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Unholy death knight talents wotlk

October 13, 2014 PvE Unholy Death Knight Guide [3.3.5] 1. The Knights of Death prelude are scuffle, plate-wearing class. The main resources are the levels (blood, frost and non-sacred), and the Runic power that you create when using the capabilities that need runes. Knights of Death Tholy: -- don't deal with large parts of the damage. (So don't expect miracles to happen.) - They are DPS support with value enthusiasts and tasks throughout various sessions. - There are a lot of diseases and damage over time effects. - They're not so strong in one purpose sessions, although they can still infect the DPS of frost death knights. - Pets have to deal with high damage. - Can make powerful outbursts. - Can reach the highest AoE damage in WotLK, thus beating the other classes on sessions with more than one goal. (Read Roar) - Use a weapon with both hands. 2. The classic installation main equipment that most people use is 4 or 5 parts of Layer 10 equipment (or 10.5(hc)). These are the bonuses provided by Tier 10: (2) set up: your destroy and Scourge strike capability to handle 10% increased damage, and your heart strike capability deals with 7% increased damage. (4) Set: Whenever all your levels are on the cooldown, you get 3% increased damage done with weapons, spells, and abilities for the next 15 seconds. However... The installation I'm going to introduce to you consists of 4 parts Tier 9 (or 9.5(hc)) equipment. These are the bonuses provided by Tier 9: (2) Set up: Your bloods strike and heart strike abilities have a chance to give you 180 extra power for 15 seconds. (4) Set: Your blood epidemic ability now has a chance for its damage to be critical strikes. The four parts you need are: - T9.5HC Head - T9.5HC Shoulders - T9.5HC Bust - T9.5HC Gloves The last slot is usually for legs. You can find the best items in the slot below. For more explanations about T9.5 go to the end of the guide. 3. Statistics 1.1. You need a certain amount of hit rating - 264 which is equal to 8%. Your first task is to reach that amount. 1.2. Power is your main statistic. The more you have, the better. 1.3. Expertise is needed when you are located in front of your destination. The amount needed is around 24 which is equal to 6%. But you can go with less expertise if you are more experienced in sessions. 1.4. Haste is another important statistic, because it changes server things that are: - Your Global Cooldown. - Speed your attack (you have talents like blood pie blade, gangrene, frozen claws). - The attacking velocity of your Seguil. 1.5. Critical strike rating is very important to unholy death knights. You need around 38-40% (with the winter fund active), so in raids you can reach 40% or higher. This is important for: - Bonus 4 pieces of Tier 9 equipment. - A wandering plague talent. - Your scuffle hits. 1.6. Armor penetration is not so useful stat. Most of your abilities are not physical. However, you'll have some armor penetration eventually And it's nice and it'll do the trick. Once you assign a Hit rating, your priorities should look like this: Power > Critical Strike Rating => Haste > Expertise > Armor Penetration 4. The best talents you can use as unholy are: 0/17/54 using Frost as a underspec. Here you can see the talents: - Virulence amplifies the hit rating spell - it's a must. - Plague is commonly used not to screw up your rotation. The less time your disease has, the more plague and blood losses you will use, thus losing DPS and even risk completely bringing down your diseases by mistake. - Gangrene and a blade covered in blood are mandatory. - You need your demon active through sessions, it's a great source of damage. - Same implies bone protector (this gives you a 2% damage increase in active time). - A migratory plague is a must. Gargoyle will help your burst. - Runic Power Mastery expands the Runic power pool to 130. It's good when you use a lot of ranes, or absorb damage with an anti-magic shell. - Frozen claws are important to your snout. It helps your gangrene and blade talent covered in blood. 5. Majigjarassi glyphs: - glyph of disease * - glyph of ice touch * - glyph of dark death * Minors: - Winter ray glyph - Blood tap glyph - Glyph of plague * * These are the most important glyphs you should always have. 6. Magic, Forgery, Gemstones, Sigal 1.1. Magic: - Head -

50ap + 20crit. - Shoulder - 40ap + 15crit. - Clofth - 23haste. *If you are a tailor - sword guard embroidery. - Bust - 10 all stats. - Burchers- 50 to evacuate- 44ap gloves. - Belt, extra socket. Cobalt bomb with an engineer. Legs - 75ap. + 22 carit. 1.2. Forgery: - Run of the fallen crusader. 1.3. Gems: If you're a T10.5HC player you'll be able to stack 20 power anywhere – simple and simple, this is the best choice. However, for the T9.5HC there are usually three options here: 1. Stack 20 power - doesn't work well at all. You'll lose DPS. 2. Match colors – this way you will get a fair amount of power and critical strike rating. Probably the best choice. 3. Stack 10 Power + 10 Critical Strike Rating Everywhere. It also leads to matching colors if we make it about the best in the equipment slot. Performance varies. The choice is yours. I usually go for a match. Meta: - Chaotic Skyflare Diamond - 21% critical strike rating + 3% increase in critical strike damage; Red: - 20 power; Yellow: - 10 power + 10 critical strike rating or 10 power + 10 hasty rating; Blue: - 10 strength + 15 endurance. You only need one of these, combined with a nightmare tear in order to activate your Meta Gem. I usually have one on my chest. A teardrop nightmare is usually on my pants. 1.4. Siegel: - Siegel's Hanged Man 7. Round Preparation: 1. Have your bone protector up. 2. I Have The pet was summoned, with full, squeaky energy. Seconds before you start the session: 3. Use thoroughbreds (troll, orc, blood elf) and manually operated trinkets. 4. * Seam accelerators and winter's horn. Burst: Frozen Touch && Plague && Blood Strike && Blood Strike && Lesion Blow && Summoning Gargoyle && (Cobalt Poppy Bomb) && Touching Blow && Intensify Run Weapons && Blow && && Blow && Bloods blow && Bloodstain && Blood tap && Plague && Death coils && Winter ray You start by applying disease, blood strike 2x and 1xScoge If you started properly then you have enough Runic power to summon Gargoyle and all your cheap jewelry and bonuses have procced. You can add the popp bomb cobalt. Now you have to wait less than one more second for the lesion strike, before refreshing all the serends with intensify weapons run. You throw another 2xScourge strikes and 2x blood strikes. At this point you will have 0 active blood donnas, and your illnesses will be close to decline. That's why you use blood and plague. Now you have about 130 Renick power. You can spam death coils until other spells are ready. After that, it usually goes like: 2xScourge Strike && 2xBlood Strike && Death Coils && Plague... The order of importance of the seams is: 1. Strike && 2. Bloods blow && 3. The idol of death is important to use the lesion first. It does the highest damage from the three capabilities listed above and prioritizes it allows your frosted runes and aboitation to regenerate while you use a blood strike and a death reel. While using a blood strike always keep an eye on the time of your illnesses left and the available blood runes or cooldowns left on them. At a certain moment you'll have to use an epidemic, which costs one blood attempt. Make sure you have one available. You can track the cooling of your blood tap and use it a few seconds before diseases are going to go down in order to refresh them. It also generates Runic power. Winter horn use usually happens when you don't have other active spells. You can cast it while running/moving, depending on the encounter. If you have hypertherp accelerators, use them in refrigeration. – It is important to use your summons gregville spell when you have procs and Bloodlust/heroism for maximum performance. - When there is more than one goal, always try to spread diseases on them. A migratory plague will also increase damage on the main target. - If you happen to abort your diseases by mistake, use the plague. If there's another knight of death in your group, and his illnesses are on target, you'll have yours, without losing unholy ranes and Frost and screwing up your round. However, if there isn't, you'll need to reapply them. - Anti-magic shell can serve as your advantage in various sessions (e.g. Rotface where you can pop an anti-magic shell and enter a puddle which will result instant 130 Power Runic). Here's how to use death coils for a while. - Don't forget to twer your bone shield and your butt. - If you see any potential danger of not being a hero - use your defense even if it costs you some DPS. Dead DPS is useless DPS. 8. Counter items, trinkets, weapons. 1.1. Best Slot Offset Items and Trinkets for T9.5HC Installation: Neck: Penumbra Pendant Cloak: Winding Runners Sheet: Tyga Belt Covers: Coldwraith Links Legs: Touched ReAver's Foot Plate Boots: Ring Advance of Apocalypse 1: The Ashen Band of Infinite Ring Maybe 2: Perhaps of Blight Jewel 1: Twilight Scale Sharpener 2: - A will of brings death. - The choice of death/judgment. - A skull with whispering fangs. Will brings death is about luck. That's good enough for shorter sessions. Keep in mind that it can flip tables. Choosing death/judgment will always provide solid DPS and is good for longer fights. A whispering tusk skull can also be a good substitute for long encounters, but keep in mind that its performance varies. 1.2. Weapons: - Shadowmourn - Enough said. - Glorenzgel, high blade of silver hand - gives you good damage, statistics such as critical strike, expertise and 3 red sockets. - The edge of the shadows - Shadomorn's little brother. Bryntoll and Cryptmaker are not good choices for setting up T9.5HC, because they lack a critical strike rating. 9. (As Layer 9) This is the end of the guide. No questions left unanswered, no doubts to remain. Why T9.5 HC? It's because of the four-piece bonus. It's easy to understand once you see it. It comes out that this bonus is strong enough to fit T10.5HC. Layer 10.5HC can have an advantage over 9.5HC in just one goal session. Not a big one yet! In a long battle, you can even scale. Bringing a second goal into the fight would be an immediate victory for T9.5HC. Keep in mind that in LK 25 HC and Halion 25HC sessions, you are faced with several objectives. Most ICC battles also include more than one focus. These are all battles, where T9.5HC will win. My last advice is to get both gears in your bag and make your choice. 10. Proof, testing conditions: - Two gears are tested on the dummy (note that it ignores armor penetration). - The tests are only done on one target. - The length of each test is 211 seconds. (= 10sec. + Cooldown of Gargoyle + 1 cycle of diseases). - The only allowed amateurs are: bone protector, blood presence and winter's horn. - The best slot items are used for two builds. You'll see these settings below. I wanted to make it fair, so I went for one goal, where T10.5 would win, and because BiS equipment for T10.5 has 20% more armor penetration than T9.5 and armor penetration is ignored on dolls, as you might know. I've already pointed out that bringing just one more goal into the fight would be a win for T9.5, so I think the conditions are perfectly fair. T10.5HC setting: 4XT10.5C parts (inclusive Chest, gloves and shoulders) + Scourge Reaver's foot plates. - Neck: Penumbra Pendant - Back: Winding Sheet - Bracers: Polar Bear Claw Bracers - Belt: Coldwraith Links - Boots: Progress Apocalypse - Ring 1: Maybe of plague - Ring 2: * Ring of rotten tendons - I didn't have an Ashen band of countless made available in the testing field, so it was the best exchange with a hit rating. - Jewel 1: Twilight Scale Sharpener - Jewel 2: Dye Deathbringer * One more test is done with a choice of death for greater accuracy (because DBW Ferrucci was modified for 211 seconds). T9.5HC Installation: 4xT9.5HC parts (including head, chest, gloves and shoulders) + revere lesion of foot plates. - Neck: Penumbra Pendant - Back: Winding Sheet - Bracers: Taiga Bindings - Belt: Coldwraith Links - Boots: Progress Apocalypse - Ring 1: Perhaps Blight's - Ring 2: * Ring of Rotting Tendons - I didn't have an Ashen band of countless made available in the testing field, so it was the best swap with a hit rating. - Jewel 1: Twilight Scale Sharpener - Jewel 2: Dye Deathbringer * One more test is done with a choice of death for greater accuracy (because DBW Ferrucci was modified for 211 seconds). * The third test was done with skull and whispering fangs in order to show how the T9.5HC enjoyed a critical strike rating. Test 1: T9.5HC vs. T10.5HC (single target, 211 seconds, DBW (dual power outbreak)). Video: as you can see, here the T10.5HC fully enjoys proxy power and wins the fight with more than 40k damage done. Test 2: T9.5HC vs. T10.5HC (one goal, 211 seconds, death choice). Video: we have a draw here. As you can see, loss of power is not so fatal for T9.5HC, while the damage of T10.5HC has made quite more drops. Pie Charts: This is the damage for T10.5HC with DBW. Note that a challenge is always the first. That's the damage for the T9.5HC with the DC. A critical strike here is lower so you can see the damage caused by the migrating plague and how many times it's happened. This is T-9.5 HC with WFS. The critical strike rating here is higher. As you can see damage on one target is really close and these are more like synthetic tests. The following tests will be from real encounters probably with more than one goal, rather than BiS equipment. October 13, 2014 Main dmg source in every single goal session - Power autoattacks scuffle && Hit && Expertise && Haste - Completely wrong (right is Hit&&Str&&Haste&&exp) October 14, 2014 dk one goal dmg did a lesion strike&&Auto attack&&attacking&&allowing aoe to fight migratory plague&&frozen fever (if you have glyph)&&blood epidemic&&blood epidemic strike&&Otto attack p.S. When ever is a larger group then 6 vermin use D&&D For every DMG CD better made, and using a blood strike just to get 5%dmg in the rest of the 20 seconds time to use a blood boil and epidemic (in time) I go more for 8.6%hit&&22exp&&hardening&&66%arp on Gear could even be the first on the lk session compared to soc pala October 14, the 2014 automatic attack will always be the first on a single, and up to ~3-4 goals. At 251+ armor equipment penetration will be ahead of critical. October 14, 2014 Thanks for the quick feedback. I still have a lot to do. After this is over I will explain everything, because I have done a lot of testing and have videos and screenshots. October 14, 2014 I highly doubt that going full t9 instead of t10 will provide more dps, as I doubt you actually have compared t10 hc sanc with t9.5 hc and other bis equipment. T9 bonuses are indeed very strong compared to these t10, but the statistics on icc set up more than make up for it. Very interested in seeing the screenshots and videos backing up your claim however. October 14, 2014 Spoiler: Show Virulence boosts hit rating - it's a must. The spell hit. Remember to type it because believe me, people don't know it. October 17, 2014 No glyph of a demon? Dating a double bloods! blow is pointless considering you're missing the extra power from the hanged person's violet. The hit quota is 9%. October 17, 2014 There is no glyph of the jogle. Tested. It's useless. At least for the T9.5HC build. It can be valuable in one goal with T10.5HC (where you have more power). For opening it is better to do 2x blood strikes in order to be sure you have all the procs up. 73 Power bonus wouldn't be a big deal if we did if we said your choice of death still wasn't ading, would it? 8% hit rating or 263 is the quota. October 18, 2014 I don't get it, what about shadow damage part of the lesion blow? [Makes it pretty first on the DMG list] and if you use harvesting ss will be even higher because you can squeeze one more out every 20 seconds or so. In addition, if you reap [don't screw up strikes and still do more of them than harvest] you can take angry demons to make around 3% more of your total dps for a low cost of 1 point. However it was a long time ago testicles, things changed and it needed to be retested. Maybe a false alarm. October 19, 2014 Nice Guide! Interesting to read that t9 can compete with t10. Just wondering if UH is really the best when it comes to aoe dmg. In my experience ret pala attracts the highest aoe dmg on up to 4 mobs (due to known SoC bugs) and fire pear pulls by far the highest aoe dmg on a large grp of mobs by Palma toil. October 19, 2014 Reaping is an interesting option. I have to check it out. In reality I don't use it because I would drop my illnesses too often. But it could come in handy. On AoE-- I had good footage but I deleted it. Of course I can make a new one soon. Mejim are the main competitors (6+ mob). While Paladin has high DPS on fewer targets. I'm not sure how well you can handle the Paladins on the 3-4 mob, but I'm sure the T9.5HC will perform better than T10.5HC for this test. Has More proof to come. I'll update the wire. October 19, 2014 Nice Guide! Interesting to read that t9 can compete with t10. Just wondering if UH is really the best when it comes to aoe dmg. In my experience ret pala attracts the highest aoe dmg on up to 4 mobs (due to known SoC bugs) and fire pear pulls by far the highest aoe dmg on a large grp of mobs by Palma toil. I leapt @115k on rubbish before VDW, idk if it's up [because we were some ppl and had nuclear time that ****] I think a bear-shaped cat is the next best thing with this swipe or any spell hits any of Palais Crude's goals is a useful top aoe that has very rarely more like 10 trash mobs, but UH has the greatest potential because of a migratory plague. Any disease ticking on any target has the equivalent of a crit opportunity to do an AoE splash, damaging ladders better than any other department with any additional purpose. This warning is inaccurate, just an approximate example, line mages will start only after handy cube + for epic color skills July 4, 2015 priority incorrect statistics. Glyphs are wrong. Building is wrong, too. Sickness is losing DPS for one goal, compared to other talents. Statistics priority is (Hit)&&(Exp)&&Str&&Haste&&ArP&&Crit. Glyph of disease is the loss of DPS for one purpose. July 5, 2015 I can add that Ghoul enrage is one of the best damage increase for 1 point even with a bugged demon. I consider Reaper a must-have talent. Talent.

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