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December 23, 2015 Introduction Hello everyone. 2700 rated death knight in 2s and 2400+ in solo que blackrock. I'm doing this guide because I want to share some of the information I've learned to play as a Knight of Inaudible Death all the time. This guide will explain the talents, glife, equipment and how to beat certain classes in duets. In addition, I will also list the ideal arena composition that you should play and a basic idea of how to overcome a certain composition. Thanks to Markus for helping me write this guide. Talents and Glyphs Talents For BGs and Duels: Speccing into Corpse Explosion will give you a really nice bit of extra burst. If used at the right time, it can be a game change. Imagine a lot of scenarios in the arena when you wanted a little extra outburst in order to land to kill or force defensive cooling – Corpse explosion meets this need. Time is pretty essential, though, because the use of Corpse Explosion sacrifices your pet. For Arenas: I can't find a wandering plague that's good in the 2s arena simply because it works better for more goals, so it works well to help someone fight for a long time and it also depends on the team setup that you play with. The average blow WP is about 1k. Glife Major Glife: Glyph of Dark Death* Glyph of the Ghoul* Glyph of Anti-Magic Shell *ESSENTIAL Glyph of Disease or Glyph of Icy Touch can be used in the Glyph Anti-Magic Shell Minor Glifs: Glif Plague Glif from Raise Dead Glif from Embrace Macros of Ice Code: #showtooltip of ice chains /cast [modifier:shift, target=focus] ice chain /foundry [nomodifier:shift] chains of ice Corpse Explosion Code: #showtooltip Corpse Explosion /target five/cast Corpse Explosion /targetlasttarget Leap + Gnow Code #showtooltip Gnow/cast [nomodifier] jump /lit [nomodifier] gnow Using Leap and conjund with Gnow makes it quicker to your Ghoul to reach your target. Leap + Gnow (Focus Target) Code: #showtooltip Gnow /cast [target=focus] Leap /cast [target=focus] Gnow Death Grip Code: #showtooltip death grip /cast [modifier:shift, target=focus] death grip /cast [nomodifier:shift] death grip Lichborne Heal Code: /cast Lichborne /cast [target=player] Death coil Using Death Coil on yourself if you, they made a macro for using it on myself. However, this strategy is not useful all the time, especially if you have any reduction medication on you (Lethal Blow, Target Shot, etc.). Mind-freezing code: #showtooltip Mind Freeze /cast [target=focus] mind freeze I use a dedicated macro to break the focus because of how essential it is. It's not something I want to miss. Code of the Death Pact: #showtooltip Death Pact /cast [target=pets, there, nodead] Death Pact; Raise Dead This macro does two things: Casts Death Pact (Healing the Death Knight for 40% of Maximum HP) IF the pet is called up and alive or, if you do not have to call it up. Scourage strike Code: #showtooltip Scourage Strike /startattack /cast Scourage Strike /cast Dark Command /cast Claw /cancelaura Chaos Bane Using Dark Command on a player will keep them in combat (this is useful on certain classes) as it is a taunt. Also, your trinke proc Chaos Bane can be Shadowmourned proc, which gives you 270 power after proccing 10 Soul Shard stacks. When you reach 10 heaps, chaos of Bane is triggered, which damages the shadow of the people around you. Unholy Death Knights deal 10% more shadow damage, so that this could happen as often as possible will increase the amount of damage you do over time. That said, there are still others who would prefer to maintain an extra 270 power for 10 seconds. Cancelaura Code: /cancelaura Lichborne /cancelaura Hand of Protection While in Lichborne you can get feared by a Paladin using Turn Evil or rooted by a Priest using Shackles Undeath are able to cancel Lichborne at will be a very useful thing. The option to cancel the protection hand is useful if you have been dearmaged, as you do not have to sit in HoP for the entire duration. In addition, if the use of HoP is taken off you (causing a replacement in the arena) you may want to cancel so that you can continue to deal with the damage. Strangulate Code: #showtooltip Strangulate /cast [modifier:shift, target=focus] strangulate /cast [nomodifier:shift] Strangulate Silence/Focus Silence. It's quite self-enting. Weapon1 Code: /equip [nomodifier] Shadowmourn /equip [nomodifier] Wrathful Gladiator's Decapitator Weapon2 Code: /equip [nomodifier] Shadowmourn /equip [nomodifier] Wrathful Gladiator's Greatsword Why these two macros? Being disabled or silenced can be very problematic for the knights of death. On each secondary weapon you would need to use two different fleece glasses (I prefer wrathful weapons due to the fact that they provide resistance), which means that they can take turns between the two to get some seriously useful utility. The two charms I use on this secondary weapon are: Scattering spells - This is essential, as it discourages 4% of all spells and reduces the duration of silence by 50%. It's really useful against Shadowpriest/Rogue comps, as well as Mage comps, which could silence you, so you can't use Death Pact or AMS (for example, if your partner gets a polymorph and you expect incoming damage, switching to it can save your life if a shadowy priest silences you, which would reduce what would be 5 seconds of silence to 2 seconds, giving you enough time to use AMS. Rupture of the sword - increases the change in the arch by 4% and shortens the duration of the occlusion by 50%. Even though I don't use it as much as the scattering of the spell, it has its place. This can be useful against a coma that can make you pollute, as most dearmes take 10 seconds. This glasses reduce it to 5 seconds, which is a very big difference. However, if you have a Holy can use hand protection and remove the effect of dearmiga. Remember to cancel this effect with macro, which I have previously assured, to proceed with the damage as soon as possible. Equipment - Gemming and Charming This is the equipment I use. I use about 1020 resistance in 2v2 arenas due to the fact that I'm playing with Saint Paladin. You really don't need more resistance than that given that as a Knight of Death you can heal yourself and you get a lot of defensive CDs, but if you find that you may need more, you are free to do it. Stat Priority:5%Hit Rating (I find that 4.50% also works)135 Spell Penetration (4x Stormy Majestic Zircon and +35cloak enchant)StrengthCrit Rating (If you got wandering plague talent if you don't, then haste is better)HasteResilience 1000-1200. Personally, I don't go over 1050 if I play 2v2 with a doctor, but you can go for more if you'd rather take less damage. For 3v3 I would suggest go up to 1.2k. If your komp requires it, you might want more than that. Helmet: Furious Gladiator's Dreadplate Helm with chaotic Skyflame meta jewel and +10STR+10Resil jewel and Arcanum from Triumph Charming (Wintergrasp Vendor, 50AP+20Resil) Necklace: Penumbra Privjeska(Ruby Sanctum, Halion 25HC)Benefits +10STR+10Resil rating Jewel Score. Shoulders:Furious Gladiator's Dreadplate Shoulders, +34Resil jewel from jewelcrafting, Triumph enchant(Wintergrasp Vendor, 40AP+15Resil) Back: Winding Sheet(Cecrown Citadel 25HC Rotface)Benefits +20Resil Rating gem i Spell Piercing enchant hundred gives you 35Spell penetration for the host-penetration penetration of the magic cap. Chest: Wrathful Gladiator's Dreadplate Chestpiece, +10Str+10Resil and +34Resil gems,Exceptional Resilience enchant(+20resil) Wrists: Wrathful Gladiator's Bracers of Triumph, Greater Assault enchant(+50AP) Gloves: Wrathful Gladiator's Dreadplate Gauntlets, +25Spell pen gem, Crusher enchant(+44AP) or as I use,Hyperspeed Accelerators enchant from Engineering(on use +340haste for 12seconds, 60seconds CD): Wrath Gladfuliator's Girdle of Triumph, 2x +25spell pen gems, Eternal Belt Buckle enchant(Adds one more socket bonus) Legs: Wrathful Gladiator's Dreadplate Legguards, +10str+10resil and +25spell pen gems, Earthen Leg Armor(+40resil +28stamina) Feet: Apocalypse's Advance(Ruby Sanctum 25HC)2 2x +10str +10resil gems, Greater Assault enchant(+32AP) Ring1: Skeleton Lord's Circle/ Might of Blight(Cecrown Citadel 25HC Gunship/Festergut) +20resil Ring2: Ashen Band of Endless Might(Cecrown reputation) +34Resil Trinkets HC death sentence and death sentence Normal. Retrieved from the crusader attempt 25 N or Heroic. Weapons: Shadowmourn, 3x +10str +10resil jewels and Runa fallen crusader as glasses. If you can't get Shadowmourn, he gets Glorezalg (Drops from Lich King 25 man). As I said, before it is more appropriate to get two more weapons so you can between runes of glasses. Sigil: Sigil avengate heart/ Sigil virulence. Virulence sigil seems to me more useful in most cases for myself, because it gives you a permanent 200str (which is about 400 power attack) So instead of 380 attack power to death coil from the avenging heart sigil, you get 400 attack power on all attacks. Also, remember that this is set to work for me and you may find it in a situation where you don't have these items, so use the next best thing or simply improvise your construction. Professions Jewelcrafting: Allows you to manufacture and use 3x +34 jewels of strength or resistance (depending on your preference and amount of PvE tools) instead of +20. Blacksmith: Allows you to have another 2 bonus sockets, 1 on the wrist and 1 on gloves. Engineering: 340 Banish for 12 seconds on demand is great. You can also get a Cobalt Frag Bomb target for 3 seconds and handle 750-1000 fire damage (can't be used in arenas) and Rocket Boots. There is no doubt that Jewelcrafting and Smith are ideal for arenas. But I'm using a machine gun instead of Blacksmith. I find this more amusing due to the fact that you can use rocket boots and cobalt frag bomb, which could save your life in the PvP world or battlefield. Besides, on demand, your gargoyles will shoot like a machine gun! Rotation and spells Rotation This is the basic rotation you must do when attacking the enemy. 1.Diseases, You must always keep them on target. Your damage depends very much on the number of diseases you keep on target, so it's essential that you look at it. - Ice chains - Plague Strike2.Scourage Strike for damage or death strike if you need to heal.3.Plague to spread disease around other enemies or Blood Strike if there are no other targets nearby.4.Deter your runic power by using Death Coil, another primary source of damage. Spells and Tips Presence: The inaudible knights of death will only use an inaudible and freezing presence. Most of the time you will spend in Neslini's presence while you use Frost if you expect or need to tank a lot of damage. I would also like to mention any race that you might want to play, as stated from best to worse: Alliance: Human- Double trinket. Dwarf- Removes all toxins, diseases and bleeding effects, increases armor by 10% for 8 seconds. Gnom- Removes any slow or immobilizing effects. Hordes: Tauren' health increased by 5%(passive), Aoe stunning, which affects 5 enemies around you for 2 seconds. Orc- Duration of the effects of stunning reduced by 15%, increased damage of pets by 5% (Both are passive), Blood fury- Increases the power of the attack by 15 seconds to 345. Blood trolls- Reduces the chance that you will be hit by spells of 2%(Passive), Arcane Torrent- Silences all enemies in 8 meters for 2 seconds and restores 15 runs of power. That's what I like for myself, you can choose what suits you. Gargoyles – Every non-DK hates Gargoyles. Make sure you have as many buffs and procs as this will measure your Gargoyles. But it can die really fast, so don't use it in random situations. I've seen people say Gargoyles is doing what he wants. That's not the case, because gargoyles should turn on a ghost-attached target, so make sure your spirit attacks the Gargoyles target before you summon it. The only time you can't control him is if your spirit is dead. Anti-Magic Shell - This spell can be used not only as a defensive, but also an attack. Opening against the priest/magu in the arena with AMS will ensure that you do not get any slowdowns, fears or points. Be careful not to overdo it though – you are not invincible! Make sure you pay attention to when ams ends, so you know that the rambo time is over and your doctor will thank you for it. By using the Horn of Winter, death and disintegration just before the duel begins (2seconds) you will have enough runic power to use AMS, which can surprise the enemy given the immediate immunization of fears, polymorph, charm, etc. and if you cast spells while you have AMS, you will only be given runic power that you can use for spam death coils. This works pretty well against any caster, (provided it's a magical damage), potentially save yourself from a lot of trouble Horn winters – Buff, which gives Strenghnt and Agility to 155, make sure it's up all the time, it also gives you 10 runic power, so if you're in the arena and your runes are on the CD, you can use that spell. Bone shield - reduces 20% of the damage caused by the next 3. Use this when you enter the prepaid space before the arena starts, so when the Bone Shield starts it will no longer be on the cold. This means that you will later be able to use it as a defensive spell that can add some damage from a high-injury spell, such as Chaos Bolt or Lava Burst. Lichborne - Using this ability, you can pull out of the fear effects. You can also avoid Polymorph, charm effects as well as Sap, but you need to use lichborne before these effects are on you, as Lichborne won't allow you to free yourself from these effects. I'll use Lichborne against the mag when Polymorph just finished casting (about 90% of the cast bar full). The more experienced Mages may even fake lili polymorph to make me waste lichborne so to watch out for it is important. Empower Rune Weapon Re-activates all your runes and gives you 25 Power. I use this after the first turn to get my gargoyles burst and start bursting. Knights of Death have 4 interrupt spelling broadcasts. These are: - Mind Freeze (probably the most important anti-medication, as it will disable their healing spells if they are interrupted for 4 seconds). - Death Grip - Strangulate - Gnow (House Stunning) Beware of false casting. This is when someone will cast a spell on 50-70% of the cast time and cancel it so you will be late or cooled. You may not need to use Mind Freeze on the first shows, second or even third. I propose a break at 90%. You're going to need to practice properly and you're going to spend a lot if you're working properly. Interruption at the right time can be critical to the outcome of the fight, so we finish the healers until the burst phases are completely cancelled – the interruption is an essential part of the Knights' play of death properly and its significance cannot be overlooked. Dueli and Arenas Duels would first mention that this may not always work because it depends very much on the skill level of your enemy and not all players will do the same thing. It's just to give you an idea and your own dueling experience will come in time if you practice and you're ready to get better. Knights of Death have the advantage of being the best dueling class in The Eat King Lich. They can resist magic, physical injuries and also heal a good amount. Hunters, crooks and warriors: The general idea of dueling these three classes is that because they can't heal themselves you just want to make sure you survive while letting your pet and disease do most of the damage. Easy and easy. If you do it right, you're guaranteed victory. Go to Frost Presence and aim for a high amount of resistance. You may also want to use the Corroded Skeleton Key and/or the Alliance/Horde medallion. Warriors: Chains of ice (if the Spell Of Reflection is up, cast mind freeze), keep your distance, and let the warrior slowly roam away with your illnesses and injuries to pets. Use lethal blow to get far. Sharing damage straight up will most likely cause your loss, so be sure to keep the kite around if possible. When a warrior uses blades let your pet use Huddle and use the corroded skeleton key. If this is not available, use Icebound Fortitude. Gargoyles can be used either at the beginning or [ideally] after Bladestorm (as Gargoyles can very easily die). Rogues: Use your horse chewing when the thief opens up to you. It will give a time window to use Skeleton Key or Icebound Fortitude (or both) to cancel rogue's opener. However, most crooks can use evasion and you may miss the stunning and take all the damage (Remember not to use trinket at the beginning and save it for blind) In this case you should simply tank the damage, after that use the Skeleton Key and use your illness. It's watering down with Death Strike and Gargoyles only after the thief's gone. Hunters: chains, diseases, followed by Skeleton Key. A lot of hunters. Attack you with their pet, which is a great way for you to heal using Death Strike. I even use gargoyles to kill my pet so hunters can't use Master's Call. Many hunters use disengage and rehealing at the same time, so be careful when using your Death Grip. Also, AMS absorbed some Chimera shot injuries and Arcane shot injuries, so that's in mind. Casters: There's not much to say here. I usually open with AMS and then Strangulate when ams finishes, using my offensive cools (including Gargoyles) forcing them to play defensively, and at this point, they are usually at about 20% health. Now, of course, this doesn't happen every time and as we have already mentioned, different players at skill level will do different things, so don't expect it to work 10/10 times and you might want to improvise. Ret Paladins and Feral Druids: These two are some of the hardest because they are quite self-legging and quite a strong burst. Ret Paladin: I'm trying to get them to burst as soon as possible. If it's divine protection, switch to Frost's presence and an unwanted lethal blow. That keeps you going. When it's over, switch to inaudible presence and continue your injuries. If that's not enough damage to take off your ret, go back to Frost's presence, use Lethal Blow, wait for the cool down and get some Runic power. When this is over, return to your inaudible presence. When you are close to landing manslaughter (20% of the km left on the Ret) use Strangulate. That stops him from ing on, hopefully he'll win. I'd like to remind you that paladins is the counter class for the Knight of Death. You can CC your gargoyles, you can protect yourself, stun, cleanse and get y'all, so if you find yourself lost against paladin it won't deter you. Also, most paladines will use 1hand and shield to simply tank your injuries (which many times you can) and will wait until you make a mistake to punish you for. With total bg spec (In dueling tournaments I found using different spec only for paladins) you will find that you lose more compared to a deft ret than a win, but the burst works finely compared to lower-skilled paladines. Feral Druids: You'll want to use dps trinket and Corroded Skeleton Key for this. Be in Frost's presence for the opener. When they open, try to give your pet a stunning drop. When this is over, disease and death will come to an end. If you feel that Feral isn't doing much damage, switch to a callous presence and burst that down. Once Berserk is used, you'll want to use Frost's presence, Skeleton Key, Icebound Fortitude (depending on how much damage you may want to save it), and Death Blow to treat it. Once again, when their phase blows up, it's your chance to return the favor - Strangulate, so you can't cyclone gargoyles, or the roar of Gargoyles, burst. Knights of death: against the inaudible knights of death that I want to burst (Opening with ams or strang) - When the ams jumps, he stuns with his pet. This will result in a trinket (something you should also do, as there is nothing else to trinket vs DK). Kite a little until the AMS gives up and then continues to burst. When another DK uses Gargoyles, you can use ams, skeleton key (if it is equipped) or just kill Gargoyles. If you try to kill Gargoyles, the enemy DK can withdraw from you so that they can take you away from the gargoyles. If you drop around 10k HP you can switch to Frost's presence and get your health back by using AMS. Lichborne and dumping your runic power into a few Death Coils on yourself while also using Death Strike. Against Frost DKs is more or less the same. However, hunger cold is often used when using Gargoyles so be careful with this (One thing you can do is AMS a little before using gargoyles, so you won't get cced if you have ams available). However, if you get cced trinket and keep the pressure on, or heal if necessary. Once again compared to the good dk's who have experienced, their burst may not work so well and the use of ams/dams at the beginning will not do you a great favor and will only treat after that so slowly and calmly your approach could be to fight and apply skills depending on the situation you are in. Blood Death Knight: reject and go to tea instead of killing well-trained and with a blood tool dk as most likely not to happen. But if you need then I suggest using improvisation and the use of your abilities, depending on what blood dk uses as your error using an offensive cd in the wrong situation will be greatly punished and will heal in seconds Healers: Death Knights are not made, to beat healers in 1 in 1 scenarios(Especially that they're outfits and you must, submit to you to break down with your things how there would be much else: Gargoyles&Strangulate&Gnow (Setite explosions of leash). After that, you may want to use AMS to avoid any kind of CC, to interrupt any type of healing (beware of fake outflows). Don't be frustrated if you can't kill doctors yourself. Your class shouldn't be able to kill doctors, because DKS doesn't have any reduction. Arenas Viable 2v2 comps. This seems to me to be the best comm for a knight of inaudible death. It's not very easy to play, but it's not easy to be able to face. It can beat almost any comp. Discipline Priest - This is more fun comp than playing with hpala, especially if you want to play more aggressively because the disk can help with injuries and dispatches. Beware tho, the disc priest can die faster than hpala, so you need to play more carefully too. Shadow Priest - The best double dps comp for the Death Knight – it is absolutely possible to play on Assessment. A lot of damage, but if mistakes can be devastating and cause a lost arena. Each healer - Each healer works naturally, if you master the komp, some are only heavier than others. For example, if you play with Resto shaman your Gargoyles will greatly benefit from Heroism/Bloodlust. Most of the time this is the basic game play you have to do in arenas against caster or healer comps. Facing St. Paladin and Resto Druid comps are a bit annoying. Switching at the right time is very important because it will increase your injury score on them, forced as Frost's presence, Skelton Key, Icebound Fortitude (depending on how much damage you may want to save it), and Death Blow to treat it. Once again, when their phase blows up, it's your chance to return the favor - Strangulate, so you can't cyclone gargoyles, or the roar of Gargoyles, burst. Knights of death: against the inaudible knights of death that I want to burst (Opening with ams or strang) - When the ams jumps, he stuns with his pet. This will result in a trinket (something you should also do, as there is nothing else to trinket vs DK). Kite a little until the AMS gives up and then continues to burst. When another DK uses Gargoyles, you can use ams, skeleton key (if it is equipped) or just kill Gargoyles. If you try to kill Gargoyles, the enemy DK can withdraw from you so that they can take you away from the gargoyles. 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jewel from Jewelcrafting and Spell Piercing Enchant, which gives you 35Spell penetration to achieve a spell penetration cap. Stat Priority: Resistance 1000-1200. As you mentioned, you want to achieve 1k to 1.2k resistance. Therefore, it is not necessary to use a pve vrat/sauce. Pvp cuts with 34+ p.k. JC jewels instead not exactly fine. Stat's rushed to speed up, and the arp is pretty unnecessary. You can have them if you have coins. I recommend maybe crit/hit pieces instead. Resistance is one of the most important stats for the bundle with molten pve gear running wall. As DK you struggle to burst people, but ret/war with bis gear can blow you up in an instant. Because of your high resilience, you can deny all attempts at murder and eventually land on your own. Additional notes: -in 2v2 against paladin warriors you may want to use HoP on gargoyles to make sure you force CDs or land to kill. Some warriors kill gargoyles (and gets 3 shots because of sm/bis tools). - Keep facing warriors dodge/parry MS. Makes it very easy to heal you against them. Frosty presence on trinket procs (or you die). - Frost presence works fine even vs max arp warriors, ARP is indented about to 15k, so with Frost Presence you go from 2k to 15k armor. Shaking a spell is more important than swordsmanship. Death and ruin do great damage, especially at Shadowmourn. Use him. - With Shadowmourn: Select at least 1/3 trampled plague to get more procs and use cancel macro/script for increased burst/broken down damage. At least the damage to the disease was pretty much broken. Glyph Icy touch + wandering plague causes quite impressive dot damage. Almost forgotten: The last time I checked, improved something presence DOES NOT reduce rune cooling. Maybe you want to make sure it's working before I question him. The runspeed bonus in frost presence is relentless on its own. (EDIT: I just realized that you didn't include it in your specifications, well). Edited: December 25, 2015 December 25, 2015 Solid guide overall though I think few things should be fixed/expanded on. I've played r1 in 2s/3s a few times for good coins (or to make sure that others don't get on Deathwing like both Unholy and Frost. As you mentioned, you want to achieve 1k to 1.2k resistance. Therefore, it is not necessary to use a pve neck/sauce. Pvp cuts with 34+ p.k. JC jewels instead not exactly fine. Stat's rushed to speed up, and the arp is pretty unnecessary. You can have them if you have coins. I recommend maybe crit/hit pieces instead. Resistance is one of the most important stats for the bundle with molten pve gear running wall. As DK you struggle to burst people, but ret/war with bis gear can blow you up in an instant. Because of your high resilience, you can deny all attempts at murder and eventually land on your own. 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Maybe you want to make sure it's working before I question him. The runspeed bonus in frost presence is relentless on its own. (EDIT: I just realized that you didn't include it in your specifications, well). Well, why I have those pve pieces is due to the fact that they end up providing more STR. As for Resilience, it's driven, and I personally lead the resistance that I've previously been tired of, but of course if someone feels it's more, go for it. I also agree about your notes, I didn't tell them in the guide really. As far as the throbbing plague is concerned, you can get 1 point from Reaping and put in WP, but that's exactly what I found the best for myself. December 27, 2015 Got something to add: I recommend going 5/5 Toughness for the slow reduction or 3/5 Toughness 2/3 Annihilation if you want to be more offensive. Haste won't help that much if you don't have an SM/Bryntroll, and even then the difference isn't big. Also id go 2xEpidemic and drop a point in impurities for The Corpse Of Explo. You should know that these 2 points in Pale Horse are optional, which means that you have a choice between IUP, OPH, CotG and WP. Cliph of Disease is the best imo, cause instead of x2 run using 1 blood that allows you to death blow/coi or whatever. The glyph of the body explosion only works when you blow up the bodies of the NPC, not your pet. He's ruthless. As for items and gems, you still have a few options as well: You can use the Persistent mint jewel for a 10% stunning cut. I think this is half a shinge from HoJ, and if your orc + on the Pale Horse = cool reduction. If you want to go more offensive you can put 20 str gems in sockets that give you crit/gnati/exp socket bonuses. As for being objects, Skeleton Lord is good because unlike how wrath ring gives you AP you will get a Str instead. The same goes for the back/neck slots, but it is better to use Ahn Kaha's neck than the 25man lady and Garrosh's Rage from ToC 25 man is pretty much the same cause crit not much better then banish. OR You can use the dam ring/back/neck for more resi. Bryntroll is a good pve weapon that pairs them with, keeping the incisions high. Published time: December 27, 2015

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