

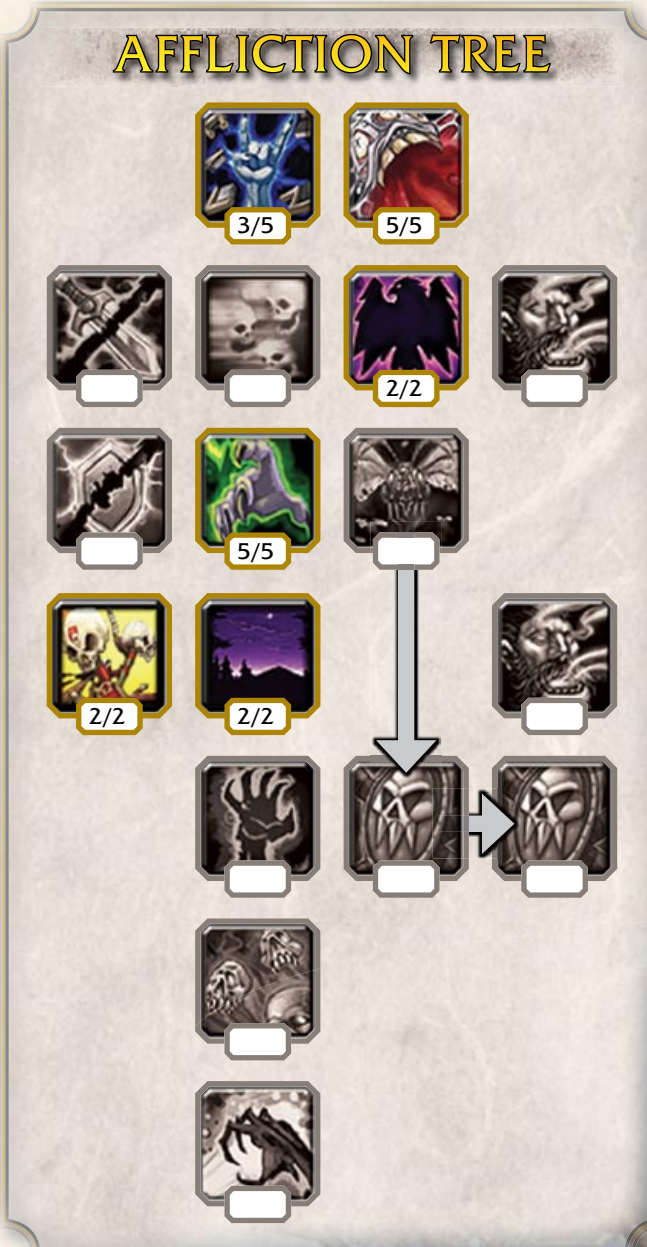
FIRE WARLOCK

19 AFFLICTION

32 DESTRUCTION

The main points in this spec are spent in the Destruction Tree providing access to all sorts of direct burst damage, rather than DoTs. This spec is also versatile, making a good show in PVP as well as PVE.

AFFLICTION TREE



19 AFFLICTION • 32 DESTRUCTION

IMPROVED CORRUPTION 5/5



No matter how you spec, this talent is invaluable. Improved Corruption lowers the casting time of your Corruption spell enough to make it instant.

SUPPRESSION 3/5



Spending three points in Suppression gives your Affliction spells a 6% better chance to land, giving you more time to cast direct damage rather than spend extra mana and time recasting a DoT.

REQUIRES 5 POINTS IN AFFLICTION TALENTS

IMPROVED LIFETAP 2/2



Since, as a Warlock, your gear does not give much mana regeneration, you often find it necessary during raiding to use the Life Tap ability to give you a little extra mana. This talent awards you an extra 20% mana per cast of Life Tap.

REQUIRES 10 POINTS IN AFFLICTION TALENTS

FEL CONCENTRATION 5/5



No matter how many direct damage spells you cast, it's often necessary to cast Drain Life, Drain Mana, and Drain Soul now and then. Allocating five points here gives these channeled casts a 70% chance to ignore interruption effects from taking damage.

REQUIRES 15 POINTS IN AFFLICTION TALENTS

GRIM REACH 2/2



Destruction Spells usually have a longer range than your DoT spells. Picking up this talent evens out the playing field, allowing you to stand in one position and cast rather than have to move forward.

NIGHTFALL 2/2



This talent offers even more burst damage potential, since every tic of your Corruption spell gives a 4% chance of allowing you to cast an instant Shadow Bolt. The more targets you have Corruption on, the better chance it has of activating.



DESTRUCTION TREE



IMPROVED SHADOW BOLT 5/5



Every time your Shadow Bolt Spell lands critically, the next four sources of shadow damage are increased by 20%. The real boon here comes from raiding, where multiple Warlocks can proc this, keeping it up almost constantly.

REQUIRES 5 POINTS IN DESTRUCTION TALENTS

BANE 5/5



Bane simply makes you cast Shadow Bolt, Immolate, and Soul Fire faster. Shadow Bolt and Immolate see a half a second decrease in cast time while Soul Fire sees a full two seconds. In long fights, this talent is invaluable.

REQUIRES 10 POINTS IN DESTRUCTION TALENTS

DEVASTATION 5/5



Devastation increases the critical chance of all your Destruction spells by a full 5%. Obviously, this talent is invaluable to a Warlock wanting to cast strong spells since a critical is roughly double damage.

SHADOWBURN 1/1



Picking up this talent provides a new ability that allows you to cast an instant spells that deals heavy shadow damage. Using this spell requires a Soul Shard, but should your opponent die from this, you will receive the Soul Shard back again. This is a great way to add some instant burst DPS into your build.

REQUIRES 15 POINTS IN DESTRUCTION TALENTS

INTENSITY 2/2



This talent is especially useful while casting AOE destruction spells like Rain of Fire and Hellfire. It gives a 70% chance to ignore the cast time reducing effects of taking damage while channeling these spells. It also works for Soul Fire.

DESTRUCTIVE REACH 2/2



This talent, simply put, increases the range as which you can cast your destruction spells by 20%. Especially useful in PVP.

REQUIRES 20 POINTS IN DESTRUCTION TALENTS

IMPROVED IMMOLATE 5/5



Improved Immolate increases the base damage your target takes when Immolate first hits, before the DoT effect. The increase is 25%, so it is quite significant to this spec, since it relies heavily on fire damage.

RUIN 1/1



Ruin is an amazing talent, hands down. When you land a critical strike with your spells, Ruin increases the bonus critical damage by a gigantic 20%. Keep in mind, however, it ends up being a flat 10% increase to all critical spells, since the 20% only applies to the bonus damage of the critical, which is half of the entire damage done.

REQUIRES 25 POINTS IN DESTRUCTION TALENTS

EMBERSTORM 5/5



Emberstorm increases all damage done by fire spells by 10%. This talent is invaluable to this build, since much of your damage comes from your main fire spells: Rain of Fire, Hellfire, Immolate, and Conflagrate.

REQUIRES 30 POINTS IN DESTRUCTION TALENTS

CONFLAGRATE 1/1



Conflagrate is the staple of a fire build. By choosing this talent, you can, every ten seconds, consume an Immolate DoT effect and deal massive instant damage by using Conflagrate. Realize that casting this consumes the Immolate charge, so you must recast Immolate again in order to use Conflagrate. However, time this correctly and you can use Conflagrate near the end of the Immolate DoT, maximizing your damage done.



STRENGTHS OF THIS TEMPLATE

The inherent strengths of using this templates lie in the ability to deal massive fire burst damage rather than using DoTs and draining spells. It also makes your AOE spells more effective since you cannot be easily interrupted and the talents provide a large increase to their damage.

All in all, this spec is for those that wish to unleash the fury of hellish fires upon their foes rather than slowly eat away at their life.

ROOM FOR FLEXIBILITY

There is actually not much room for versatility in the Destruction Tree, since every talent taken is a step towards the ultimate goal: Conflagrate. Should you choose to change anything in this build, it will probably be a shift from the Affliction Tree to the Demonology Tree, should you prefer stronger pets over the Affliction Talents.

EQUIPMENT

Focus on spell crit and stamina with this build, while picking up some damage gear here and there. Since this spec is mainly fire damage, you want to avoid shadow damage gear and keep an eye open for pure spell damage gear.

Spell hit gear is also important to a point, but since this build is meant for big hits and large crits, crit gear and damage gear must come first.

FINAL NOTES

The versatility of this build can be seen when you shift between PVE and PVP. The spec gives enough sustained damage and AOE potential to keep it useful in PVE while giving enough burst damage to make it a fantastic build in PVP as well.

