

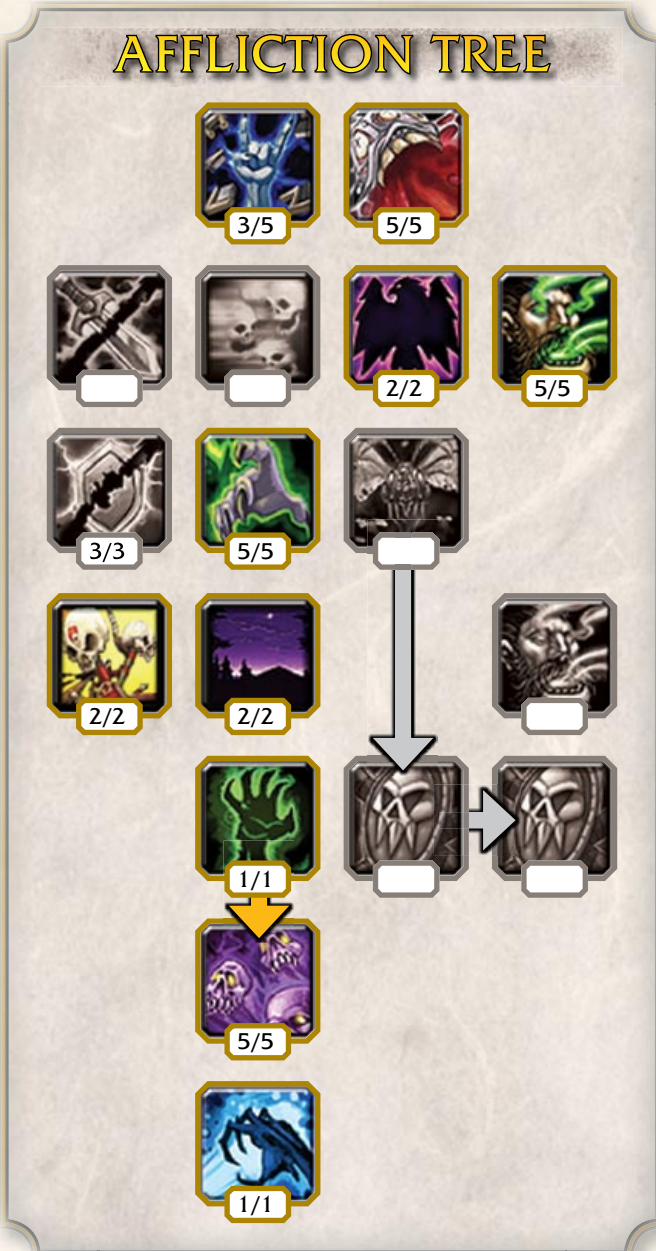
SOLO WARLOCK

31 AFFLICTION

20 DEMONOLOGY

This spec is all about independence. If soloing while leveling or grinding is your forte, then this spec is truly for you. It allows your pets to take the brunt of the damage, while you DoT and suck away the life from your foes, leaving little to no downtime.

AFFLICTION TREE



IMPROVED CORRUPTION 5/5



Throughout your entire career as a Warlock, you will use the Corruption spell to apply a DoT that slowly eats away at enemy health. Allocating five points into this talent reduces the cast time of this spell so greatly that it becomes an instant cast spell, allowing you to cast it on the move.

SUPPRESSION 3/5



Putting three points in this talent reduces the chance for your Affliction spells to be resisted by 6%. This increases your overall mana efficiency, as you don't need to recast nearly as much.

REQUIRES 5 POINTS IN AFFLICTION TALENTS

IMPROVED LIFE DRAIN 5/5



This talent increases the damage dealt and life drained by the Drain Life ability by 10%. The bonus to this spell really comes in handy while soloing, when you need to drain a little life after Life Tapping to replenish some mana.

IMPROVED LIFE TAP 2/2



This invaluable talent increases the mana given back to you by your Life Tap ability by an added 20%. Using this often followed by a Life Drain ensures that you rarely run out of mana or life, meaning there's no need to sit and drink or eat nearly as often; a truly powerful combination while soloing.

REQUIRES 10 POINTS IN AFFLICTION TALENTS

FEL CONCENTRATION 5/5



Even in a perfect world, while soloing, you should expect to pull aggro from time to time. This talent gives your Drain channeling spells a 70% chance to ignore the interrupt effects of enemy hits which decrease the overall casting time of your channel. At times, you can even drain a monster as it beats on you and out-heal its damage!

REQUIRES 15 POINTS IN AFFLICTION TALENTS

NIGHTFALL 2/2



A truly remarkable talent, Nightfall gives a 4% chance on every tic of Corruption or Drain Life to enter a state of pure shadow, allowing you to cast an instant Shadow Bolt! The more targets you cast Corruption on, the greater chance you have of entering this state.

GRIM REACH 2/2



Nothing is worse than being out of range when you want to cast a spell. This talent gives Affliction spells a bit more reach. It also acts as a stepping-stone to reach other talents. The points have to go somewhere sometimes!

REQUIRES 20 POINTS IN AFFLICTION TALENTS

SIPHON LIFE 1/1



This little talent gives you not only an extra DoT, but each tic also heals you for a small amount of damage. Every little bit helps.

REQUIRES 25 POINTS IN AFFLICTION TALENTS

SHADOW MASTERY 5/5



An incredibly powerful talent, dropping five points into Shadow Mastery gives all shadow based spells a 10% increase to damage, and damage is never a bad thing.

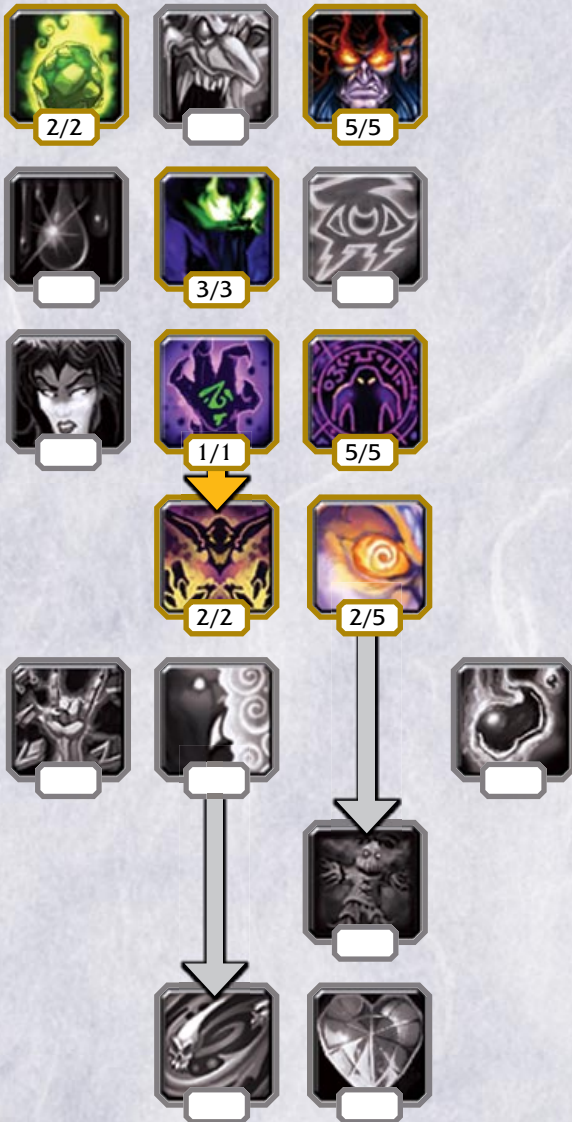
REQUIRES 30 POINTS IN AFFLICTION TALENTS

DARK PACT 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 downtime.

DEMONOLOGY TREE



IMPROVED HEALTHSTONE 2/2



Why worry about healing potions when you can just create your own form of one? Two points in this handy talent increases the healing done by your Healthstone by 20%, which can get you out of some sticky situations from time to time.

DEMONIC EMBRACE 5/5



Demonic Embrace is an incredible talent that increases your overall Stamina by 15%. Since a Warlock's health is his or her only real defense, more life is never a bad thing.

REQUIRES 5 POINTS IN DEMONOLOGY TALENTS

IMPROVED VOIDWALKER 3/3



While soloing, especially in the early levels, you often use your Voidwalker to tank most encounters while you DoT, cast, and drain from a distance. Three points in this talent increases the effects of all Voidwalker abilities by 30%, making it a tougher and stronger opponent for your enemies.

REQUIRES 10 POINTS IN DEMONOLOGY TALENTS

FEL STAMINA 5/5



Fel Stamina increases the health of all pets by 15%. This is especially useful for your Voidwalker, making it a better tank.

FEL DOMINATION 1/1



Using this ability decreases the casting time of your pet summons by five seconds and reduces the mana cost by 50%. This can be useful in a pinch when you lose your pet in combat, giving you the ability to almost instantly summon it again.

REQUIRES 15 POINTS IN DEMONOLOGY TALENTS

UNHOLY POWER 2/5



Allocating two points into this talent increases your pet's melee damage by 8%. Pets play a crucial role while soloing, so giving them a boost to damage is always a good thing.

MASTER SUMMONER 2/2



This talent provides the passive effect of allowing you to summon your pets four seconds faster at a 40% reduced mana cost. This will give you more versatility in combat about summoning pets.



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