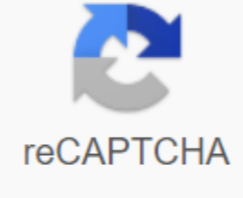




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Bns warlock guide

Warlocks are controllers of dark elements, they have the power to manipulate dark magic. The Warlock is a medium-range caster that relies on empowered Talismans-floating supernatural writings that can be consumed or unleashed to great effect -to protect or attack. Through their Talismans, they focus mainly on the summons of visceral and nephew restrictions and weapons, such as nails and chains. While the Warlock can be considered a glass of cannon, they have a number of ways to keep their enemies in the bay, not least of which is their ability to summon giant demonic Thrall to complete their enemies. Keeping enemies at a distance, marking them with limited time debt and cooling down their long ability can master a Warlock a difficult – but rewarding-martial art. Their flamboyant attitude is only matching their deadly sled, but catching a Warlock offside and their expression can be wiped out of their face; just keep an eye out for the giant demon. One of the top 3 strongest classes in arena. Have high burst damage and can nuclem people in their air-conditioned. Have low mobility but have cooling reception of Soulburn or Time Distortion. This section or article is incomplete. Reason: Need skills, icons, and videosYou can discuss this issue on the talking page or edit this page to improve it. Build. Warlock is an offensive support class that is taken 100% of the time exclusively for soul-burning. There are only 2 types : Shadow building or building ice. Most of warlock will build shade in PVP and build ice in PVE (some still use shade in PvE, but the output damage will be lower at the end if they build the same gear) Ice Skills build Shadow Build PvE : There is no specific pve for everyone, it really depends on your style, cc and situation. Warlock is a class that really needs Hong-moon skills so try to get all the book as you can. Ice Build Shadow Build PvP: PvP also depends on the situation and your enemies, it's just an opinion. Warlock VS Assassin Warlock VS Kung Fu Master War slock VS Blade Master Warlock US Summons Warlock VS Destroyer Warlock VS Blade Dancer Warlock VS Forcelock Warlock Warlock VS Soul Fighter Harnessing Dark Magic, The Warlock is a medium-range caster that relies on empowering Talismans-floating supernatural writings that can be consumed or unleashed to great effect-to-protect or attack. Through their Talismans, they focus mainly on summoning visceral and intrepid restrictions and weapons, such as nails and chains. While the Warlock can be considered a glass of cannon, they have a number of ways to keep their enemies in the bay, not least of which is their ability to summon giant demonic Thrall to complete their enemies. By keeping enemies at a distance, marking them with limited time decks, and their long Cooling offs, a Warlock can be a tough but rewarding-martial art. Their flamboyant attitude is only matching their deadly sled, but catching a Warlock offside and their expression can be wiped out of their face; just keep an eye out for the giant demon. – Official Class Description Warlock Problems 3/5, Normal Race(s) Jin, Lyn Weapon razor Warlock is the eighth class to be added to Blade and Soul. The Warlock (Shaman) class is designed for mid-range battles, as they use talismans they fill with magic as projectiles, gameing, or summonsing. From the most recent update to this page, the Warlock class is available on Korean, Chinese, North America, Europe and Japanese servers for Blade and Soul. As seen in the trailer for the Warlock class[1], the Warlocks also have binding capabilities that surround enemies and harm wrists. There are also some abilities that are reminiscent of lightning. The final main feature of the Warlock class is that they are able to summon apparities that will handle most of the physical damage for a Warlock, and serve as a distraction for the bosses and gangs, thus reducing damage to the Warlock or teammates. At first glance, it will feel as if it takes a cue from the World of Warcraft, and there are some similarities, but Blade and Soul maintain a unique style of playing from other MMOs. The Warlock class is available for Jin and Lyn characters. The main weapon for the Warlock is a Razor; however, they are more often seen using game labels that float around them during the fight. Female war loss with her summoned Thrall Skills[edit] Skill List[edit] Skill-level focus series Area Cast Time Cooldown Prerequisites Trainable Incantation 2 +1 16m Target Instant Details No Yes Inflicts [1.3] damage. Recovery 1 additional focus on critical hit. Bars 2+1 16m Target Instant After Incantation No Inflicts [1.3] damage. Recovery 1 additional focus on critical hit. Mantra 2+5 16m Target Immediately 6 sec. On Bars/Dimensional Flight/Dimensional Charge/Dimensional Salvo/Bombardment Yes Inflicts [1.5] damage. +20 Focus Recovery for 5 sec. Bombardment 2 -2 16m Target Instant Instant No Yes Inflicts [5.5] damage. Reduced Dragoncall by 1 sec. Increase attack speed during Siphon Awakens Bombardment 45 -1 16m Target Immediate During SoulFire/ Soul Flare Yes Inflicts [5.5] damage. Reduced Dragoncall by 3 sec. Repulse 2+3 Centered on Caster 4 x 10m Kits 36 sec. While using Quell No Pushes 10m away. Resist damage and status effects for 2 sec. Inflicts [1] damage. Pierces Parry. Retreat 25 - Centered on Caster Target Immediately 12 sec. During Daze, beaten, or unconscious state No escape from Daze, beating, or unconscious. Move backwards for 10m. Resist damage and status effects. Leech 30 +10 Target 0.1 0.1 10.000. On Bombardment/WL No Siphon over 12 sec.: Increase attack speed of Bombardment and remove Dragoncall cast time. Unable to cool down. Summons 2 0 Centered on Caster Target 0.8 sec. 45 sec. No summons threatens at caster location for 32 sec. Throne resists all status effects. Increase defences by 60% against Boss AoE attacks. Unable to cool down. Soulburn 45 0 Centered on Caster 50m radius 1 sec. 1 sec. 1 min. 30 sec. Summons No Destroy Throne. Soulburn on party members within series for 15 sec.: Awakened skills available for use; +20% Critical damage. +10 Focus Recovery. Unable to cool down. Quell 2 0 Centered on Caster Target Immediately 3 sec. No Blocks frontal attacks for 2 sec. On skill: +1 Focus Recovery; +2% HP Recovery for 5 sec. Displace 10 0 Centered on Caster 3m Radius Immediately 12 sec. During knockouts no escape knockouts. Resist knockout, Daze, Stun, and Knockback for 1 sec on skill. Knock down for 1 sec. when hit while pouring. Inflicts [1] damage. Knockouts for 2m. Reversal 20 0 3m Target Instantly 9 sec. During jokes, Grab, or Phantom Grip No Escapes from Grab/Phantom Grip/Grappling in response to enemy attack. Move back 10m. Resist damage and status effects. Inflicts [1] damage. Soul Shackle 4 +3 16m 5m radius Instant 24 sec. No Yes Create a barrier zone for 5 sec. [2.5] damage for 5 sec. +2 Focus recovering on each hit. Pierces Defense and Parry. Second Wind 15 0 Centered on Caster 3m Radius Immediately 36 sec. During Stun/Daze/Knockout/ Unconscious/Grab/Grab/Phantom Grip/Struggle/Ripe Prison No escapes from Stun/Daze/Knockout/Unconscious/Grab/Phantom Grip/Grappling/Ripe Prison. Move back 10m. Resist damage and status effects. Next skill ignores Resistance. Withstand automatic target for 3 sec. +5% HP recovery. Pierces Defense/Parry. Prison 6 +6 16m 3m radius Immediately 30 sec. No Yes [15.1] damage over 3 hits. Consecutive Hits: Damage Bonus; Reduced Leech by 2 sec. Resets Dragoncall/Wingstorm cools down on final hit. Pierces Defense/Parry. Throw 20 0 3m Target Instant Instant During Grab/Phantom Grip No Inflicts [2] damages Void Walk 41 0 50m Target Instant Max Hongmoon Focus Yes Inflicts [35] Mystical Damage. 4 sec. Canceled on player movement. Pierces Defense/Parry. After the first attack, inflicts: [115] damaged over 2 hits on enemies within 8m of the target; Additional [35] damage over 2 hits Snared enemy. Necrotic chains 55 0 16m Target Kits instant Max Hongmoon Focus No Inflicts Necrotic Chain 3 times over 3 sec. At 3 stacks: Daze for 3 sec.; Warlock and Thrall gain suppression for 4 sec. Joint Technique not available. +100 Hongmoon Focus on Hit to Suppressed Enemy. Triggers on target. Maximum 2 use available. Pierces Defense/Parry. NO hockey claw 2 0 Centered on caster 3m semi-circle Kits No Inflicts (3,3) damage - scales with known statistics. 2% Well-known Lifesteal. Automatically used by Known. Pulse 2 0 16m Target 0.3 sec. Kits No Inflicts (2) damage - scales with well-known statistics. Automatically used by Known. Void Slash 30 0 16m 3m radius Instant 9 sec. No launches target (PvP only). Inflicts (2) damage - scales with well-known statistics. Use automatically by getting familiar with an astonished, Dazed, or beaten enemy. The Netherlands pulse 35 0 16m 3m radius Instant 18 sec. No inflicts (22) damage - scales with well-known statistics. Automatically used by Known. Temporary Reversal 60 0 - - - No Dragoncall reduces Leech cool with 0.2 sec. and Prison cools by 1 sec. Skill level focus range Area Cast Time Cooldown Prerequisites Trainable Incantation 2 +1 16m Instant No Yes Inflicts [1.3] damage. Recovery 1 additional focus on critical hit. Bars Bars +1 16m Target Instant Thrower After Incantation No Inflicts [1.3] damage. Recovery 1 additional focus on critical hit. Mantra 2+5 16m Target Immediately 6 sec. On Bars/Dimensional Flight/Dimensional Salvo/Bombardment Yes Inflicts [1.5] damage. +20 Focus Recovery for 5 sec. Dimensional Flight 2 -2 16m Target Instant Instant No Yes Inflicts [2] Mystical Damage. Pierces Parry. Dimensional charge 2 -2 16m Target Immediately After Dimensional Flight Yes Inflicts [2] Mystical Damage. Pierces Parry. Dimensional Salvo 2 -2 16m Target Instant Dimensional Charge Yes Inflicts [6] Mystical Damage. Create 2 Spectral orb on hit. Pierces Parry. Awake Dimensional Salvo 45 -2 16m Target Kitsdurk during soulburn/Soul Flare Ja Inflicts [6] Mystical damage. Create 3 Spectral orb on hit. Reduce cooling from Hex Storm by 1 sec. +2 Focus Recovery on critical hit. Pierces Parry. Repulse 2+3 Centered on Caster 4 x 10m Kits 36 sec. While using Quell No Pushes 10m away. Resist damage and status effects for 2 sec. Inflicts [1] damage. Pierces Parry. Retreat 25 - Centered on Caster Target Immediately 12 sec. During Daze, beaten, or unconscious state No escape from Daze, beating, or unconscious. Move backwards for 10m. Resist damage and status effects. Leech 30 +10 16m Target 0.1 45 sec. On Dimensional Flight / Dimensional Charge / Dimensional Salvo/WL No Siphon over 12 sec.: Accelerate vampire drain; +20% Critical damage; +1 Focus Recovery on Attack. Set Hex Storm cool on hit. Inflicts [5] damage and 1 sex. [Stun]. Unable to cool down. Summons 2 0 Centered on Caster Target 0.8 sec. 45 sec. No summons threatens at caster location for 32 sec. Throne resists all status effects. Increase defences by 60% against Boss AoE attacks. Unable to cool down. Soulburn 45 0 Centered on Caster 50m radius 1 sec. 1 sec. 1 min. 30 sec. Summons No Destroy Throne. Soulburn on party members within series for 15 sec.: Awakened skills available for use; +20% Critical damage. +10 Focus Recovery. Unable to cool down. Quell 2 0 Centered on Caster Target Immediately 3 sec. No Blocks frontal attacks for 2 sec. On skill: +1 Focus Recovery; +2% HP Recovery for 5 sec. Displace 10 0 Centered on Caster 3m Radius Immediately 12 sec. During knockouts no escape knockouts. Resist knockout, Daze, Stun, and Knockback for 1 sec on skill. Knock down for 1 sec. when hit while pouring. Inflicts [1] damage. Knockouts for 2m. Reversal 20 0 3m Target Immediately 9 sec. During jokes, Grab, or Phantom Grip No Escapes from Grab/Phantom Grip/Grappling in response to enemy attack. Move back 10m. Resist damage and status effects. Inflicts [1]

damage. Ravaging Curse 4 -2 16m 5m radius Immediately 30 sec. No one Yes [30] Mystical damage over 6 sex. Inflicts Ghostly Soul for 6 sex. Helix Envelopes Additional [1.15] [1.15] hit after Ghostly soul enemy. Create 3 Spectral orb on each hit. 10% Lifesteal. Damage Bonus on consecutive hits. Pierces Defense/Parry. Second Wind 15 0 Centered on Caster 3m Radius Immediately 36 sec. During Stun/Daze/Knockout/ Unconscious/Grab/Grab/Phantom Grip/Struggle/Ripe Prison No escapes from Stun/Daze/Knockout/Unconscious/Grab/Phantom Grip/Grappling/Ripe Prison. Move back 10m. Resist damage and status effects. Next skill ignores Resistance. Withstand automatic target for 3 sec. +5% HP recovery. Pierces Defense/Parry. Mortal coil 6 +6 16m 3m radius Immediately 30 sec. No Yes [15.1] damage over 3 hits. Consecutive Hits: Damage Bonus; Reduced Leech cool with 1.5 sec. Inflicts Ghostly Soul for 6 sex. Dragon Helix caused Additional [1.15] damage to hit to Ghostly Soul enemy. +60% Motion Speed. Pierces Defense/Parry. Throw 20 0 3m Target Instant Instant During Grab/Phantom Grip No Inflicts [2] damages Void Walk 41 0 50m Target Instant 1 min. 30 sec. During Stun/Daze/Knockout / Struggle No Escape from Knockout/Jokeple. Convert positions with thrall. Loose ensnare. Unable to cool down. Dragon Helix 4 0 16m 3m radius Kits Instant 3 Spectral Orb Yes Inflicts [8] Mystical damage. 2% Lifesteal. Consumption 3 Spectral orb on use; recovery 1 Spectral Orb hit. Reduce Mortal coil cool by 1 sec. Awakened Dragon Helix 45 0 16m 3m radius Immediate Kits 1 Spectral Orb during Soulburn/Soul Flare Yes Inflicts [10] Mystical Damage. 2% Lifesteal. Consumption 1 Spectral orb on use. Reduce Mortal coil cool by 1 sec. Bastion 30+10 Centered on Caster Target Immediately 30 sec. No one resists damage and status effects 5 times for 5 sec. Cleanse deep wound. Tether Blade 6 -2 16m 3m radius Immediately 18 sec. No knockouts for 3 sec. Inflicts [1.5] damage. -20% Movement speed for 6 sec. Pierces Defense/Parry. Sanctum 45 -2 1m 5m radius 0.5 sec 45 sec. No Sanctions on party members within area for 10 sec.: reduced Damage taken by 50%; Resist Stun/Daze/Knockout. Unable to cool down. Vampire Drains 2 -2 16m Target Kits shell During Quell No [18] Mystical damage over 3 hits. 60% Lifesteal. Create 1 Spectral orb per hit. 3 sec. Daze on final hit. Pierces Defense/Parry. Hex Storm 35 -2 Centered on Caster 4 x 16m Kits 18 sec. No Yes Inflicts [18] Mystical damage over 3 hits. Create 3 Spectral orb per hit. 10% Lifesteal. Onrush 18 0 50m 3m radius Kits 24 sec. No 2 sec. Thrive charges towards the enemy. Inflicts (6) damage - vials with known statistics fall in 13 0 50m 3m radius Instant 9 sec. No one Thrall returns to the warlock. Resists damage and status effects. Thrall is waiting for Warlock's next attack. Releases Snared. +60% Motion speed for 3 sec. Inflicts [6] damage. not used during CC. Pierces Defense/Parry. Parry. 25 0 Centered on Caster 3m Radius Immediately 9 sec. Nobody moves back 10m. Resist damage and status effects for 1.5 sec. Releases Snared Enthral 55 0 16m Target Instant Max Hongmoon Focus Yes Inflicts [35] Mystical Damage. 4 sec. Canceled on player movement. Pierces Defense/Parry. After the first attack, inflicts: [115] damaged over 2 hits on enemies within 8m of the target; Additional [35] damage over 2 hits Snared enemy. Necrotic chains 55 0 16m Target Kits instant Max Hongmoon Focus No Inflicts Necrotic Chain 3 times over 3 sec. At 3 stacks: Daze for 3 sec.; Warlock and Thrall gain suppression for 4 sec. Joint Technique not available. +100 Hongmoon Focus on Hit to Suppressed Enemy. Triggers on target. Maximum 2 use available. Pierces Defense/Parry. NO hotkey claw 2 0 Centered on caster 3m semi-circle Kits No Inflicts (3.3) damage - scales with known statistics. 2% Well-known Lifesteal. Automatically used by Known. Pulse 2 0 16m Target 0.3 sec. Kits No Inflicts (2) damage - scales with well-known statistics. Automatically used by Known. Void Slash 30 0 16m 3m radius Instant 9 sec. No launches target (PvP only). Inflicts (2) damage - scales with well-known statistics. Use automatically by getting familiar with an astonished, Dazed, or beaten enemy. The Netherlands pulse 35 0 16m 3m radius Instant 18 sec. No inflicts (22) damage - scales with well-known statistics. Automatically used by Known. Haunt 60 0 - - No +3% Attacking Power for 3 sex. on Ravaging Curse/Mortal Coil/Hex Storm (max 1 stack per skill). Old Skills[edit] Skill level focus series Area Cast Time Cooldown Prerequisites Trainable Incantation 1 +1 16m Target Instant Details No Inflicts 5-8 damage. Recovery 1 additional focus on critical hit. Mantra 3+3 16m Target Immediately 9 sec. At successful Quell. At critical Bombardment. Yes Inflicts 6-9. Mantra effect for 5 sec. Recovery 5 focus during Mantra. Skill level focus area Cast Time Cooling Prerequisites Trainable Bombing 1 -3 16m Target 0.7 sec. Instant No Yes Inflicts 12-18 frost damage. Throw instant target location. Skill level focus area Cast Time Cooling Prerequisites Trainable Repulse 1+3 Centered on caster 4 x 10m rectangle Instant 9 sec. On successful Quell Yes Push 10m away. Inflicts 4-6 damage. Reduce motion speed by 20% for 6 sec. Rogue 10+3 16m 3m circle Within 3 sec. At critical Bombardment. Critical on Dimensional Flight. On Dimensional Salvo hit. Yes Inflicts 18-27 frost damage. Target for 0.8 sec. Awakened Split 10 +6 16m 3m circle Immediately at critical Bombardment. Critical on Dimensional Flight. On Dimensional Salvo hit. No Inflicts 36-54 frost damage. Target for 4 sec. Available during Soulburn. Recovery 6 focus for 2 sec. critical hit. Reduce cooling Dragoncall with 3 sec. Defense, parliament Create 1 Spectral orb on hit. Apply eewood damage when Smature moves 2 is taught. Retreat 12 - Centered on Caster Target Immediately 12 sec. While in a beaten, terrified or unconscious condition. No escapes from knockouts, foolish and unconscious. Move backwards for 10m. Resist damage and status effects. Leech 30+10 16m Target 0.1 sec. 45 sec. Marked enemy Yes Siphon for 12 sec. Inflicts 20-30 damage. Create 3 Spectral orb on hit. Next Dragon and Wingstorm throws off cyphoned immediately. Set cool from Dragoncall and Wingstorm after hitting Leech. Unable to cool down. Skill level focus area Cast Time Cooling Prerequisites Trainable Summons 1 0 Centered on Caster Target 0.8 sec. 45 sec. No Yes Summons pet. Throne resists all status effects. Unable to cool down. Obliterate 45 0 Centered on caster 5m 1.2 sec. 24 sec. No Yes Thrall self-defes. Inflicts 128-192 damage. Caused after 3.7 sec. Thrall was destroyed, regardless of remaining time. Defense, parry penetration. Summons cool decreased by 6 sec. Skill Level Focus Range Area Cast Time Cooldown Prerequisites Trainable Quell 1 0 Centered on Caster Target Instant 1 sec. No Yes Blocks frontal attacks for 1.5 sec. Recovery 1 focuses on a successful skill. Readies Repulse on a successful block. Displace 10 0 Centered on caster 3m circle Instant 12 sec. During a beaten state No Escapes knockout. Knockouts for 2m. Inflicts 4-6 damage. Beat for 1 sec. when hit while he was pouring. Resist beating, groggy, stun and knocking back for 1 sec. Reversal 10 0 3m Target Immediately 9 sec. During a struggle, grabbed, or phantom trapped state No escapes from struggling, grabbing or phantom gripping quick response to an enemy's attack. Inflicts 4-6 damage. Move back 10m. Skill Level Focus Series Area Cast Time Cooling Prerequisites Trainable Soul Shackle 4 +3 16m 3m circle Instant 24 sec. No Yes Brand for 4 sec. Inflicts 2-3 damage. Stacks 1 bleed. Ensnare for 4 sec. Reduce motion speed by 40% for 4 sec. Second Wind 14 0 Centered on Caster 3m Circle Immediately 36 sec. No Yes moves back 10m. Burn for 4 sec. Escape from knockouts or unconscious. Resist damage and status effects. Resist damage and status effects for 0.5 sec after use. Ignore resistance following skill. Defense, parry penetration. Skill level focus range Area Throw Time Cooling Prerequisites Trainable Prison 8 0 16m 3m circle Instant 30 sec. No Yes 40-60 damage over 5 uses. Stacks 1 bleed on each hit. Next Dragoncall or Winstorm throws immediately after successful finishing attack. Defense, parry penetration. Remove when player moves. Trash 10 0 3m Target Kits Instant During a Grabbed or Phantom Grabbed State. No Inflicts 8-12 damage. Void runs 12 0 50m Target Immediately min. 30 sec. During a beaten, astonishing or astonishing condition. No escapes from knocking, stun and daze. Switch positions positions threatened. Loose ensnare. Unable to cool down. Skill level focus range Area Throw Time Cooling Prerequisites Trainable Dramatically 4 -3 16m 5m circle 2.5 sec. No Yes Inflicts 64-96 frost damage. Target for 2 sec. Consume all spectral orbs on use. On hit, Dragoncall reduces cooling with 1 sec. per Spectral Orb. Pierces parry. Skill level focus range Throw Time Cooling Prerequisites Trainable Bastion 10 0 Centered on Caster Target Instant 36 sec. No one Yes Resists 1 use damage and status effects for 2m. Inflicts 4-6 damage. Beat for 1 sec. when hit while he was pouring. Resist beating, groggy, stun and knocking back for 1 sec. Reversal 10 0 3m Target Immediately 9 sec. Skill level focus range Area Cast Time Cooling Prerequisites Trainable Bombing 1 -3 16m Target 0.7 sec. Instant No Yes Inflicts 12-18 frost damage. Throw instant target location. Skill level focus area Cast Time Cooling Prerequisites Trainable Sanctuary 18 -2 1m 3m circle 0.5 sec 45 sec. No Yes Resisted Beating for 6 sec. Unable to cool down. Skill level focus range Area Cast Time Cooling prerequisites Trainable Wingstorm 24 -2 Centered on caster 4 x 16m rectangle 1 sec. 18 sec. No Yes 72-108 frost damage over 3 uses. Create 3 Spectral orb on hit. Skill level focus range Throw Time Cooling Prerequisites Trainable Onrush 2 0 50m 3m circle Instant 24 sec. No one yes, familiar charges towards an enemy. Inflicts 24-36 damage. Skill level focus range Area Throw Time Cooling Prerequisites Trainable Falls In 2 0 50m 3m Circle Within 6 sec. No one Thrall returns to the battle. Inflicts 24-36 damage. Thrall is waiting for the warlock's next attack. Cannot be used when warlock is debuffer of status effects. Defense, parry penetration. Skill-level focus area Throw Time Cooling Prerequisites Trainable Dash Left ? 0 Centered on Caster Target Immediately 30 sec. No Move 8m to left. Used with. Increase evasion rate by 100%. Break the enemy target. Unavailable while ensnared. Skill-level focus area Throw Time Cooling Prerequisites Trainable Dash Right ? 0 Centered on Caster Target Immediately 30 sec. No one moves 8m to the right. Used with. Increase evasion rate by 100%. Break the enemy target. Unavailable while ensnared. Skill level focus range Area Throw Time Cooling Prerequisites Trainable Eclipse 6 0 Centered on Caster Target Instant 9 sec. Nobody moves back 10m. Escape from freezing. Resist damage and status effects. Used with. No skill-level focus area Cast Time Cooling Prerequisites Trainable Attack Thrall 1 0 - - - - - Yes increases trump's damage. Thrall remains active for 32 sec. Throne resists all status effects. Increase defence by 30% against bosses' Ace-attacks. Summoned at caster spot. Attacking Thrall 1 0 - - - - Yes raised Thrall's defense. Thrall remains active for 32 sec. Throne resists all status effects. Increase defence by 60% against bosses' AoE attacks. Summoned at caster spot. Paw 2 0 Centered on 3m semi-circle Instant Details No Yes Inflicts 13-20 damage. Damage, automatically known. Pulse 2 0 16m Target 0.3 sec. Kits No Yes Inflicts 8-12 damage. Use known automatically. Gravity Well 2 0 1m 5m circle immediately 36 sec. No Yes Triggers gravity well. Draw 3 enemies. Use known automatically. Defense, parry penetration. The Netherlands pulse 4 0 16m 3m circle Kits 18 sec. No Yes Inflicts 8-12. Create 3 Spectral orb on use. Famous use automatically target location. Void Slash 1 0 16m 3m circle Immediately 3 sec. No Yes Pilot target in the sky. Inflicts 8-12 damage. Automatically use an astonished, astonished, or beaten enemy. The basis of all Warlock skill rotations is to maintain an even stream of skill conventionally bound to key 4. It is Dragoncall for Distortion (Ice) warlocks and Dragon Helix for Scourge (Shadow) warlocks. All other skills can be considered for maintaining this damage output. As a matter of fact, you will see that the skill that deals with most damage is not the Awake form (i.e. Soulburn form) but rather the non-awakening form. Keep in mind, as Soulburn can be important, but it's even more important to maintain your rotation. Any interruption can mean a slow climb back to your former 'damage per second' (DPS). In the 19th year, the expelling of a fight began with a joint example of a fight. The first is the damage handling rotation centered on Dragoncall (4). This rotation will contribute almost up to 70% of your damage. The second is the life-stealing rotation centered on Wingstorm (V), which is useful for transitioning the warlock class of glass cannon into something more normal and largely allowing warlocks to quickly regain HP from attacks where most other classes would struggle to recover from (ie. At lower levels, Coldrak's flame sweeps skill, at iron Conqueror's higher levels of dance and conductivity combination). The first and most important advantage for an ice fighter's DPS is simply the output of as many Dragoncalls as possible. In the skills text, it states that on a critical hit a new Dragoncall will be available for use. As you can imagine, it has a slashing glass effect, as a previously cast Dragoncall will sustain itself in the rotation as long as you are constantly critical hit with it. That is, a Dragoncall that becomes available from a critical Dragoncall does not disrupt the underlying cooling of an additional Dragoncall. This can cause the skill to be thrown almost continent if new Dragoncalls become available for decisive when the underlying cooler herets. Note that the Wingstorm is rotation of secondary priority. If the cooling for the Dragon rotation does not allow for any of the skills in the Wingstorm rotation is easily used, then do not worry about missing at any of the Wingstorm rotation. If there is a ward or Warlock in the party and souffire is used immediately, start with the following: Dragoncall (4) -> Soul Shackle (2) -> Wingstorm (V) -> Imprison (3) -> Wingstorm (V) -> mid-battle rotation There is no need to exercising the Siphon effect or proc the Siphon as Soulburn is simply a stronger version of Siphon and the duration of all the additional procs should not be wasted on the animation-closed Leech skill. Soul shackle is used to pro procedural the bracelet buff, which will greatly improve the damage output of Dragoncall. Imprisonment will restore the cooling for Wingstorm, allowing for double use. If there is a ward or Warlock in the party and souffire is not immediately used. Start with the following: Soul Shackle -> Leech -> Dragoncall -> Wingstorm -> Prison -> Wingstorm -> To Mid-Combat Rotation If soul burning is not yet started, it's important to start some form of sustainable dragon calves, so Leech will do until Soulburn is used. Scourge (Shadow)[edit] To be filled Mid-Combat[edit] Distortions (Ice)[edit] For the two separate rotations, use each skill when recovering cooling. When the time or situation allows it, use Sanctum (C). (Note that the healing Sanctum can deny several party CC skills from various bosses and cool down Sanctum can boost your Dragoncall rotation) Dragoncall Rotation: Bombardment (RMB) -> Dragoncall (4) -> Loop When Available. Use Soul Shackle (2) to maintain the bracelet buffs. When outside of Soulburn, Leech uses to continue the Dragoncall loop. Wingstorm Rotation: Wingstorm (V) -> Prison (3) -> Wingstorm (3) -> Walk in general, it is possible to fit two or three Wingstorms between each use of Prison. Keep in mind that this rotation is of secondary priority to the Dragonal rotation. When the rotations allow, fit into any party buffs as possible (i.e. Soulburn or Time Distort). Scourge (Shadow)[edit] To be Filled Soulburn and Time Distortion (TD)[edit] If there is a ward in the party, don't soulburn. Wards receive an additional buffalo on top of soul fire specifically only for their class, while trenches are less affected. Maximising DPS in a party always allows the ward to Soulburn. If you have a Distortions battle, switch over to Time Distortions because it won't have a huge effect on your rotation. However, if you're a Scourge battle, it will negatively affect your Spectral Orb generation and will significantly reduce your DPS, so don't use TD. When using Time Distortions, prioritize placing them about Wind Summons, Blade Dancers, Blade Masters, and Gunslingers, as all these classes are fast attackers and will benefit greatly from cooling reception. Current best in Gear [edit source] "A great thanks to the BnS Academy Discord server, especially those that manage the stakes. Manage. (Ice) [edit | edit source] Gear PvE PvP Weapon Thornbreaker - Upgrade material obtained from Scarlet Conservatory 12-man Raid, Boss 3 (ET) Ring Heavenly Emperor - Obtained from Nightfall Sanctuary 12-man Raid, Boss 1 and 3 (TT) Review Heavenly Emperor - Obtained from Nightfall Sanctuary 12-man raid, Boss 2 and 3 (TT) Necklace Prof Eatery - Base Imperial necklace obtained from Ajanara Monastery General Dealer Songhyun Armband Stormsieve - Base Storm Speaker Armclet acquired from Merchant Junsorei in most important Places Belt Impetus - Base Imperial Belt acquired from Trader Junsorei in most major places Glove Suncatcher - Base Storm Speaker Glove Merchant Junsorei in most major places Mystical Badge Thornbreaker - Acquired from Scarlet Conservatory 12-man Raid, Boss 1 (ET) Soul Badge Paragon - Obtained from Tower of Infinity Trader in Mushin's Hall True Brightwill Heart True Majestic Pet Unleashed Omega Talis Man True Morningstar Scourge (Shadow)[edit] Gear PvE PvP Weapon Thornbreaker - Upgrading material obtained from Scarlet Conservatory 12-man Raid, Boss 3 (ET) Ring Heavenly Emperor - Obtained from Nightfall Sanctuary 12-man raid, Boss 1 and 3 (TT) Review Heavenly Emperor - Obtained from Nightfall Sanctuary 12-man raid, Boss 2 and 3 (TT) Necklace Prophecy - Base Imperial Necklace obtained from Ajanara Monastery General Dealer Songhyun Armclet Stormsieve - Base Storm Speaker Bracelet obtained from Trader Junsorei in most major locations Belt Impetus - Base Imperial Belt acquired from Trader Junsorei in most major places Glove Suncatcher - Base Storm Speaker Glove Merchant Junsorei in most major places Mystical Badge Pioneer - obtained from Scarlet Conservatory 12-man Raid, Boss 1 (ET) Soul-weapon Wingrise - Obtained from Tower of Infinity Trader in Mushin's Hall Soul True Brightwill Heart True Majestic Pet Unleashed Omega TAlisman True Morningstar Talents [edit] Talent 1 Effect Talent 2 Effect Talent 3 Effect Quick DragonCall Dragon Kits Thrown DragonCall: -3s CD Borrowed Time Leech : +3s duration, +10% AP (10s) after high velocity Bombardment: +[1.1] Damage, -0.5s CD on hit Awakening Bombardment: +[1.3] Damage, -0.5s CD hit Step in Time Leech: +35% Speed, Strings Immune during Teleportation Onrush -> Warp Forward Eclipse -> Warp Backward Speed Demon Bombardment (on Hit): +8% Speed (5s) (max 5 -> Strings immunity), -1s CD Awakens Bombardment (on hit) : +8% Speed (5s) (max 5 -> Strings immunity) , -1s CD, -0.5s CD Recovery Field Sanctum -> Recovery Field Temporal Field Sanctum -> Temporary Field Shock Charm Quell: +Parry (0.5s) Repulse: +Stun, + Launch to Stunned, -Knockback, -Resistance, -12s CD, -AoE, +16m series Distortions Barrier ? Time Gyre ? Plurality ? Burn on both sides ? Time distortion ? Temporary collapse ? Suggested Talents (Ice) [edit | edit source] Goal achieved DPS Support DPS Tanking Solo-Dungeons Pink Garbage Talents 1321 (1/2) 131 (1-3)(1/2) 1211 (1/2) 13111 Scourge (Shadow)[edit] source]

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