Destruction Warlock

Fire and shadow. Big numbers.

The nuke warlock: Shadow Bolt, Immolate and Conflagrate, with WoW Forever's **Shadow and Flame**, **Bane of Havoc** and the new 31-point **Incinerate**.

Ranged damage | Fire and Shadow | Big crits

THE 30-SECOND VERSION

Three things to remember

Immolate, then Conflagrate

Conflagrate no longer needs Improved Immolate; Fire and Brimstone gives it +8% crit.

Spread with Bane of Havoc

Mark a second target: 15% of your damage is copied to it.

Incinerate at 40

Your 31-point talent: a fast fire nuke, 25% stronger on targets with your Immolate.

NEW IN WOW FOREVER

What changed for you

Curses became Banes

Bane of Agony and **Bane of Doom** replace Curse of Agony and Curse of Doom. A Bane and a Curse can both be up.

Portal of Summoning

New: a ritual that two party members click to summon someone.

Shadow and Flame

Conflagrate boosts your Shadow damage and Shadowburn boosts your Fire damage for 20 sec.

Faster casts

Bane now cuts the cast time of Shadow Bolt, Immolate, Incinerate and Soul Fire.

Molten Skin

2% less damage taken from everything.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Shadow Bolt** to pull, **Immolate**, then wand.
- Summon your **Imp**, then your **Voidwalker** at 10 to tank for you.
- **Life Tap** for mana, then eat to get the health back.

LEVELS 10–19

- Take **Improved Shadow Bolt** and **Bane** (faster casts).
- Immolate, Corruption, then Shadow Bolt.
- Take **Destructive Reach** for more range.

LEVELS 20–39

- Take **Cataclysm**, **Aftermath** and **Ruin** (bigger crits).
- **Shadowburn** to finish.
- Take **Conflagrate** and **Intensity**.

LEVELS 40–59

- Take **Fire and Brimstone**, **Bane of Havoc** and **Shadow and Flame**.
- **Incinerate** (31-point) as your filler on Immolated targets.
- Bane of Havoc on a second target in two-target fights.

AT LEVEL 60

Your priority

A simple order for Destruction at 60.

1. **Bane of Havoc** on a second target when there is one.
2. **Immolate** keep it on the target.
3. **Conflagrate** on cooldown (Shadow and Flame).
4. **Shadowburn** when the target is about to die.
5. **Incinerate** to fill on Immolated targets (or Shadow Bolt with the Shadow buff up).
6. **Life Tap** when mana is low.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Shadow Bolt	Destruction	Crits make the target take more Shadow damage.
Bane	Destruction	Faster casts.
Molten Skin	Destruction	2% less damage taken.
Cataclysm	Destruction	Cheaper Destruction spells.
Aftermath	Destruction	Stronger Immolate.
Ruin	Destruction	Bigger crits.
Shadowburn	Destruction	A finisher.
Conflagrate	Destruction	A fire burst.
Fire and Brimstone	Destruction	More Conflagrate crit.
Bane of Havoc	Destruction	Copy damage to a second target.
Shadow and Flame	Destruction	Your two schools boost each other.
Incinerate	Destruction (31)	A fast fire nuke.

Best race for this spec

ALLIANCE

GNOME

Eureka! lines up with Shadow Bolt and Conflagrate bursts.

HORDE

ORC

Blood Fury gives +10% spell power every 2 minutes. Undead is the PvP pick.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Pick Fire or Shadow

Some bosses resist one school. Shadow and Flame lets you swap between them.

Imp in groups

The Imp adds Fire Shield and its own Firebolts; Succubus for more damage solo.

Watch threat

Big crits pull aggro. Searing Pain causes extra threat; avoid it in groups.

Two targets

Bane of Havoc is free damage whenever there are two enemies.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Running out of Soul Shards	Finish mobs with Drain Soul; any non-trivial target can give a shard.
Pulling aggro	DoTs cause threat all fight. Let the tank build up before you stack them.
Conflagrate will not cast	It needs your Immolate on the target.
Incinerate hits low	It is 25% stronger on targets with your Immolate.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell and follows your Immolate from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: warlock changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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