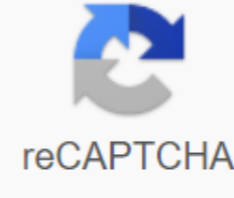




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Demonology warlock pve guide

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You can have a maximum of 5 of them. They are spent on strong spells and on the call of home demons. Mana is used as a resource for any spell. Let's take a closer look at the weakest and strongest aspects of this specialization: Benefits: Strong Permanent Damage on One Target. Good break and stable flaws: A mediocre switch. Extraordinary inefficiency in constant cleavage. DPS depends on the movements during the battle Back to the beginning of the Glossary AoE (Area of Effect) is basically an area where this effect is driven no matter whether it is damaged or healing. This team is usually used for team action/raid on multiple targets. It is also used to describe any boss's ability with the aforementioned effect. Buff stands for any positive effect. Always reflected to the left of the mini-card, on its top edge. Explosion is the ability to do - in several ways - massive damage in a short period of time. Debuff means a negative effect. By default, it is reflected to the left of the mini-map by its bottom edge. DoT means damage over time. DPS (Damage per Second) is a measure that reflects damage done within one second. A clive is the ability to damage secondary targets by damaging the bulk of them without (or insignificant) loss in damage to the main target. Cooldown (often CD) primarily refers to recovery time ability. It can often be applied to queues and various protective abilities. Melee and range. The middle battle is a near combat zone, also used in the names of all classes and specifications that do effective damage in this zone. The range usually refers to an area that is not close range and is used, respectfully, in the names of all classes and specifications that do effective damage remotely. Trait is the name for the talents of your azerite armor. Back to Basic Shadow Ability This spell is a matter of minor dark magical damage and generating 1 Soul shard. Call Dreadstalkers, for 2 Soul Shards, triggers two dreadstalkers who attack your target for the next 12 seconds. CD 20 seconds. Demonbolt is a strong spell with duration. Creates 2 Soul shards can be thrown instantly if the demonic core is up. Gul'dan's hand requires 1 to 3 fragments of the soul. Once the casting is complete, the target is hit by a meteorite that damages the Shadow of the Target and all enemies within the 8th range, depending on the number of soul fragments in a 1:1 proportion. Implosion. Power sucks all your imps to the goal and they cause them to explode dealing shadowflame damage to all enemies within 8 yards. Drain Life is a channel spell dealing with minor dark magical damage from each tick. 500% of the damage you cause will come back to you as Health. The Demon Challenge allows you, for 1 Soul Shard, to summon one of the demons you can control: Calling Felhunter can interrupt casting spells and block the magic school for 6 seconds once every 24 sec. It can also alleviate the positive magical effects of your enemies once every 15 seconds. Calling Succubus allows you to paralyze your enemies for 30 seconds. It can throw away your enemies within a 5-meter range. It can also become invisible from combat, and attack the enemy suddenly. Summon Imp can remove negative magic effects from your allies once every 15 seconds. He can instantly be near their owner bypassing any barriers. Calling Voidwalker can provoke your targets to attack it, maintain the received agro, reduce incoming damage and heal yourself a bit by stealing health from enemies around. Challenge Felguard, is a unique strong melee demon for this specialization. Has good Felstorm abilities. But remember that when using it the demon can't throw anything else. The demon team you can make him stun the target for 4 seconds every 30 seconds and use the charge every 15 seconds. Even without a demon, you have the ability of a team demon that is transformed depending on what kind of demon you cause. This ability is one of the special demons: - Call Felhunter, interrupt and cleanse; - Calling Succubus, throwing away; - Challenge Imp, dispel - Voidwalker Challenge, taunts, - Felguard Challenge, Felstorm, You will get the Default Felguard Call. Calling a demonic tyrant - you summon a demonic tyrant who increases the duration of your summoned demons by 15%, damaging your target. 1.5 minutes cd. Demonic Core - You have a 10% chance of triggering it after your wild imp dies and a 100% chance after your dreadlockers call disappear. You can throw Demonbolt instantly. A maximum of 4 stacks. Endless - Hardens the skin, reducing all damage taken by 40% and giving immunity to interrupt and silence effects for 8 seconds. Has 3 min cd. Soul leech -- all one purpose of damage done to you provides you with a shield which 8% damage with a duration of 15 seconds. The maximum amount is 10% of the maximum health. Soul Link - 20% of all the damage you take is taken by your pet demon instead. The shower leech also heals you for 25% and your pet for 50% of the absorption it provides. Endless breathing allows your friendly target to breathe underwater for 10 seconds and swi, 20% faster. Demonic gateway, you create 2 portals connecting 2 spots within 40 m of each other. The first gates are created where your character is, the second - wherever you choose. Once you or your allies use one of these gates, they move straight to the door2. You can only use them once every 1.5 minutes. Remember that when you fly over various dangerous areas, you are exposed to them. Exile will help you deactivate within 30 seconds of Demon, Aberration or Elementary. The banished target cannot take any action, but it also receives immunity from all types of damage and various control effects. If you pounce again on the banished target, the spell cancels out the effect. You can only expel one enemy at a time. Soulstone is a slightly modified combat resurrection with a mechanic similar to the mechanics of all the spells of this kind available to other classes. Outside of the raid, CD 10 min. In raid the speed of recovery depends on the number of players in the raid (90/x'CD on res; x - the number of people in the raid). The modification is that you can apply this effect to one of your allies in advance. The effect remains for 15 minutes. Shadowfury is a casting spell that stuns all enemies within 8 yards. 1 min cd. The Health Funnel is a channel spell that can transport up to 24% of your maximum health to your demon challenge. The demon, in turn, will restore health twice. The Eye Kilrogg allows you to cause the eye under your control for 45 seconds. It's third-person control and you can explore the environment. The eye is very fragile, but it helps to detect invisible targets. Enslave the demon. You can gain control of the enemy Demon up to Lvl 121 in 5 minutes, thus replacing your permanent pet Demon. You can only control one enemy at once. The Ritual of invocation is the Sorcerer's unique ability to create the Stone of Invocation wherever you want. To install it, however, you will need 2 more souls... Two players c) Once you have installed it, you can summon your allies just as you would do it with a regular Stone Call near dungeons and raids. Create Healthstone. You can create Healthstone. Its use will restore 25% of your maximum health. One Stone Has 3 Charges Create Soulwell Allows a stone well that can be used by your allies to get Healthstone. Fear of regular spell control makes your goal to escape in a panic within 20 seconds. The damage done to the target can undo this effect. Only one enemy can be spelled at the same time. Simultaneously, to the beginning of Talents General Information. When you reach a few new levels, you'll have access to new Tiers' talents. Talents can affect abilities in different ways: adding new features, replacing old ones, passively changing different effects and spells. Talents can be changed in sanctuaries or any recreational areas. However, if you don't have any of these places nearby, you can use the Calm Mind Code, which allows you to switch channels within a minute. You can't change your talents in battle. You can't change the talent if the talent you picked in the last tier at Cooldown. You will have to wait until it is restored first. Level 1. Lvl 15. Dredlash. Allows you to split with Call dreadstalkers and increases damage by 25%. Demonic power. A very strong minute cooling, making your Felguard use extra Fel armor, which is 4 times better than normal. It will also charge a fee to the target before causing damage. Bielecorp Bombers. Do a lot of damage in the positioned target for 2 fragments of the soul. Your choice between demonic power and Bilescourge bombers. Both options are strong for the AOE, but the difference is that one of them is limited to a specific area, so it depends on how often you need an AOE and where. Demonic power is better for one goal. Bilescourge bombers are rarely useful in raids, but can be used in the mythical. Level 2. Lvl 30. A demonic calling. Has a 20% chance of making your next call dreadstalkers instantly and cost 1 less Soul shard less. A power siphon. Instantly donates 2 Wild imps to create 2 Charges Of demonic core. Doom. 30 seconds DOT, duration decreases with the amount of haste. At the end of its duration generates 1 shard of soul. If Doom kills the target, there is 5% to call Doomguard for 25 seconds to fight for you. A demonic calling is the best option for any situation. Doom could potentially increase DPS if it plays perfectly, but it's not convenient to use Tier 3. Lvl 45. Demon skin. Your shower leech absorption is being passively recharged every second and can now absorb up to 15% of your maximum health. A burning rush. Increases the speed of movement by 50%, but also damages you for \$4 from your maximum health every 1 sec. The effects of traffic disruption cannot reduce you below 100% of normal speed. Lasts until canceled. A dark pact. You donate 20% of your current health to protect you for 250% of your sacrificed health within 20 seconds. You can at the same time suffer from control, worsening effects. You

have to choose yourself here. If you need more mobility take Burning Peak. If you're going to have those to be damaged a lot, then take Demon Skin. If you need to survive the gap the Dark Pact. Level 4. Lvl 60. From the shadows. Calling dreadstalkers causes the goal to take additional shadowflame damage away from you within the next 12 seconds. Soul strike. Extra attack of your Felguard with 10 seconds of CD. Cd. 1 shard of soul. Call the vile. Call the vile villain on 1 shard of soul for 15 seconds that will attack your target. It is believed that Summon vilefiend is the best talent for one goal and Soul strike for AOE. You can choose any talent for one purpose, but Soul Strikes is only for AOE. Level 5. Lvl 75. Darkfour. Reduces Shadowfury cooling by 15 seconds. Deadly coil. Terrifying the enemy within 20 yards range in flight for 3 seconds and heals you for 20% of your maximum health. 45 seconds of cooling Demonic Circle. You create a portal within 15 minutes. You will also learn the Demonic Circle of Teleportation that can teleport you into your demonic circle and remove all slowing motion effects. The choice depends on the situation. If you need to stun often, then take - Darkfury. If you need extra mobility or teleportation to take - Demonic Circle. A lethal coil is for additional control or self-healing during combat. Level 6. Lvl 90. The conductor of the soul. Every piece of Soul spent has a 20% chance of being returned. Inner demons. You passively cause Wild Imp to fight for you every 12 sec, and a 10% chance to cause an extra demon to fight for you within 15 sec Of Grimoir: Felguard. The Felguard is a 15-second caller that attacks the target and causes 25% increased damage. Felgard stuns the target when called and uses Felstorm. Grimoire: Felguard is a blast of talent for the AOE and a single target. Soul conduit is an amazing option in the current build to use with Implosion for any type of fight. Internal demons are not used. Level 7. Lvl 100. Demonic consumption no.1 is the choice for any implosion situation. The other 2 talents can be used if you don't have 3 features of explosive potential. In this case, sacrificed souls would be a good option for the mythical and open world when Nether portal. becomes your talent for raid. So we can reduce it all to this build: Back to the top azerite features in BFA typical sets have been removed and Azerite armor has taken its place. Now each breast/helmet/shoulder have several ring traits. You will need to collect the best features. Depending on the build, you have to collect different features. Explosion Build: You need to collect 3 times explosive potential. This amount will maximize your damage. Also you must have at least 1 Baleful call, because of a strong tyrant and an increase in the shards of the soul during the battle. Demonology specifications are very strong in the mythical and so it is worth improving Guldana's Hand, at least 1 feature - Demonic Meteor. There are also good traits true to the end and the Supreme Commander. No bang: Maximum number of Baleful call. At least 1 Demonic meteor. There are also good traits that are true and the Commander-in-Chief. You should use the herodamage.com chart, or check the different statistics yourself on the raidbots.com. (AzeritePowerWeights:1:herodamage.com - Stacks_1T_T24:9:266: Stacks_1T_T24:9:266: 193=9.87, 526=9.50, 522=9.39, 562=9.00, 82=8.54, 196=8.34, 501=7.55, 192=7.32, 479=6.84, 505=6.75, 504=6.65, 521=6.59, 157=6.56, 480=6.53, 478=6.44, 481=6.27, 483=6.18, 492=5.88, 486=5.88, 495=5.88, 489=5.88, 195=5.87, 30=5.82, 485=5.65, 523=5.35, 194=5.26, 482=5.24, 190=4.94, 428=4.77, 561=4.65, 130=4.54, 488=4.45, 494=4.45, 458=4.38, 576=4.37, 231=4.20, 156=4.09, 498=4.05, 493=3.68, 487=3.68, 500=3.68, 459=3.58, 21=2.97, 31=2.96, 560=2.90, 22=2.79, 18=2.50, 499=2.39, 491=2.11, 497=2.11, 541=2.07, 490=2.05, 496=2.05, 461=2.04, 462=1.74, 515=0.20) Back to top Essences These ratings are based on simulations WarcraftLogs stats and player experience. MAJOR Condensed Life Force (Source: Eternal Palace Drop) is the best option for reliable damage at level 3. Vision perfection (Source: Operation: Mehagon Fall) is a very powerful option, but also has a very random proc. MINOR Rotation Demonology style of play depends on selection in tier 7. The most popular build is now with Demonic consumption. Top priority: This option is used if you don't even have 1 explosive potential. Demonology priorities don't change much with different number of goals because the same abilities are detrimental to AOE. AOE demonology starts with 2 goals. Back to the top Stats The main priority of the ranking for characteristics is this: Hurry and skill - Intelligence - Crete - Versatility with explosive potential features: Mastery - Crete - Intelligence - Versatility Mastery This specialization increases the damage to the demons you cause. All characteristics depend on the amount of each stat, trinkets, azerite traits so they change. That's why it's recommended once you get new hardware, you use Simcraft or Raidbots.com. There is no way to get a more accurate answer on which stat to focus on first, but through modeling. Based on the aforementioned characteristics and the results of your character's own modeling results, you can draw conclusions about Raid gems, chants and chemicals. Gems: Leviathan Eye of Intelligence Workshops Sea Currants 60 Skill Chants: Ring: Consent Mastery Weapons: Machinist in Brilliance Food: Abyssal-Fried Rissole Mastery of Flasks and Potions: Back to the top of Macro Often in The Mythical You must summon your pet to not pool more than you need (when you're on the mountain, your pet pools nothing). /Petdismiss Soulstone in cursor position: #showtooltip/stopcasting/cast (target) Soulstone Back to the Top What's Next? Azerit. It is also not the best idea to forget about Azeroth's heart and not feed him more Azerite. Ignoring this won't make your character stronger. The easiest way to do this is to just complete all the world's Azerite rewards You can get an extra azerite from island expeditions. Satellites can be found in Overgear. It's a fire. It's a fire. demonology warlock pve guide 3.3.5. demonology warlock pve guide 4.3.4. demonology warlock pve guide 5.4.8. wow mop demonology warlock pve guide. demonology warlock 3.3.5 pve guide warmane. guide warlock demonology pve 3.3.5a

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