

20 DEMONOLOGY

31 AFFLICTION • 20 DEMONOLOGY

AFFLICTION TREE

3/5 5/5

2/2 5/5

3/3 5/5

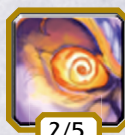
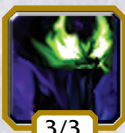
2/2 2/2

1/1 5/5

1/1



This talent is what allows you to cast longer than any caster class in the game. Anytime you need a boost to mana, use this ability to steal that mana from your pet and transfer it to you, leaving you free to keep casting with minimal down time.

A green, glowing, crystalline object with a 2/2 label.

DEMONIC EMBRACE

**REQUIRES 5 POINTS IN DEMONOLOGY TALENTS**

REQUIRES 10 POINTS IN DEMONOLOGY TALENTS

FEL DOMINATION

**REQUIRES 15 POINTS IN DEMONOLOGY TALENTS**

MASTER SUMMONER



STRENGTHS OF THIS TEMPLATE

The ability to keep your mana and health bar topped off via Drain Life and Life Tap with the added talent bonuses is huge. It is mainly an Affliction spec, so the majority of your damage comes from DoTs and Shadow Bolts. The drain aspects of this spec allow you to easily keep your life and mana supplied with minimal down time drinking or eating. You can simply go from foe to foe, which is a massive boon while soloing.

The second thing this spec provides is a strong and versatile pet to tank for you. The Demonology talents not only make your pet attack stronger and last longer, but should you lose it, you can quickly summon it again.

ROOM FOR FLEXIBILITY

There is not much room for flexibility in this spec since it gives you the meat of the both the Affliction and Demonology trees that are used in soloing and grinding.

EQUIPMENT

On the grind to 60 you will undoubtedly come across many types of cloth armor. The pieces that you want to focus on and hold onto during your journey are the ones with the most Stamina and Intellect.

Stamina is a Warlock's only real defense against his or her foes, since they do not wear heavy armor or use defensive absorption shields. Having higher health also allows you to Life Tap longer.

Intellect increases your mana pool and allows you to cast longer. More mana means less down time. If you do it just right with the draining, you very rarely ever need to sit and drink.

FINAL NOTES

Warlocks can be quite versatile depending on their spec. This template is all about longevity and survivability while soloing to 60. When you reach 60 and begin to raid and group, you should consider a new spec.



THE SOLO ROAD TO LEVEL 60

The talents suggested here, and covered in greater detail in this document, are designed to get you through levels as quickly as possible, and assume no outside help. Most of your time in the game would be spent either grinding through rest experience or completing quests outside of world dungeons. While characters with these specs could function in a group (that's a function of the player as much as any spec), talent points are allocated for solo work.

TALENTS TAKEN BY LEVEL 20

- 5/5 Demonic Embrace
- 5/5 Improved Corruption
- 1/3 Improved Voidwalker

TALENTS TAKEN LEVELS 21-30

- 3/3 Improved Voidwalker (2 points)
- 5/5 Improved Life Drain
- 2/2 Improved Life Tap
- 1/5 Fel Concentration

TALENTS TAKEN LEVELS 31-40

- 5/5 Fel Concentration (4 points)
- 2/2 Nightfall
- 2/2 Grim Reach
- 1/1 Siphon Life
- 1/5 Supression

TALENTS TAKEN LEVELS 41-50

- 3/5 Supression (2 points)
- 5/5 Shadow Mastery
- 1/1 Dark Pact
- 2/2 Improved Healthstone

TALENTS TAKEN BY LEVELS 51-60

- 5/5 Fel Stamina
- 1/1 Fel Domination
- 2/5 Unholy Power
- 2/2 Master Summoner