level 33-35 before going here.

They can reach it by taking the boat that departs from Ratchet in The Barrens.

Alliance players can go here at level 31 or higher, taking the road leading south in Duskwood.

They can visit a camp in the north of Stranglethorn which contains quests around the level 30 range. (Alliance only)

Both horde and alliance players should pick up all of the quests in the hunters camp, in the north of the zone along the river. Horde should also visit the town of Grom'Gol, southwest of the hunter camp, for a flightpath to Booty Bay and more quests in that level range.

Lastly, visit Booty Bay to pick up the following quests:

Singing Blue Shards (from Crank in the Inn)

BloodScalp Ears (from Kebok in the Inn)

Save all of the various pages you find. Four sets of four pages each can be combined into chapters at Barnil Stonepot in Nesingwary's camp. The whole thing gives a large chunk of exp and is worth the nuisance of having all the pages in your inventory a while. You will often find people looking to trade pages in the zone.

Skip the quests from Drizzlik in Booty Bay as the items you need to gather drop far too rarely, and the end reward is a pair of leather boots. Bleh.

As you reach level 36-38, there is a gap in the quest levels, and there will only be a few yellow or green quests left. Time to move to a different zone. It's best to wait with returning here until you've passed 40.

Both factions have a flightpath in Booty Bay, but they're easy to miss. For Horde it is on the top level of the Inn. (Go outside on the balcony, then turn the left corner) For Alliance it is on the highest level of BB, behind the Inn's top floor.

Level 35 - 40 questing

Badlands (35-45)

The Badlands entry is in the south of Loch Modan. As horde, your travel path to Loch Modan would be Arathi Highlands >> Wetlands >> Loch Modan. (Take the tunnel from wetlands to loch, SE of Wetlands)

There are a lot of quests from 35-40 for both factions here, and many of them are quite easy. This is an excellent zone for gaining a few levels at this level range.

One quest chain is of extra interest as it rewards you a clickable trinket with a 10 second runspeed boost.

To do this one, you're going to need a Gyrotomaton (Engineering) and a Frost Oil (Alchemy). You might find those in the auction house, or maybe you can get someone to make them.

The quest starts off east of Kargath (Horde town in the northwest), in a small camp with two gnomes in it.

Complete the following quests:

Quest: Coolant Heads Prevail

Quest: Gyro... What?

Quest: Study of the Elements: Rock part 1,2,3

This is Going to be Hard.

Once you've done all that, you'll get the trinket. It's nice for escaping sticky situations.

Arathi Highlands (30-40)

At or near level 40 you can get a group together for the Stormwind quests. They are good experience, and worth the effort because they're all in a relatively small area.

Horde Stromgarde Quests:

Call to Arms part 4: From Hammerfall.

Sigil of Strom quest chain (all quests are done in Stromgarde): From Hammerfall

Foul Magics part 2: From Hammerfall.

Alliance Stromgarde Quests:

Stromgarde Badges: From Refuge Pointe

Treleyne's Defenses and Attack on the Tower:

Refuge Pointe.

Before doing this quest, you must complete the 'Worth its Weight in Gold' quest from

Apprentice Kryten.

Wanted! Marez Cowl: Wanted sign in Refuge Pointe

Wanted! Otto and Falconcrest: Wanted sign in Refuge Pointe

There is a somewhat hidden area called Faldir's Cove with a couple of quests for level 40's. You can find it Southeast of Stromgarde. If you're up to the 'Death From Below' quest, get up on the ship and fire the cannon whenever you see nagas coming. It's easily solo'd that way and pretty fun.

Desolace (30-40)

There are some quests for the level 38-40 players of both factions here. The amount of quests is fairly limited, but especially the demon related ones in the south are relatively easy, and fun to do if you use Enslave. Enslave Lord Azrethoc, an elite demon who wanders around the ruins, for some serious killing power.

Stranglethorn Vale (30-45)

To avoid too much travelling (its negative effects on levelling speed not to be underestimated), it's best not to return to SV until 40 or higher if you have already done the 30-35 level range quests.

Level 40 - 45 questing

Stranglethorn Vale (30-45)

There is a good deal of quests available for the 40 - 45 player here.

Both times I've done Venture Company mining it was a big pain because the goblins are close together. Other people aggroing them and causing you adds during a fight happens often, so you might want to skip that one.

If you are doing the 'The Bloodsail Buccaneers' questline, make sure you pick up 'Up to Snuff' from Deeg in the inn, as well as 'Keeping an eye out' from Dizzy on a middle level of Booty Bay.

Do quests here until you start running out of yellow/green ones, after which its a good idea to move to Tanaris or Badlands.

Tanaris Desert (40-50)

You reach Tanaris through a passage in the mountains in the south of the Shimmering Flats region, which is in the east of Thousand Needles.

You will find alot of 40-45 quests here, and theyre for the most part rewarding to do. If you run out of quests, move back to Stranglethorn or Badlands to do quests there.

Badlands (35-45)

Theres a bunch of 40-45 quests here, many are for the Uldaman instance. Nearly all Uldaman quests are done before actually entering the instance, so you could take a group and do them even when you dont have the time for a full instance run.

Level 45 - 50 questing

Tanaris Desert (40-50)

This zone is very similar to Feralas questwise, around this level.

As most of the zones listed for this level range are reasonably equal in terms fo quests and experience, pick the zones you enjoy playing in the most.

The Hinterlands (40-50)

You reach The Hinterlands through a mountain pass to the east of Tarren Mill. Alliance has a dwarf outpost with flightpath in the northwest. Horde players will find the trollish outpost Revantusk Village in the southeast of the zone, along the coast. There's many quests available here.

Searing Gorge (43-50)

There is a passage through the mountains in the Badlands leading west, you'll find it south of Kargath.

The Searing gorge has a neutral outpost in the Northwest of the zone, called Thorium Point. Many quests are available for this level range, which makes it a good place to quest for some time. You can find dark iron ore in the thorium deposits here.

Feralas (40-52)

In Thousand Needles, follow the road west to get to Feralas. An alternate route is going through a gap in the mountainridge in the south of Desolace.

Horde players going here at level 45 will let you do the majority of the quests here, and be sure to net good experience. Alliance players are better off going to Tanaris, The Hinterlands or Searing Gorge at this level range.

Azshara (45-55)

Follow the road leading to the east in Ashenvale.

This zone has a very low amount of quests available. Not worth it unless you're anxious to mess around with enslave demon on the satyrs here.

Level 50 - 55 questing

Un'Goro Crater (48-55)

This is a great zone for questing for 50+, there are a lot of quests available and I find them for the most part fun to do.

Before going to Un'Goro, there are some quests you could pick up in other zones to do there.

Bone-Bladed Weapons (Horde Only) from Jes'rimon on the top level of the alchemists building in the Drag of Ogrimmar

Un'Goro Soil - Horde - Archdruid

Runetotem on Elder Ride

Un'Goro Soil - Alliance - Arch Druid
Staghelm on top of the center tower in the

Cenarion Enclave in Darnassus

Super Sticky from Tran'rek in Gadgetzan.

Bungle in the Jungle from Alchemist

Pestlezug in Gadgetzan.

Jumping down the crater from Tanaris will kill you, and sometimes put your corpse in a place you cannot reach in ghost form. There is an entry ramp in the southeast of the zone. As you enter the zone through the ramp, don't miss the tauren questgiver near a waterfall. (for both horde & Alliance)

Also, there is a goblin questgiver in the west of the zone, right by a large lake. The temperature he wants measured is on highest point of the volcano in the center of the zone.

There is a neutral outpost in the north of the zone.

Western Plaguelands (51-58)

When done in Un'Goro, the Western Plaguelands make a good zone to visit next, follow the road leading east in Tirisfall Glades to reach it.

Horde players will find several quests at the Bulwark, which is right at the entry to the zone. Some of them are soloable, but they are mostly fastest done in a group.

Alliance players will find similar quests at their own entry to the zone, which lies north of the Alterac Mountains.

The Hinterlands & Searing Gorge (40-50)

If there's any quests remaining for these areas, they will mostly be around the low 50's. Taking a group into Jintha'Alor to complete the quests there will get you some nice quest experience and rewards. The zones listed above are better suited for questing at this level area though.

Burning Steppes (50-58)

To reach this zone, you must travel through the Searing Gorge (west of Badlands), and go through Blackrock Mountain. Horde has an outpost in the north of the zone, east of the Blackrock Mountain entry. Alliance has an outpost in the Southeast corner of the zone.

Both outposts have a flightpath. It is not a very good zone for questing.

The number of quests that actually take place in this zone is limited, the majority takes place in the Blackrock Depths and Blackrock Spire instances.

If you are killing or questing in this zone, and see an elite giant named Volchan, he is soloable. Just use fear and don't let him get near you, and you're good. He drops green items most of the time.

You can find dark iron ore in the thorium deposits here.

Level 55 - 60 questing

Eastern Plaguelands (53-60)

Follow the road leading you east through Western Plaguelands.

Right as you enter eastern plaguelands, go north along the river. There is a small farm with a questgiver, and a tunnel leading directly to the scourge town Plagewood. (In the tunnel is another NPC who offers you a quest that, as reward, lets you buy a box with a random item inside, for far too much gold)

Light Hope's Chapel can be found in the east of the zone, and is home to many questgiving NPC's. Argent Dawn faction can be gained through doing these quests, which is valuable if you're after the rewards this can get you.

Felwood (47-57)

You can get to Felwood by following the road leading north in the center of Ashenvale.

In the south of the zone, near the entry, you'll find a small outpost along the road with some neutral questgivers. A bit further along the road, a little to the west of the road there is another questgiver wandering about. The quest this tauren gives will reward you with consumable items, and requires you to be in Felwood for an extended period to be worthwhile. I suggest you don't go out of your way to do it and save yourself some time.

There is a well hidden horde outpost in this zone. Follow the river from the bloodvenom Falls (in the middle of the zone) westward, and look for a ramp leading up on the south shore.

Alliance has an outpost in the Northeast, south of Felpaw Village.

Both have a flightpath and questgivers.

Silithus (55-60)

This is a good questing zone for this level range, you will find a bunch of single and chainquests from the NPC's in Cenarion Hold. Stay away from the large hives, they're full of nasty elite bugs.

Winterspring (55-60)

Winterspring can be reached by going through a tunnel in the northern tip of Felwood. The tunnel is filled with enemies, but you can fight your way through or run it pretty easily.

You can find Donova with some quests south of the tunnel exit (and you may need her for quest turnins like Linken's quests. Follow the road to the east to get to Everlook, a neutral outpost with flightpaths for both factions. This zone has alot of quests for this level range.

Burning Steppes (50-58)

Very few quests that dont take place in Blackrock Depths or Spire. It's a good zone for farming thorium, dark iron ore and soul shards though. (imp groups)

Outland Questing

Outland is fairly neatly organized. You never have 3 different zones to visit for a certain level range, its usually best to stick to a single zone and move to the next when you're done there. It progresses as such;

Level 60-70 questing

Hellfire Peninsula (61-62)

You arrive here when you enter Outland through the Dark Portal in Blasted Lands. The quests will let you either reach 62 or very close to it. The Ramparts and The Blood Furnace instances are in this zone and good for this level range.

Zangarmarsh (62-64)

When finished in Hellfire Peninsula, you will be heading to Zangarmarsh. Quite a change of scenery, this zone will hold you over until at least 63, perhaps 64 depending on rested experience, whether you did any instances or not and whether you skipped any quests or not.

Instances for this level range within the zone are The Slave Pens and The Underbog.

Terokkar (64-66)

Next on the list is Terokkar, instances for this level range here are Mana-Tombs and Auchenai Crypts. Sethekk Halls is a possibility too, but is a little high level for a 66 player.

Nagrand (66-67)

Nagrand is home to no instances, but this level range is quite fine for some of the Terokkar instances, if you missed em.

Blade's Edge (67-68)

No instances again, but plenty of questing to do.

Netherstorm (68-69)

Netherstorm has Tempest Keep in it, a four instance flying fortress. One of them is a raid zone, but the other three are 5 mannable. They're all a minimum level 70 (68 for druids) though, as you require a flying mount to reach them.

Shadowmoon Valley (69-70)

you may have hit 70 in Netherstorm already, but you can finish up in Shadowmoon if not. Even if you are, questing beyond 70 is worth a lot of gold.

Grinding Info

For Level 25 - 60

25 - 30 grinding

Wetlands

Dragon Whelps ranging from level 23-26. Easy kills, good experience, and the small chance that a dragonling non combat pet drops.

Thousand Needles

Level 26 – 34 Centaur east of the Great Lift. They're plentiful, and relatively easy kills.

Level 28 – 30 Roguefeather Harpies. Quick and easy kills, but -depending on your level and killrate- there may not be enough of them.

Stonetalon Mountains

Level 23-27 Bloodfury Harpies in The Charred Vale (Southwest in the zone).

30 – 35 grinding

Desolace

Level 30 – 33 Burning Blade in the north, directly south of the zone entry.

Level 32 – 36 Centaur of either faction in the southeast or southwest.

Level 27 – 33 Hatefury Satyr in the Northeast.

Thousand Needles

Level 26 – 34 Centaur east of the Great Lift. They're plentiful, and relatively easy kills.

Level 28 – 30 Roguefeather Harpies. Quick and easy kills, but -depending on your level and killrate- there may not be enough of them.

Stranglethorn Vale

Level 33 – 37 Bloodscalp Trolls North of Grom'Gol on the shore. You'll find the higher level ones in a camp a bit further north, also on the shore. These are often being killed by questers, so if there aren't enough trolls, move somewhere else.

Level 34 – 36 Venture Co. Goblins, east of Grom'Gol. Southeast from the zone entry. Easy kills. The geologists have a fire immunity spell they use every so often.

Level 35–37 Murkgill Murlocs just northeast of Grom'Gol.

35 – 40 grinding

Desolace

Level 32 – 36 Centaur of either faction in the southeast or southwest.

Level 36 – 40 Demons in Mannoroc Coven.

Badlands

Level 37 – 42 Rock Elementals, northeast of Kargath, in the south and west of the zone up in the mountain ridges.

Thousand Needles

Level 26 – 34 Centaur east of the Great Lift. They're plentiful, and many can be single pulled.

Stranglethorn Vale

Level 33 – 37 Bloodscalp Trolls North of Grom'Gol on the shore. You'll find the higher level ones in a camp a bit further north, also on the shore. These are often being killed by questers, so if there aren't enough trolls, move somewhere else.

Level 34 – 36 Venture Co. Goblins, east of Grom'Gol. Southeast from the zone entry. Easy kills. The geologists have a fire immunity spell they use every so often.

Level 35–37 Murkgill Murlocs just northeast of Grom'Gol.

Level 34–38 Kurzen in the Northeast of the zone. Humanoid, good exp.

Swamp of Sorrows

Level 34 – 36 Whelplings in the Southwest of the zone. Easy kills, and can drop a whelpling pet.

40 – 45 grinding

Stranglethorn Vale

Level 39 – 42 Skullsplitter trolls. Southeast of Grom'Gol, South of the Venture co. Goblins area by the lake.

Dustwallow Marsh

Level 41 – 43 Dragon Whelplings in the South. Easy kills, and can drop a whelpling pet.

Tanaris

Level 40 – 44 Wastewanders. East and Southeast of Gadgetzan.

Feralas

Level 40 – 43 Grimtotem directly west of Camp Mojache.

Level 41 – 45 Hatecrest Naga's On the large island off the coast.

Level 43 – 45 Feral Scar Yeti's in the Feral Scar, due South of the zone entry, Southwest of Camp Mojache.

45 – 50 grinding

Azshara

Level 46 – 48 Highbornes in the east of the zone, north of the road by some ruins.

Tanaris

Level 40 – 44 Wastewanders. East and Southeast of Gadgetzan.

Level 46 – 48 Dunemaul Ogres. South of Gadgetzan, split up into three camps.

Level 43 – 45 Southsea Pirates. South of Steamwheedle port, in a pirate camp along the coast. (Theres a tunnel you can go through)

Dustwallow Marsh

Level 41 – 43 Dragon Whelplings in the South. Easy kills, and can drop a whelping pet.

Feralas

Level 40 – 43 Grimtotem directly west of Camp Mojache.

Level 43 – 45 Feral Scar Yeti's in the Feral Scar, due South of the zone entry, Southwest of Camp Mojache.

Level 41 – 45 Hatecrest Naga's on the large island off the coast.

Level 48 – 50 Northspring Harpies in the Northwest of the Zone.

The Hinterlands

Level 41 – 45 Witherbark Trolls. These are spread across three camps, all southeast of the entry.

Level 46–47 Vilebranch Trolls

(Horde only) Level 44 – 46 Highvale Elfs around and in the Elven Lodge, directly east of the zone entry.

50 – 55 grinding

Azshara

Level 51 – 53 Legashi Demons. Several camps in the Northeastern area of the zone. Enslave should help your killrate some here.

Level 52 – 53 Blood Elfs in an encampment northeast of the Ruins of El'Darath. (Its on high grounds, not the beach)

Level 47 – 55 Spitelash Naga, concentrated on the beach, the ruins west of the beach, and the highest level naga's in the southeast of the zone.

Searing Gorge

Level 45 – 49 Rock and Fire elementals, highest concentration is in the eastern area of the Cauldron.

Winterspring

Level 54 – 56 Highborne on the frozen lake, south of the road in the western area of the zone.

Burning Steppes

Level 50 – 53 Firegut Ogres on the mountain in the east.

Level 51 – 56 Flamekin Imps. These have a tiny amount of hitpoints, but they aggro you as a pack of 5-6. They spawn in some of the lava pits spread throughout the zone, and there may be an earth elemental in their place. If you kill the elementals, imps may respawn next time. Using voidwalker with suffering to taunt them all, then hellfire to kill them works perfectly. (If you can manage to kill them all at once, these are very good grinding)

Felwood

Level 52 – 53 Irontrees in the Irontree woods, just north of Bloodvenom Falls in the center of the zone. These treants are low hp mobs. (Very good grinding)

Level 50 – 54 Jadefire Satyr in the Southwest and Northwest.

Charming a jadefire satyr or better, an Infernal and grinding stuff with that is good fun, and speeds up your kill rate. (provided you handle it well.)

Feralas

Level 48 – 50 Northspring Harpies in the Northwest of the Zone.

Western Plaguelands

Level 50 – 55 Undead. Each of the farms in this zone, and the andorhal ruins provide ample undead to grind upon effectively.

Level 52 – 56 Scarlet Crusaders in the North of the zone. Spread out in several camps, and along the road going north to Hearthglen. Hearthglen itself is filled with elite mobs of the same level range.

Eastern Plaguelands

Level 53 – 55 Undead Mossflyer Trolls. In the west of the zone south of the road you'll find undead trolls, which are pretty easy kills.

Un'Goro Crater

Level 50 – 53 Un'Goro Gorillas in the northeast of the zone. These drop some grey items frequently that sell well. (Tuft of hair for 11s, empty barrel for 15s)

Tanaris

Level 46 – 48 Dunemaul Ogres. South of Gadgetzan, split up into three camps.

55 – 60 grinding

Burning Steppes

Level 50 – 53 Firegut Ogres on the mountain in the east.

Level 51 – 56 Flamekin Imps. These have a tiny amount of hitpoints, but they aggro you as a pack of 5-6. They spawn in some of the lava pits spread throughout the zone, and there may be an earth elemental in their

place. If you kill the elementals, imps may respawn next time. Using voidwalker with suffering to taunt them all, then hellfire to kill them works perfectly. (If you can manage to kill them all at once, these are **very** good grinding)

Un'Goro

Level 50 – 53 Un'Goro Gorillas in the northeast of the zone. These drop some grey items frequently that sell well. (Tuft of hair for 11s, empty barrel for 15s) If you are a skinner or miner, you can do both here.

Azshara

Level 51 – 53 Legashi Demons. Several camps in the Northeastern area of the zone. Enslave should help your killrate here.

Level 52 – 53 Blood Elfs in an encampment northeast of the Ruins of El'Darath. (Its on high grounds, not the beach)

Level 47 – 55 Spitelash Naga, concentrated on the beach, the ruins west of the beach, and the highest level naga's in the southeast of the zone.

Winterspring

Level 54 – 56 Highborn on the frozen lake, south of the road in the western area of the zone.

Level 55 – 58 Ice Thistle Yeti's. Just southeast of Everlook.

Level 55 – 59 Owlbeasts in an area southeast of Everlook, south of the Yeti's, and from there east across the road is another camp.

Felwood

Level 52 – 53 Irontrees in the Irontree woods, just north of Bloodvenom Falls in the center of the zone.

These treants are low hp mobs. (These are very good grinding)

Level 50 – 54 Jadefire Satyr in the Southwest and Northwest.

Charming a jadefire satyr or better, an Infernal and grinding stuff with that is good fun, and speeds up your kill rate. (provided you handle it well.)

Western Plaguelands

Level 50 – 55 Undead. Each of the farms in this zone, and the andorhal ruins provide ample undead to grind upon effectively.

Eastern Plaguelands

Level 53 – 60 Undead. Several camps in the northern area of the zone, including the town of plaguewood. In the east and west of the zone are smaller scourge outposts. The town of Corin's Crossing is also laden with undead and makes for good exp.

Level 53 – 55 Undead Mossflyer Trolls. In the west of the zone south of the road you'll find undead trolls, which are pretty easy kills.

Should you choose to grind beyond 60, 'Wrath' type demons make for extremely easy kills, their HP is very low compared to other mob types, and their only special ability is a wake of fire you can easily avoid. They are the dual blade wielding demons with the funky shoulders.

58–59 Wrathguards can be found southeast of Thrallmar, or northeast of Honor Hold.

67–68 Wrathwalkers are located in Legion Hold, in the west of Shadowmoon Valley.

68–69 Wrathbringers are Forge Base Gehennas in Netherstorm, northwest of the Stormspire.

For the lower 60's I recommend the Burning Blade and Laughing Skull ruins in Nagrand. You will find Obsidian Warbeads while grinding away on the ogres there, which are used for both Mag'har and Consortium reputation gains.

Instances

The higher in level you get, the more instanced dungeons you can enter. Instances are meant for groups, and you'll get killed when trying to do quests in there by yourself unless you are way above the intended level of the instance. All instances have multiple quests associated with them, some more than

others. If you are doing an instance with a good group, you will find experience to be flowing much faster than normal, and cash and items come much more quickly. If you run short on good quests, you always have the option of doing a few instance runs for exp, gold and items. I found that if you want a good group, form it yourself and preferably with people you know. That way you can decide the level and classes you want to enter the instance with.

Alliance

The Deadmines (15 – 25)

In the town of Moonbrook in Westfall. The Deadmines has an area outside of the actual instance, you will need to fight a bunch of miners around level 15 to get to the portal.

The Stockade (23 – 33)

Location: The center of Stormwind. A small Instance, not particularly difficult.

Horde

Ragefire Chasm (14-20)

In Orgrimmar's Cleft of Shadow. This is a good beginner's instance, it is nice and small and doesn't contain any overly complex fights.

Wailing Caverns (15 – 25)

The entrance lies in a mountain just southwest of the Crossroads outpost in The Barrens. The Wailing Caverns are divided into an outside area where anyone can hunt, containing the lower level end of the elite monsters. A portal inside will take you to the instance portion. There is a secret area above the entry to the zone which you can reach by climbing the mountain and dropping down the middle of the large skull that makes up the entrance. Several quests are offered in the right eyesocket.

Shadowfang Keep (20 – 30)

Location: Silverpine Forest. South of The Sepulcher, just north of Pyrewood Village.

This zone is a step up from Wailing Caverns. It is relatively small, and has some very nice loot drops for warlocks.

Both Factions

Blackfathom Deeps (22 – 32)

Northern tip of the Zoram Strand, the western coast of Ashenvale. A large instance, not as frequented as the others around this level. Several good quests and fun to do.

Razorfen Kraul (30 – 40)

Located in the Southermost tip of the Barrens, west of the Great Lift. This instance is split in two parts which do not connect. A short ways from the entrance you can choose

to between going down a ramp to your left or heading straight on. To the left is where the Redleaf Tuber quest can be done, and deeper in an escort quest can be done.

Going straight on leads to the majority of the zone, and contains the most named. Doing both parts in one sitting will generally take a long time, as this is a pretty large zone.

Gnomeregan (30 - 40)

Gnomeregan lies in Ironforge. Horde players can teleport to the instance from Booty Bay after completing the 'Chief Engineer Scooty' quest, gotten from Sovik in Orgrimmar at level 30 or higher. Watch out for the small alarm bots here, they must be killed quickly, or they will summon reinforcements.

Razorfen Downs (35 - 45)

Location: Southern tip of The Barrens, east of The Great Lift. Just a few levels higher then Razorfen Kraul, this mazelike zone contains alot of undead.

Scarlet Monastery (35 - 45)

This zone lies north of the Undercity in Tirisfall Glades. It is split up into three separate instances to allow you to do it in more than one visit without having to redo the entire zone. Ranged from easiest to highest, there is the Library, Armory and Cathedral. You will need a key found in the Library to open the doors leading to the Armory and Cathedral.

Uldaman (40 - 50)

Situated in the south of the Badlands, right by the passage to Loch Modan. Many of the Uldaman quests take place before you enter the actual instance, and are easier to do than the ones inside. The instance itself is quite large, with a cool boss event at the end.

Zul'Farrak (45 - 55)

Zul'Farrak can be found in the northwestern area of Tanaris. It isn't a very large instance, but has some difficult events which can slow a group down considerably.

Maraudon (45 - 55)

Maraudon lies in a mountain pass just northeast of the Troll outpost Shadowprey Village in Desolace. The pass can be accessed from the south and east. The instance consists of two main paths, each with their own entry. Before you enter the zone, you will see an orange and a purple tunnel, each leading

to a zonein portal. The orange one is the more difficult of the two, but will let you fight different bosses and complete quests you wouldn't otherwise be able to do.

The Temple of Atal'Hakkar aka Sunken Temple (50 - 60)

The temple lies in a lake in the Swamp of Sorrows. You enter it at the top, then go down through an underwater passage and have to fight a way in until you reach the zonein.

When you zone in, there are three ways to go. None of the ways are interconnected, so you may choose to only do part of the instance and come back for the rest later without having to reclear the whole zone.

Blackrock Depths (53 - 60)

Enter it inside the Blackrock Mountain, which lies south of Searing Gorge, north in the Burning Steppes. It contain three different instances. BRD is found all the way at the bottom (use the giant chains to go down) through the quarry.

This is a very large instance involving many quests, some of which are chainquests. Lots of good loot and cool events here.

Dire Maul (57 - 60)

Found in the ruins in the center of Feralas, north of Feral Scar Vale and west of Camp Mojache, Dire Maul is split into three parts. The eastern instance, which has a main and a locked back entry in the form of a stone structure north of Camp Mojache, contains mainly satyr demons and plants. The satyr make good pets. You will need to complete an event with the imp at the main entry, pim'gib, to obtain the key for the other two instances and the back entry to the east one. The western instance contains mainly elementals and undead. It is also involved in the last step of our dreadsteed quest.

The northern instance is the toughest of the three, filled with mainly ogres. Lots of named and good loot to be had here.

Stratholme (57 - 60)

Lies in the northwest of the Eastern Plaguelands. A back entry requiring a key from inside the zone is found to the east of the main entry.

Stratholme is a high end instance, most people wait until 60 to go here. It is split into two main area, live and dead side. The live side mainly deals with Scarlet Monastery humans, where the dead side has, surprisingly, mostly undead inside. Many quests involve stratholme, and it is a great zone for loot.

Scholomance (57 - 60)

Scholomance lies on the island of Caer Darrow, southeast of the Western Plaguelands.

It has one main path, you are required to clear most of the zone to get to the end.

It is about as difficult as Stratholme, and the bosses drop loot to match the difficulty.

Blackrock Spire (57-60)

Found in Blackrock Mountain, through a sidepath in the main spiraling pathway inside the mountain. A bunch of orcs will need to be dealt with before entering.

This zone is split into two areas. As you zone in, you can choose to go up and left, or down and right. Up (UBRS) leads to the raided area, meant for 15 people, and requires a quested key to enter. Down (LBRS) is doable with 5.

LBRS is a large zone to clear with a single group, and usually takes a few hours at least. It is stacked with named and good loot.

UBRS is done with 15 people, and requires coördination and some organization to do effectively. It has the best loot, but is more difficult than LBRS to do. It is also involved in the last step of the Onyxia Key quest.

Outland Instances (Both factions)

Hellfire Citadel (Hellfire Peninsula)

This fortress is comprised of four instances. One raid instance, two low level and one level 70 instance;

The Ramparts (60+)

A fairly small instance, clearable within the hour by an experienced group. There are only three bosses, of which the second one is optional. You do need the second one for a quest in here, and most groups will kill all three for the loot anyway.

The Blood Furnace (61+)

Slightly bigger than The Ramparts, The Blood Furnace is also a little harder. There are again three bosses, of which the second one has a fairly long pre-boss event. At a certain point you find yourself in a large room full of caged Fel Orcs. You pull a lever and a cage opens, sending three fel orcs in. Once they die (or sooner if you are too slow to kill them) the second cage opens. There are six cages, and the later cages contain up to five orcs. They are not all elite, but the event can be quite a challenge.

The Shattered Halls (70)

This zone is quite difficult as far as the level 70 instances go, it contains multiple very large pulls of 5-6 elites at a time where good crowd control is a must.

Magtheridon's Lair (Raid)

This is the home of Magtheridon, big fat Pit Lord.

Coilfang Reservoir

This is a large pump installation in the center of the big lake in Zangarmarsh. There are three 5-man instances and a raid instance.

The Slave Pens (62+)

This instance has three bosses and is reasonably easy to do. Many of the pulls in this zone can be skipped completely, which is worth considering if you have a good group. The area past the second boss is difficult because of the large pulls.

The Underbog (63+)

Four bosses in this one, no real places of extremely difficulty, although the area just beyond the first boss can be tough as the pulls are fairly big.

The Steamvault (70)

Fairly many multi-mob pulls in this one. Three bosses. Steamvault contains one of the two items required for the 'The Second and Third Key Fragments' quest required for the Karazhan key.

Serpentshrine Cavern (Raid)

Lady Vash's home

Auchindoun

Auchindoun is a large ruin in Terokkar forest in the center of the Bone wastes. It is split into four 5-man wings.

Mana-Tombs (63+)

Three bosses. Many mobs are skippable, but you may wish to kill them all regardless because of the escort quest taking you through the area later on. The adds could prove problematic if you didn't clear everything.

Auchenai Crypts (64+)

Many mobs in this instance will spawn non elite adds when you engage them. Be mindful of this, it makes certain pulls challenging. Two bosses.

Sethekk Halls (65+)

Sethekk has a lot of trash mobs for only two bosses, which can be a pain. Some pulls towards the end are challenging and require good CC to deal with successfully.

Shadow Labyrinth (70)

After the first boss, you will need to deal with large groups of elites. Good CC is instrumental to success here. More large pulls follow throughout the rest of the instance. The third and fourth boss can be quite difficult. You will find the First Key Fragment for Karazhan in a pot near the last boss. I do believe you can get it without killing the last boss, should he prove too difficult.

Caverns of Time

Located in Tanaris, on Azeroth. The Caverns allow you to see some events that happened in the history of Warcraft.

Old Hillsbrad (66+)

In this instance you set fire to the barracks in Durnholde and save Thrall in the commotion. Along the way you encounter three bosses. None are particularly tough, but the fact that this is in fact one huge escort quest can be a little unnerving. Luckily, should you wipe and Thrall die, you do not have to do the whole escort over, it will pick up at the last place you talked to Thrall.

The Black Morass (68+)

Portals spawn in three fixed locations at random. Several mobs spawn quickly after another, which must be killed. When done, look for the next portal and commence killing. At set intervals a boss will spawn. Once the third and last boss is dead, the instance is finished.

Mount Hyjal (Raid)

The event taking place this time is Archimonde's defeat on Mount Hyjal.

Tempest Keep

This large structure hovers east of Netherstorm and is split into four wings. Three 5 mans and a raid instance.

The Botanica (70)

With a total of 5 bosses this makes for a rather rewarding instance.

The Mechanaar (70)

A fairly small zone, with alot of skippable groups. Three bosses and two minibosses that dont drop loot. They do drop badges on heroic mode though.

The Arcatraz (70)

The toughest of the three 5 man tempest keep zones, 4 bosses total. You will find a key fragment for the 'The Second and Third Fragments' Karazhan key quest here.

The Eye (Raid)

Home to Kael'thas Sunstrider, leader of the Blood Elves on Outland.

THE DEBUFF LIMIT



ack in the bleak days of pre-BC raiding, mobs had a very constricting debuff limit. No more than 16 dots and debuffs combined could be present on a mob at any one time, which made the use of many of our dots a problem on raids.

The Burning Crusade brought about two changes that made the debuff limit practically a non-issue. For one, the raids for BC instances aren't for more than 25 people. Secondly, the debuff limit itself was increased to 40.

Even though it is no longer a problem, I'll explain how the 16 debuff limit used to affect raiding;


Imagine being in a raid, fighting a boss. You cast corruption, immolate and curse of doom on the target. Seconds later, your spells are no longer visible in the list, and have been replaced by abilities such as rend, thundersclap, taunt, demoralizing shout etc. Your three spells have been 'pushed off' the debuff list. They aren't just missing from the debuff list, they are completely replaced by other abilities. Its as if they were dispelled.

Back in those days, if you wanted any debuff to stay on the target, you would have to recast it frequently to ensure it stayed on there. This is obviously a waste of mana when done with DoTs, so most locks had to forego using most of their DoTs. Many raiding guilds had rules in places for which debuffs may be cast and which may not. Some used to ban talents such as deep wounds and improved shadowbolt, as they cannot be prevented from going off and could push a needed debuff off.

Sweet times, huh?

The above is now of little concern to the raiding lock, but I still thought you should be aware of the way that used to work. And it's not entirely impossible for this to happen with the current system, as the possibility of reaching 40 debuffs on a 25 man raid is definitely still there.

RAIDING

 Raids are a multitude of groups linked together, and require good leadership and coordination to work well. For any raid you are going to have general rules for everyone to follow (Don't run ahead of the raid, never get aggro, don't pull anything unless you are the designated puller, etc).

Currently, these are the 'relevant' raid instances in game. Karazhan (10), Gruul's Lair (25), Magtheridon's Lair (25), Serpentshrine Cavern (25), The Eye (25), The Black Temple (25) and Hyjal Summit(25)

In the pre-BC days, the raiding instances were:

The Molten Core(40), Onyxia's lair(40), Blackwing Lair(40), Zul'Gurub(20), the two Ahn Qiray instances(20 and 40) and Naxxramas(40).

Few guilds go to the old level 60 raiding instances, as the rewards just aren't worth it anymore compared to what you can get in Outland.

Lastly, Blackrock Spire is a 10 man instance in the level 60 range where people can get their first taste of raiding.

In addition to raid instances, there are outdoor raid bosses which can be engaged with a raid of 40. Outland contains two; Doom Lord Kazzak in a secluded are of Hellfire Peninsula and Doomwalker outside the Black Temple.

Azeroth has six level 60 outdoor raid targets; Azuregos, a dragon in Azshara and Lord Kazzak the demon in the Tainted Scar, in the southwest of the Blasted Lands. The remaining four are dragons spawning at portals around the world; Lethon, Emeriss, Ysondre and Taerar. They are found in Ashenvale, Feralas, Duskwood and The Hinterlands.

The Outland bosses especially are contested targets, and guilds may be racing for them when they spawn in order to get the kill before another guild does. As with instances, the Azerothian raid bosses aren't nearly as popular as they used to be.

All classes have one or more specific tasks on a given raid. Warlocks will get asked to make sure that certain curses are kept on a raid target at all times. Bosses in Karazhan or Gruul and beyond are tough fights for newer guilds and they can take a while to kill. Curses can make a big difference here. You are also tasked with putting up a Soulwell every now and then as well as keeping a soulstone effect on someone. If its your first

time visiting a new raid zone as a guild, make sure to bring plenty of soul shards. Chances are you are going to die a lot and not have a lot of opportunities to drain new shards. You may wish to cut back on pet summons and use an imp as well as limiting your usage of shadowburn and soul shatter to the times you really need them to preserve shards. In some cases you may be placed on add control and get assigned a demon or elemental to banish, or a humanoid to seduce. Imp is a good choice for raiding due to his stamina buff. In some cases, another pet is a better idea. Your talent spec and which group you are in (tank group?) factors in on pet choice as well.

Beside that, you should do your best to sustain the highest possible damage output without stealing aggro. This is easier said than done. Suffice to say, you will be in combat mode the entire fight, so drinking is out of the question. Mixing DoTs with nukes, you should be able to sustain a good damage output for a long period. How easy that is when healing is limited depends on your spec.

A thing of note. Be careful with Eye of Killrog on raids. While this shouldn't be happening, some bosses will transfer aggro onto you (and as such, the raid) after killing your eye.

Arcatraz Key Quest Walkthrough

This quest is not a requirement for entering Arcatraz. In fact, only one person in the group needs a key and it is possible to pick the lock as well. However, should you want a key, here is the questline to get it. Most of this questline can be done solo. You begin with speaking to Nether-Stalker Khay'li in Area 52.

1. Consortium Crystal Collection

A straightforward quest, and a very easy one at that. Note that you can retrieve the Crystal from both Pentatharon and Ekkorash the Inquisitor, the latter of which being summoned during the 'The Archmage's Staff' quest. The follow-ups take place in the same general area.

2. A Heap of Ethereals

3. Warp-Raider Nesaad

Nesaad is found west of the other ethereals near the Fel Reaver southeast of Manaforge B'naar.

4. Request for Assistance

Travel to Eco-Dome Midrealm for the continuation of the quest.

5. Rightful Repossession

Collect Boxes of Surveying Equipment by Manaforge Duro.

6. An Audience with the Prince

Speak with Nexus-Prince Haramad at the Stormspire.

7. Triangulation Point One

Point one is located a ways east of the Protectorate Watchpost (loc. 66.7, 33.8). Use the Triangulation Device to find it, then get the follow-up from Dealer Hazzin (at the Protectorate Watchpost);

8. Triangulation Point Two

The second point is found a little east of the entrance to Manaforge Ara (loc 28.9, 41.2). turn this quest in by Tuluman's Landing, a small outpost by the bridge leading to the Manaforge Ara island.

9. Full Triangle

This quest is meant for two, but can be solo'd using a Voidwalker or Felguard to tank the elite. You can find Culuthas in the northeastern tip of the island Stormspire is located on.

10. Special Delivery to Shattrath City

You can use the portal in the left of the Nexus Princes' room to teleport to Shattrath. Upon turning this in, you receive a 2 hour buff granting you 200 melee and ranged attack power as well as 115 spell damage.

11. How to Break Into the Arcatraz

A'dal asks you to retrieve the Top and Bottom Shards of the Arcatraz key. The Top Shard is found from the last boss in The Botanica, Warp Splinter. The Bottom Shard is held by the last boss of the Mechanaar, Pathaleon the Calculator.

Once you have collected both, you can turn them into receive your Arcatraz key. You will receive one last follow-up to kill a boss in The Arcatraz.

Karazhan Key Quest Walkthrough

You can begin this questline at level 68, but you will not be able to progress beyond a certain point until you are 70. The questline is the same for both factions.

Start by traveling to Karazhan in the south of Deadwind Pass. By the entrance you will find Archmage Alturus, who has two quests for you;

1. Arcane Disturbances
2. Restless Activity

Both are doable solo. Note that the Well and Pond are each in a different underground area, the entrances of which are the cellars of two ruined buildings near Alturus.

Once you complete the two quests, you receive the next one;

3. Contact from Dalaran

You will find Archmage Cedric north of Dalaran along the shore. He gives you;

4. Khadgar

Speak with Khadgar on the Terrace of Light in Shattrath. He sends you to the Shadow Labyrinth. This is still doable at 68, but I would recommend level 70 for this step and the ones beyond it;

5. Entry Into Karazhan

You need an Arcane Container, which can be found along the wall in the final room of the instance. There happens to be a boss in that room, but its conceivable that you are skip that boss and grab the container. Note that an elite elemental spawns from the container, which must be killed in order to get the key fragment.

6. The Second and Third Key Fragments

After returning to Khadgar, you receive the above follow-up which sends you to two instances. The container in Steamvault is found in water not too far from the entrance, close to the ramp leading up to the first boss on the left. The container in Arcatraz (requires a key or lockpicker, level 70 and flying mount) is harder to reach, it requires you to clear a ways into the instance until you reach the first room with voidwalkers in it. The container is in this room, to the right.

It is possible to avoid killing the voidwalkers, provided you wait for them to both path far enough way from the container. There will be a moment to open the container and pull the guard that spawns back out of the room to kill safely.

7. The Master's touch

You now have the key, and are tasked with going to the Black Morass to get Medivh to activate it. This requires finishing the instance successfully, after which you can speak with Medivh to finish your key. When this is done, return to Khadgar to receive your Karazhan key!

The questline continues beyond this, rewarding you an epic trinket with arcane resistance in the end.

Onyxia Key Quest Walkthrough

Note: this quest is for a pre-Outland raid, and is not interesting for the average player anymore. I'm leaving it here in case you are interested in getting the key anyway, for completeness sake or whatever other reason.

Entering Onyxia's Lair requires you to do an involved quest to obtain a key. Everyone in the raid will need a key to get in, and everyone needs to do the quest. This is no cakewalk, and it takes a lot of effort to do.

Alliance

Complete the quest 'Dragonkin Menace', given by Helendis Riverhorn in Burning Steppes.

You are then told to deliver a letter to Magistrate Solomon in Lakeshire, who then tells you to speak with Highlord Bolvar in Stormwind. (Palace) He sends you back to Magistrate Solomon, who in turn sends you back to Burning Steppes. Speak with Maxwell, then speak to Ragged John in the North of the zone, east of the mountain entry. Back to Maxwell, and he will tell you to find Marshall Windsor in BRD. You will need a prison cell key. As you enter BRD's first big room, enter the middle of the most right

three tunnels. Its different from the others in that its stone instead of a rough dirt tunnel. At the end of the tunnel is the High Inquisitor, who drops the cell key. One of the cells in the adjacent tunnels has Windsor in it. After speaking to him, you have opened up the chance of a note dropping from random mobs in BRD. When it drops, speak to Windsor again, and he will tell you to kill Argelmach and Angerforge to obtain the rest of his missing notes. Once you do this and return, you are to escort Windsor out of the prison. Clearing the tunnel of enemies before starting this quest can make things easier. Once the escort is over, talk to Maxwell in Burning Steppes. Maxwell tells you to travel to Stormwind and meet Windsor at the city gates. Now for the followup, you are told to need a raid. However currently, Highlord Bolvar can take out everything in this fight by himself. Talk to him after to finish this step. If you fail, go back to the city gates and wait for Windsor to make another appearance.

Bolvar gives you a fragment of the key, and tells you to seek out another helpful dragonflight. The NPC you need is in Winterspring. Go through the caves of Mazthoril southwest of Everlook. You'll need a group if you intend to clear the enemies, or you can deathrun through it solo. In the last big room of this cave you'll find a blue rune

on the ground. Step on it to be transported to the NPC you need. Get the followup quest, which is to acquire the blood off of General Drakkisath in Blackrock Spire. You need a raid to kill him, and he only drops one blood per kill. Once you get the blood, return to Haleh in Winterspring and receive the key to Onyxia's lair in Dustwallow Marsh.

Horde

Speak with Warlord Goretooth on the guard tower in Kargath, Badlands. He gives you the quest Warlord's Command. You have to take a group into Blackrock Spire, kill three bosses in there, and recover documents. This is quite an undertaking, and tends to take more then one visit to Blackrock Spire, or one very lengthy one. The documents spawn at any of the three bosses, or at Urok's Tribute Pile. Looting it will make it reappear at any of the 4 spots at random. Once you complete this quest, you will need to visit Eitrigg in Thralls room in Orgrimmar. Thrall gives you the next quest, 'For The Horde!'. You are to acquire the head of Warchief Rend Blackhand in Upper Blackrock Spire, which takes 2 -4 groups to do. (4 is quite doable, 2 is very hard).

To get to Upper BRS, someone will need to have a key. (only 1 key is needed to get a whole raid through the door). If no one has a key, you'll need to obtain one through collecting 33% dropchance gems from the three bosses you've killed earlier in BRS. Voone, Omokk, and Wyrnthalak. You need a gem from each, and an Unadorned Seal of Ascension, which is a random drop in BRS. Once you have these items, speak to Vaelan in BRS. He is in a pretty obscure spot near the start of the zone and can be hard to find. Before you reach the first bridge, there is a slope going upward. You'll need to jump onto a platform there and you'll spot him then. Turning in the items gives you the key to Upper BRS.

Once Rend is dead (This is a raid quest, so everyone in the raid can loot his head) you get a nice trinket and the followup quest. Thrall will tell you to seek out Rokaro in Shadowprey Village in Desolace.

Rokaro tells you to find Myranda the Hag in Western Plaguelands. It's a gnome south of Andorhal in the graveyard, standing on a tree stump. Myranda tells you to collect 20 dragon eyes from dragonkin in Upper Blackrock Spire. They don't drop from the whelps, only the big dragonkin. They drop 1, 2, or none. Once you get 20 eyes, turn them in to Myranda, she gives you an amulet and tells you to travel to Emberstrife's cave in the south of Dustwallow Marsh. In the cave, use the amulet and speak to Emberstrife. He has a line of 4 quests available, and you will need a full group to do them. First, you are told to kill a dragon called Scryer in Winterspring. Hes in the cave of Mazthoril, full of blue dragonkin and southwest of Everlook. Back to Emberstrife, and you get the order to kill.

- Somnus, east of the sunken temple's lake in Swamp of Sorrows.
- Next is Chronalis, by the caverns of time area southeast of Gadgetzan.
- Last is Axtroz, in the east of Wetlands.

Once you've done all this, Emberstrife gives you the followup. Go see Rokaro, who tells you to kill General Drakkisath, which requires a raid into Upper BRS again. He only drops 1 blood per raid, which is a major pain. Once you acquire the blood, back to Rokaro who gives you the drakefire Amulet, which is also the key to Onyxias lair.

Done!

PVP TACTICS

Whether you want to participate in Player versus Player combat constantly is a choice you more or less made when selecting your server. Playing on a PvP server leaves you open to attack, and it can be annoying to have your questing interfered with by unwanted PvP.

On regular servers this is not the case, and one faction cannot attack the other without question. However, you can still choose to participate in PvP by joining a Battleground, by joining or creating an Arena team at level 70, or by joining the world PvP in Outland.. Warlocks are pretty good at PvP, but are fairly difficult to play. There are so many options, so many choices that have to be made in an instant... The smallest mistake can mean defeat.

Some general tips.

If you're fighting a Priest or another Warlock, Shadow Ward can help to absorb damage, and to prevent spell interruptions through DoT damage.

Fear and Seduce are on the same diminishing returns timer. Using either Fear, Seduce or a combination of the two more than once will make their duration shorter. 50% shorter on the second cast, 75% on the third cast after which the target is immune to both for 15 seconds.

Collect the honor points required to buy an Insignia of the Horde/Alliance, and you'll have a means to break free of crowd control once.

Get a Minor Speed enchantment on your boots. It will allow you to run slightly faster than those without it.

Consider using a Spellstone. Yes, you have to give up your wand for it, but the ability to get rid of a slew of dots with a single click is quite valuable.

Fighting The Classes

To be the most effective in PvP, you will adapt yourself to each class, and use much different tactics for fighting a hunter than you would say, a priest. Note that the below tactics are assuming a 1 v 1 fight, without interference from other parties. While this rarely happens in mass PvP or Battlegrounds, you can still use some of the principles listed below for each class, and maybe learn a little more about the classes you fight as well.

Druids

Druids are a versatile class, and can be fairly difficult to deal with.

First off, Druids are weak against fear. There is nothing much they can do beside their PvP trinket. Doting a Druid up and fearing him away works perfectly, and you can ruin his spellcast when fear breaks with a Felhunter.

Moonfire's DoT effect can be devoured by a Felhunter, but in the case of it being spammed, he can't keep up. Devouring their buffs and regeneration effects is also beneficial.

Feral Druids are hard hitters and can be tough buggers when they get the jump on you. And they usually do, being stealthed in cat form.

When a Druid shifts into Dire Bear form, expect to get charged. With the proper talent, they can charge, similar to the warrior's charge. It will interrupt a spellcast for 4 seconds, and stops you from moving for the same period. Note that there is a 8-25 range restriction on the ability, so you can ruin their charge by being too close or too far away from them to use it. If they are able to get some rage, they will be able to use a heal over time in bear form. Use fear and either start nuking or DoT him up.

Worthy of note when fighting Druids in Cat form; Their Shred and Ravage abilities require the Druid to be behind you. Channeling Drain Life will make you face the Druid for the duration, denying them the use of the ability.

If you get a druid's hitpoints low, the Druid will be forced to shift back into their original form, and heal themselves. It's difficult to prevent their healing, but you can use deathcoil the second you see them shift to caster form. This will hopefully have denied them their Heal / Regen spell as well as buying you time to finish the job or follow through with a fear.

Note that you can devour their regen spells with the Felhunter.

For all druid builds goes; Shifting in and out of their various forms costs them a crapload of mana. If you curse a druid in any of their animal forms, it will cost them two shifts to remove it. Most will not bother removing it, as it will cost them a heck of a lot more time and mana than it did for you to apply the curse.

One of the most annoying Druid abilities is Cyclone. The spell works much like a short version of Banish, it makes you invulnerable and unable to take any action for 6 seconds.

It takes them 1.5 seconds to cast, and it's affected by diminishing returns. The second cast will only last 3 seconds. It's still a pain in the ass though.

Hunters

Your best defense on Hunters is to take the fight to them. As you may know, bows and guns have a minimum 8 yard range, unlike wands. If you get too close, they can't use them and have to take action to get away from you. An option is to charge at them, keeping the following in mind; A hunter will usually have a trap up, and they will try to lure you into it. You can break out of a trap with the PvP trinket, but you can also guess the spot the trap is in and move around it. It's usually directly in front of the hunter.

Provided the hunter is at range when the fight begins, they will typically start off with Concussive Shot and Aimed Shot. Concussive will slow you to 50% run speed for 4 seconds. If they have Improved Concussive shot, that will be accompanied by a 20% chance to be stunned for 3 seconds. Concussive shot can be taken care of by a Felhunter or the pvp trinket. Waiting it out makes you prone to further attacks, which can be lethal.

The most annoying specced hunter you can find yourself up against is the Beastmaster. When they pop their little talent, they and their pet become immune to all crowd control for 18 seconds.

There are two ways to screw them out of their talent, more or less. One is to fear them before they can use it. However, even if you open with deathcoil, it's a pain to get fear off in time while his pet is interrupting you. The PvP set gloves help with this though, if you have em. The other way is not denying them the use of their spell, but to simply make it less useful to them by getting out of their line of sight as much as possible. Their pet will still be beating on you, but not taking damage from the hunter is worth that discomfort. You can consider popping in and out of LoS to land instant dots on the hunter. If you have Siphon Life, put it on both the hunter and the pet to alleviate some of the pain.

Another painful ability hunters have is Aimed shot, which does a crapton of damage when they get it off. It takes 3.5 seconds to cast, which is an eternity for you to make sure you are either out of range (too close or too far) or interrupt it.

Its worthwhile keeping mind of the fact that hunters cannot dispel anything period outside of the pvp trinket. You can toss dot's on them and watch them tick away while you're out of their line of sight.

Using seduce rather than fear works fine as well. You could send your suc in to seduce the hunter before they activate Bestial Wrath. While the hunter is seduced, kill off their pet.

I would not normally recommend killing any pet, but it can be worth it in the above scenario.

CoEx is an asset against the hunter. They rely greatly on being able to stay in shooting distance of you, and if you deny them the ability to catch up (or get away fast enough) it will seriously hamper their damage.

Mages

Mages can be a problem, but once you have some experience fighting them, they tend to become a lot easier to deal with. Two important things to keep in mind are.

- Many of the mages instant spells must be cast from up close, so maintaining distance is important if you wish to do your best to avoid that. They often use their blink spell to try and get close enough to you for their instants.
- Mages can remove curses.

Casting most any curse is a waste of mana if the mage isn't feared. However, using Curse of Tongues can still be worthwhile, especially considering its low manacost. Removing the curse doesnt take much time either, but stretching out a fight is usually in the Warlock's favor.

A mage will typically attempt to start a fight off with either poly or their instants, as to let the cooldown on those reset as fast as possible.

Should they start off with sheep, either spell lock or seduce them if you have no other way out of it. (Felhunter or Succubus is best used when fighting a mage) If they break out of seduce and sheep you again, either use the PvP trinket to break out of it, or simply seduce again. If you are undead, you can use WotF as you see them cast poly.

A Mage will counterspell you when they see you casting, which prevents you from casting spells in one school for 10 seconds, similar to the Felhunters' spell lock. If they have the Improved Counterspell talent, you will also be completely silenced for 4 seconds. If you have a Felhunter out, you can devour this effect. You can sometimes get a mage to blow their silence by casting fire spells. If they shut down the fire school you aren't enarly as hindered as with the shadow school.

Counterspell is on a 30 second cooldown.

Start off by laying dots on the mage. Corruption, Immo, Siphon, UA if you have them. Usually, you will be counterspelled as soon as you cast Immo. If not, follow up with Searing Pains or incinerate until you do.

Fearing a mage after their Counterspell hits you will often win you the fight. DoTs are ticking away while they have no way to prevent your damage, outside of possibly Ice Block.

Undead mages are a little more annoying in that they potentially have two ways to break out of fear. (if they have the pvp trinket equipped) Fearing them three times in a row isn't really worthwhile considering the damage you take during the time it takes to get those fears off. If they choose to get up close and personal to let their instants fly, keep your finger on the healthstone.

A Soul Link Warlock will have a much easier time dealing with mages than any other build. Switching pets instantly can also be quite a nasty surprise for a non suspecting mage.

Frost Mages often use Ice Block when they're in trouble, which buys them 10 seconds of immunity to everything. After that, there's a good chance they'll have some instants ready to fly, so finish them off quick when Ice Block wears off.

Paladins

Paladins are annoying to fight, as they often take a long time to kill.

If they use their Shadow Protection Aura against you, Curse of Shadows will be needed to help your spells land.

DoTs are mostly out of the question. Paladin's will dispel them, making you waste your mana. Don't bother with them unless it's an Immolate + Conflagrate you're planning on.

Paladins cannot dispel buffs off of you, Cleanse is only usable on themselves or on their allies. They can't dispel curses.

The Felhunter is best used when fighting this class.

A Paladin usually starts the fight by stunning you. This is a 6 second magical stun, and can be devoured or trinketed out of. It's on a 1 minute cooldown, so you shouldn't see it a second time.

They don't have much available to debuff you or DoT you, so you can focus the rest of your Felhunter devours on dispelling their various seals and any other buffs they might put up. The seals are important to them, and it hurts their manapool to keep on recasting them. Paladin's have two shields they can

make use of. Divine **Protection** makes them immune to anything, and prevents them from attacking. It allows them to heal and buff though.

Divine **Shield** protects them from damage by spells and melee for 12 seconds, and slows their attack speed by 50%.

Both shields have a 5 minute cooldown, and they are locked out of using a second shield for 60 seconds after using one. As such, you'll usually see them popping Divine Shield.

There are two ways to approach killing a Paladin. You can slowly wear them down by using fear, dotting them and draining their mana. Pallys specced for healing deal minimal damage. It takes a long time to kill them this way, but it works.

If you aren't too fond of the above strategy, you can instead try to finish them off as fast as possible, and attempt to deny them the chance of using their shield to heal up safely.

This mostly takes luck, as any Pally will use the shield to prevent their untimely death at the right moment.

Another thing you can do is force them to use their shield early. This is mostly an Arena tactic. You can seduce or fear the paladin and take down one of his teammates. If the pally is the only healer, and you make his buddies hp drop fast enough, he will be

forced to use his shield to start up a heal in time. If he's a second too late, his buddie is dead. If not, he will have blown his shield. Both are win situations.

Priests

Priests can make for an exceptionally difficult fight. They are similar to paladins in that they can last a long time through heals, and are downright hazardous when Shadow Specced.

Priests can dispel two effects with one cast, and use it on hostile targets to remove their buffs.

Felhunter is best suited for fighting a priest, he'll be working overtime trying to get rid of important debuffs on you (Shadow Word: Pain, Mind Flay, Devouring Plague) and getting rid of buffs on the priest (Holy Word: Shield, Shadow Protection, Heals over Time, Fortitude)

A priest will often start off by throwing SW:P on you while running up to you, often following up with Psychic scream once close enough to you. Use trinket or WotF if you are undead to break out of it. Using WotF before the Fear can be risky, as some are keen on that, and will stall their Psychic Scream. Before the priest gets to you, you should have

a chance to land CoS or CoT, and possibly a Corruption as well. (They'll have to waste time to dispel it) Ofcourse, cast Unstable Affliction if you have it.

A Shadow spec priest will be in Shadowform now, cast SW:Pain on you and follow up with Mind Blast (1.5 second cast time). If the priest is undead, they're likely to throw on a Devouring Plague as well. You have to take action quickly. Devour a SW:P / Devouring Plague off of yourself, and use Fear. You may get silenced while casting. If so, devour yourself, and try again. The fear will make them use the trinket. If its an undead, you'll need to fear a second time to ensure that they can't break your last fear. If its a dwarf, youll have gotten an immune message to your first fear.

The idea is to use up their fear counters at the start, so that your last fear comes as a surprise, and allows you to take them down quickly.

You will also want to try and save Spell Lock for later use, to interrupt that one critical heal. If you find the Priest using Mind Flay on you, switching to CoTongues can make them stop doing that, as it takes them too long to channel it. If you see them casting Mana Burn, this is something you may need to interrupt though, as it hurts like hell.

Start damaging the Priest with what you have at your disposal. If you make a significant dent in their HP, taking it below 40%, or whatever you feel comfortable you can take down rapidly, use fear. With their fear counters away, they'll be sent running, but only for a max of 5 or 10 seconds, unless more then 15 seconds have passed since you cast fear earlier in the fight, which will reset the timer. (1st fear is up to 20, 2nd is up to 10 seconds, and 3rd up to 5)

Make sure to devour PW:Shield right after you fear, if it is on at this point. The time you have while the Priest is feared should be enough for you to cast a Shadow Bolt, and allows you to follow through with a Death Coil and Shadowburn if available. At this point, the Priest should be either dead or nearly dead.

If it's the latter, and the Priest is nearly dead, it will mean a quick PW:Shield, followed up by a heal. Spell Lock their heal and Devour (if its up) their shield while cooking up another nuke.

Beware. Psychic Scream has a 30 second cooldown. If it was used at the start of the duel, it will probably be available again at the end. Should you get the Priest very low on HP, make sure you stay out of their fear range, or it will give them the chance to heal up.

Rogues

Fast and high burst damage coupled with stunning their opponent is the Rogue's killing method. With their low hitpoints, they prefer to prey on casters. While Rogues are among the most difficult classes to deal with, we do have defenses against them. Once a fight against a rogue lasts beyond a certain point, the tables are turned. Your Defenses.

Soul Link

This talent will let you live through a Rogue's initial barrage of stuns and high damage attacks. Once you live through, the fight tends to be mostly over, as you can now fight back, and Rogues don't tend to have much health. Should you have the wrong pet out(imp), or the pet dies, you can pop out a new pet quickly, provided you have the Fel Domination and Master Summoner talents.

Using fear, dots and nukage while keeping your distance will end the Rogue. It's a shame Soul Link is only available to demonology specced locks!

Seduce

If you have a succubus out, make sure she is invissed. As you find yourself being the victim of a Rogue's planned assassination, seduce him. A smart Rogue will know that you are bound to have a succubus out if no pet is seen, and might try to sap you and find

the succubus first. A tip would be to not to keep your pet by your side. Place her away from you so that she isn't where the opponent would expect her.

Often, a Rogue will have some way to break out of seduce. But it will at the very least buy you a moment to cast a fear, or to start running. Keeping distance is important when fighting rogues without soul link, which brings me to the next point.

Curse of Exhaustion

If you have this talent, it does make fighting rogues easier. If you managed to get some room between the rogue and you, use amplified CoEx. They'll often try to use sprint to catch up to you and use kick or gouge after, so always try to keep your distance. With their wrecked runspeed, you should be able to get spell off without them catching up to you while they're amp CoEx'd, even with sprint.

Sacrifice

Much like Soul Link, a Voidwalker sacrifice improves your chances of surviving a Rogues' initial attacks. Coupled with high stamina gear and Demonic Embrace, and while you will lose your pet, it improves your chances. Once the initial attack can be lived through, fear, dot, nuke and keep your distance. If you do not end the fight quickly and don't have CoEx, a Rogue may catch up to you with sprint and kill you after all, so beware.

Free Action

Free Action Potions are an excellent defense against Rogues. They will make you immune to stuns, snares and roots for 30 seconds. This will hamper the rogue horribly, and make it much easier for you to win the fight. Sadly, you cannot use these in Arena matches.

Stealth Detection

Having a good stealth detection is a powerful defense against Rogues. If you can see them coming, they lose their element of surprise, and it make it a great deal easier to defeat them. The most obvious way to detect stealth comes in the form of Paranoia, the Felhunter aura. This, by itself, is not enough to see a rogue coming, but you will detect them from a little further away then usual, which is helpful. Humans have a great rogue detection talent in Perception, it really allows

them to see a Rogue from a short distance away, which is a big problem for a Rogue. Other ways to improve you detection is through Catseye's Elixirs and various engineered goggles. Sadly, you lose the Elixirs' effect upon death, and have to be an engineer to use the goggles. If you are in the position of being able to combine these, you'll see a stealthed Rogue a good distance away. For completeness sake, there is also the Gnomish Engineered Alarm-O-Bot, which will detect nearby stealthed players. It's ingredient cost and duration are such that I've never seen anyone use it though.

If you can't improve your stealth detection, you can try to break a Rogue's stealth. Any damage taken will break stealth, so using a level one AE in the area you expect the Rogue to be will make him show up. Use rank one of Rain of Fire to save mana. Rank one Hellfire has a slightly larger radius, but costs more mana and eats your life.

If you do break stealth, make sure to DoT the Rogue immediately. If not, they will be able to use vanish and reappear.

One of the rogues most annoying abilities is Cloak of Shadows, which will instantly remove all DoTs and debuffs on the rogue, as well as practically making him immune to spells for 5 seconds. There is no counter for this, the only thing you can do is making sure you notice when they use it. It looks a lot like

Shadowform does, making them translucent and dark. Don't blow mana on dots while it's active. (and certainly don't blow death coil on a cloaked rogue)

Shamans

The power of a Shaman lies in their totems, instant nukes and heals.

They can dispel enemy targets of two buffs at a time. They cannot remove debuffs, DoTs or Curses off of themselves.

In order to deal with a Shaman, you will want him feared. In order to use fear, you have to kill his totems. The Grounding totem absorbs one harmful spell every 10 seconds, and the Tremor totem wakes him up from fear and seduce. Totems have 5 hp, so you can use your pet, or a wand to do it. In order to target totems, you can use a macro such as this;

```
/target Searing Totem  
/target Earthbind Totem  
/target Grounding Totem  
/target Tremor Totem  
/script PetAttack()  
/script TargetLastEnemy();
```

This will scan for any nearby totems, then send your pet to kill the last one in the list it finds. It will also let you keep the Shaman as your target. It has to be activated once for each totem. A neat trick is to do send in your invisible succubus long before you're

anywhere near of the shamans range. Have her kill the grounding totem and follow up with a seduce to the Shaman. Make sure to move in quickly, as your lone succubus is quite vulnerable out by herself.

Start by putting Immolate on the Shaman and follow up with Corruption. If they Earth Shock your Immolate, cast Fear, but only if there is no Tremor Totem up. (Earth Shock is on a 6 second cooldown, it interrupts and block out a school of spells for 2 seconds) Shamans don't naturally have much in the way of shadow resists, nor a totem to boost it, so you can go for amplified or regular CoA, or CoT. You still want to fear them, so don't wait until they can cast Earth Shock a second time.

Once feared, you can choose to start frontloading damage, and try to bring them down.

They may have the Nature's Swiftiness talent, which lets them cast one heal instantly. The talent's effect can be devoured, but you have to be very quick to do that. You're better off devouring their heal over time, they'll undoubtedly be casting now.

Should they heal, you can simply fear again. At this point, they will likely drop some more totems, and preferably wait until you are halfway through your casting of fear. If you see a totem appear while you are in

the midst of the cast, interrupt you spell to take care of it first. Add a fresh Immolate, if you're lucky it will get Earth Shocked rather than the fear you cast after Immo.

If the Shaman is smart, he waits until you start up fear again and interrupt that with Earth Shock, and then tries to heal. Either Spell lock the heal, or use Seduce.

This is where you need to bring him down fast. Start off with a big nuke, then follow up with Death Coil / Shadowburn / Conflagrate if available. You are most likely dead if you don't bring him down at this point.

If you get Frost Shocked at some point, know that the snare effect can be dispelled. (pvp trinket or devour)

Also, try to devour their heal over time whenever you see it.

Should a Shaman use Ghost Wolf form to get and get away from you at any time, that can be devoured too. Too bad devour has a cooldown, huh? .P

Warlocks

Ahh, to fight one's own class. You can count on another Warlock to know every trick in the book. First off, should your opponent have anything other than a Felhunter or Felguard out, you have a headstart.. provided you have one out yourself, and the enemy isn't demo specced. (ie can switch his pet for another instantly)

The first thing to happen, usually, is that the opponent will try to banish your pet.

You will want to do the same, with the difference that you toss out a CoTongues first, making banish take a fair bit longer to cast. (ofcourse, there's no saying whether your enemy might open up the same way)

Now, theres two things you can do. You can CoS(or not) the pet and cast banish, which might get you spell locked. Downsides are felhunters/guard's resists.

You can also open with a fire spell, which may or may not get you a Spell Lock. If it does, fear the enemy lock when the 3 seconds pass.

With regards to your pet being banished, you'll have to either Spell Lock / Intercept the opponent's banish, or hope that it will get resisted. If you manage to spell lock the other lock while casting banish, he wont be casting fear for a while.

Stack on your DoTs, and maybe give banishing that pet another shot. When fear breaks, and you see a shadow spell being cast, Spell Lock it. Fear a last time, and finish up with some more nukes / DoTs. If your opponent is undead and has a trinket, you'll only get one 5 second max fear's worth, which is a sad thing. Make sure you have all your DoTs as well as your pet pummeling the target, as to hinder spellcasts as much as possible.

If you did use Spell Lock at the start, you'll want to lay on all your DoTs before fearing the enemy, and proceed by nuking or draining life. When fear drops or is broken, chances are that both you and your opponent will start up a fear. He will have a difficult time getting fear off though, as you should have more DoTs interfering with his spellcasts. Fear again, renew the Immolate, follow up with nukage, and the fight should end soon.

Demonology warlocks have an edge here in that they can whip out a Voidwalker for Sacrifice instantly. Should you see the use of Soul Link though, immediately devour it.

One thing you can do to give you a better chance against other warlocks is to use a Spellstone, should you be fully Dotted. However (!!!), if you dispel Unstable Affliction, it will blow up in your face. In some cases, the damage you'd get from UA is worth removing the combination of other dots, but usually is isn't.

Don't forget to use Shadow Ward whenever its up.

Warriors

One of the few classes where Felhunter has little benefit. Fear is also mostly useless against Warriors. They have several skills to break out of it, not to mention wotf for undead Warriors.

Fear can still serve to disorient them for a second though, and Warriors have no defense against DoTs or Curses.

Pay close attention to red glowiness around their hands, which indicates berserker rage being active. They'll be fear immune for its duration (10 seconds).

If you have Soul Link, you will have an easier time living through a warrior's damage, though it's still no fun when they're geared well.

Without Soul Link, you will have a harder time.

An important thing to remember is that a Warrior in combat cannot use charge. Considering that your dots have a bigger range than charge (8-25yards), you can put a warrior in combat with a dot and deny them their charge. They will now have to open with intercept instead, which sets them back a little.

If you are affliction spec, you can use CoEx to slow them down, and try to DoT-kite them. They can intercept and stun you for 3 seconds, but this is on a 30 second cooldown (20 seconds with a talent). Using fear, although it won't last long at all, can still buy you valuable seconds here. If you are hamstrung however, CoEx will not allow you to get away.

Not being in melee range is the worst thing that can happen to a warrior. If you can stay ahead of them while your dots tick away, they have a problem. As long as you don't get in the 25 yard range, they can't do a damn thing. Increased spell range through the appropriate talents helps a lot with this. This ofcourse, is not going to happen if hamstring is already on you. But, you can get rid of hamstring with the pvp trinket.

Another way to fight a warrior is to use seduce, from which they (save undead's) have no escape beside the trinket. It allows you to get some distance going and cast a nuke. Seduce again, and you have another shot at it. If you're lucky, you can do it a third time. Alternatively, you can cast about 3 dots while someone is seduced. The first DoT wont deal damage until 3 seconds after landing. Do not move away from the warrior at a second or third seduce, it will not last long enough. Beside that, if you're close, he can't use intercept on you either, which would cause you to take damage while waiting for the stun to wear off. (If you reseduce while you're stunned, it is bound to wear off while you haven't finished your nuke yet).

If this all goes well, you can lay on some dots and finish it up.

This finishing up can be a bit of a problem though, as a well geared warrior will have a lot of hp left after two – three nukes. You will just have to lay on the most damage you can to make the kill, or remain alive for the 15 seconds it takes before you can use seduce again. Drain life helps a lot with the staying alive part of things, but bear in mind warriors can silence you.

It is fortunate that most warriors are not protective specced, as they have several stun and silence abilities making them a whole lot tougher to fight.

Pets In PvP

One of the most important decisions is which pet to use, and how to use it.

Imp



Especially if boosted with Improved imp, Improved Firebolt and Unholy Frenzy, he is a chaingun. But, because he runs out of mana (and health) swiftly, you can only rely on him to output meaningful damage for a short while. Even if you had Mana Feed, you wouldn't want to be lifetapping in a hurry in PvP. In a 1 on 1 situation the imp can be an option if you manage to take out the enemy quickly, but he is generally not the best choice. The imp's phase shift spell means it cannot be damaged unless it attacks something, so you can keep it around and have it attack when it best suits you. In mass PvP situations, you could choose to keep him in phase shifted form most of the time, buffing your group with blood pact and fire shield. If you have it, use Dark Pact on him to refill your mana.

Voidwalker

VOIDWALKER

This pet completely loses his tank functionality in PvP. No one in his right mind will focus on trying to damage a voidwalker instead of a player. However, he does have a place in PvP thanks to his Sacrifice ability, and is especially good if you have the Master Demonologist and Soul Link talents. Sacrifice allows you to cast spells without interruption, letting you absorb some damage and get one or more cast time spells off easily. Secondly, he does do a little bit of damage, and can be used to annoy spellcasters until you need to sacrifice him.

Succubus

SUCCUBUS

This pet is pretty nice for PvP. She has two critical abilities that make this so. For one, invisibility makes her undetectable by your enemies. A warlock without a pet appears to many as an easy target. (Although experienced PvP'ers will expect a succubus if none is visible. But usually cant do much about it.) Bear in mind that other warlocks can see her, provided they bothered to cast detect invis.

Now, the complementing ability is Seduce. An important note regarding seduce in PvP here. Seduce shares diminishing returns with Fear. This means that subsequent casts make the spells less effective, up to 15 second immunity to both after 3 casts.

I emphasize that seduce and fear *share* these diminishing returns. Casting fear on a target three times will make the target immune to both fear and seduce.

These diminishing returns do not apply in PvE fights.

Now, what can you do with the limited seduce opportunities you have;

Seduce - Nuke - Seduce

As simple as it looks. Seduce your target, and cast a shadowbolt. Let your succubus start recasting seduce before your bolt hits the target. If you time it just right, your nuke will hit, and the target will be re-seduced right after. A good thing to know is that letting your pet cast seduce while she is invisible will not break her invis until she *finishes* the spell. This makes for a deadly combo of abilities. This strategy has gotten into disuse every since fear and seduce share cooldown. It still has its use at times though, especially if you have a lot of +spell damage.

Seduce - DoT - Fear

Seduce does not wear off until the target takes damage, or the spell timer runs out. Corruption, Curse of Agony, Unstable Affliction and Siphon Life don't deal any damage the moment they land on a target. They deal their initial damage 3 seconds after landing. Using this to your advantage, you can seduce a target, apply corruption, curse of agony and immolate, and then fear right after. The downside is that this uses up two of the 3 successive casts of either fear or seduce before 15 second immunity occurs.

It can also be used to interrupt a spellcaster, provided seduce actually lands in time, before they finish their spell.

Felhunter

FELHUNTER

Very useful in PvP. Using devour magic and spell lock he is particularly effective against caster types. They usually aren't too pleased to see their polymorph or heal spell cancelled mid-cast, and then find they can't cast any spell of the same school for the coming 8 seconds. The Felhunter can use devour to remove DoTs and debuffs from you, or be used on the enemy to remove their buffs, heal over times, and timed effects.

Felguard

FELGUARD

The Felguard is an excellent PvP pet. Combining high damage output with the short stun from intercept, he makes for a big distraction to the enemy. His AE avoidance makes things like priest fear, frost nova and the like be avoided frequently. While he lacks an ability comparable to Seduce, Sacrifice or Devour, he is still a very welcome addition to the arsenal of the PvPing demo lock.

Enslaved demons

Enslaved demons have their place in PvP, although the Doomguard is rarely, if ever, seen due to its difficult summon process. The Infernal however, is used more frequently.

Infernal

INFERNAL

The Infernal has a few things going for it.

- You can summon it at will (Once every hour, that is) and its enslaved right off the bat for the guaranteed 5 minutes. That's enough in PvP.
- It has a decent amount of hitpoints, does good melee damage, and is immune to fire damage.
- Its AE damage will delay enemy spellcasting (like any damage does).
- It has a high Big and Scary factor.

Banish is the bane of this pet, although having a banished one sitting on a friendly flag will make it pretty hard for the enemy to capture. Its ae carries on while banished, and interrupts them.

Doomguard



The Doomguard would be a great pet to use in PvP, if it weren't for some problems. The main problem is the difficulty of actually summoning a Doomguard. Getting 5 people to help you is tough at best, especially if one will die. You can try ritual of doom to get it, if there's mobs to kill in the surroundings. Doing that can take a lot of time, while you may die quite rapidly in PvP when you finally have it. Another downside is the need to enslave it before it kills you off. The worst thing is that it can simply be banished, and thus become absolutely useless.

Should you manage to get one, it's quite good. Cripple slows enemy movement speed to 60% of normal. If you have it, supplement with curse of exhaustion for extra effect. Cripple also slows attack speed by 30%, which is significant. War Stomp can interrupt enemy spellcasters, and will allow you to get off a Howl of Terror without interruption. Rain of fire can do a great deal of damage if enemies are bunched together. Add your own RoF or Hellfire for extra

damage. Sadly, the Doomguard serves as a beacon. People want to kill it, because it's big. A one hour cooldown minor distraction, meh.

Dispel Magic, And What It Can Remove

Dispel can be used to describe a number of spells that deal with removal of spells and effects;

Dispel (Priest, Felhunter and Doomguard) Removes one to two harmful effects from a friendly target, or one to two beneficial effects from a hostile target. Doomguard uses rank 1.

Cleanse (Paladin) Removes one or two harmful effects from a friendly target.

Purge (Shaman) The opposite of Cleanse, removes one to two buffs from a hostile target.

Whether one or two effects are removed depends on the rank of the spell used.

Doomguard only has access to rank 1 of Dispel, and can only remove one effect per cast.

It is the same for the felhunter, except for the cooldown, and that he heals himself when using Devour. Keep in mind that while enemies cannot see what buffs you have on (unless an enemy mage happened to have

cast detect magic on you), they can see what buffs you cast during a fight, and may dispel you when the fight starts, to ensure that any buffs are removed from you.

As a sidenote, buffs that are gained by potions can be dispelled, except for Elixers and Flasks, which are the most powerful.

Spells

A great amount of our spells are magical, and can be dispelled;

Unstable Affliction
Corruption
Immolate
Siphon Life
Drain Life
Drain Mana
Demon Armor
The Spellstone effect
Shadow Ward
Detect Invisibility
Unending Breath

Pet Spells

Imp's Fire Shield
Voidwalker's Sacrifice
Felhunter's Tainted Blood

Talents

Soul Link can be dispelled, but dispel must be cast on the pet.

Nightfall

Curses, And Who Can Remove Them

Beside Dispel magic, there are also spells that can remove curses. These abilities work on all curses, no exceptions.

Lesser Remove Curse (Mage) Removes 1 curse from a friendly target. There isn't anything lesser about it, it works on all curses.

Remove Curse (Druid) Removes 1 curse from a friendly target.

Lastly, the Curse of Exhaustion is considered a snare effect where certain abilities are concerned. Paladins can remove it by using Blessing of Freedom. Mages can break it by using Blink. Gnomes can remove it by using their Escape Artist ability.

MASS PVP

The vast amount of mass PvP happens in the battlegrounds, although outdoor pvp objectives are going to be added soon.

When you are part of a force, fighting a force, you will play much differently than if it were one on one. This especially holds true for Battlegrounds, where the objective will often require you to capture and protect something, or accomplish a goal that doesn't revolve around killing as many opponents as you can at random.

Most of the time, raids aren't this organized or disciplined, and people often go out on their own to get honor kills. It's a shame, but that's what 90% of the BG's are like.

When you are lucky enough to be in a BG with some form of organization, which you usually find in one or more guilds working together, you are likely to get much more intensive and exciting fights. Working together effectively against the opposing faction and completing a BG is a good fun.

Some General Mass PvP Tips:

- In large fights, you can create a disorder by using Fear and Howl of Terror. It disorients people, and puts them out of the fight. Even if it only works for a short time, this is a big plus.
- You have a large chance to be singled out as a target when you stray from the group, so don't wander about by yourself too much.
- The Infernal can serve as a decent distraction. People have a tendency to attack the big target, which keeps them off of your allies, for as long as it survives. If there are warlocks around though, it tends to just get banished a lot.
- AE! These are by far the best way to damage a large amount of players. The more chaotic the fight, the better. You have a lower chance to be spotted that way. Seed of Corruption is very nice when people are clumped together, and often it isn't dispelled. Since hellfire centers around you, you have a larger chance to get spotted casting that than you do with rain of fire. Judge for yourself whether its

worth the risk, it depends completely on the situation. If you have the intensity talent, it's of good use when AEing in PvP.

- Have nightfall? Siphon life? Casting corruption (You can use level 1 to save mana) on multiple targets will greatly increase the chances of nightfall activating. Casting siphon life on multiple targets will give you very respectable life regeneration for a while, unless the opposing forces are quick to dispel.
- If you have Dark Pact, and the fights are drawn out (not uncommon in Alterac Valley), you can use it to replenish your mana while fighting.
- Use Eye of Killrog to scout out the enemy in relative safety.

Battleground Specific Tips

As every Battleground has it's own objectives, the way a fight goes can differ wildly from zone to zone.

If you die in a Battleground your pet will come back to you when you resurrect, saving time, mana, and a soulshard. If your pet was an enslaved demon, Infernal or Doomguard when you died, you will resurrect with an Imp.

There is a bug where you will sometimes respawn with no pet.

You can kill yourself with lifetap+hellfire and get resurrected again to get your pet, if need be.

Another peculiarity is that the game ignores the pet you first enter the BG with. Whether you zone in with a succubus, voidwalker, felhunter or imp doesn't matter, your first death will always be rewarded with an imp. Only after summoning a pet inside the instance will it be 'saved'.

Warsong Gulch

A simple and small zone. The objective is to capture the enemy flag, and bring it back to your base. A good raid force will make their capture attempts as a joint force, using a variety of class, but most importantly healers to protect the flag carrier. To break such a train, the flag carrier must be slowed, and the healers taken out. All too often the flag carrier is attacked directly, which essentially is an attack to the healers mana bars, and a bad idea, as they'll last long enough to reach the other side of the zone. Causing a moderate amount of chaos by using Howl of Fear can be helpful, if you can manage to get the spell off.

Focus on killing the healers. Fear them. CoEx the flag carrier if you have it. Even if its dispelled quickly, it will still slow them for a moment. Spell lock a healer. Death Coil! Anything you can do to stall the flag carrier and kill his support.

If you are part of the assault force, try to scout out the enemy base with an Eye before the attack is made. If you should find a spot inside their base to hide in, that is even better. You can keep close tabs on whats going on that way, and relay the info to your raid, making it easier to pick the right moment for attack. Note that seeing no one in the enemy flag room often means that there are often people on the roof, high above, ready to jump down. There may be stealthed rogues about. Lastly, there is usually a hunter frost trap by their flag. It can be set off by anyone, and be dispelled as well, so it should not be a big problem.

Once the flag is captured, protecting your flag carrier as he's on his way back to the base becomes essential. Using Howl of Fear and regular Fear on the enemy can make a huge difference here. If you have CoEx, it really shines here. Cast it on every enemy you see trailing your flag carrier. Use seduce too, should you have a Succubus out. Or help keep your flag carrier clear of any snare / root effects that can be devoured with Felhunter.

Arathi Basin

This is a medium sized battleground, the objective is to capture and hold as many of the 5 different buildings possible. As you hold the buildings, points will start flowing in. The first team to reach 2000 points wins. Protecting the flags you capture is instrumental to victory.

Most people don't like guarding flags, and this knowledge can be used both defensively (by guarding a flag yourself) and offensively, by taking over poorly defended enemy flags.

This battleground can not last long than a certain time, because there is always a team that controls a given amount of buildings, and the points keep trickling in.

Tip: Cast an infernal on a flag people are trying to steal from your team.

Alterac Valley

This is a large battleground, and will often last for many hours before either side wins, if a victory on either side occurs at all. Because of its scale, and the amount of people involved, progress is made slowly. Should your raid force be clearly superior to the enemy, then a win can happen.

There is nothing really specific to do for a Warlock, unlike in Warsong. Following the raid direction, if there is any, completing objectives and gaining faction is the main thing you can do in here.

Howl of terror comes in handy if you wish to capture an unguarded graveyard here. Rain of Fire is good for interrupting multiple enemy flag capturers.

The Eye of the Storm

This battleground was introduced with The Burning Crusade. It is a mix of Arathi Basin and Warsong Gulch. There are both flagged buildings and a flag in the center. The buildings are captured by simply standing near them, similar to the world pvp objectives in Outland. As you control buildings, points start flowing in like they do in Arathi Basin. The flag in the center of the map can be captured and taken to any of the buildings under your teams control for some extra points.

The narrow bridge on which the flag resides is an excellent location to lplay around with Seed of Corruption.

ITEM SETS



Item sets are comprised of a given number of items that, when equipped, will grant you one or more special set bonuses. Let me take the blue Outland Warlock set as an example:

Oblivion Raiment

2 pieces: Grants your pet 45 mana per 5 sec.

4 pieces: Your Seed of Corruption deals 180 additional damage when it detonates.

It does exactly what it says. Having two pieces of the set equipped give your pet the extra mana regeneration, equipping four pieces give you the extra SoC damage. Note that there is no difference between equipping four or five pieces of the set where set bonuses are concerned.

At lower levels, it is generally not worthwhile to spend the time collecting a set, as you are better off putting that time into leveling up. It is also quite likely that you level beyond the intended range of a set while collecting it, which means you wasted your efforts in gathering that set. So, I would suggest not putting extra time in sets until you are beyond level 60, and can look towards the first reasonably nice set for warlocks: Netherweave Vestments. These are tailored, and as such relatively easy to obtain.

See below for a listing of all the 60+ warlock usable item sets;

I've chosen not to list the pre-BC raid sets, as the content you must do to acquire them is rarely done by guilds at all anymore.

5-man Instance Sets

Azeroth

The Postmaster

The set bonuses are bogus, but the stats on individual pieces are nice enough to wear them.

The Postmaster's Tunic	76 Armor, 13 Sta, 20 Int, 10 Spi +15 Spell damage.
The Postmaster's Trousers	76 Armor, 12 Sta, 20 Int, 20 Spi
The Postmaster's Treads	60 Armor, 14 Sta, 15 Int, 6 Spi +7 Spell damage
The Postmaster's Band	70 Armor, 10 Sta, 25 Int, 10 Spi +14 Spell damage.
The Postmaster's Seal	6 Sta, 3 Int, 17 Spi

All pieces drop from Postmaster Malown in Stratholme.

Statistics for the complete set

Armor	293	2 Pieces: +50 Armor 3 Pieces: +10 Fire and Arcane Resistance 4 Pieces: +12 Spell damage. 5 Pieces: +10 Intellect and +5% run speed.
Stamina	55	
Intellect	83	
Spirit	63	
Spell Damage	36	

Necropile Raiment

The set bonuses are bogus, but the stats on individual pieces are nice enough to wear them.

Necropile Robe	87 Armor, 22 Sta, 12 Int, 12 Spi +8 Spell damage.
Necropile Mantle	65 Armor, 17Sta, 11 Int, 9 Spi
Necropile Cuffs	38 Armor, 12 Sta, 11 Int, 7 Spi
Necropile Leggings	76 Armor, 21 Sta, 18 Int, 12 Spi
Necropile Boots	60 Armor, 15 Sta, 10 Int, 9 Spi +11 Spell damage

All pieces have a small chance to drop off the 5 named in Darkmaster Gandlings area, Scholomance: Doctor Theoden Krastinov | Lady Illucia Barov | The Ravenian | Instructor Malicia | Lord Alexei Barov

Statistics for the complete set

Armor	326	2 Pieces: +5 Defense rating 3 Pieces: +5 Intellect 4 Pieces: +15 All Resistances 5 Pieces: +23 spell damage
Stamina	87	
Intellect	62	
Spirit	49	
Spell Damage	19	

Ironweave Battlesuit

Dropped in Blackrock Spire, this set focuses on Armor. No spell damage whatsoever.

Ironweave Cowl	203 Armor, 24 Sta, 15 Int
Ironweave Mantle	155 Armor, 17 Sta, 11 Int
Ironweave Robe	219 Armor, 24 Sta, 15 Int
Ironweave Bracers	108 Armor, 14 Sta, 8 Int
Ironweave Gloves	144 Armor, 17 Sta, 11 Int
Ironweave Belt	139 Armor, 17 Sta, 11 Int
Ironweave Pants	207 Armor, 24 Sta, 15 Int
Ironweave Boots	150 Armor, 17 Sta, 11 Int

Statistics for the complete set

Armor	1325	4 Pieces: Increases your chance to resist Silence and Interrupt effects by 10% 8 Pieces: +200 Armor
Stamina	154	
Intellect	97	

Dreadmist Raiment

Nice stats, and looks cool. The set bonuses aren't very impressive, but every little bit helps. This set can be upgraded to Deathmist Raiment pieces in a series of quests.

Dreadmist Mask	71 Armor , 15 Sta, 23 Int, 12 Spi	
Small drop chance, Darkmaster Gandling in Scholomance.		
Dreadmist Mantle	64 Armor, 14 Sta, 15 Int, 9 Spi	
Small drop chance, Jandice Barov in Scholomance.		
Dreadmist Robe	89 Armor, 20 Sta, 21 Int, 13 Spi	
Small drop chance, General Drakkisath, Upper Blackrock Spire.		
Dreadmist Bracers	35 Armor, 10 Sta, 10 Int, 7 Spi	
Tiny drop chance, Scarshield Warlocks in Blackrock Spire.		
Dreadmist Wraps	52 Armor, 13 Sta, 9 Int, 14 Spi	
Tiny drop chance, Scholomance Necromanders.		
Dreadmist Belt	46 Armor, 10 Sta, 17 Int, 9 Spi	
Tiny drop chance, Thuzadin Necromanders. Eastern Plaguelands and Stratholme.		
Dreadmist Leggings	76 Armor, 15 Sta, 14 Int, 21 Spi	
Small drop chance, Baron Rivendare in Stratholme		
Dreadmist Sandals	58 Armor, 17 Sta, 9 Int, 10 Spi	
Small drop chance, Baroness Anastari in Stratholme		
Statistics for the complete set		
Armor	491	2 Pieces: +200 Armor
Stamina	114	4 Pieces: +23 Spell Damage
Intellect	118	6 Pieces: When struck in combat has a chance of causing the attacker to flee in terror for 2 seconds.
Spirit	95	8 Pieces: +8 All Resistances

Deathmist Raiment

Upgraded versions of the Dreadmist set pieces.

Deathmist Mask (Quest reward)	86 Armor , 24 Sta, 24 Int +16 Spell damage, +1% Spell hit.
Deathmist Mantle (Quest reward)	69 Armor, 16 Sta, 16 Int +12 Spell damage.
Deathmist Robe (Quest reward)	106 Armor, 27 Sta, 22 Int, 13 Spi +12 Spell damage, +1% Spell crit
Deathmist Bracers (Quest reward)	40 Armor, 12 Sta, 12 Int +8 Spell damage.
Deathmist Wraps (Quest reward)	61 Armor, 16 Sta, 13 Int +13 Spell damage, +1% Spell hit.
Deathmist Belt (Quest reward)	52 Armor, 16 Sta, 16 Int +12 Spell damage.
Deathmist Leggings (Quest reward)	81 Armor, 22 Sta, 21 Int +16 Spell damage.
Deathmist Sandals (Quest reward)	73 Armor, 24 Sta, 14 Int +12 Spell damage.

Statistics for the complete set

Armor	568	2 Pieces: +8 all Resistances 4 Pieces: When struck in combat has a chance of causing the attacker to flee in terror for 2 seconds. 6 Pieces: +23 Spell Damage 8 Pieces: +200 Armor
Stamina	157	
Intellect	138	
Spell Damage	101	
Spell Hit	16	
Spell Crit	14	

Outland

Oblivion Raiment

One of the three level 70 rare sets interesting for warlocks found spread across the Outland instances.

Hood of Oblivion	127 Armor , 27 Sta, 32 Int, +40 Spell damage Sockets: 1x Blue, 1x Meta. +5 Spell damage Socket Bonus.
Spaulders of Oblivion	117 Armor , 25 Sta, 17 Int, +29 Spell damage Sockets: 1x Yellow, 1x Blue. +2 Spell hit Socket Bonus
Robe of Oblivion	156 Armor , 30 Sta, 20 Int, +40 Spell damage Sockets: 1x Red, 1x Yellow, 1x Blue. +6 Sta Socket Bonus
Gloves of Oblivion	97 Armor , 33 Sta, 21 Int, +20 Spell hit, +26 Spell damage
Trousers of Oblivion	136 Armor , 42 Sta, 33 Int, +12 Spell hit, +39 Spell damage
Statistics for the complete set	
Armor	633
Stamina	157
Intellect	123
Spell Damage	174
Spell Hit	32
<p>2 Pieces: Grants your pet 45 mana per 5 sec. 4 Pieces: Your Seed of Corruption deals 180 additional damage when it detonates.</p>	

Mana-Etched Regalia

The second level 70 rare set found spread across the Outland instances.

Mana-Etched Crown	127 Armor, 27 Sta, 20 Int, 15 Spell Penetration, +34 Spell damage Sockets: 1x Red, 1x Meta. +4 Resilience Socket Bonus.
Mana-Etched Spaulders	117 Armor , 25 Sta, 17 Int, +16 Spell crit, +20 Spell damage Sockets: 1x Yellow, 1x Red. +3 Resilience Socket Bonus
Mana-Etched Vestments	156 Armor , 25 Sta, 25 Int, +17 Spell crit, +29 Spell damage Sockets: 1x Red, 1x Yellow, 1x Blue. +5 Spell dmg Socket Bonus
Mana-Etched Gloves	97 Armor , 25 Sta, 17 Int, +16 Spell crit, +20 Spell damage Sockets: 1x Red, 1x Yellow. +3 Resilience Socket Bonus.
Mana-Etched Pantaloons	136 Armor , 34 Sta, 32 Int, +21 Spell crit, +18 Spell Penetration, +33 Spell damage

Statistics for the complete set		
Armor	633	2 Pieces: +25 Spell hit rating 4 Pieces: Your harmful spells have a chance to grant you +110 spell damage and healing for 15 seconds.
Stamina	136	
Intellect	111	
Spell Damage	136	
Spell Crit	70	
Spell Penetration	33	

Incanter's Regalia		
<p>The third level 70 rare set found spread across the Outland instances. This one is meant for mages, and its set bonuses have no use to you. It is not better than Mana-Etched regalia even to a destro lock, and I wouldn't pick any pieces up unless you're using something extremely crappy.</p>		
Incanter's Cowl	127 Armor, 15 Sta, 27 Int, 19 Spell Crit, +29 Spell damage Sockets: 1x Yellow, 1x Meta. +4 Spirit Socket Bonus.	
Incanter's Pauldrons	117 Armor, 24 Sta, 17 Int, +20 Spell damage Sockets: 1x Yellow, 1x Red. +3 Spell crit Socket Bonus	
Incanter's Robe	156 Armor, 24 Sta, 22 Int, +8 Spell crit, +29 Spell damage Sockets: 2x Yellow, 1x Red. +4 Int Socket Bonus	
Incanter's Gloves	97 Armor, 21 Sta, 24 Int, +12 Spi +14 Spell crit, +29 Spell damage	
Incanter's Trousers	136 Armor, 25 Sta, 30 Int, +18 Spell crit, +42 Spell damage	
Statistics for the complete set		
Armor	633	2 Pieces: Reduces cast time on your Flamestrike Ability by 0.25 sec. 4 Pieces: When you are hit while Mana Shield is active, you have a chance to gain +100 Spell damage for 15 seconds.
Stamina	190	
Intellect	120	
Spell Damage	149	
Spell Crit	59	

Tailor Crafted Sets

Netherweave Vestments

'Low' level tailored set, the pieces require between level 61 – 68 to wear. The tunic uses the same mats as the robe, yet has better stats.

Netherweave Tunic (req 68)	141 Armor, 45 Sta, +46 Spell damage
Netherweave Robe (req 68)	137 Armor, 45 Sta, +44 Spell damage.
Netherweave Bracers (req 61)	51 Armor, 24 Sta, +19 Spell damage.
Netherweave Gloves (req 63)	77 Armor, 30 Sta, +28 Spell damage.
Netherweave Gloves (req 61)	65 Armor, 30 Sta, +26 Spell damage.
Netherweave Pants (req 64)	111 Armor, 45 Sta, +37 Spell damage.
Netherweave Boots (req 62)	92 Armor, 30 Stam, +34 Spell damage.
Statistics for the complete set	
Armor	674
Stamina	249
Spell Damage	234
2 Pieces: +23 Spell damage.	
4 Pieces: +14 Spell crit rating.	

Imbued Netherweave

Level 67–70 tailored set. Not particularly great compared to the Vestments. Note that you can choose between the tunic or robe for the chest slot.

Imbued Netherweave Robe (req 70)	155 Armor, 42 Sta, 28 Int, +33 Spell damage. +11 mana / 5 sec
Imbued Netherweave Tunic (req 70)	155 Armor, 28 Sta, +50 Spell damage. +11 mana / 5 sec
Imbued Netherweave Pants (req 67)	126 Armor, 39 Sta, 26 Int, +30 Spell damage. +10 mana / 5 sec
Imbued Netherweave Boots (req 69)	102 Armor, 30 Sta, 21 Int, +23 Spell damage. +8 mana / 5 sec
Statistics for the complete set	
Armor	538
Stamina	139
Intellect	75
Spell Damage	136
Mana / 5 sec	40
3 Pieces: +28 Spell crit rating.	

The Unyielding

The set bonus for this one isn't too great, but the bracers are decent for PvP.

Unyielding Girdle (Waist, req 70)	100 Armor, 28 Sta, +32 Spell damage, +20 Resilience rating 1x Blue Socket, 1x Yellow Socket. +3 Int Socket Bonus.	
Unyielding Bracers (Wrist, req 69)	67 Armor, 39 Sta, 12 Resilience rating 1x Yellow Socket, +2 Spell hit Socket Bonus.	
Statistics for the complete set		
Armor	167	2 Pieces: Reduced melee damage taken by 5.
Stamina	67	
Intellect	75	
Spell Damage	32	

Spellstrike Unfusion

A very good PvE set. Decent for PvP mainly for Ruin specced locks.

Spellstrike Hood (req 70)	145 Armor, 16 Sta, 12 Int, +16 Spell hit, +24 spell crit, +46 Spell damage. Sockets: 1x Blue, 1x Yellow, 1x Red. +4 Sta Socket Bonus.	
Spellstrike Pants (req 70)	156 Armor, 12 Sta, 8 Int, +22 Spell hit, +26 spell crit, +46 Spell damage. Sockets: 1x Blue, 1x Yellow, 1x Red. +4 Sta Socket Bonus.	
Statistics for the complete set		
Armor	301	2 Pieces: gives a chance when your harmful spells land to increase your spell damage by 92 for 10 seconds.
Stamina	28	
Intellect	20	
Spell Damage	92	
Spell Hit	38	
Spell Crit	50	

Shadow's Embrace

This is a superb set, but you have to be a tailor to use it. Many locks use it for a long time after hitting 70.

Frozen Shadowweave Robe (req 70)	178 Armor, 30 Sta, 20 Int, +72 Shadow damage. Sockets: 1x Yellow, 1x Blue. +3 Spell hit Socket Bonus.
Frozen Shadowweave Shoulders (req 70)	133 Armor, 21 Sta, 15 Int, +50 Shadow damage. Sockets: 1x Yellow, 1x blue. +3 Spell hit Socket Bonus.
Frozen Shadowweave Boots (req 70)	122 Armor, 15 Sta, 9 Int, +57 Shadow damage. Sockets: 1x Yellow, 1x Blue. +3 Spell hit Socket Bonus.
Statistics for the complete set	
Armor	433
Stamina	66
Intellect	44
Shadow Damage	179
3 Pieces: Your Frost and Shadow spells heal you for 2% of the damage they deal.	

Wrath of Spellfire

Another splendid set, this one focuses on fire damage. Destro locks only! Only Spellfire specialized tailors can use this.

Spellfire Robe (req 70)	178 Armor, 17 Int, +72 Fire damage. Sockets: 1x Yellow, 1x Blue. +4 Sta Socket Bonus.
Spellfire Gloves (req 70)	111 Armor, 10 Int, +50 Fire damage. Sockets: 1x Yellow, 1x blue. +4 Sta Socket Bonus.
Spellfire Belt (req 70)	100 Armor, 18 Int, +50 Fire damage. Sockets: 1x Yellow, 1x Blue. +4 Sta Socket Bonus.
Statistics for the complete set	
Armor	389
Intellect	45
Fire Damage	172
Spell crit	69
3 Pieces: Increases spell damage by up to 7% of your total intellect.	

Raid Acquired Sets

The following sets can only be obtained through raiding Karazhan and higher level raid zones.

Voidheart Raiment		
Also known as Tier 4, this set is obtained in Karazhan, Gruul's Lair and Magtheridon's Lair. The individual pieces are received by turning the 'of the Fallen Hero' token in at the appropriate Aldor or Stryker NPC's.		
Voidheart Crown	164 Armor, 39 Sta, 36 Int, +19 Spell crit, +40 Spell dmg.	Sockets: 1x Meta, 1x Red. +4 Spell hit socket bonus.
Helm of the Fallen Hero is dropped by Prince Malchezaar, the end boss in Karazhan.		
Voidheart Mantle	152 Armor, 26 Sta, 22 Int, +14 Spell hit, +37 Spell dmg.	Sockets: 1x Blue, 1x Yellow. +4 Spell dmg socket bonus.
Pauldrons of the Fallen Hero are dropped by High King Maulgar, the first boss in Gruul's Lair.		
Voidheart Robe	202 Armor, 42 Sta, 33 Int, +13 Spell hit, +42 Spell dmg.	Sockets: 2x Yellow, 1x Red. +6 Sta socket bonus.
Chestguard of the Fallen Hero is dropped by Magtheridon.		
Voidheart Gloves	126 Armor, 34 Sta, 28 Int, +22 Spell crit, +35 Spell dmg.	
Gloves of the Fallen Hero are dropped by the Curator in Karazhan, a 'halfway through' boss.		
Voidheart Leggings	177 Armor, 42 Sta, 38 Int, +17 Spell hit, +25 Spell crit, +49 Spell dmg.	
Leggings of the Fallen Hero are dropped by Gruul the Dragonkiller in Gruul's Lair.		
Statistics for the complete set		
Armor	821	2 Pieces: Your Shadow damage spells have a chance to grant you 132 bonus shadow damage for 15 seconds and your Fire damage spells have a chance to grant you 132 bonus fire damage for 15 seconds. 4 Pieces: Increases the duration of your Corruption and Immolate abilities by 3 seconds.
Stamina	183	
Intellect	157	
Spell Damage	203	
Spell Crit	66	
Spell Hit	44	

Corruptor's Raiment

Also known as Tier 5, this set is obtained in Serpentshrine Cavern and The Eye.

Hood of the Corruptor	181 Armor, 57 sta, 33 Int, +31 Spell crit, +55 Spell dmg. Sockets: 1x Meta, 1x Blue. +5 Spell dmg socket bonus	
Helm of the Vanquished Hero drops from Lady Vash in Serpentshrine Cavern		
Mantle of the Corruptor	168 Armor, 37 Sta, 24 Int, +18 Spell hit, +41 Spell dmg. Sockets: 2x Yellow. +4 Spell dmg socket bonus.	
Pauldrons of the Vanquished Hero drop from Void Reaver in The Eye.		
Robe of the Corruptor	223 Armor, 48 Sta, 33 Int, +23 Spell hit, +55 Spell dmg Sockets: 3x Yellow. +5 Spell dmg socket bonus	
Chestguard of the Vanquished Hero drops from Kael'thas Sunstrider in The Eye.		
Gloves of the Corruptor	140 Armor, 50 Sta, 24 Int, +25 Spell crit, +42 Spell dmg.	
Gloves of the Vanquished Hero drop from Leotheras the Blind in Serpentshrine Cavern.		
Leggings of the Corruptor	185 Armor, 48 Sta, 32 Int, +24 Spell hit, +32 Spell crit, +55 Spell dmg Sockets: 1x Yellow. +3 Sta socket bonus	
Leggings of the Vanquished Hero drop from Fathom-Lord Karathress in Serpentshrine Cavern.		
Statistics for the complete set		
Armor	907	2 Pieces: Healing spells heal your pet for 30% of the amount that they healed you. 4 Pieces: your Shadowbolt spell hits increase the damage of Corruption by 3% and your Incinerate spell hits increase the damage of your Immolate by 3%
Stamina	240	
Intellect	146	
Spell Damage	248	
Spell Hit Chance	65	
Spell Crit Chance	88	

Malefic Raiment

Also known as Tier 6, this set is obtained in Mount Hyjal and the Black Temple.

Hoof of the Malefic	199 Armor, 55 Sta, 36 Int, +16 Spell hit, +32 Spell crit, +63 Spell dmg. Sockets: 1x Meta, 1x Yellow. +5 Spell dmg socket bonus.	
Helm of the Forgotten Conqueror drops off Archimonde in Mount Hyjal.		
Mantle of the Malefic	183 Armor, 45 Sta, 22 Int, +21 Spell hit, +13 Spell crit, +46 Spell dmg. Sockets: 1x Blue, 1x Yellow. +4 Spell dmg socket bonus	
Pauldrons of the Forgotten Conqueror drop off Mother Shahraz in the Black Temple.		
Robe of the Malefic	244 Armor, 66 Stam, 29 Int, +28 Spell hit, +63 Spell dmg. Sockets: 2x Yellow, 1x Blue. +5 Spell dmg socket bonus.	
Chestguard of the Forgotten Conqueror is dropped by Illidan in the Black Temple.		
Gloves of the Malefic	153 Armor, 57 Sta, 27 Int. +11 Spell hit, +19 Spell crit, +46 Spell dmg. Sockets: 1x Yellow. +2 Spell hit socket bonus	
Gloves of the forgotten Conqueror drop off Azgalor in Mount Hyjal.		
Leggings of the Malefic	214 Armor, 55 Sta, 44 Int. +9 Spell hit, +37 Spell crit, +62 Spell dmg. Sockets: 1x Yellow. +2 Spell hit socket bonus.	
Leggings of the Forgotten Conqueror are dropped by the Illidari Council in the Black Temple		
Statistics for the complete set		
Armor	993	2 Pieces: Each time one of your Corruption, Curse of Agony, Immolate or Unstable Affliction spells deal periodic damage, you heal 35 health. 4 Pieces: Increases the damage dealt by your Shadow Bolt and Incinerate abilities by 6%.
Stamina	278	
Intellect	158	
Spell Damage	280	
Spell Hit Chance	95	
Spell Crit Chance	101	

Sets Obtained With Honor Points

I would personally save my honor points until I reached level 70 and had access to the good stuff.

The Defiler's Intent / The Highlander's Intent		
A poor and expensive set. It is sold by the entrance to Arathi Basin in Arathi Highlands. I wouldn't get it.		
Epaulets (req 60)	196 Armor, 18 Sta, 17 Iny. +12 Spell dmg, 4 mana / 5 sec.	
Girdle (req 58)	150 Armor, 7 Sta, 6 Int. +14 Spell crit, +14 Spell dmg.	
Boots (req 58)	161 Armor, 16 Sta, 8 Int, +12 Spell dmg Increases run speed slightly.	
Statistics for the complete set		
Armor	507	2 Pieces. +5 Stamina 3 Pieces.+14 Spell Crit.
Intellect	41	
Spell Damage	38	
Spell Crit	14	

Lieutenant Commander's / Champion's Dreadgear (Alliance / Horde PVP)	
The level 60 blue set.	
Dreadweave Cowl	81 Armor, 21 Sta, 18 Int, +14 Spell crit, +21 Spell dmg. Purchased with 2,805 Honor points and 20 Alterac Valley Marks of Honor.
Dreadweave Spaulders	75 Armor, 17 Sta, 13 Int, +14 Spell crit, +12 Spell dmg. Purchased with 2,805 Honor points and 20 Arathi Basin Marks of Honor.
Dreadweave Tunic	96 Armor, 20 Sta, 20 Int, +25 Spell dmg Purchased with 4,590 Honor points and 20 Arathi Basin Marks of Honor.
Dreadweave Handwraps	58 Armor, 14 Sta, 4 Int, +21 Spell dmg. Gives a 50% chance to avoid interruption while casting Searing Pain. Purchased with 2,805 Honor points and 20 Alterac Valley Marks of Honor.
Dreadweave Legguards	84 Armor, 21 Sta, 13 Int, +28 Spell dmg. Purchased with 4,335 Honor points and 20 Warsong Gulch Marks of Honor.
Dreadweave Walkers	64 Armor, 17 Sta, 13 Int, +18 Spell dmg. Purchased with 2,805 Honor points and 20 Arathi Basin Marks of Honor.

Statistics for the complete set		
Armor	458	2 pieces: +23 Spell damage. 4 pieces: Reduces the cast time of your Immolate spell by 0.2 seconds. 6 pieces: +20 Stamina.
Stamina	110	
Intellect	81	
Spell Damage	125	
Spell Crit	28	

Field Marshal's / Warlord's Threads (Alliance / Horde PVP)		
The level 60 epic set		
Dreadweave Robe	169 Armor, 30 Sta, 24 Int +32 Spell damage.	Purchased with 13,770 Honor points and 30 Arathi Basin Marks of Honor.
Dreadweave Hood	145 Armor, 30 Sta, 24 Int +32 Spell damage.	
Dreadweave Shoulders	127 Armor, 24 Sta, 17 Int +25 Spell damage.	Purchased with 8,415 Honor points and 20 Arathi Basin Marks of Honor.
Dreadweave Gloves	63 Armor, 16 Sta +30 Spell damage. Gives you a 50% chance to avoid interruption caused by damage while casting Searing Pain.	
Dreadweave Leggings	88 Armor, 23 Sta, 16 Int +35 Spell damage.	Purchased with 13,005 Honor points and 30 Warsong Gulch Marks of Honor.
Dreadweave Boots	69 Armor, 21 Sta, 21 Int +13 Spell damage.	
Statistics for the complete set		
Stamina	154	2 pieces: +20 Stamina.
Intellect	103	3 pieces: Reduces the cast time of your Immolate spell by 0.2 seconds.
Magical Spell Damage	182	6 pieces: +23 Spell Damage.

Grand Marshal's / High Warlord's Dreadgear (Alliance / Horde PVP)

The level 70 rare set

Dreadweave Hood	127 Armor , 49 Sta, 14 Int, +14 Resilience, +32 Spell damage. Sockets : 1x Meta, 1x Red. +2 Resilience sockets bonus.
Purchased with 16,065 Honor points and 30 Alterac Valley Marks of Honor.	
Dreadweave Mantle	117 Armor, 19 Sta, 15 Int, +6 Spell hit rating, +17 Resilience, +25 Spell damage. Sockets: 1x Blue, 1x Yellow. +3 Resilience socket bonus.
Purchased with 10,098 Honor points and 20 Arathi Basin Marks of Honor.	
Dreadweave Robe	156 Armor, 49 Sta, 14 In, +14 Resilience, +32 Spell damage. Sockets: 1x Red, 2x Yellow. +4 Resilience socket bonus.
Purchased with 16,524 Honor points and 30 Arathi Basin Marks of Honor.	
Dreadweave Gloves	97 Armor, 31Sta, 21 Int, +12 Resilience, +26 Spell damage. Gives you a 50% chance to avoid interruption caused by damage while casting Fear.
Purchased with 10,098 Honor points and 20 Alterac Valley Marks of Honor.	
Dreadweave Leggings	136 Armor, 49 Sta, 22 Int, +22 Resilience, +39 Spell damage.
Purchased with 16,065 Honor points and 30 Warsong Gulch Marks of Honor.	
Statistics for the complete set	
Stamina	197
Intellect	86
Spell Hit Rating	6
Magical Spell Damage	149
Resilience Rating	79
2 pieces: +35 Resilience.	
4 pieces: Reduces the cast time of your Immolate spell by 0.2 seconds.	

SPELL INFO

Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 1							
Demon Skin	1	Grants 40 Armor and 3 health every 5 seconds for 30 min.	Demon	20	-	0	Self
Shadow Bolt	1	Sends a shadowy bolt at the enemy, causing 12 to 16 shadow damage.	Destr	25	-	1.7	30y
Immolate	1	Burns the enemy for 8 fire damage and then an additional 20 damage over 15 sec.	Destr	25	10c	2	30y
Summon Imp	-	Summons an imp under the command of the warlock.	Demon	64% of base**	Quest	10	
Level 4							
Corruption	1	Corrupts the target, causing 40 damage over 12 sec.	Afflict	35	1s	2	30y
Curse of Weakness	1	Target's attack power is reduced by 21 for 2 min.	Afflict	20	1s	0	30y
Level 6							
Shadow Bolt	2	Sends a shadowy bolt at the enemy, causing 23 to 29 shadow damage.	Destr	40	1s	2.2	30y
Life Tap	1	Converts 20 health into 20 mana.	Afflict	0	1s	0	Self
Level 8							
Fear	1	Strikes fear in the enemy, causing it to run in fear up to 10 sec. Only 1 target can be feared at a time.	Afflict	12% of base	2s	1.5	20y
Curse of Agony	1	Curses the target with agony, causing 84 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	25	2s	0	30y

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 10							
Create Healthstone (Minor)	Minor	Creates a Minor Healthstone that can be used to instantly restore 100 health.	Demon	95	3s	3	Self
Drain Soul	1	Drains the soul of the target, causing 55 damage over 15 sec. If the target dies while being drained, and yields experience or honor, the caster gains a Soul Shard. Soul Shards are required for other spells.	Afflict	55	3s	0	30y
Demon Skin	2	Grants 120 armor and 5 health every 5 seconds for 30 min.	Demon	48	3s	0	Self
Immolate	2	Burns the enemy for 19 fire damage and then an additional 40 damage over 15 sec.	Destr	45	3s	2	30y
Summon Voidwalker	-	Summons a Voidwalker under the command of the warlock.	Demon	80% of base	Quest	10	Self
Level 12							
Health Funnel	1	Gives 12 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	11 health, plus 5 per sec	6s	0	20y
Shadow Bolt	3	Sends a shadowy bolt at the enemy, causing 48 to 56 shadow damage.	Destr	70	6s	2.8	30y
Curse of Weakness	2	Target's attack power is reduced by 41 for 2 min.	Afflict	35	6s	0	30y
Level 14							
Corruption	2	Corrupts the target, causing 90 damage over 15 sec.	Afflict	55	9s	2	30y
Curse of Recklessness	1	Curses the target with recklessness, increasing attack power by 20 but reducing armor by 140 for 2 min. Cursed enemies will not flee and will ignore fear and horror effects.	Afflict	35	9s	0	30y

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Drain Life	1	Transfers 10 health every second from the target to the caster. Lasts 5 sec.	Afflict	55	9s	0	30y
Level 16							
Unending Breath	-	Allows the target to breathe underwater for 10 min.	Demon	50	12s	0	30 yard
Life Tap	2	Converts 65 health into 65 mana.	Afflict	0	12s	0	Self
Level 18							
Searing Pain	1	Inflict searing pain on the enemy target, causing 34 to 42 Fire damage. Causes a high amount of threat.	Destr	45	15s	1.5	30 yard
Curse of Agony	2	Curses the target with agony, causing 180 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	50	15s	0	30 yard
Create Soulstone	Minor	Creates a Minor Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 400 health and 700 mana.	Demon	68% of base.	15s	3	Self
Level 20							
Ritual of Summoning	-	Begins a ritual that summons the targeted group member. Requires the caster and 2 additional people to complete the ritual. In order to participate, all players must right-click the portal and not move until the ritual is complete.	Demon	300	20s	5	Self
Shadow Bolt	4	Sends a shadowy bolt at the enemy, causing 86 to 98 shadow damage.	Destr	110	20s	3	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Health Funnel	2	Gives 24 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	15 health, plus 10 per sec	20s	0	20 yard
Immolate	3	Burns the enemy for 45 fire damage and then an additional 90 damage over 15 sec.	Destr	90	20s	2	30 yard
Rain of Fire	1	Calls down a fiery rain to burn enemies in the area of effect for 168 damage over 8 sec.	Destr	295	20s	0	30 yard
Demon Armor	1	Protects the caster, increasing armor by 210, shadow resistance by 3 and health regeneration for 30 min.	Demon	275	20s	0	Self
Shadowburn	1	Instantly blasts the target with 87 to 99 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	105	Talent	0	20 yard
Summon Succubus	-	Summons a Succubus under the command of the warlock.	Demon	80% of base	Quest	10	Self
Level 22							
Curse of Weakness	3	Target's attack power is reduced by 64 for 2 min.	Afflict	70	25s	0	30 yard
Create Healthstone	Lesser	Creates a Lesser Healthstone that can be used to instantly restore 250 health.	Demon	240	25s	3	Self
Drain Life	2	Transfers 17 health every second from the target to the caster. Lasts 5 sec.	Afflict	85	25s	0	30 yard
Eye of Kilrogg	-	Summons an Eye of Kilrogg and binds your vision to it. The eye moves quickly, but is very fragile.	Demon	100	25s	5	Self

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 24							
Drain Mana	1	Transfers 42 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	95	30s	0	30 yard
Corruption	3	Corrupts the target, causing 222 damage over 18 sec.	Afflict	100	30s	2	30 yard
Drain Soul	2	Drains the soul of the target, causing 155 damage over 15 sec. If the target dies while being drained, and yields experience, the caster gains a Soul Shard. Soul Shards are required for other spells.	Afflict	125	30s	0	30 yard
Sense Demons	-	Shows the location of all nearby demons on the minimap until cancelled. Only one type of tracking can be used at a time.	Demon	0	30s	0	Self
Shadowburn	2	Instantly blasts the target with 115 to 131 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	130	30s	0	20 yard
Level 26							
Detect Invisibility	-	Allows the friendly target to detect lesser invisibility for 10 min.	Demon	8% of base	40s	0	30 yard
Searing Pain	2	Inflict searing pain on the enemy target, causing 59 to 71 Fire damage. Causes a high amount of threat.	Destr	75	40s	1.5	30 yard
Life Tap	3	Converts 130 health into 130 mana.	Afflict	0	40s	0	Self
Curse of Tongues	1	Forces the target to speak in Demonic, slowing the casting time of all spells by 50%. Lasts 30 sec.	Afflict	80	40s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 28							
Banish	1	Banishes the enemy target, preventing all action but making it invulnerable for up to 20 sec. Only one target can be banished at a time. Only works on Demons and Elementals.	Demon	100	50s	1.5	30 yard
Curse of Recklessness	2	Curses the target with recklessness, increasing attack power by 45 but reducing armor by 290 for 2 min. Cursed enemies will not flee and will ignore fear effects.	Afflict	60	50s	0	30 yard
Shadow Bolt	5	Sends a shadowy bolt at the enemy, causing 142 to 162 shadow damage.	Destr	160	50s	3	30 yard
Health Funnel	3	Gives 43 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	24 health, plus 17 per sec	50s	0	20 yard
Create Firestone	Lesser	Creates a Lesser Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 25 to 35 additional fire damage. Also increases damage dealt by fire spells by 10.	Demon	500	50s	3	Self
Curse of Agony	3	Curses the target with agony, causing 324 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	90	50s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 30							
Hellfire	1	Ignites the area surrounding the caster, causing 83 fire damage to himself and 83 fire damage to all nearby foes every 1 sec. Lasts 15 sec.	Destr	645	60s	0	Self
Demon Armor	2	Grants 300 armor, 6 shadow resistance and 9 health every 5 sec. for 30 min.	Demon	208	60s	0	Self
Drain Life	3	Transfers 29 health every second from the target to the caster. Lasts 5 sec.	Afflict	135	60s	0	30 yard
Create Soulstone	Lesser	Creates a Lesser Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 750 health and 1200 mana.	Demon	68% of base	60s	3	Self
Enslave Demon	1	Enslaves the target demon, up to level 32, forcing it to do your bidding. While enslaved, the time between the demons attacks is increased by 40% and its casting speed is slowed by 30%. Lasts up to 5 min. If you repeatedly enslave the same demon, it will become more difficult to control with each attempt.	Demon	300	60s	3	30 yard
Immolate	4	Burns the enemy for 90 fire damage and then an additional 165 damage over 15 sec.	Destr	155	60s	2	30 yard
Siphon Life	1	Transfers 15 health from the target to the caster every 3 sec. Lasts 30 seconds.	Afflict	140	Talent	1.5	30 yard
Summon Felhunter	-	Summons a Felhunter under the command of the warlock.	Demon	50% of base	Quest	10	Self

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 32							
Fear	2	Strikes fear in the enemy, causing it to run in fear for up to 15 sec. Only 1 target can be feared at a time.	Afflict	12% of base	70	1.5	20 yard
Shadow Ward	1	Absorbs 290 shadow damage. Lasts 30 sec. 30 sec cooldown.	Demon	135	70s	0	Self
Shadowburn	3	Instantly blasts the target with 186 to 210 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destroy	190	70s	0	20 yard
Curse of Weakness	4	Target's attack power is reduced by 82 for 2 min.	Afflict	155	70s	0	30 yard
Curse of the Elements	1	Reduces Fire and Frost resistances by 45, and increases Fire and Frost damage taken by 6%. for 2 min.	Afflict	100	70s	0	30 yard
Level 34							
Corruption	4	Corrupts the target, causing 324 damage over 18 sec.	Afflict	160	80s	2	30 yard
Drain Mana	2	Transfers 68 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	155	80s	0	30 yard
Create Healthstone	Normal	Creates a Healthstone that can be used to instantly restore 500 health.	Demon	475	80s	3	Self
Searing Pain	3	Inflict searing pain on the enemy target, causing 86 to 104 Fire damage. Causes a high amount of threat.	Destroy	91	80s	1.5	30 yard
Rain of Fire	2	Calls down a fiery rain to burn enemies in the area of effect for 384 damage over 8 sec.	Destroy	605	80s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 36							
Create Spellstone	Normal	Creates a Spellstone for the caster. When equipped and used, the Spellstone removes all harmful magic effects from the caster. Having a spellstone equipped grants you 8 spell critical strike rating.	Demon	500	90s	5	Self
Create Firestone	Normal	Creates a Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 40 to 60 additional fire damage. Also increases damage dealt by fire spells by 14.	Demon	700	90s	3	Self
Health Funnel	4	Gives 64 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	39 health, plus 24 per sec	90s	0	20 yard
Life Tap	4	Converts 210 health into 210 mana.	Afflict	0	90s	0	Self
Shadow Bolt	6	Sends a shadowy bolt at the enemy, causing 204 to 230 shadow damage.	Destr	210	90s	3	30 yard
Level 38							
Drain Life	4	Transfers 41 health every second from the target to the caster. Lasts 5 sec.	Afflict	185	1g	0	30 yard
Drain Soul	3	Drains the soul of the target, causing 295 damage over 15 sec. If the target dies while being drained, and yields experience or honor, the caster gains a Soul Shard. Soul Shards are required for other spells.	Afflict	210	1g	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Curse of Agony	4	Curses the target with agony, causing 504 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	130	1g	0	30 yard
Siphon Life	2	Transfers 22 health from the target to the caster every 3 sec. Lasts 30 sec.	Afflict	190	1g	1.5	30 yard
Level 40							
Shadowburn	4	Instantly blasts the target with 261 to 293 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	245	1g 10s	0	20 yard
Howl of Terror	1	Howl, causing 5 enemies within 10 yds to flee in terror for 6 sec. 40 sec cooldown.	Afflict	150	1g 10s	1.5	Self
Create Soulstone	Normal	Creates a Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 1100 health and 1700 mana.	Demon	68% of base	1g 10s	3	Self
Immolate	5	Burns the enemy for 134 fire damage and then an additional 255 damage over 15 sec.	Destr	220	1g 10s	2	30 yard
Demon Armor	3	Grants 390 armor, 9 shadow resistance and 11 health every 5 seconds for 30 min.	Demon	320	1g 10s	0	Self
Conflagrate	1	Ignites a target that is already afflicted by Immolate, dealing 240 to 306 damage and consuming the Immolate spell. 10 sec cooldown	Destr	165	Talent	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Summon Felsteed	-	Summons a Felsteed, which serves as a mount for the caster. Speed is increased by 60%.	Demon	100	Quest	3	Self
Level 42							
Curse of Weakness	5	Target's attack power is reduced by 123 for 2 min.	Afflict	130	1g 10s	0	30 yard
Curse of recklessness	3	Curses the target with recklessness, increasing attack power by 65 but reducing armor by 465 for 2 min. Cursed enemies will not flee and will ignore fear effects.	Afflict	90	1g 10s	0	30 yard
Searing Pain	4	Inflict searing pain on the enemy target, causing 122 to 146 Fire damage. Causes a high amount of threat.	Destr	130	1g 10s	1.5	30 yard
Shadow Ward	2	Absorbs 470 shadow damage. Lasts 30 sec. 30 sec cooldown.	Demon	195	1g 10s	0	Self
Hellfire	2	Ignites the area surrounding the caster, causing 139 fire damage to himself and 139 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.	Destr	975	1g 10s	0	Self
Death Coil	1	Causes the enemy to run in horror for 3 seconds and causes 244 shadow damage. The caster gains 100% of the damage caused in health. 2 minute cooldown.	Afflict	365	1g 10s	0	30 yard
Level 44							
Health Funnel	5	Gives 89 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	45 health, plus 33 per sec	1g 20s	0	20 yard
Corruption	5	Corrupts the target, causing 486 damage over 18 sec.	Afflict	225	1g 20s	2	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Shadow Bolt	7	Sends a shadowy bolt at the enemy, causing 281 to 315 shadow damage.	Destr	265	1g 20s	3	30 yard
Curse of Shadow	1	Curses the target, reducing Shadow and Arcane resistances by 60 and increasing Shadow and Arcane damage taken by 8% for 5 min.	Afflict	150	1g 20s	0	30 yard
Drain Mana	3	Transfers 99 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	225	1g 20s	0	30 yard
Enslave Demon	2	Enslaves the target demon, up to level 47, forcing it to do your bidding. While enslaved, the time between the demon's attacks is increased by 40% and its casting speed is slowed by 30%. Lasts up to 5 min. If you repeatedly enslave the same demon, it will become more difficult to control with each attempt.	Demon	500	1g 20s	3	30 yard
Level 46							
Create Firestone	Greater	Creates a Greater Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 60 to 90 additional fire damage. Also increases damage dealt by fire spells by 17.	Demon	900	1g 30s	3	Self
Life Tap	5	Converts 300 health into 300 mana.	Afflict	0	1g 30s	0	Self
Curse of the Elements	2	Curses the target, reducing Fire and Frost resistances by 60 and increasing Frost and Fire damage taken by 8% for 5 min.	Afflict	150	1g 30s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Rain of fire	3	Calls down a fiery rain to burn enemies in the area of effect for 620 damage over 8 sec.	Destr	885	1g 30s	0	30 yard
Create Healthstone	Greater	Creates a Greater Healthstone that can be used to instantly restore 800 health.	Demon	750	1g 30s	3	Self
Drain Life	5	Transfers 55 health every second from the target to the caster. Lasts 5 sec.	Afflict	240	1g 30s	0	30 yard
Level 48							
Soul Fire	1	Burn the enemy's soul, causing 623 to 783 Fire damage. 1 minute cooldown.	Destr	170	1g 40s	6	30 yard
Curse of Agony	5	Curses the target with agony, causing 780 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	170	1g 40s	0	30 yard
Banish	2	Banishes the enemy target, preventing all action but making it invulnerable for up to 30 sec. Only one target can be banished at a time. Only works on Demons and Elementals.	Demon	200	1g 40s	1.5	30 yard
Conflagrate	2	Ignites a target that is already afflicted by Immolate, dealing 316 to 396 damage and consuming the Immolate spell. 10 sec cooldown	Destr	200	50s	1.5	30 yard
Shadowburn	5	Instantly blasts the target with 350 to 396 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	305	50s	0	20 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Create Spellstone	Greater	Creates a Greater Spellstone for the caster. When equipped and used, the Spellstone removes all harmful magic effects from the caster. Having a spellstone equipped grants you 11 spell critical strike rating.	Demon	750	1g 40s	5	Self
Siphon Life	3	Transfers 33 health from the target to the caster every 3 sec. Lasts 30 sec.	Afflict	250	50s	1.5	30 yard
Level 50							
Dark Pact	2	Drains 440 of your pet's Mana, returning 100% to you.	Afflict	0	50s	0	30 yard
Immolate	6	Burns the enemy for 192 fire damage and then an additional 365 damage over 15 sec.	Destr	295	1g 50s	1.5	30 yard
Death Coil	2	Causes the enemy to run in horror for 3 sec and causes 319 Shadow damage. The caster gains 100% of the damage caused in health. 2 minute cooldown.	Afflict	420	1g 50s	0	30 yard
Searing Pain	5	Inflict searing pain on the enemy target, causing 158 to 188 Fire damage. Causes a high amount of threat.	Destr	155	1g 50s	1.5	30 yard
Create Soulstone	Greater	Creates a Greater Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 1600 health and 2200 mana.	Demon	68% of base	1g 50s	3	Self
Demon Armor	4	Grants 480 armor, 12 shadow resistance and 13 health every 5 seconds. Lasts 30 min.	Demon	460	1g 50s	0	Self
Curse of Tongues	2	Forces the target to speak in Demonic, slowing the casting time of all spells by 60%. Lasts 30 sec.	Afflict	110	1g 50s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Inferno	-	Summons an inferno, causing 200 Fire damage and stunning all enemies in the target for 2 seconds. The infernal is under the casters control for 5 minutes, and can be enslaved after control breaks. Requires an Infernal Stone to cast. 1 hour cooldown.	Demon	80% of base mana	Quest	2	30 yard
Shadowfury	1	Causes 343 to 407 Shadow damage and stuns all enemies within 8 yards for 2 seconds.	Destr	440	Talent	0.5	30 yard
Unstable Affliction	1	Causes 660 damage over 18 seconds. If Unstable Affliction is dispelled, it will cause 990 shadow damage to the target and silence them for 5 sec.	Afflic	270	Talent	1,5	30 yard
Summon Felguard	-	Summons a Felguard under the command of the Warlock	Demon	80% of base	Talent	10	Self
Shadow Ward	3	Absorbs 675 shadow damage. Lasts 30 sec. 30 sec cooldown.	Demon	255	1g 80s	0	Self
Shadow Bolt	8	Sends a shadowy bolt at the enemy, causing 360 to 402 shadow damage.	Destr	315	1g 80s	3	30 yard
Drain Soul	4	Drains the soul of the target, causing 455 damage over 15 sec. If the target dies while being drained, and yields experience or honor, the caster gains a Soul Shard. Soul Shards are required for other spells.	Afflict	290	1g 80s	0	30 yard
Curse of Weakness	6	Target's attack power is reduced by 163 for 2 minutes.	Afflict	175	1g 80s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Health Funnel	6	Gives 119 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	62 health, plus 42 per sec	1g 80s	0	20 yard
Level 54							
Drain Life	6	Transfers 71 health every second from the target to the caster. Lasts 5 sec.	Afflict	300	2g	0	30 yard
Corruption	6	Corrupts the target, causing 666 damage over 18 sec.	Afflict	290	2g	2	30 yard
Hellfire	3	Ignites the area surrounding the caster, causing 208 fire damage to himself and 208 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.	Destroy	1300	2g	0	Self
Drain Mana	4	Transfers 136 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	310	2g	0	30 yard
Howl of Terror	2	Howl, causing 5 enemies within 10 yds to flee in terror for 8 sec. 40 sec cooldown	Afflict	200	2g	2	Self
Conflagrate	3	Ignites a target that is already afflicted by Immolate, dealing 383 to 479 damage and consuming the Immolate spell. 10 sec cooldown	Destroy	230	90s	1.5	30 yard
Level 56							
Shadowburn	6	Instantly blasts the target with 450 to 502 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destroy	365	1g	0	20 yard
Soul Fire	2	Burn the enemy's soul, causing 703 to 881 Fire damage. 1 minute cooldown.	Destroy	185	2g 20s	6	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Curse of Shadow	2	Reduces Shadow and Arcane resistances by 75 and increases Shadow and Arcane damage taken by 10% for 5 min.	Afflict	200	2g 20s	0	30 yard
Curse of Recklessness	4	Curses the target with recklessness, increasing attack power by 90 but reducing armor by 640 for 2 min. Cursed enemies will not flee and ignore fear effects.	Afflict	115	2g 20s	0	30 yard
Create Firestone	Major	Creates a Major Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 80 to 120 additional fire damage. Also increases damage dealt by fire spells by 21.	Demon	1100	2g 20s	3	Self
Life Tap	6	Converts 420 health into 420 mana.	Afflict	0	2g 20s	0	Self
Fear	3	Strikes fear in the enemy, causing it to run in fear for up to 20 sec. Only 1 target can be feared at a time.	Afflict	12% of base	2g 20s	1.5	20 yard
Level 58							
Rain of Fire	4	Calls down a fiery rain to burn enemies in the area of effect for 904 damage over 8 sec.	Destr	1185	2g 40s	0	30 yard
Death Coil	3	Causes the enemy to run in horror for 3 sec and causes 400 Shadow damage. The caster gains 100% of the damage caused in health. 2 minute cooldown.	Afflict	480	2g 40s	0	30 yard
Siphon Life	4	Transfers 45 health from the target to the caster every 3 sec. Lasts 30 sec.	Afflict	310	70s	1.5	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Searing Pain	6	Inflict searing pain on the enemy target, causing 204 to 240 Fire damage. Causes a high amount of threat.	Destr	168	2g 40s	1.5	30 yard
Create Healthstone	Major	Creates a Major Healthstone that can be used to instantly restore 1200 health.	Demon	1120	2g 40s	3	Self
Enslave Demon	3	Enslaves the target demon, up to level 62, forcing it to do your bidding. While enslaved, the time between the demon's attacks is increased by 40% and its casting speed is slowed by 30%. Lasts up to 5 min. If you repeatedly enslave the same demon, it will become more difficult to control with each attempt.	Demon	700	2g 40s	3	30 yard
Curse of Agony	6	Curses the target with agony, causing 1044 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	215	2g 40s	0	30 yard
Level 60							
Demon Armor	5	Grants 570 Armor, 15 Shadow Resistance and 15 health every 5 sec. Lasts 30 min.	Demon	632	2g 60s	0	Self
Dark Pact	3	Drains 545 of your pet's Mana, returning 100% to you.	Afflict	0	1g	0	20 yard
Create Soulstone	Major	Creates a Major Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 2200 health and 2800 mana.	Demon	68% of base	2g 60s	3	Self
Immolate	7	Burns the enemy for 258 fire damage and then an additional 485 damage over 15 sec.	Destr	370	2g 60s	2	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Immolate	8	Burns the enemy for 279 fire damage and then an additional 510 damage over 15 sec.	Destr	380	2g 60s	2	30 yard
Corruption	7	Corrupts the target, causing 822 damage over 18 sec.	Afflict	340	2g	2	30 yard
Curse of the Elements	3	Curses the target, reducing Fire and Frost resistances by 75 and increasing Fire and Frost damage taken by 10% for 5 min.	Afflict	200	2g 60s	0	30 yard
Shadow Ward	4	Absorbs 920 Shadow damage. Lasts 30 sec.	Demon	320	3g 6s	0	Self
Health Funnel	7	Gives 153 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	79 health, plus 52 per sec	2g 60s	0	20 yard
Create Spellstone	Major	Creates a Major Spellstone for the caster. When equipped and used, the Spellstone removes all harmful magic effects from the caster. Having a spellstone equipped grants you 14 spell critical strike rating.	Demon	1000	2g 60s	5	Self
Curse of Doom	1	Curses the target with impending doom, causing 3200 shadow damage after 1 min. If the target dies from this damage, there is a chance that a Doomguard will be summoned. Cannot be cast on players. 1 min cooldown.	Afflict	300	2g 60s	0	20 yard
Conflagrate	4	Ignites a target that is already afflicted by Immolate, dealing 447 to 557 damage and consuming the Immolate spell. 10 sec cooldown.	Destr	255	1g	1.5	30 yard
Shadow Bolt	9	Sends a shadowy bolt at the enemy, causing 455 to 507 shadow damage.	Destr	370	2g 36s	3	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Ritual of Doom	-	Begins a ritual that sacrifices a random participant to summon a doomguard. The doomguard must be enslaved or it will attack the ritual participants. Requires the caster and 4 additional people to complete the ritual. In order to participate, all players must right-click the portal and not move until the ritual is complete. 1 hour cooldown.	Demon	50% of base	-	10	Self
Summon Dreadsteed	-	Summons a Dreadsteed, which serves as a mount for the caster. Speed is increased by 100%	Demon	150	Quest	3	Self
Shadowfury	2	Causes 459 to 547 Shadow damage and stuns all enemies within 8 yards for 2 seconds.	Destr	545	Talent	0.5	30 yard
Unstable Affliction	2	Causes 840 damage over 18 seconds. If Unstable Affliction is dispelled, it will cause 1260 shadow damage to the target and silence them for 5 sec.	Afflict	330	Talent	1,5	30 yard
Level 61							
Curse of Weakness	5	Target's attack power is reduced by 257 for 2 min.	Afflict	215	1g 10s	0	30 yard
Level 62							
Drain Life	7	Transfers 87 health every second from the target to the caster. Lasts 5 sec.	Afflict	355	2g 70s	0	30 yard
Fel Armor	1	Grants 50 spell damage and increases the amount of healing received through spells and effects by 20%. Lasts 30 minutes.	Demon	637	3g 6s	0	Self
Shadow Bolt	10	Sends a shadowy bolt at the enemy, causing 482 to 538 shadow damage.	Destr	380	2g 34s	3	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 63							
Drain Mana	5	Transfers 169 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	385	3g 42s	0	30 yard
Shadowburn	7	Instantly blasts the target with 518 to 578 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	435	11s 70c	0	20 yard
Siphon Life	5	Transfers 52 health from the target to the caster every 3 sec. Lasts 30 seconds.	Afflict	350	22s 50c	1.5	30 yard
Level 64							
Incinerate	1	Deals 403 to 467 Fire damage and an additional 100 to 116 Fire damage if the target is affected by an Immolate spell.	Destr	325	3g 78s	2.5	30 yard
Soul Fire	3	Burn the enemy's soul, causing 839 to 1051 Fire damage. 1 minute cooldown.	Destr	215	3g 78s	6	30 yard
Level 65							
Conflagrate	5	Ignites a target that is already afflicted by Immolate, dealing 512 to 638 damage and consuming the Immolate spell. 10 sec cooldown	Destr	280	11s 70c	1.5	30 yard
Corruption	8	Corrupts the target, causing 900 damage over 18 sec.	Afflict	370	4g 14s	2	30 yard
Searing Pain	7	Inflict searing pain on the enemy target, causing 243 to 287 Fire damage. Causes a high amount of threat.	Destr	191	4g 14s	1.5	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Level 66							
Create Firestone	Major	Creates a Master Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 116 to 174 additional fire damage. Also increases damage dealt by fire spells by 30.	Demon	1330	4g 59s	3	Self
Create Spellstone	Major	Creates a Master Spellstone for the caster. When equipped and used, the Spellstone removes all harmful magic effects from the caster. Having a spellstone equipped grants you 20 spell critical strike rating.	Demon	1150	4g 59s	5	Self
Soulshatter	-	Reduced threat by 50% for all enemies within 50 yards.	Demon	8% of base health	4g 59s	0	Self
Level 67							
Curse of Agony	7	Curses the target with agony, causing 1356 damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration.	Afflict	265	5g 13s	0	30y
Curse of Shadow	3	Curses the target, reducing Shadow and Arcane resistances by 88 and increasing Shadow and Arcane damage taken by 10% for 5 min.	Afflict	260	5g 13s	0	30 yard
Drain Soul	5	Drains the soul of the target, causing 620 damage over 15 sec. If the target dies while being drained, and yields experience or honor, the caster gains a Soul Shard. Soul Shards are required for other spells.	Afflict	360	5g 13s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Health Funnel	8	Gives 188 health to the caster's pet every second for 10 sec as long as the caster channels.	Demon	99 health, plus 65 per sec	5g 13s	0	20 yard
Level 68							
Create Healthstone	Master	Creates a Minor Healthstone that can be used to instantly restore 2080 health.	Demon	1390	5g 67s	3	Self
Death Coil	4	Causes the enemy to run in horror for 3 seconds and causes 519 shadow damage. The caster gains 100% of the damage caused in health. 2 minute cooldown.	Afflict	600	5g 67s	0	30 yard
Hellfire	4	Ignites the area surrounding the caster, causing 306 fire damage to himself and 306 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.	Destr	1665	5g 67s	0	Self
Life Tap	7	Converts 580 health into 580 mana.	Afflict	0	5g 67s	0	Self
Ritual of Souls	-	Begins a Ritual that creates a Soulwell. Raid members can click the Soulwell to acquire a Master Healthstone. The Soulwell lasts for 3 minutes or 10 charges. Requires two helpers to complete ritual.	Demon	80% of base	5g 67s	3	Self
Level 69							
Curse of Recklessness	5	Curses the target with recklessness, increasing attack power by 135 but reducing armor by 800 for 2 min. Cursed enemies will not flee and ignore fear effects.	Afflict	160	6g 30s	0	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Curse of the Elements	4	Curses the target, reducing Fire and Frost resistances by 88 and increasing Fire and Frost damage taken by 10% for 5 min.	Afflict	260	6g 30s	0	30 yard
Curse of Weakness	8	Target's attack power is reduced by 350 for 2 min.	Afflict	265	6g 30s	0	30y
Drain Life	8	Transfers 108 health every second from the target to the caster. Lasts 5 sec.	Afflict	425	6g 30s	0	30y
Fel Armor	2	Grants 100 spell damage and increases the amount of healing received through spells and effects by 20%. Lasts 30 minutes.	Demon	725	6g 30s	0	Self
Immolate	9	Burns the enemy for 327 fire damage and then an additional 615 damage over 15 sec.	Destr	445	6g 30s	2	30 yard
Rain of Fire	5	Calls down a fiery rain to burn enemies in the area of effect for 1212 damage over 8 sec.	Destr	1480	6g 30s	0	30 yard
Shadow Bolt	11	Sends a shadowy bolt at the enemy, causing 541 to 603 shadow damage.	Destr	420	6g 30s	3	30 yard
Level 70							
Conflagrate	6	Ignites a target that is already afflicted by Immolate, dealing 579 to 721 damage and consuming the Immolate spell. 10 sec cooldown	Destr	305	Talent	0	30 yard
Create Soulstone	Master	Creates a Greater Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 2900 health and 3300 mana.	Demon	68% of base	7g 2s	3	Self
Curse of Doom	2	Curses the target with impending doom, causing 4200 shadow damage after 1 min. If the target	Afflict	380	7g 2s	0	20 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
		dies from this damage, there is a chance that a Doomguard will be summoned. Cannot be cast on players. 1 min cooldown.					
Dark Pact	4	Drains 700 of your pet's Mana, returning 100% to you.	Afflict	0	7g 2s	0	30 yard
Demon Armor	6	Grants 660 armor, 18 shadow resistance and 18 health every 5 seconds. Lasts 30 min.	Demon	820	7g 2s	0	Self
Drain Mana	4	Transfers 200 Mana every 1 sec from the target to the caster. Lasts 5 sec.	Afflict	455	7g 2s	0	30 yard
Incinerate	2	Deals 444 to 514 Fire damage and an additional 111 to 128 Fire damage if the target is affected by an Immolate spell.	Destr	355	7g 2s	2.5	30 yard
Searing Pain	8	Inflict searing pain on the enemy target, causing 270 to 320 Fire damage. Causes a high amount of threat.	Destr	205	7g 2s	1.5	30 yard
Seed of Corruption	1	Causes 1044 damage over 18 sec. When the target takes 1044 total damage or dies, this spell inflicts 1110 to 1290 shadow damage to all enemies within 15 yards. Only one corruption spell per warlock can be active on any one target.	Afflict	882	7g 2s		
Shadowburn	8	Instantly blasts the target with 597 to 665 Shadow damage. Requires 1 Soul Shard. If the target dies within 5 seconds and yields experience or honor, the caster gains a Soul Shard. 15 sec cooldown.	Destr	515	Talent	0	20 yard
Shadowfury	3	Causes 612 to 728 Shadow damage and stuns all enemies within 8 yards for 2 seconds.	Destr	710	Talent	0.5	30 yard

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Name	Rank	Description	Type	Mana	Cost	Cast	Range
Siphon Life	6	Transfers 63 health from the target to the caster every 3 sec. Lasts 30 sec.	Afflict	410	7g 2s	1.5	30 yard
Soul Fire	4	Burn the enemy's soul, causing 1003 to 1257 Fire damage. 1 minute cooldown.	Destr	250	7g 2s	6	30 yard
Unstable Affliction	3	Causes 1050 damage over 18 seconds. If Unstable Affliction is dispelled, it will cause 1575 shadow damage to the target and silence them for 5 sec.	Afflic	400	Talent	1,5	30 yard

Only one curse per warlock can be active on a target.

Only one type of Corruption per Warlock can be active on a target. (You cannot cast both Corruption and Seed of Corruption on a target)

ENDING WORD



've enjoyed writing this guide, and I hope you've enjoyed reading it. I've done my best to offer valuable information for warlocks of all level ranges, and hope you found what you were looking for in this guide!

Good luck with your adventures in World of Warcraft!

Derugash

The Syndicate

