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Demonology warlock pve guide 3. 3. 5a

May 24, 2012 Well, I redirect those who ever ask me for something from the demons here :D little song for you to listen to while you read it long :D (portal flw:3) ----- 0 - INDEX: ----- 1-Raid Benefits 2-Talents 3-Glyphs 4-Stats 5-Gems 6-Enchnats 7-Self Buffs 8-Shadow Chamber 9-Rotation 10-FA 11-Addons 12-Wich Buffs I Need 13-Personal BIS 14-14-14-14-14-14-About Pet 15-O Spell Power Positive (Demonic Pact) 16-Lame Mistakes 17-Demon Form ----- 1-What Demon Castle Give Raid? ----- Demon Castle Gives: - 5% Crete for the whole raid on the demons of the target (improved shadowbolt) - 10% of his spell of power ever a second whole animal (raid it lasts 42 seconds) - 13% Spell dmg (curse of elements) - Good dps.... With good gear and laggin a lot you will reach 15k.... not laggin I'm sure you can get to 20k or more :) but don't get your hopes up to the reason of asking for no laggy day here it's a lot :D ----- 2-Talents: ----- we start with the basics of All Possible Talents, why and why not:3 Demonic Hugs: 10% endurance, combined with demonic knowledge and loads of sp Feliner sgy: your pet dies.... Molten Mistake Demonic Cruelty: Demonic Madness Improves Fel's Vitality: Endurance, Intellect, gess Why Improved Healthstone: If Your Pet Isn't Dead It Would Be Great to Heal More and Prolly Raid Improved Imp: Imp Sucks for Demon:3 Improved Health Funnel: Mostly Useful in pvp Improved Succubus: pvp pet. Soul Link: Cool improvements and 20% DMG reduction Demonic Aegis: 30% efficiency fel armor! Hell yes :3 Wicked power: 'dmg for pet master summoner: when your pet dies it's 0.5 sec thrown to get it back mana feed: your pet will only use a split cause you'll deactivate everything else (even with a mana regen broken it's not worth it) Master sorcerer: your stone will give you 180 rush or a crit instead of 60 Master demonologist: 5% :D of Melted Core: The only reason you use corruption in the rotation of Demonic Knowledge: 12% of pets infstamina is a spell of power for you Demonic tactics: 10% critical Decimation: with a good rush 1 sec soufflres free Demonic sustainability: pvp Demonic Empowerment: 20%attack rate for 15 sec in felguard for 1 global CD.... Wich than the 5k hit DPS loss (it shouldnt cause a global CD, it can be considered PVE talent) Felguard: the best pet nemesis: reducing cooling meta, how much talent you need here depends on the raid you have, in my exp exp good for me nemesis!-! CD !-! Cons 1/3! -!162 !-! 2,7 2/3! -!144 !-! 2,4 3/3! -!126 !-! 2,1 each talent reduces CD 18 sec Demonic Pact: 20% more sp for you and 10% on the whole Raid Meta: well 20% dmg I do not complain Improved Demonic tactics: 30% of your crit for your pet.... I you have a mad crit its 15%.... it doesn't cost it 2 little dmg in molten, idk in retail Bane: less throws Improved shadowbolt: dmg 5% crit :D Aftermatch: more periodic dmg to immolate, it's a good dps to increase Molten skin: not worth it, you take a little dmngand it is not a priority in pve Cataclysm: you have to make life taps for glyph, if you have, and you'll do it anyway it's not worth Demonic popwer: improves pets you don't use Shadowburn: you won't use it in pve: 100 !!! % No Doubt Intensity: pushback Suppression: hit talents not used are optional, good options: -Supression, if you need a hit-nemesis full, if you can manage to make another one thanks to that talent in particular. -Intensity if you want to pushback immunity ----- 3-Glyphs ----- Possible glyphs for quality for DPS: -Glyph Felguard: gives you a lot of DPS in retail, here gess is something :D its broken and reduces dmg-Glyph animal metamorphosis: it's a good glyph, but I do not like it cause it makes you be near the boss ... the idea of its 2 use 2x immolation aura ... risky and annoying :3 (increase your dps in saurfang xD) -Glyph Life Click: this if you have a lot of spirit I started using it after 400 -Glyph Immolate: this is talent is a lot dmg and you will never stop using immolate-Glyph quick decay: the reason when you have a good hurry (1350 in my case) gives you more. -Glyph burning: lmba burns on a molten core ----- 4-Stats ----- --- Need for Statistics (this is my way of selecting statistics): Hit (before the cap: 17% or 14% if you're counting on the moonkin/spriest) qgt; Spell power of the rush (up to 14% 1370 passive) (up to 40% passive) zgt; crit qgt; crit zgt; rush 17% hit hitcap (446 rating if you think you'll have a spriest or moonkin 368 rating) Why just that amount haste? Rating haste I Hurry %..... Shadowbolt Cast Gain..... 50 ---!9,524855139 ---!2,282586904----! 100---!11,04971028---!2,251244054---!0,03134285 150---!12,57456542---!2,220750301---!0,030493754 200---!14,09942056---!2,191071600---!0,0296787 12,162175707---!0,028895894 300---!17,14913083---!2,134032051---!0,028143655 350---!18,67398597---!2,106611638---!0,027420413!2,106611638---!0,027420413!2,079886941---!0,026724697 450---!21,72369625---!2,053831815---!0,026055126 500---!23,24855139---!2,028421407---!0,025410408 550---!24,77340653---!2,003632080---!0,024789327 600---!26,29826167---!1,979441338---!0,024190742 650---!27,82311680---!1,955827758 700---!29,34797194---!1,932770930---!0,023056829 750---!30,87282708---!1,910251390---!0,022519539 800---!32,39768222---!0,022000813 850---!33,92253736---!1,866750772---!0,021499806 900---!35,44739250---!1,845735052---!0,02101572 950---!36,97224764---!1,825187250---!0,020547802 1000---!38,49710278---!1,805091912---!0,020095338 1050---!40,02195791---!1,785434254---!0,019657657 1100---!41,54681305---!1,766200133---!0,019234121 1150---!43,07166819---!1,747376005---!0,018824128 1200---!44,59652333---!1,728948900---!0,018427105 1250---!46,12137847---!1,710906389---!0,018042511 1300---!47,64623361---!1,692326555---!0,017669834 1350---!49,17108870---!1,6759279700---!0,017308585 1400---!50,69594389---!1,658969669---!0,016958302 1450---!52,22079902---!1,642351122---!0,016618546 1500---!53,74565416---!1,626062222---!0,01622889 1550---!55,27050930---!1,610093257---!0,015969965 1600---!56,79536444---!1,59434882---!0,015658365 On this chart I took 8% of the haste from the raid Why is the rush cover? well for many reasons the 1st lets you look at the haste formula: hasterating/32.79 (No 8 if you're in the raid) - rush % cast time reduction: time casting base spells / (1 (haste %/100)) To reduce the global cooling to an arbitrary value of 1 second, it will take 50% haste or haste rating: 163.5% (50%) but it's unbuffed :3 So if you're in a raid and you have an 8% rush to buff the new cap it's 42% (1377.18 rating rush) And with a spell that gives us 180 rush from Wich gear is actually possible :3 If I switch that my dps will increase? Well, if you see the table rush I made there it has a column called Rush and it tells you how much the last 50 rush has reduced your shadowd shadowtrown (with this rush of soufflres and burns with molten core already in 1 sec) Our shadowbolts are discarded in 1.67 sec we could approximate to 1.7 sec, so as much as 1.6 secs need you to hurry? answer his 1600 rush ... so you've added 220 to reduce the 0.7 sec cast The reason that ofc you lose 220 spirit (142 spells of power) or crit rating (4.79% crit). Formula Crete: crit rating/45.91 crit% You could go full spirit Better demon positive effect or complete crete to make more DPS is the personal balance I would like to have. If you go full spirit your positive effect will be as best as a 30 spell of power ... it's a lot, but I didn't go for it:3 Crete will always be amazing DPS pulse, since the demon crits are giant :3 If you go full crit you will have, as 5% more crit ----- 5-Gems ----- gems: Meta: Chaotic Skyflare Diamond Red : Running Cardinal Ruby (No 23 Spell Power) (3 collapsed dragon eyes if you j) yellow: Runic cardinal ruby or veiled ametrine (10 hit 12 spell of power) or reckless ametrine (10 rush No 12 spell of power) Blue power : Cleaned dreadstone: why 10 perfume and 12 sp instead of 23 sp? 10 spirit with fel armor 4 sp, with a vital faucet glyph of his 6 spell of power, and if you had kings of it like 11 spirit - A 6.5 spell of power and a 5 spell of power 11.5 summed up 12 spells of power from the same gem of his over 23 (23.5, but hell I get a spell of power where it comes from) ----- 5-Enchants ----- -Head:Arcanum inscription of blazing mystery-shoulders: The inscription master of the storm (if you're a scribe) :Lightweave Embroidery (if you're a tailor) Basic Spirit -Wrists: Fur Lining, Force of Spell (if you're a leatherworker) zgt; Superior spellpower -Hands: Exceptional spell power or precision (if you need a kick) zgt;Hyper-speed boosters or a Hand-mounted Pyro rocket (depending on your haste) -Belt: Perpetual Belt Buckle-Pants: Consecrated Spellthread : Vitality Tuscarras -Icwalkers -Nitro Boosts - Big Spirit (depending on what you need most) , I put bicarra vitality to give more mobility if you're going to dps in place any of the others would be better, but surviving is the best DPS increase ever so I go for tsuksars for 3 -Ring1: Big Power Spells (if you're fascinated) -Ring2: Big power : Mighty Spellpower: no enchants here:3 ----- 6-Self Buffs ----- -Fel Armor... Obviously Flasks: Flask Frost Wyrms Pots: The Fish Pet's Food: Spicy Mammoth Treats Scroll: Spirit for You and str for Your Pet (Stamina Scrolls If They Fixed Pet Transfer Statistics) -Stone: Spellstone -Keep The Shadow Chamber, Death Coil, Fel Healthstone and Fear hand ----- 7-Shadow Ward ----- No, No, No, it's not a voidwalker shield, this shield absorbs the shadow of dmg, really useful in icc: -Absorbs dmg's ingiters -Saves you in BL-Absorbs dmg from defiles not allowing it to grow until you get out ----- 8-rotation: ----- Curse (elements if moonkin or dk applies if it's not a mistake) immolate (if the boss will live another 20 sec) zgt; corruption (if the boss will live more than 20 seconds XD) the souffire (if the boss is below 35% hp.) In the same inerate (on the molten core of procs) the shadowbolt dmg sources here's how your dmg will look if you loosen off:3 ----- 9-Other things (OFTEN) ----- Should I go for a 4pt10 bonus? HELL YEA Wich part shouldn't I use? I ditched my pants to get the pingedable sick haste/hit Wich pet I use? Even broken as the hell felguard his harder... But are you sure? I could use imp and get 5% crit and 5% fire dmg.... felguard gives you 5% dmg with everything and shadowbolt dmg increases better with a spell of power. Do I need 2 haste trinkets? Is there only one BIS? No, there are many ways to choose an outfit.... and your stats will be different but difference fits not with even considering it:3 Target changes reduces my DPS! Lol... It increases it, just make sure to hit the shadowbolt or burn on the crowd/stud/tomb, then souffire bosses and :D I'm slow and the mobs are dying in my cast, what am I talking about to rank 1 shadowbolt? I still don't get to do it in time you laggin... the same thing happens with - spam metamorphosis? If the DPS raid is low enough for you to use 2 in one fight, yes... but should you use one in soufflres :3 Immolation aura? Hell da Clive and other things? No charges? Depends on the distance usually to update the corrupt and walk in that sec then go immolation aura ----- 10-Addons: ----- What addons can I use?: I recommend Powa (power aura) first I show you the pic. How it might look: Skull means I haven't got CoE or CoD on The Boss, the orange thing of it that CTS (bauble) proce'd, other things his obvious ----- 11-Raid Buffs: ----- Buffs you want: ALL of them! all benefit you, why? All chally buffs for your pet and all lovers For you. Endurance Priest: x Endurance x 0.75 more stamina for your pet - x 0.75 10.12 more spells of power for your Priest Spirit x Spirit x 0.59 (No 1 assuming assuming Spell power magician Intellect x Intellect 0'. ty crit (but hell his crit gimme moar) more int to the pet and sp thanks to the demonic knowledge of Commander scream - well thisona does nothing for you directly, but keeps your pet alive in bugged bosses xD Motw and stamina Spirit.... intelct ... for you and str x sgi for you pet the winter Horn - happy felguard totem of anger (sp) - sick bonus of the force of the spell of Totem anger (crit) - moar crit :D Anger totem air: 5% spell rush Moonkin aura: 3% rush! Moonkin crit: 5% crit can: for your pet moar ap :D Talents debuff crit: 3% more crit from el shaman /rouge / ret Tier extra crete: 5% of t10 q1:3 Trueshot aura: pets dmg :D Kings'sanc: 20% endurance 10% spirit 10% int and 20% endurance for pet and 20% str 10% agi, I need a lot more? Mysery: 3% less hit needed zlt:3 Improved ice claws: 20% chalk rush for your pet Magic Focus: 3% more crit ----- 12-Personal BIS ----- My Bis (HC): 4PT10 HC Fester's HC Pants (plaguebringer dyed trousers) Fester in HC Boots (plague scientist boots) Fester's HC belt (protracted disease) Marrogwar's HC ring (loop endles labrihin Halo's hc haste trinket (Charred Twilight Scale) Rotface's HC bauble (DFO) DBS cloak HC (great klac became champion) Marrogwar Neck HC (bone watchdog amulet) death wrist (Death Splash LK 25 HC wear (Bloodsurge) Cindy from HC (sundial twilight) vdw wand HC (nightmare ender) My BIS (normal): this is normal BIS only you have everything, it has spirit items just because that it reaches 1370 haste and 45% crit, remember sunwell and prioritizing statistics :D) 4PT10 Fester pants (plaguebringer dyed trousers) Fester boots (plague scientist boots) Marrogwar in the belt (crushing cold belt) ring Marrogwar (rooster endl labrihin) Galion in a haste bauble (charred twilight scale) Rotface in DFO spirit and crit cloak (cloak of wale of the night sky) Marrogwar neck HC (bone watchdog amulet) LDW wrists (lady brittle braces) LK 25 weap (Bloodsurge) BPC's Off (shadow silk spindle) mouth in a wand HC (corpse impalling thorn) ----- I found out all this alone ... so mistakes can happen if you see any lemme know ^^ My passive statistics asm: ----- 13-O pet: ----- How it should work Stamina 75% (mistakenly reported as No.1/3 in tooltip) Intelligence 30% Armor 35% Resistance..... 40% Spell (highest bonus)... 15% (as spell damage) 57% (as force of attack) Spell a critical strike chance..... n/a (30% as physical and spell critical impact chance with 3/3 Improved Demonic Tactics) Spelling penetration..... 100% stability..... 100% Spell hit..... Spell hit, physical kick, experience, being limited will cap your minion for all three Profits 1 AP for str points (before demonic madness, with demonic franzy its 1.8, and if glyph worked 2) Profit not AP from the agi ... Only crit Pet Examination: The examination reduces the likelihood for melee attacks that will dodge or parried, pets will always try to attack their target from behind, and the NPC and players can once parried attacks from in front of them. Therefore, we should only touch ourselves with the experience of reducing our pet's chance to dodge. The default level of 83 mobs (raid bosses) have a 6.5% chance of dodge attacks, 1 skill expertise reduces this amount by 0.25%. 1 skill expertise usually costs 8,197 expert rating. We do not, however, work with the ranking knowledge our pets gain experience based on the number of hit our master has. If you want to calculate a pet's chance, to dodge (6.5 - (Master's Hit Rating /26.232) - 6.5/17) % (this formula from (DW's melted your pet doesn't get your hit nor experience) ----- 14-o spell power positive (demonic pact): ----- Once your pet critted will be within 45 seconds... once it's up to the raid will get 10% of your sp, and if the trinket procs or anything they will get 10% off the bauble, even if your pet is not critical. So don't try to call your pet if he crits at the peak of the sp or anything. ----- 15-Lame Bugs: ----- these bugs can be old when you read this I don't intend to keep this guide updated: Pet buffs don't give you SP (like if you use kings on them) Pets mana regen broken Pets don't get hit by pet wizards dying in DnD You may be afraid Death coil tomb : S Pet's dps disturbed (main cause : blunders and does not get warsong in hellscreeam) Demonic empowerment causes global CD Get / petfollow / petattack macro cause sometimes bars just disappear, but the animal will obey orders from macro:3 ----- 16-Demon form ... Look at some pics:3 ----- female demon male demon Most formulas come from wowiki:3 Saying thank you will kill you.... don't say thank you and I :D PS: for the guilds who see this guide, yes, I did a similar one in my forum, no one stole it. -- I made this guide for my guilds I liked, and decided to post it, may have some mistake, I did not check all the more :D PS: I'm a person, and mistakes happen if you see any mistake worth correcting to say that even if I do not fix it PPL, that read comments will^^ PPS: if you do not know the song ... You have to rethink your life priorities :D May 24, 2012 Such a wall of text! Excellent BTW guide, very complete! Nice work May 25, 2012 specs given in the manual a little wrong you should put 2 points of intensity, not consequences, since pushback is bugged May 25, 2012 What is the purpose of this theme when we have this? May 25, 2012 ----- 2-Talents: ----- we will start with the basics of All possible talents, why and why not :3 Demonic embrace: 10% endurance, combined with demonic knowledge and load sp Fel sinergy: your pet dies Molten Mistake Demonic Cruelty: Demonic Madness Improves Fel's Vitality: Endurance, Intellect, gess Why Improved Healthstone: If Your Pet Isn't Dead It Would Be Great to Heal More and Prolly Raid Improved Imp: Imp Sucks for Demon:3 Improved Health Funnel: Mostly Useful in pvp Improved Succubus: pvp pet. Soul Link: Cool improvements and 20% DMG reduction Demonic Aegis: 30% efficiency fel armor! Hell yes :3 Wicked power: 'dmg for pet master summoner: when your pet dies it's 0.5 sec thrown to get it back mana feed: your pet will only use a split cause you'll deactivate everything else (even with a mana regen broken it's not worth it) Master sorcerer: your stone will give you 180 rush or a crit instead of 60 Master demonologist: 5% :D d Melted Core: The only reason you use corruption in the rotation of Demonic Knowledge: 12% of pets infstamina is a spell of power for you Demonic tactics: 10% critical Decimation: with a good rush 1 sec soufflres free Demonic sustainability: pvp Demonic Empowerment: 20%attack rate for 15 sec in felguard for 1 global CD.... Wich less than 5k hit DPS loss (it should not cause a global CD, it can be considered PVE talent) Felguard: the best pet Nemesis: reducing cooling meta, how much talent you need here depends on the raid you have, in my exp 2/3 good for me Nemesis!-! CD !-! Cons 1/3! -!162 !-! 2,7 2/3! -!144 !-! 2,4 3/3! -!126 !-! 2.1 Each Talent Reduces CD 18 sec Demonic Pact: 20% more sp for you and 10% on the whole Raid Meta: well 20% dmg I'm not complaining Improved Tactics: 30% of your crit for your pet.... I you have a mad crit its 15%.... it doesn't cost it 2 little dmg in molten, idk in retail Bane: less throws Improved shadowbolt: dmg 5% crit :D :D more periodic dmg to immolate, it's a good DPS increase of molten skin: don't you take a little dmngand it's not a priority in pve Cataclysm: you have to make life taps for glyph if you have it, and you'll do it anyway it's not worth the Demonic popwer: improves pets you don't use Shadowburn: you won't use it in pve Ruin: 100 !!! % No Doubt Intensity: pushback Suppression: hit talents not used are optional, good options: - Supression, if you need a hit-nemesis full, if you can manage to make another one thanks to that talent in particular. -Intensity, if you want to pushback immunity I disagree. Nemesis should be as much as possible. The more meta you can get the more DPS you will have. Also, demonic empowerment isn't worth gcd so you have to be speccing in this. Someone else said you should take 2 of the effects and put it in intensity. That's the truth. Otherwise it's normal. Sick have over May 25, 2012 I left 2 points unspent for this kind of Wich thing I find optional with those talents you can get full of nemesis or intensity. In my experience 3 points nothing has changed cause DPS my raids even in HC sometimes I can only use one meta cause bosses died in less than 3 minutes --. When they live longer, I can use 2 metas anyway and I never got to use 3 so I don't waste my remaining talents there, and I went to the intensity of ^a meta vs. intensity would depend on the raid, if you got hpally with an improved aura concentration you have to proly go 3/3 in Nemesis and 1/3 in intensity 55% of pale 35% of your talents will leave you in 90% pushback resistance May 25, 2012 Great tutorial :) One question even this is not in the right stream : Why when I go to the grief lock with 1300 Haste I threw Shadowbolt as 1.8 sec; but when I go demonology with master sorcerer Talent (increased spell effect) and got about 1500 rush I have the same cast speed?: What's the problem? I personally think that Master Sorcerer talent don't work properly - do get a heightened rush, but it really doesn't work for shadowbolt: S tell me, is it a mistake or not? June 4, 2012 Urza, what is your dps on dw? October 20, 2012 20 October 2012 I would like to play a demo is the felguard is not bugged as hell October 22, 2012 Dunno, where you learned the felguards auditioned, but they hit pretty hard. They also give you the most spell of power from demonic knowledge. A bugged pet shouldn't be a reason to ditch a demo as you are actually dealing 85-90% damage to not your pet. October 22, 2012 Demonology is much more dependant on your pet's DPS than other specs. Retail it hit for 2k easily on dummies. I'm not sure how much he's doing here on molten like 500, maybe? And the afik, the glyph of the felguard and demonic power doesn't even work. October 23, 2012 So you're too lazy to improve your own DPS and instead On your pet to do damage as a beast of skill? Demo locks have lower dps thresholds than most other classes or specifications because they will give a demonic buff pact, which is the strongest buff force spell in the game and is a necessity for ic25hc. I have a 21k DPS with my bugged felguard with 400ms lag, tell me it's not worth playing demonology as the only caste in the raid. Souffire Under Extermination is thrown so fast, even faster than gcd, and are one of the hardest spells in the game, tell me it's not worth playing demo. Pugh icc25 leaders spam for demo-blocking if they didn't get a lock. A bugged felguard shouldn't be an excuse to avoid demonology if you've already got one demo lock in the raid, and if you want to see the big numbers with less effort, roll FFB Magician or mm hunter - they're buggy as well as having a super double dip DPS in the ICC. Ps you can't check the demo dps on the dummy, your felguard will do much better damage with raid buffs plus you got a performance or destruction phase to take off your DPS. October 23, 2012 Dunno, where you learned felguards auditioned, but they hit pretty hard. They also give you the most spell of power from demonic knowledge. A bugged pet shouldn't be a reason to ditch a demo as you are actually dealing 85-90% damage to not your pet. is that more than enough reason what you say? You think that playing at 85% of your potential is normal when Aff can play at 95% and Destro - at 99%. The demo can never beat Aff in DPS, given the same gear and skill. The demo is designed to be supporting the DPS tree as a weapon. Sure, Demo (and weapons) can make DPS competitive, but it will never surpass Aff. Stacking the rush and crit and acting like you Fire Mage (saving doTs and using one basic nuclear weapon and one proc) won't make you top of DPS. At Molten, Destro is the most working spec. The only bad mistake he has is inaccurate scaling of pets (a general class error) that affects the overall output very little - that's all. I'm not saying you should avoid the demo. I'm just saying that if you're after DPS, you shouldn't think that demo is the way that is, as now 90% sorcerers crit of Molten. As for the manual - there's a better demo guide here rather than this wall of text. Not to mention the mistakes in it. I appreciate the effort, but it was a waste of time to do so unfortunately. Urukago and Ragnaros October 24, 2012 I'm just saying that PPL should not shy away from the demo because it's low dps specs, in 25 people content, if they only lock in a raid. Even with full rush/crit gear, the amount of power spells you'd give the raid is phenomenal, and it stacks with anger and flametongue totem. I use that only lock in raid because ffb magicians are much more preferable to pure damage. Feel free to play grier (almost on top of the sorcerer dps specs end the game assuming you have a Demonic Pact positive effect) or destruction (if it needs to recharge or blast DMG, no other reason to play this late game specification though, like your second talents, that can be easily switched between pve and pvp. Pvp.

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