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Warlock speed leveling guide classic

Welcome to our warlock class alignment guide for WoW Classic! Sorcerers are the absolute masters of demons and shadow magic, using them to gradually deplete life right out of their opponents. They instill fear wherever they go, leaving almost everything they fight hopelessly to fight with their deadly stunts. The sorcerer certainly doesn't have easy access to the explosion potential of the rogue, but their carefully calculated damages over spells allow them to match their damage over a long period of time. Sorcerers are excellent late game damage dealers as boss fights find in raids often a few minutes. This gives sorcerers enough time to use their entire set of tools several times needed to maximize your damage output. The level is not necessarily the best place to demonstrate the potential of the sorcerer's damage, but their use of the demon and damage during the spell makes them extremely powerful. You'll never have an issue leveling the sorcerer, plus you'll get free grief at level 40! If you've never played a sorcerer before, then you probably won't know the best way to combine all your interesting spells. There's a lot to learn, but this guide will detail some gameplay tips, your way to selecting talent and learning new spells, the best rotations to use, and all the class quests that make a significant difference in how fast you level. It can be hard to love your sorcerer at first, but once you learn all your abilities and get the hang of fear juggling, you'll have no trouble getting into the groove methodically eliminating everything that comes your way. Fantastic survivability with a demon and spells. Extremely versatile style of play. Reliable and consistent alignment experience. A lot of damage over a long period of time. Free to mount at level 40! Very fast alignment speed. No equipment is required to be strong. The rotation can feel a little repetitive. No explosive damage. Requires the use of fear juggling to maximize efficiency. Lots of different things to keep track of. Constant control of the space of the bag because of the fragments of the soul. Getting to level 60 is usually quite challenging, but the sorcerer looks at it and has a nice wicked cackle. Not only do you get free grief at level 40, but you are exceptionally powerful at killing two enemies at once. The sorcerer's level isn't necessarily twice as fast, but it's certainly easier and faster than almost any other class available. If you like the methodical approach to killing your enemies, the complex sorcerer is definitely your go to. Stash your gullible voidwalker and pulling out your imp or succubus to make some dungeons. Gear is not essential for sorcerers to be effective, but doesn't mean that any updates don't matter! It will also give you a break from the demands of fear juggling. Juggling probably do it naturally, but try to kill enemies everywhere you go. Nothing should really scare you and your voidwalker anyway. In addition, you will need additional experience to reach the level of 60. Don't forget to upgrade your food and water every 10 levels. Hopefully you won't be taking a lot of damage out inflicting it on yourself through the life tap, but you can run into some dangerous situations that will leave you low on both health and mana. Make sure you have a good idea of which zones you should use to search inches Some zones won't have any quests for your faction, while others just quests that are too far scattered. If you want the fastest alignment experience, you need to make some strategies. Unlike most other classes, you really want to fight two monsters at once. You will apply your damage for spells on both of them, but one of them will be tanked by your voidwalker, while you juggle the other with fear. This allows you to kill two enemies around the same time as it takes another class to kill one. Try to choose two goals that are on the same level as you when you are struggling. You can certainly handle ever lower and higher level enemies, but they both give less experience. Don't go out of your way for it, but definitely keep this in mind if it's convenient. One thing many players neglect is their hearth. You can save hours of game time by simply updating the location of the hearth, wherever you are. Anytime you finish a batch of quests, just hear and turn them all in. Most other classes tend to benefit from alignment in the group, but it's harder to solve for sorcerers. You will kill enemies faster in the group, but you will not be able to reliably keep your health and mana afloat because you will not always be the last blow with Drain Soul. Other players will also break your fear of juggling and voidwalker tank efforts. Consider rolling a solo if there is more than one other player looking for a band with you. Sorcerers have one positive effect, Demon Armor, which gives you armor, shadow resistance, and health regeneration within 30 minutes. Keep it applied at all times, but keep in mind that it costs a significant amount of mana to use. When aligning, there is really only one demon you want to ever use. Voidwalker is by far the strongest companion for alignment, offering you a powerful meat shield and allowing you to be afraid to juggle. You will use imp up to level 10, but that's only because you have no other choice. Fear juggling is the best way to level up. This refers to using Fear and your voidwalker effectively to tank Different targets and kill them with damage during spells simultaneously. You'll have your voidwalker pull one and throw all your DOTs at them, then you'll be afraid of the second goal and put DOTs on that too, effectively juggling two goals. Make sure you use Drain Soul to kill your targets. You should use The Shower Shower Macro explained later in the guide to make your voidwalker come back to you so you can make sure you get the last hit on your targets. This allows you to double the mana regeneration within 10 seconds of each killing. What makes the sorcerer class so unique is the use of Life Tap. This converts health into mana, which is extremely beneficial when you consider how much healing a sorcerer has. You should never be at maximum health when aligning because it can be effectively used to cast more spells. Balance your health and mana against each other, but never let yourself get so low that you get in danger of death. If you are ever in fear for your life, you can use the howl of terror (past level 40) to send a few enemies snous. It has 40 seconds of cooling, but should give you a great window to get to safety and revive your voidwalker. Never be in combat without Healthstone. You should always have the strongest Healthstone spell available to give you the strongest heal. Use your Healthstone whenever it's available and your missing enough health to justify it, rather than save it for emergency, as it will give you more flexibility to use Life Tap and Spells. Once you reach level 40, you also have to learn how to use your soulstone. The Create Soulstone spell creates an element in your inventory that can be used on you (or ally) to instantly revive your death. Try to keep this effect to yourself at all times, so you always have an easy way to get back to life. Intelligence - Intelligence's priority is above all. You are very unlikely to find a spell/shadow damage when aligned, but the intelligence is also very useful and very easy to acquire in comparison. This will give you more mana to play with, as well as increasing your spell to a critical kick chance. Stamina - You also want a lot of stamina, much more than other classes. The reason for this is simple: Life Tap. Sorcerers fantastically use their health to restore their mana, and vice versa. It works better when you have more health to work with, so making stamina very helpful. Spirit - Spirit is also great for sorcerers. It restores both your health and mana, allowing you more time to manage two resources against each other. With enough spirit you can almost eliminate downtime, but it makes you deal less harm. Your rotation will vary depending on what level you are. Up to level 10, you'll only have access to imp. Your rotation is very simple at the moment. You'll have your imp start the fight, Firebolt. Run out to a sufficient distance from you imp and once your target starts to work towards it, you want to start casting Shadow Bolt. Wait until your imp pull agro again before casting shadow bolt again. After the 10th level you will have access to your void. emptiness. the key difference between 10-27 levels and 27-31 levels is when you use Corruption, but otherwise the two rotations are identical. No matter where you fall, you want to send your voidwalker in to generate agro to start each fight. You'll follow that with Immolate to get damaged for the time of the effects rolling. At this point, you will initiate fear juggling by throwing Fear at your second target and following it with corruption. Then switch to wandering your original goal (the one your voidwalker is tanks) until they have less than 10% health. Always use Drain Soul to finish off your enemies. After level 27 you should have 5 points in improving corruption, so your spell of corruption is instantly thrown away. Start using it before casting the Curse of Agony in your rotation. Above level 31, your rotation only changes to include Siphon Life after using the Curse of Agony. You won't need to start your fights by sending your voidwalker in more either. Consider creating a macro with your Immolate spell, as shown below, to automatically send your voidwalker into attack when you cast Immolate. For simplification: Before Level 10: Imp Firebolt - Run Away - Shadow Bolt Level 10-31: Send in voidwalker - Curse of Agony - Corruption - Wand - Plum Soul on sub 10% HP Level 31 : Immolate - Corruption - Curse of Agony - Siphon Life Stick - Draining Soul on sub 10% HP Progression: 2 Points Improved Corruption - 3 Points Suppression - 2 Points Improved Shower Drainage - 2 Points Improved Healthy Stone - 3 Points Demonic Embrace - 3 Points Improved Voidwalker - 3 Points Improved Corruption - 3 Points Improved Curse of Agony Point Improved Life Tap - 2 Points Nightfall - 2 Points Grim Reach - 1 Point Strengthening Curse - 1 Point Siphon Life - 4 Points Fel Concentration - 5 Points Shadow Mastery - 2 Points Demonic Embrace - 1 Point Fel Dominance - 4 Points Fel Stamina - 5 Points Wicked Power - 1 Point Demonic Victim of All Sorcerer's Specializations, a mixture of both suffering and demonology through the best selection. You'll mostly level up as suffering, but unfortunately the ultimate talent of grief is pretty useless. Because of this, you will go grieving until you have two points in Improved Drain Soul. After that you'll take a detour into the demonology tree, so you can amplify your voidwalker with 3 points in The Improved Voidwalker (and previous talents). Then you switch to the ailment until you have 5 points in Shadow Mastery, after which you will finish with a demonology tree. With this unique and interesting combination, you have excellent offensive and defensive capabilities. Level 1-20 - You can train all spells available to you up to this point. Level 24 - Corruption Rank 3, Create (Small) Level 28 - Shadow Bolt Rank 5, Curse of Agony Rank 3, Life Tap Rank 3 Level 32 - - - Armor Rank 2, Create Soulstone (Less), Immolate Rank 4 Level 36 - Life Tap Rank 4, Shadow Bolt Rank 6, Create Healthstone, Corruption Rank 4 Level 40 - Demon Armour Rank 3, Create Soulstone, Curse of Agony Rank 4, Siphon Life Rank 2, Immolate Rank 5, Howling Terror Rank 1 Level 44 - Shadow Bolt Rank 7, Corruption Rank 5, Siphon Life Rank 3, Life Tap Rank 5, Life Tap Rank 5, Create Healthstone (Big) Level 52 - Shadow Bolt Rank 8, Demon Armour Rank 4, Create Soulstone (Big), Immolate Rank 6 Level 56 - Corruption Rank 6, Life Tap Rank 6, Howling Terror Rank 2 Level 58 - Curse of Agony Rank 6, Siphon Life, Create Healthstone (Major) Level 60 - Shadow Bolt Rank 9, Create Soulstone (Major), Corruption Rank 7, Immolate Rank 7 Invocation Voidwalker: Second Demon You Can Cause Your Voidwalker You can get after the quest, starting with level 10. The quest is quite simple, but will take some time. It's more than worth it because you'll use your voidwalker exclusively after you learn how to call it. Call succubus: At level 20 you can learn how to summon another demon, your succubus. Your succubus is primarily good for crowd control, but it's actually not very useful for you when aligning. The end of the quest chain will give you a small bag of souls though, which make quests a good choice here. Call Felhunter: Your final traditional demon is felhunter, unlocked starting at level 30. Your felhunter is good for dealing with the damage and weakening of your opponent, but the voidwalker is even better in every scenario. The chain of quests is quite long, but in the end it will give you a box of souls. Challenge Felsteed: At level 40, you are rewarded with free grief! This quest is ridiculously simple, only requiring you to visit Strahad Farsan in Ratchet, Fruitless. It costs you absolutely nothing and you get 60% mountain speed to speed up the alignment process! Inferno (Hell Demon): Once you have reached the level of 50, you can learn how to call Hell after completing the questline, which you can use to enslave the hellish. If you really want to access the hellish, consider skipping this quest altogether. Ritual of Destiny (Doomguard Demon): At level 60 you can start a quest to learn the Ritual of Destiny. Doomguard is pretty strong, but the questline is quite difficult and requires several people to complete. Given that you have to be level 60 for this and the demon has limited use, you'll want to skip this too. Try to use the created tackles as much as possible, especially after level 40. One of the easiest ways to speed up the level after 40, besides using your fancy new felsteed, is to put on some crafted fabric equipment. There are several pieces of armor that can be manufactured between level 40 and 50, all of which can help you more damage and have more health health Mana for work. After level 30, make an effort to find a new wand of quests or dungeons every few levels. In addition to the damage from your voidwalker, damage over spell time, and shadow bolt, you will also use the wand quite often. To increase the damage you cause with a wand, you will need to find updates every so often. Most of them are in dungeons, so try to find an update every 5 or so levels, so you're not afraid of periods when you switch to a wand. Try using a one-handed and unruly item for a better combination of statistics. You have access to the poles as a sorcerer, but it is actually more profitable to use a one-handed sword or dagger and an out-of-hand held item instead. Damage to weapons and speed don't matter, but the stats you get certainly matter. Staves naturally offer fewer statistics than the two items put together. Even if you will be very busy with the fast-paced nature of fear juggling, you should absolutely take some time to pause and level up the professions. Tailor is especially useful because the created gear is extremely powerful, but there are others that can make your character stronger too. They are also excellent under happy to make gold, but it is not so important for the sorcerer, given that you get free grief. Think what's more important to you, gold or power? These professions will serve you best as a sorcerer: Tailor - To date, tailoring is the best choice for a sorcerer. Not only do you naturally collect a lot of fabric through alignment, but the armor created you can make very powerful. This makes it a very natural choice, given that it means a direct increase in DPS. Charming - You can also choose charming for some extra power for backup tailoring. You will find many green items while searching and grinding, all of which will help you level your charming craftsmanship. Herbalism - Another alternative here is herbalism. Given any tailoring armor you want you can purchase (except for a few max level recipes), you can just earn gold by selling herbs and buying it. Mining - If you want to go with a dual profession, consider collecting mining too. Herbalism won't be enough to buy precious created armor, so mining will help supplement your income. 100% Drain Soul - This important macro will make sure you benefit from the improved Drain Soul talent effect for every kill. It will cast Drain Soul as well as return you pet to your side. #showtooltip Drain Soul /cast Drain Soul /petfollow Assisted Immolate - After level 31, your voidwalker has enough generating threats so you don't need time to build it first. This makes Immolate an excellent candidate paired with sending your pet into attack as you will use it to start each fight. With this macro, you'll throw Immolate and send your pet into battle. #showtooltip Immolate /petattack /cast Immolate Voidwalker Voidwalker - Sometimes pressing a button for your pet to attack is too much work, so here's a macro you can click with a key to make it much easier! /petattack Voidwalker Return - Making your pet come back to you is also annoying when you need to click, so use this macro to make it usable with a key. /petfollow/petfollow wow classic warlock speed leveling guide

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