


Destruction lock guide bfa

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Class guides - World of Warcraft Demonist Destruction: WoW BFA Patch 8.3 Guide Updated 17 February 2020 By Laezreh for the Battle of Azeroth Patch 8.3, we invite you to discover a complete guide to the destroyed demons. Talents, Heart of Azeroth, stats, equipment, essences and gameplay are explained. The Demonist of Destruction is a black magician who uses Fel's magic. He is one of 36 World of Warcraft majors and here is his guide to the battle for patch Azeroth 8.3. The current state of specialization Very flexible explosion Ability Very versatile Excellen in monovico and split (2-3 maximum targets) Many raid or DPS group of utilitarian assets, heavily dependent on his offensive compact-scribe Low Mobility Doubtful in The Mythical - because the low in AoE including stats prioritizes Mastery of the ogg; Haste's critical hit of the 15th time regularly using the Raidbots Order priority can vary from player to player. Corruption Comparison between each bonus awarded to Corruption was made at the equivalent level of the object. The damaged 420 object does not have the same power as an object with the same corruption, but the level is 470! 1 Hemorrhagic Trauma Hemorrhagic Injury 2 Infinite Stars (Rang 3) Twilight Destruction (Rang 3) 3 Effective (Rang 3) 4 Pulse Packaging (Rang 3) Pulse Packaging (Rang 3) Essence of Azeroth's Heart Demonist Destruction 1 Memory of Conscious Dreams (Monocycle (Breathing Dying 2 Vision of Excellence (2-3 Goals) Essence Focus Iris (Monocibated) 3 Condensed Life Force (Monocibated) Conflict and Discord 4 Essence Of The Iris Focus (Multicible) Cleaning Protocol (Multicible) Patch 8.2 : Azshara's Rise of World of Warcraft: The Battle of Azeroth is an opportunity for Blizzard to completely revamp the work of the Heart of Azeroth, adding a new system in addition to the current one: Essence, backgrounds and history, we explain everything. Traits of the Heart of Azeroth by Demonist Destruction Traits of Palier 1. and 2 Heart of Darkness Resounding Tumult (2 to 3 copies to 2 targets) Powder (2-3 copies see table) Absolute Chaos (1 copy) Important note: Powder is by far the best talent of these bearings provided for its maximum use. Therefore, it is imperative that you try to have Immolation active on target with over 80% of your health throughout the meeting. If you don't know the fight or don't feel capable of it, it's little or no interest. In pure monotonous, forget the powder and choose instead of the functions of chaotic hell and chaos each in one copy. Top 3 Overwhelming Power Traits Palie 4 Resonant Defense Desperate Talents power and rotation destroying demon The only viable Build in the Specialization Destruction Note on Rotation It's not a step-by-step cycle, and the list of priorities, if 1 is available we do this and then go to 2, otherwise we will move on to 2, etc. rotation in the battle potion reconnaissance Battle Opening 3 to 4 seconds before burning the sweater 2 to 3 seconds before the Cataclysm Fire Appeal sweater: Hell Generation Soul shards until you are going to have your 5 bursts filled. If you're going to reach your maximum soul surge, throw Chaos Trait When there's about 20 seconds left on your hellish, cast Dark Soul: Instability Throw as many signs of chaos as possible during those 20 seconds. Use Burning and Fire to create extra soul chips, and spend your flame comeback loads with Chaos's One-off Priority Order to Keep Immolation Active at all times. Use as much Cataclysm as possible to reset its duration of Chaos function to avoid losing fragments of the soul cataclysm as soon as possible Fire Chaos. Never hold 2 loads, no more than one Cleave Burner Priority Order (2 goals) Keep Immolation active at all times. Use as much Cataclysm as possible to reset its duration of Chaos function to avoid losing fragments of the soul cataclysm as soon as possible Tumult as soon as possible (more or less). Make sure to keep 2 to 3 shards of the shower and load the fire shortly before finishing the tumult during the refill. The goal is to run at least 3 Devils of Chaos and 2 fires during the Tumult Chaos fire. Never Hold 2 Charges, No More Than One Burn What You Need to Know in Multiple-Forth Fire Rain Deals More Harm Than Chaos Trait, when he hits at least three goals, provided they don't go out of the zone effect of fiery rain do more harm than The Chaos of Trait combined with Tumult when he hits at least 5 goals, provided they don't leave the effect zone interestingly to keep Immolation active on a maximum of eight goals, provided they live for at least 6 seconds Maintaining Immolation is less important in a multi-layered than in a monologous or split. Priorities Your Rain Fire/Chaos Trait and your offensive compact something on Tumult Immolation is fun to use against 4 goals or less Tumult can be used in a mass multifunctional so generate shards of soul and run more Rain Fire Armor Azerite and Jewels Head Monocive face of nightmarish shenanigans Shards of ChaosCoeur Of Darkness Elemental ParadeProbet Multilayered (Cleave) Hood of untold horrors PowderCoeur of DarknessFurling ResistanceRlingProtection Monocible Spall'ires of Mycelian Mialian Mialian sms Chaotic Hell DarknessStolidismAlscanal Speed Multicible Vampire (Cleave) Spall'ires of Mycelian Miasms Resounding Tumult Resounding Power OffysionSisling Varse Dream Monocide Dresses Unreal Absolute ChaosThis-tripesPassively Vising Multicible (Cleave) Petticoat from Personalized Azrit Baron Resounding TumultChance AbsoluteLong Walker Jewelry Power Source Amishara (430) Manifesto Madness Wick Magaflam Explosion Titans Loaded Vita Enchantments Weapons Lighting Machine-Rings Agreement from Haste Gems Intelligence Leviathan x1 Fast Sand Spinnelle Expendable Expendables Flacons Upper Depths Terrible Food Thirst and Invulnerability Terrace Normalized or Potato Land Potion Of Unbridled Fury (Monocibly)Potion Excellent Exploration Battle (2 Goals or More) MacrosOver MouseOver Soul Stone allows you to put a stone of the soul and thus, the first floor of the battle on the ally quickly. Mouseover Tumult allows you to apply noise to the enemy without having to aim at it, which is a valuable time saving and therefore a pay-off of dps. Stun Cursor allows you to place your shadow of rage in place of your cursor, a macro that allows you to be much faster. Macro Pet Management These macros allow you to control your demon because passive play with your pet is the best way to play. This orders your demon to attack your target. It orders your demon to follow you. /petmoveto allows you to move the demon to the right macro is a very useful place to control your pet. Essential in mythical to avoid body sweaters. Mouseover Cataclysm To be able to put your cataclysm faster Mouseover Fire Rain to be able to put your Fire Rain faster Addons Besides classic addons such as DeadlyBossMods (BigWigs for those who prefer) or WeakAuras 2, there is no specific addition to the destruction of the demonist that is needed in order to master the specialization. We still advise you to have DamageMeter on hand as it will help you get an idea of the DPS you and your allies provide. The three most famous are: Recount, Scud and Details. Promote details if you have the opportunity as it will bring you analysis plus pouss'e de votre gameplay, toutefois recount et skada no feront pas de vous un plus mauvais joueur per autant. Weak Auras Ipse's Lien Weakauras Reprend tous les auras du Demonist Last updated on August 19, 2020 at 2:23 p.m. on Motoko 68 comments General informationDo welcome to our Destruction Warlock guide for World of Warcraft - Battle for Azeroth (BFA) 8.3. Here you learn how to play as a killing sorcerer in both raids and mythical dungeons: from the beginning to maximize DPS. If you've been looking for WoW Classic content, please refer to our classic DPS Warlock guide. 1. Destruction Warlock Review Of The Destruction of the Sorcerer is a very flexible specialty that can find ways to succeed in different environments. Destruction can deal with a big explosion to a single goal, as well as effectively split and AoE multiple goals at once. Destruction is almost always a viable candidate for progression fights, since it has the least time building up any sorcerer specialization. It can put pressure on priority targets easily and also has a strong split through Havoc. Like all Warlock majors, Destruction brings Demonic Gateway, a powerful cooling raid that can transport an entire group 40 yards instantly. 2. Strengths and Weaknesses Strengths and Weaknesses Low Build Up Time Fantastic Cooldowns Good Explosion On Demand Effective Split Flexible Gameplay Weakness Average Overall Exit Damage Outside of Cooldowns Unexciting Talents Low Mobility 3. Shadowlands Changes for Sorcerers We save a list of changes for sorcerers for Shadowlands, an upcoming world of warcraft extension to which you can access the link below. We also have pages for the new abilities of the Covenant and Anima Powers. Shadowlands Warlock Class Changes Sorcerer Anima Power Sorcerer's Covenant Ability 4. Patch 8.3 Changes to Destroy the Sorcerer Despite the lack of specification specific changes to destroy sorcerers in patch 8.3, you can check the changes for other specifications on our Warlock Changes page. Patch 8.3 Warlock Changes Also we have: 5. Leveling the Destruction of the Sorcerer we have a special alignment guide to help you get your sorcerer's destruction to the maximum level, complete with many tips and suggestions. While playing with the default user interface to align it is possible, moving to the maximum level of rotation with a substantially different layout of the user interface may feel overwhelming and ultimately disorient or disrupt the player. Instead, we recommend that layout changes be phased in to allow you to acclimatize to a more efficient and personal user interface. Addon Page below Some recommended options. 6. Basics destruction of Warlock Gameplay Destruction Of the Sorcerer is a fairly simple specification, relying on the hard kick direct damage spells of strong and prolonged cooling, and the relative amount of pet control. At its core, the gameplay is about generation and Sorcerer's Iconic Resources: Soul Shards. The basics are simple: support Immolate on purpose (s), spend shards on Chaos Bolts or Rain Of Fire; Cast Conflagrate on cooling and burning in downtime. If you're new to the specs, but would like to learn the basics start viewing the Spell Summary and head over the page related below. For those who are more familiar with sorcerers, we invite you to check out the talents and rotation pages to have access to more detailed and detailed information. Talents and builds rotations and Cooldowns 7. As Gear Up as the destruction of the Sorcerer due to the increasing number of variables and additional systems, the collection of gears has become a much less intuitive and immediate process. However, you can find recommendations in how best to equip your destruction sorcerer in our special gear page, including the current Best in Slot equipment for the current level. Equipment gear is not enough, since you also have to choose the right consumables and gear increases to maximize your character's potential. The pages below can guide you through these options, and help you better understand the implications each statistic has on your sorcerer. Stat Priority Enchants and Gems 8. End of the game as the destruction of the sorcerer being directed and well equipped only half way, since the end of the game activities require each different approach to the specification. In order to learn more information on how best to solve these problems check out the pages below. Ny'alotha Reid Guide mythical guide to PvP Guide 9. Improving like breaking a sorcerer Understanding your mistakes and refining performance is a constant exercise that can be frustrating or confusing at times. Below are some pages that offer tools and can point out and help correct these errors. How to Improve the Frequently Asked Questions Modeling 10 Guide. Changelog 19 Aug. 2020 (rotation page); Extended cooling use based on the maximum CDR Vision of Perfection limit. May 21, 2020 (corruption page); Updated for the supplier of corruption and gushing wounds nerf coming a week later. April 9, 2020 (corruption page); Created a page dedicated to corruption. April 9, 2020 (transmission page); Displaced corruption on a special page. 12 February 2020 (frequently asked page); Updated to reflect the changes in Grasping Tendrils. January 21, 2020 (statistics page); The effects of corruption on re-scaling have been added. January 21, 2020 (page); Updated lists of BIS taking into account the consequences of corruption. January 21, 2020 (Ny'alotha page); Added guide. January 14, 2020 (frequently asked page); Updated for patch 8.3. January 14, 2020 (how to improve the page); This page has been reviewed for 8.3 patch and no changes are required. January 14, 2020 (modeling page); Updated for patch 8.3. January 14, 2020 (talent page); This page has been reviewed for 8.3 patch and no changes are required. January 14, 2020 (oaction page); A new supplemented run system from Patch 8.3 has been added. 14 January 2020 (light mode page); Updated for patch 8.3. January 14, 2020 (addon page); This page has been reviewed for the release of Patch 8.3, and no changes are required. 14 January 2020 (azerite features and transfer page); Updated for Patch 8.3. 14 January 2020 (page); Updated for patch 8.3. January 14, 2020 (rotation page); Updated for patch 8.3. January 14, 2020 (mythical page); Updated for patch 8.3. 14 January 2020 (Essence Page); Updated for Patch 8.3. November 21, 2019 (Page Azerit and Tackles); Updated recommendations on features. November 21, 2019 (rotation page); Updated opening. October 2, 2019 (rotation page); Updated opening formatting and cooling delay. July 29, 2019 (statistics page); Updated for the Eternal Palace. July 29, 2019 (light mode page); Updated Essence recommendations. July 29, 2019 (talent page); Mentions of conflict and unrest are added. July 18, 2019 (mythical page); Updated for Season 3. July 16, 2019 (this page); Updated for the release of the Eternal Palace. July 16, 2019 (frequently asked page); Updated for the release of the Eternal Palace. July 15, 2019 (modeling page); Updated page with additional simulations. July 15, 2019 (Essence page); Updated Essence Recommendations. 14 July 2019 (Eternal Palace Page); An updated selection of boss and talent/ilities. July 10, 2019 (transfer page); Added the list Eternal Palace is the best in the slot and updated recommendations on trinkets. 09 July 2019 (page of the Eternal Palace); Added guide. July 3, 2019 (transfer page); Benthic Gear section has been added and trinket recommendations have been updated. June 25, 2019 (addon page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (window page); Updated for Patch 8.2. June 25, 2019 (talent page); This page has been reviewed for the release of Patch 8.2 and no changes are required. June 25, 2019 (page Azerite features and gears); Updated for patch 8.2. June 25, 2019 (frequently asked page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (statistics page); This page has been reviewed for the release of Patch 8.2 and no changes are required. June 25, 2019 (modeling page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (how to improve the page); This page has been reviewed for the release of Patch 8.2 and no changes are required. June 25, 2019 (this page); Updated for patch 8.2. June 25, 2019 Uldir: This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (Battle for Dazar'alor page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (The Crucible Storm page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (easy mode page); This page has been considered for the release of Patch 8.2, and no changes are required. June 25, 2019 (rotation page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (Essence page); The page has been created. June 25, 2019 (mythical page); This page has been reviewed for the release of Patch 8.2, and no changes are required. June 25, 2019 (transmission page); Updated for Patch 8.2. April 14, 2019 (The Battle of Dazar'alor page); Updated following a recent nerfs raid. April 14, 2019 (Storm page); Added guide. April 14, 2019 (rotation page); Updated opening. February 11, 2019 (light mode page); Updated with changes in gear from Haste to Mastery. 11 February 2019 (Battle of the Dazar'alor page); Updated with the best selection of talents, and more tips. February 8, 2019 (Okomikal page); Updated to reflect changes in the priority of statistics. February 8, 2019 (statistics page); Updated with changes in Haste and Mastery statistics. 05 February 2019 (talent page); Renewed talents and assemblies after the Battle of Dazar'alore mythical release. 05 February 2019 (The Battle of Dazar'alor page); Updated to capture the heroic week of the Battle of Dazar'alor. February 4, 2019 (rotation page); Updated rotation for the Battle of Dazaralor. January 25, 2019 (statistics page); Updated for the Battle of Dazaralor. January 22, 2019 (mythical page); Updated for the release of Battle of Dazar'alor. January 22, 2019 (broadcast page); Updated for The Battle of Dazar'alor. January 21, 2019 (azerite features and transfer page); Updated for the Battle of Daz'Alor release. January 21, 2019 (The Battle for Dazar page); Page added. December 21, 2018 (rotation page); Added trinkets/facial data to the rotation section. December 19, 2018 (frequently asked page); Updated page with additional questions. December 19, 2018 (modeling page); Updated page with new sims. December 11, 2018 (rotation page); Updated recommendations for pets. 10 December 2018 (frequently asked page); This page has been reviewed for patch 8.1 and no changes are required. 10 December 2018 (how to improve the page); This page has been reviewed for patch 8.1 and no changes are required. December 10, 2018 (transmission page); This page has been reviewed for Patch 8.1 and no changes are required. December 10, 2018 (this page); Updated strengths/weaknesses. 09 November 2018 (talent page); Updated talent section. 09 November 2018 (light mode page); Updated easy recommendation for customization. 09 November 2018 (frequent question page); Update on Succubus. 09 November 2018 (page); Updated selection of trinkets. 09 November 2018 (Uldir page); Updated boss guide. September 30, 2018 (azerite traits and gear page); Completely updated page, including several new sections and simulations. September 7, 2018 (Uldir page); Updated for Uldir. 04 September 2018 (mythical page); Updated for the Battle of Azeroth. August 30, 2018 (Azerbaijan Features and Transmission page); Azerite Updated Rating. Added new Sims with Raidbots links. August 26, 2018 (light mode page); Added simulation of the outer Azerite ring (single target and crevice) for quick reference. August 26, 2018 (page); Made a small tweak on the page. August 13, 2018 (Azerite traits and gear page); Updated to launch Battle for Azeroth. August 13, 2018 (statistics page); Updated to launch Battle for Azeroth. August 13, 2018 (page); Updated to launch Battle for Azeroth. August 13, 2018 (addon page); Updated to launch Battle for Azeroth. August 13, 2018 (talent page); Updated for the launch of Battle for Azeroth. August 13, 2018 (page); Updated to launch Battle for Azeroth. August 13, 2018 (light mode page); Updated to launch Battle for Azeroth. August 13, 2018 (how to improve page); Updated to launch Battle for Azeroth. August 13, 2018 (this page); Updated to launch Battle for Azeroth. August 13, 2018 (rotation page); Updated to launch Battle for Azeroth. August 13, 2018 (mythical page); Page added. August 12, 2018 (frequently asked page); Page added. 12 August 2018 (model page); Page added. 07 August 2018 (azerite feature and page) : Page added. July 26, 2018 (transfer page); Added a full legendary list of levels. July 21, 2018 (talent page); Added PvP (war mode) Talents and explanations. July 18, 2018 (this page); Updated typo about Havoc changes. July 2018 (this page); Updated for the Battle of Azeroth before the patch. 03 January 2018 (frequently asked page); Added mention of using Singe Magic. Show More Show Less Less

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