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Welcome to Wowhead's W Shadowlands Warlock Leveling Guide! This WoW Warlock leveling guide is dedicated to teaching beginners how to work Warlock, FI and Shadow Masters. We best build Warlock talent, use ability, basic concepts, and gear tips to ensure reaching level 60 quickly covers. Leveling has received a lot of changes in shadowlands, and we've prepared a series of comprehensive guides. Whether you need basics like experience and mounts, or advanced topics like speed leveling and add-ons, our detailed leveling guide will have you covered! You can check them out in the links below:Shadowlands Leveling FAQShadowlands Leveling Changes & Level SquishChromie Time - How Shadowlands Leveling Works and Zone Expansion Level RangesOur class guides are always updated with the latest information based on theorycraft and in-game experience; Make sure to check our changelog to this page, click on View Changelog at the top of the page to see the latest updates. If Warlock is not suitable for you, use our Navigation Guide menu to the right of the page to find more class leveling guides for Shadowlands.The Shadowlands Confederate system will not be released in pre-patch, so it won't be covered here. Players have the opportunity to pick up a homeland until their first character reaches level 60 in the Shadowlands. There is a new tab in their spelling book between the public and their talent expertise, simply titled Warlock. These are abilities now shared by all warlocks, no matter what expertise they are in. The new Warlocks will not begin in the default specification (demolition). Until they are allowed to choose a profile at level 10, their abilities are drawn from the generally available warlock abilities to all specialties. Experienced Warlocks will realize some talents have re-worked or re-arranged, and may need to earn some talent again. The AoE cap (effect area) is being introduced in the Shadowlands before the patch, which places restrictions on how many ability targets can be hit at once. This affects warlock's multi-ability. (Satanology, Felguard) - Depending on the 8 goals AOEAny abilities are not listed above remain the same as they hat-wise before the Shadowlands patched before. Warlocks sufferers have received little re-work that will be activated in shadowlands before patching: other soul flux costs and can only be applied once to an enemy at a time; The new Spirit of Shard Spend was added, - damage deals to all targets in line of sight, based on how many periodic effects they are affected by. For the entire beginner to class, although each specialty has strengths and weaknesses, we recommend Affliction as warlock's best leveling profile. The sufferer is able to damage multiple mobs at a time thanks to its strong point and has its easiest healing time with. Many players have chosen demolition as their choice of warlock's best leveling profile. Demolition has an easier time killing mobs only thanks to it Abilities like that, but don't get a little more downtime as you need to produce ghost bits of Chard constantly burst off the mob. If you want to burst the mob down with big numbers, destruction is a good leveling option. If you want to control many demons at a time, demons may be a specialty for you. Demons can be considered a little more complicated to play than you need to constantly weave spells to continue your naughty attack and takes some time to drain its damage, but the visuals and demon master feel is really fun! Before level 10 you just warlock with a smattering of Warlock abilities. When you reach level 10 you get to choose expertise, infected, demonology or destruction. All three Warlock specifications are viable for leveling so if you are coming up with a preference that is just fine. At level 10 you choose a specialty. You can swap between specialties by opening the Specialization & Talents tab (or pressing N to quickly open it), selecting the desired specialty, and clicking the Activate button. There is no charge to swap! Affected: Use, and to deal with periodic damage to targets. Spend the spirit shard on to deal with heavy damage to all targets with DOTs. Use as fillers when you have no soul shards or your DOTs will last for a while. At higher levels, you can spend the spirit of Shards on abilities such as or to deal with even more periodic damage on multiple purposes, or increase the duration of your periodic effects. Demonology: Use to produce soul Shards and use them to summon demons to help you. Demolition: Use, and to produce ghost shard parts, and spend them. At higher levels, you can make your spells on a different target by repeating or producing more parts while dealing AOE damage with. Choosing your race can be a difficult task, as it defines the

appearance of our personality and is an expensive trait for change. Unlike in the past, racial traits do not give players many benefits, most race perks are limited to the usefulness or reward of the profession. Warlocks can choose many races, separate in default races and Allied races: default races are immediately available to play when you start your WoW account. Allied races are races locked behind certain requirements that must be created before you can create characters belonging to that race. Each race has different racial abilities and spells, but no race offers an immediate advantage when compared to others so you can create your Warlock to make each race fit your best aesthetic! Warlocks can choose from the following races (click on the race name to learn more about them):AllianceAllied Races:HordeAllied Races:In this part of the guide, we recommend choosing talent for leveling in Shadowlands as Warlock. Please continue. That's our selection below the list of mere suggestions, and if you want, you can choose different talents that can better suit your gameplay style. The following talent selection will focus on spell interactions with the powerful new spell sufferer Warlocks received in shadowlands, . Level 15 Talent: Is by far your best talent option for leveling, as it allows you to produce more Soul Shards for more actors. Just really viable when you build a lot of stacks of it, and still deals less damage generally than the draining spirit. It can be a very fun talent if you're lucky and get proc often, but it doesn't feel as great when you're without procs for some time. Level 25 Talent: Here's more taken for comfort, as this has become a permanent spell, which allows you to simply use it once and forget about it until the target is dead. It can be useful for leveling as it allows to start with more stacks, but goals usually don't last that long for the doom to completely ramp anyway. Can be taken to further increase damage , but be careful you need an ultra-global cooling to apply siphon life at any target before you are able to fully use it with malefic.Level 30 talent trance: the best overall option for this row is at a defensive point of view, it not only increases the limit for how much you can absorb, it also allows your soul leech to produce itself Take that passively, you make that much more of a tank. A viable option is if you feel that you need to move more quickly, but burning besh can be dangerous thanks to draining the health it uses. Interesting oh button that sacrifices is part of your health to grant shields. However, when it comes to public use, it's less useful than devil skin.Level 35 talent: a talent option is very interesting, it applies as an extra DOT and increases damage. It's a strong AOE option, but be careful, it costs as a spirit of shard. Not so interesting, as all it really does is increase the damage done by using the spell to more goals. It's an interesting counterpart to the Tint scoundrel, because it has longer cooling and doesn't use a solchard. However, ghost singling only applies your point to a goal, so it loses effectiveness against taint scoundrels the more goals you have. Level 40 Talent: Is a good combination of defensive and control abilities - it disturbs the target for 3 seconds and improves you in the process. This is the best talent option all around for the row. A general option is good if you'd like to use a lot, and best for leveling AOE or for use in dungeons. It is a fairly dangerous option in this row, as targets wandering around fear can end up aggroing more mobs attacking you. Level 45 Talent: The strongest option in the row is, as it allows you to use often in your leveling. The ability is interesting to use, but it quickly loses the faster effectiveness you are killing targets, as Spend more time having to cast it before you start coping with the damage. is For use against elites. Talent is weaker in this row - although you gain the ability of the devil to command the devil's sacrifice and the chance to deal with additional damage, you end up losing the devil to gain the benefits of this talent. Voidwalker doesn't have a strong tank that's too much of a hard time keeping the mob out of you, so this talent is not recommended to pick up. Level 50 Talent: The good option is all around, although it does make shapes making your DOTs expire faster on target. An interesting talent that can have good benefits if it procs often, but the chances of proc are too low for it to be worth more than two options from this row. A good option if you are dealing with strong mobs constantly, as it gives you some more bursts to kill the target in time. It is particularly strong when taken in conjunction with dark callers.Select the following talent in giving many demons to focus on giving you a while maintaining your rotation with relatively low amounts of buttons to push. Level 15 Talent: An incredibly strong AOE injury option in cooling down is modest, and the best talent to level this row. It's a little easier to use the Bilescourge bomber, but it doesn't deal nearly as much damage. The most sophisticated of the 3 talents to use is, as you need to be aware where Felguard himself is in receiving the most benefit from this talent. This talent is also useless if you can't use your flagarde for any reason. Level 25 Talent: The best talent in this row is, as it smooths out your spirit of the Shard generation and allows you to use more s in the long run. It can be a strong option if you are looking for more bursts, but keeping wild Imps alive is usually a better option. It is by far the weakest option in this row of talent for leveling, as mobs often don't last 20 seconds before death. Level 30 Talent: The best overall option for this row is at a defensive point of view, as it not only increases the limit for how much you can absorb, it also allows your soul leech to produce your own passive, making you that much more of a tank. A viable option is if you feel that you need to move more quickly, but burning besh can be dangerous thanks to draining the health it uses. Interesting oh button that sacrifices is part of your health to grant shields. However, when it comes to public use, it is less useful than devil skin.Level 35 talents: the strongest option in this row is, as it allows you to produce more Spirit of the Shard to summon more demons. Be aware that this talent will not work if you don't have Felgard. Talent is interesting on paper, but Shadowflame's injury boost only applies to yourself, not your demons. As your demons trade a significant amount of their overall injury, this talent is not very strong in reality. It's not a very interesting option for a talent, it's cast as a time, costs the Spirit of the Shard, and doesn't last for much longer. Level 40 Talent: Is a good combination of defensive and control abilities - it One goal for 3 seconds and improves you in the process. This is the best talent option all around for the row. A general option is good if you'd like to use a lot, and best for leveling AOE or for use in dungeons. It is a fairly dangerous option in this row, as targets wandering around fear can end up aggroing more mobs attacking you. Level 45 Talent: The best talent option throughout for this row is, it simply summons more Imps towards himself passively. Talent and forget! An interesting talent that can have good benefits if it procs often, but the chances of proc are low so it's usually not as strong as the other two talents in this row. A good option if you're looking for more burst damage against elite mobs, but cooldown it's not as useful when you leveling, as you don't have a spell available incredibly often. Level 50 Talent: The best option for this talent row is, as it is simply to increase the damage to you and spell the more demons you are up to. The talent option is good when you need to burst further against the elite mob, as it furthers your power. A truly fun talent option that allows you to summon more demons, but long cooling off and RNG may be in what demons summon this little lackluster talent when compared to other talents in this row. Choosing the following talent focuses on granting you extra bursts, as well as more quickly for you to cast your spells faster. Level 15 Talent: The strongest talent option for this row is, especially in the usual low-speed %s you have during leveling, as extras will help smooth out rotation and allow you to either produce shards or cast faster. A strong talent option is at the maximum level when you gear up more, but as you are not likely to be casting consistently, it will not be as strong for leveling. It's not a good talent for leveling - an incredibly long cast time means you're likely only using it to drag the mob. Level 25 Talent: The best talent option is this row, as is the chance to gain relatively high and reliable language acceleration. It can be a strong option if you don't care to constantly need recast , but it is not really recommended for leveling warlocks. Super fun talent that can be highly rewarding if you can constantly use it to execute goals. Level 30 Talent: The best overall option for this row is at a defensive point of view, as it not only increases the limit for how much you can absorb, it also allows your soul leech to produce your own passive, making you that much more of a tank. A viable option is if you feel that you need to move more quickly, but burning besh can be dangerous thanks to draining the health it uses. Interesting oh button that sacrifices is part of your health to grant shields. However, when it comes to public use, it's less useful than devil skin.Level 35 talents: far and away the most recommended talent in this row it trades high damage, has a relatively low cooling and applies to all targets hit by This is not interesting unless you are constantly pulling a lot of mobs at a time. The damage reward is not that significant and you will likely gain enough soul Shards to cast it again just with this talent. Interesting on paper, but only buying and selling 40% to secondary targets makes this Todd talent poor. Level 40 Talent: Is a good combination of defensive and control abilities - it disturbs the target for 3 seconds and improves you in the process. This is the best talent option all around for the row. A general option is good if you'd like to use a lot, and best for leveling AOE or for use in dungeons. It is a fairly dangerous option in this row, as targets wandering around fear can end up aggroing more mobs attacking you. Level 45 talent: The recommended talent is in this row, as actors are often enough to reward the fire damage of this active talent almost all the time. Just be careful that this reward does not apply. Talent selection is poor, as not only is it only a chance for additional inferno actors, but it cast where its original one landed, which means that this talent will become useless as soon as the mob moves from the original inferno spawning point. Talent is weaker in this row - although you gain the ability of the devil to command the devil's sacrifice and the chance to deal with additional damage, you end up losing the devil to gain the benefits of this talent. Voidwalker doesn't have a strong tank that's too much of a hard time keeping the mob out of you, so this talent is not recommended to pick up. Level 50 Talent: Talent burst is very strong, as critical strike chances mean increased direct damage to you. An interesting talent that can have good benefits if it procs often, but the chances of proc are too low for it to be worth more than two options from this row. An interesting option is often available, and a good talent throughout. Although all three of Warlock's expertise focuses on dealing damage in shadowlands, they are all different game styles. In this part of the guide, we have more than basic spins for all three Warlock specialties. Optimal Sufferer Warlock has the ability to use while LevelingYou want to start fighting using your main point-at least, with applied in its original purpose. Use the Shards spirit whenever you have at least two points in your goals. When you have your DOTs going and no DOTs are falling off for a few seconds, you can use as a filler. You want to use as your active devil, as they can keep the mob away from you while dealing significant damage to your enemies. Elite Mob: Make sure you have your Voidwalker up and fully recovered! Apply all your DOTs and use to deal with that little bit of extra damage and extend your duration, and go to town with. Remember to keep your Voidwalker healthy as he tanks elite for you with , and use his abilities like and to help him damage. Lots of small mobs: At first you won't be able to do much but throw DOTs Your own, but in later levels, you'll be able to distribute point to multiple targets with ease with and. don't forget to at least keep up on all the mob to produce patches for Malefic trance! Dungeon: Be sure to help your team with as many stunning mobs as you can with and present your team with. You want to use either yourself or as your active devil, depending on whether your group wants to hang up or not. Optimal Warlock Demons has the ability to use while leveling you want to use as your active devil for almost all situations. You want to start shooting combat to start producing spirit shards. When you have enough soul Shards, use them to spend cooling down and if not available. Whenever you have a proc, use to deal with damage and produce even more soul Shards.Elite Mobs: For elite mobs, you may want to trade your Felguard for, as voidwalker can withstand more damage than Felguard. Summon as many demons as you can, and then empower them by cooling yourself, . Remember to keep your Voidwalker healthy as he tanks elite for you with , and use his abilities like and to help him damage. A lot of small mobs: At first, your only ability is to deal with the AOE injury, so focus on spending chunks in the hands of a flowerer. When you learn level 27, AOEng the small mob becomes much easier - you want to produce Shards to cast Dan's flower hands, then prepare second-hand Dan flowers, use Implosion for mob damage and then immediately cast who prepare flowery hands to summon more imps and repeat the process. In addition, Felguard can help you quickly dispatch small mobs with your ability. Dungeon: Be sure to help your team with as many stunning mobs as you can with and present your team with. Felguard works as both stun and interruption (if the goal is immune from numbing like a boss), so use that to your advantage to help your group! Optimized Warlock destruction has the ability to use while LevelingYou want to start combat launchers looking for it remotely to start producing your own shard piece. Use cooldown and cast whenever you have 2 full soul Shards. You want to use as your active devil, as they can keep the mob away from you while dealing significant damage to your enemies. Elite Mob: Make sure you have your Voidwalker up and fully recovered! Start spinning and use your own to deal with even more damage and produce faster spirit Shards for more chaotic mobs. Remember to keep your Voidwalker healthy as he tanks elite for you with , and use his abilities like and to help him damage. Lots of small mobs: You won't be much on the way to dealing with many enemies at the same time until you learn level 28. Until then, it is generally recommended to avoid dealing with multiple mobs. Dungeon: Be sure to help your team with stunning as From mobs that you can deal with and present your team with. You want to use either yourself or as your active devil, depending on whether your group wants to hang up or The speed of leveling through dungeon increases is working on shadowlands before patching PTR. Increase dungeons having a maximum level character pulling a low level character through the dungeon. This allows people to level a character from 10-50 in about 3 hours. This may be nerfed before release, so not count on this available technique unless it is still live in place when the patch goes on before the patch. In case this is not available, or you don't have a max level character to do for you, here are some general tips on dungeon leveling for Warlocks.Because all three Warlock specialties are DPS specialties, be careful that you are able to get into the dungeon super fast. You want to try while waiting for the dungeon queue to maximize your leveling time. In the dungeon, be careful not to put the threat on the tank or kill more mobs than they do. Heir Gear is a special gear category that scales with its current level, can be created on the fly with the heir's menu, and offers set bonuses when multiple heir parts are worn. The rewards of the heirs collection are listed below:2 Parts: The experience of resting consumed has been reduced by 30%.3 parts: increase the renovation of your out-of-fight outdoors, ordinary dungeons and battlefields.5 parts: gain the level caching a burst of knowledge, dealing 6546 sacred damage to nearby enemies and granting you 40% \$pri for 2 minutes. Defeat enemies extend this effect, up to an additional 2 minutes.6 pieces: the resting experience consumed has been reduced by 30%. From shadowlands, other heirs of the allowance enhance the achievements experienced when worn, and only benefit from wearing them now comes from the fact that they are scaled with you and set rewards, so they are no longer intended to be strong or necessary to wear. For more information on the status of heirs in shadowlands, check out our heirs' change guide. The heir to the changes in ShadowlandsHere is a list of recommended heirs for Warlock players to level with: Helm: Necklace: Or Shoulder: Or Abba: Or/Chest: Legs: Rings: and Trinkets: and Weapons: Although their heirs are not as valuable as they once were, Mountain Heir, is still very valuable, as it is the only mountain you can use until you can actually learn to ride in level 10. You can achieve this mountain by completing the achievement. Past works are a new career regent added in the Shadowlands. When making professional items and adding them to the craft, these items will have their item level and the required level has changed. All craft professions can craft works from the past, and these are past works that can be crafted: set the item level to 23 and the required level to 15.: set the item level to 33 and the required level to 25. : set the item level to 43 and the required level to 35.: Set the item level to 56 and the required level to 45.: Set the item level to 100 and the required level to 50.It's not very useful for leveling, as you should outside covering items relatively quickly Experience your leveling in shadowlands, but it can be a fun experience to level using items from the past. The weight of the stat is usually that it doesn't matter while leveling, as due to the rewarding nature of the effort, you'll almost never be able to gather enough for certain stats or hold a piece of gear for long enough to look for statistics to make a worthy effort. In the case of leveling, a piece with an item level higher than the piece you've equipped will almost always be better, as pieces with higher item levels will always have more wisdom and stamina.Although there are plenty of professions to choose from, some can give Warlock a little edge. A professional combo is good as Warlock's and - tailoring allows you to sew your clothes from loot mobs to pieces equipped with cloth armor, while enchanting allows you to disenchant unwanted items - including those made of tailoring - to reagents used to charm your armor pieces. Another interesting profession is a collection for warlocks and, where you use plants collected from plants and convert them into potions with alchemy. As warlocks have a lot of skills that exchange health, having a handful of healing potions is not a bad idea for any Warlocks out there. If you're looking just to make money, you can pair herbalism with one of the other's collecting professions, or. The gutsy profession that has already been mentioned is also not bad to make money with, but you won't be able to produce as many reagents without a crafted profession. In Shadowlands, players go through massive level squirrels, and with it, leveling paths change drastically. The current level track for shadowlands goes as follows: levels 1-10: your race start zone or ReachLevels exile 10-50: battle for Azeroth regions or other expansion areas via Chromie TimeLevels 50-50 60: Shadowlands zonesBrand new characters need to do exile access for 1-10 levels and battle for Azeroth for 1-50 levels.There is no artificial advantage to the level in any areas you'd like in 1 to 50 levels, only advantage It is that you leave deportation access with close to the full set of unusual quality armor. There are subtle advantages to leveling in every breed - vanilla-friendly for those who can't fly, King Leach's fury is very linear, Draenor warlords has many treasures and bonus targets, legions of access to powerful artifact weapons, etc. For 50-60 levels, for your first going through shadowlands, you'll have to follow bastion order > Maldraxxus > Ardenweald > Revendreth, but for later characters, you'll be able to choose what area order you want to go through. For more information on shadowlands leveling changes and squid leveling, check out our guide:Shadowlands Leveling Changes & SquishWarlocks is a wisdom-based, fabric-wearing, ranged class, using many spellcasts to gently drain enemies to death. They are masters of self-sufficiency, capable of healing themselves in myriad ways Ensure the death of enemies. Warlocks use two sources, Mana and Sol Shards. Mana is a lightly reconstructive resource that fuels warlock's most basic attacks. SolChards are built using abilities and can be spent on Warlock's more devastating abilities. The global source for warlocks is, and is shared among most classes in the game. Most Warlock spells use mana, ranging from tool-like spells and, to less offensive abilities that build soul shards, such as, and is a unique source of Warlock. The spirit of the Shards is created by fewer spells and used in stronger spells such as, and Sol Shards are also used to summon new demons and guards. Spells that use soul shards cost mana. While not struggling, you will maintain fixed 3 soul Shards, and you can collect up to 5 soul Shards at a time. In the default user interface, soul Shards are displayed just below your mana bar, with 5 crystals. Crystals that glow in bright purple are patches that are available for use. Health bar in green, mana bar in blue, and 3 spirits of Sharts available for use. Warlocks can summon a variety of demons that are available to specialties. Each devil has different abilities and can be used in different situations. Each devil costs 1 Spirit of the Shard to summon, and Warlock can only have 1 active devil at a time. Small summons that throw s at the target, and at higher levels, can dispell allies with. Summon that heavy penalty resistance, and can be used to mob tanks for you. Summon that can disturb targets with, and knock them out with. Summon that can cut spells and cleanse the effects of benefactors from your enemies with. Summon that can damage the area by tackling and stun enemies with. Only demonological warlocks can summon a felgard.Warlocks can also summon stronger demons known as guards. These demons only remain active for a short time but are stronger than your ordinary demons. They can offer you that need to increase damage when in a bad situation. Guards can also be active at the same time as their normal devil, and any specialty of access to the Guardian is different. Affliction has access to - that will extend all its periodic effects on your goals when summoning. Darkglare blasts your enemies with shadow damage while active, and its damage is enhanced for every periodic effect you're aiming for. Demons have access, which increases the damage both you and your other active demons have when summoned. Evil tyrant blasts enemies with shadow damage while active. Demolition access, which provides you with ghost shard pieces every half a second. While active, infernos target melee and blast them with fire damage zone. At higher levels, Warlocks will survive access to various spells: level 4 reduces all the damage you have for a few seconds, and in level 24 is the passive ability that grants you shields whenever you tackle the damage. Warlocks can also Heal for a percentage of your life and bring people back to life in combat. Warlocks are also able to control enemies in many different ways: they can be disturbed enemies with, render certain types of enemies capable of attacking with, stun enemies in the area with and even provide a devil to do their bidding for a few minutes with. Warlocks also has unique tools capable of summoning players from anywhere in the world: with and the help of 2 other players, you can create a summoning portal and cite allies to the portal position. When you first start your Warlock you will only have one ability, . It has the ability to trade shadow damage to the enemy. In Level 2, you will learn your first point ability, the ability that leaves debuff that deals shadow damage to a goal for a few seconds. In Level 3, you discover mechanics, as well as learn your first devil summons, - a small Imp that blasts your targets with level Firebolts.At 4 you will learn your first defensive ability, which makes you less damage for a few seconds. In Level 5, you learn, the ability to warlock the core that allows you to disturb the target for a few seconds. At Level 6, you'll learn your first curse, - which slows how often a target can attack. At Level 7, you'll be able to make a case that can be used to restore some of your health and can be traded to others. In Level 8, you learn, a spell that allows you to improve your original devil in exchange for your health. In Level 9, you learn, a spell that steals health from your goal to heal yourself. At level 10, you have to choose a specialty. You can choose a specialty by pressing N, then select a specialty and click enable. Then you start learning spells that define the expertise you have chosen. If you create the Allied Race Warlock, as the name Elf blanks, dark iron dwarfs, Mechagnome, Nightborne or Vulpera, you will start as Warlock Level 10 with all the aforementioned abilities learned. You can choose expertise immediately after logging onto your Allied race character for the first time. These abilities can be used by all Warlocks, no matter your expertise: (Level 10, Devil): Summon voidwalker under your command, be able to withstand heavy punishment. (Level 12): Reduces the target movement speed by 50% for 8 seconds. A warlock can only have an active curse per goal. (Level 17): Summon Kilrough's eyes and connect your vision to it. The eye hides and moves quickly but is very fragile. (Level 18): Allows an ally to breathe underwater and increase swimming speeds by 20% for 10 minutes. (Level 19, Devil): Summon Succubus under your command to seduce the enemy's humanoid, preventing them from attacking. (Level 21): The Devil's Subjugates aim up their +1 level, forcing it to do its bidding for 5 minutes. (Level 22): Your next Imp, Voidwalker, Succubus, Felhunter, or Talisman summons Felguard has reduced your casting time by 6 seconds. (Level 23, Devil): Summon Felhunter under his Be able to disrupt the cast of your enemies' talismans. (Level 24): All single-goal damage done by you and your minions will give you and your pet shaded shields that absorb 8% of collision damage for 15 seconds, up to 10% of maximum health. (Level 29): Command your devil to perform its most powerful ability. This spell will become based on your active pet. Felguard: Felhunter: Voidwalker: Succubus: Imp: (Level 31): Begins a ceremony that sacrifices a random participant to summon a resurrection. Requires Custer and 4 additional party members to complete the ritual. (Level 32): Shop the spirit of the target party or attack member, allowing the resurrection after death. Targets are revived with 60% health and 20% mana. (Level 33): Start a ritual to create a summoning portal, requiring Custer and United 2 to complete. This portal can be used to summon party and attack members. (Level 34): Target forces to speak in diabolical, increasing casting time of all spells by 30% for 30 seconds. A warlock can only have an active curse per goal. (Level 39, Ranked 2): Endless settlement now grants immunity to retreat and also reduces 20% additional damage. (Level 41): Summon the evil circle for 15 minutes. Cast evil circle: Teleport to its location and remove all slow-motion effects.: Teleports will move you to your evil circle and remove all effects. (Level 44): Endurance increased by 10%. (Level 46): Banishes enemy devil, autai, or elemental, avoid any action for 30 seconds. Limited 1. Banish casting will be cancelled again on target effect. (Level 47): Create Soulwell for 2 minutes. Party and attack members can use Soulwell to acquire Healthstone. (Level 48, ranked 2): Soulstone may be used to instantly revive a dead target. (Level 49): Creates an evil gate between two places. Enabling the gateway will move the user to another gate. Each player can use the evil gate only once every 1.5 minutes. (Level 52, ranked 2): You will no longer suffer a pushback spell when casting fear. These abilities can only be used by Warlocks in affected expertise: (Level 10): inflict increasing doom on target, causing increased shadow damage over 18 seconds. The damage starts low and increases over the duration. The refreshing torment maintains its current level of damage. Torment damage sometimes produces 1 spirit of shard. (Level 10, Dominance): Increased damage done by financial trance, doom, corruption, unstable catching, and seeds of corruption by 20.0%. (Level 11): Your periodic damaging effects erupt on all targets in the line of sight, causing moderate shadow damage in each effect. (Level 13): Suffers a target with an average shadow injury of more than 16 seconds. If dispelled, deals moderate damage to the dispeller and silences them for 4 seconds. (Level 14, ranked 2): Corruption is now urgent. (Level 27): Embed the devil's seeds in the enemy's target that will explode after 12 seconds, dealing medium shadow damage to all enemies within 10 yards and using corruption to The seeds will explode early if the target is hit by other explosions, or it takes moderate damage from your spells. (Level 28, Ranked 2): Doom may now ramp up to 10 stacks. (Level 42, Guard): Summon Darkglare from Nether's twist that extends the duration of your damage during time effects on all enemies by 8 seconds. Darkglare will serve you for 20 seconds, blast your target for moderate shadow damage, increase 10% for each damage during the time effect you activate per target. (Level 43, ranked 2): Unstable disease produces 1 Spirit of Shard if the target dies. (Level 54, Ranked 3): Corruption now instantly deals light damage to the target. (Level 56, rank 3): The duration of unstable infection increases by 5 seconds. (Level 58, passive): Shadow screws and haunted shadow acts embrace, increasing your damage to the target by 3% for 12 seconds of collision. Stack up to 3 times. These abilities can only be used by Warlocks in demonological expertise: (Level 10): calling down an evil meteor full of wild Imps that burst forward to attack the target. Shadow damage deals have consumed moderate inflamed influence on the impact to all enemies within 8 yds of the target and summon up to 3 wild Imps, based on the spirit of the Shards. (Level 10, Devil): Summon Felguard under his command as a powerful melee fighter. (Level 10, Dominance): Increase the damage done by your demons by 12.0%. (Level 13): Summon 2 wild Dreadstalkers to attack the target for 12 seconds. (Level 14): Send the fiery spirit of a fallen devil in the enemy, causing heavy Shadowflame damage. Produce 2 Soul Shards. (Level 27): Evil forces suck all their wild Imps towards the target, and then cause them to explode into violence, dealing moderate inflamed shadow damage to all enemies within 8 yards. Transactions reduced damage to secondary targets. (Level 28, passive): When your wild Imps spend all your energy or imploded, you have a 10% chance of absorbing the nature of your life, bestowing a stack of evil cores. When Dreadstalkers summon their fade, you have a 100% chance to absorb your life, bestowing a stack of evil cores. The evil core reduces the cast time of Demonbolt by 100%. It's up to four stacks. (Level 42, Guardian): Summon an evil tyrant to increase the duration of all his less current demons by 15 seconds, and increase the damage of all his other demons by 15%, while damaging his target. (Level 43, passive): 20% of all the damage you have is taken by your naughty pet instead. Spirit leech also grants you for a 25% improvement and your pet for 50% of its absorption. (Level 54, Ranked 2): The cast time reduces the call of dreadstalkers by 0.5 seconds, and teaches your Dreadstalkers how to pursue goals faster. (Level 56, Ranked 2): Teaches your wild Imps how to spend 20% less energy when casting Firebolt fell. (Level 58, ranked 2): Summon your evil tyrant instantly generates 5 spirit Shards.These abilities can only be used by warlocks in demolition expertise: (Level 10): Unleash devastating explosions from a critical strike collisions for heavy chaos damage. Further damage has been increased by your critical strike chances. (Level 10): Catch fire towards the enemy, dealing moderate fire damage. Produce 2 spirit shard parts and 1 extra in critical strikes. (Level 10, Dominance): Your spells trade an 8.0% damage increase, plus a random amount of up to 8.0% extra increased damage. You will have a 1.7% harm reduction, plus a random amount of up to an additional 1.7% harm reduction. (Level 11): Burns the enemy, causing light fire damage immediately and additional average fire damage over 18 seconds. Periodic damage produces 1 piece of spirit and has a 50% chance of generating an additional 1 in critical strikes. (Level 13): Causing explosions on target, dealing moderate fire damage. Production of 5 soul shard parts. (Level 14, passive): Conflagrate reduces the cast time of your next incendiary or chaotic bolt by 30%. Up to 2 charges. (Level 23, Ranked 2): Conflagrate has 2 charges. (Level 27): Cue a target with havoc for 10 seconds, causing your only goal spells to also strike a victim-ravaged for 60% of the initial natural damage. (Level 28): Calling down the rain from hellfire, dealing average fire damage over 8 seconds to enemies in the area. (Level 42, Guardian): Summon the inferno of the warp nutter, impact for medium fire damage and dazzle all enemies in the area for 2 seconds. Inferno will serve you for 30 seconds, buy and sell light damage to all nearby enemies every 2 seconds and generate 1 soul shard piece every 0.5 seconds. (Level 54, Rank 2): Devastation takes 2 seconds longer. (Level 56, Ranked 2): Rain from fire deals 10% extra damage. (Level 58, Ranked 2): Your inferno awakening deals 100% extra damage on impact. As you start getting closer to level 60, you may want to change your focus from thinking about what's best for leveling your Warlock to the best maximum level options as far as the best covenant options, the best looking stats in your gear, talents, and the like. For that, we have prepared many different guides to guide you on your maximum warlock travel level! Warlock Shadowlands GuideDemonology Warlock Shadowlands GuideDestruction Warlock Shadowlands GuideGuide

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