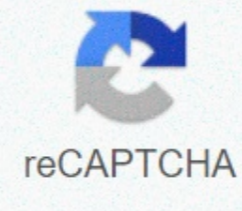I'm not robot

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Warlock pet attack macro classic wow

Last updated january 20, 2020 at 7:08 am by Comments from Impakt 14 Welcome to our Macros for Warlocks guide where you will find out what are the best macros for your Sorcerer in WoW Classic. 1. Foreword Although this is not an exhaustive list of all possible/useful macros, we will semi-run almost all macro features below. Use these models as an example and replace their spells with those you think are most useful to you, personally. 2. Classic sorcerer macro models 2.1. Animal recall Sometimes, your pet will only go to a place you don't want it to go. This macro calls up your pet and makes sure you don't start attacking something. 2.2. Animal attack #showtooltip Soaked / home attack / throws Undyed a simple but useful macro that commands your pet to attack a target while also throwing Undyed on it. This is very useful for opening on new targets during the solo when you want your pet to tank. Replace Immolate with any spell you want if you wish. 2.3. single-button pet spells #showtooltip/cast [@mouseover,exists,pet:felhunter][@target,pet:felhunter]Spell Lock; [@mouseover,exists,pet:Succubus] [@target,pet:Succubus] Seduction #showtooltip /cast [pet:Voidwalker] Sacrifice; [pet:imp] Fire shield; [pet:succubus,@mouseover,exists,nodead] [pet:Succubus,@target] Seduction; [pet:felhunter,@mouseover,exists,nodead] [pet:felhunter,@target] Devouring magic; These macros allow you to tie a spell from each pet to the same bond. The first in particular will cast Spell Block if you have a Felhunter, or Seduction if you have a Succubus. The second will do the same thing, except with Sacrifice, Fire Shield, Seduction, and Devouring Magic. 2.4. Spammable Wand Normally, if you keep pressing the Shoot button, it alternates between attacking and not attacking a target. This macro makes it so you can spam the button and will always command you to attack the enemy with a wand, allowing you to always get the optimal number of attacks, even as you move and stop. 2.5. Spammabel Drain #showtooltip Drain Life /cast [nochanneling:Drain Life] Drain Life Normally, if you launch Drain Life while you launch it already, you'd start a new cast instead. This ensures that you will never cut out drain lifes, so don't waste mana. You can replicate it with Drain Soul or any other channeled spell you want to send spam. 3. Classic sorcerer addons macros are very important to make your character play as smoothly as possible, but the same goes for addons, which is why we recommend that you also read the Sorcerer Add-ins page. Guide to adding sorcerers 4. Changelog 24 Feb. Show more Show Less Need help? Check out our general discussion forum! 14 Comments Succubus Seduce On use, the macro will focus your target and make your Succubus seduce. When used for the second time, and the focused target, i.e. the seduction target, is alive, alive, regardless of what your current goal is. It will not focus your current goal and seduce it; will reduce its targeted objective. When used during seduction, it will break seduction and seduce the focused target. If you click while you press Alt, it cancels the previous focus and assigns a new focus to the current target. #show /clearfocus [modifier:alt] /focus [target=focus,noexists]; [target=focus,dead] /clearfocus [target=focus,help] /petstay /petfollow /stopcasting /cast [pet:succubus,target=focus,exists,harm] Seduction; Seduction Succubus Seduce (Without breaking current focus) If you use focus for other things, this macro will help you keep your focus target while you seduce. Click left or right to seduce the first time. Left-click to seduce again. Right-click to change the target and seduce it. If you let it click before the seduced is finished, it will break the seducer and seduce at once. If you let him run out, the Succubus will attack that crowd. If your Succubus is fighting something and you let it click, it will look for its current goal, right-click if you want it to seducabe something else. #showtooltip seduction /stopmacro [nopet:succubus] /petfollow /petattack [target=pettarget] /cast [button:1,target=pettarget] Seduction /cast [button:2,target=player target] Felhunter Seduction Devour Magic Left by clicking devours Magic from the current target. Right-clicking will devour you. /cast [button:2,target=player] Devour magic; Devour Magic Felhunter Devour Magic (Semi-Smart) If the target is friendly, it gets the priority of dissipating my mouse - on the target (if it's friendly), which gets the priority to dissipate on me, which gets the priority to dispel the priority over the villain himself. Finally, the macro will devour the current target if everything else fails (to be used offensively) /throws [help] Devours Magic; [target=mouseover,help] Devouring Magic /spear [target=player] Devour magic /throw [target=pet] Devour magic/cast Magic Magic Block Devour This macro will block your pets' target if it has one or yours if it doesn't. #showtooltip /cast [target=pettarget, harm] [] Spell Lock Voidwalker Shield/Fel Domination/Summon Voidwalker This will sacrifice your VW, cast fel domain and then summon another VW. It will only work in combat. #showtooltip /stopmacro [nocombat] /stopmacro [nopet:voidwalker] /cast [pet:voidwalker] Sacrifice /cast fel domain /stopcasting /cast evokes voidwalker Fel Domination Summoning/Soul Link This macro evokes your gobly with a regular cast. If you already have a fool evoked end, will throw Soul Link. If you are in combat and have a PET OTHER than the imp (which is alive), it will throw Fel Domination and evore the imp. You can force the macro not to cast Fel Dom by holding down any edit keys. This macro can be edited for other pets by replacing the pet:imp and Summon Evoke with appropriate pets (felhunter, felguard, voidwalker, Succubus). #showtooltip /cast [pet:imp,nodead] Soul Link /cast [combat,no modifier] Fel domination /stopcasting [combat,no modifier] /spear evoking macro Imp Pet Arena attack totems to hit shaman totems are of the utmost importance, so sending a pet to attack it. This will change your goal. Of course you can change it to your liking. Put the most important totem last. This will change your goal since it doesn't use focus. /tar Totem windfury;/tar Earth Totem;/tar Mana Tide Totem;/tar Tremor Totem;/tar Totem tar grounding;/petattack; in: Share community content is available in CC-BY-SA unless otherwise stated. Both your sorcerer and pet can engage the same target at the same time, given a long melt opener and modifier button. /petattack [modifier] /cast Shadow Bolt Pet Attack Turns the pet attack switch on/off. /petattack [target=pettarget,noexists] /petfollow [target=pettarget,exists] Pet Attack => Grind This also ensures that your pet attacks the target; useful to take part of finger-work out of grinding. You'll want to fine-fine-fine-fine-dislod ity depending on your level, specifications, and the crowd you're fighting. /petattack /castsequence reset=target combat/corruption, Curse of Agony, Life Touch, Discharge Duration, Shoot This has two behaviors depending on whether you're in combat or not. Not in combat, it will send the pet and start a Shadow Bolt of your highest rank. If you hold down out-of-combat CTRL, it will instead start with a Curse of Recklessness WITHOUT sending the pet. This is a typical pull-to-me use where it is assumed that your pet can/will taunt the crowd asap. Usually, your pet will engage the crowd before shadow bolt actually hits the crowd. Wait carefully before proceeding to the combat chain in (below). In combat, he will start casting with Curse of Agony WITHOUT changing the current objective of the animal. This is useful in cases where you have already taken aggro and in cases where you change your goal to another mob (for example, you have an add). NB: If you have pulled recklessly (or any other curse), it will change to Agony. The cast sequence that you can see below; you may want to change the spells you use or add/insert spells into the chain. As is typical of macros like this, you press it once to start actions, then wait for the appropriate cooldowns before pressing it again. The? for this macro. /cast [no modifier:ctrl,nocombat] Shadow bolt; [nocombat] Curse of Recklessness /petattack [nomodifier:ctrl,nocombat] /castsequence [combat] reset=target Curse of Agony, Immolate, Pet Attack Corruption => Grind => Soul Drain If you want to cram even more features into that grinding button, here's the macro above, plus the feature that if you keep Alt while pressing it, it will throw Drain Soul instead. /petattack [no modifier] /cast sequence /castsequenza reset=Target/Combat Corruption, Curse of Agony, Undyed, Shadow Bolt, Shadow Bolt, Shoot/Throw [Modifier:alt] Pet Attack Soul => DoT Lance in Sequence => Hold Down Alt to push Send Your Pet To Attack and Launch Undyed. Reward again for Curse of Agony, and again for corruption. Then hold down alt and push away. If you're not grouped and have a voidwalker outside, you'll alternate between Shadow Bolt and Searing Pain when you treat alt. I suggest you keep Immolate first as it gives you time to launch seamlessly and lets your demon launch or attack in time to build aggro. /petattack /castsequence [modifier:alt,nogroup,pet:Voidwalker/pet:Felhunter] Infirm pain, Shadow Bolt, Shadow Bolt /Cast [Modifier:alt] Shadow Bolt /castsequenza reset=fight/target Immated, Curse of Agony, Corruption Pet Attack => Find and Destroy Shaman Totems This macro sends your pet to find and destroy shaman totems. The first totem is the Fire Resistance Totem which increases the fire resistance of the group members within 20 meters of XX. Where XX depends on the degree of Fire Resistance Totem.) especially for bowls to reduce fire resistance. According to totem - Windfury Totem enchants all members of the group with the main hand weapons with the wind, if they are within 20 meters. Each shot has a 20% chance of granting the attacker 1 extra attack with XXX extra attack power. Where XXX depends on the degree of Totem Windfury.) - prevents a lot of enormous damage. Third totem - Earth totem that slows down the speed of movement of enemies (must be destroyed, especially for running locks). The fourth totem in macro - Tremor Totem blocks all attempts of fear, it is very important to remove it as often as possible, this totem does not have a recovery time as such the Shaman will be able to reformulate as often as possible. The last totem is Totem on the ground and will block your next spell cast. The macro sends each command sequentially and the most recent success command will be taken. This means that the macro should have backward priority (for example, the last totem is the most important, with the first line being the least important). /petattack /petattack [target=Fire Resistance Totem] /petattack [target=Windfury Totem] /petattack [target=Earthbind Totem] /petattack [target=Tremor Totem] /petattack [target=Grounding Totem] Voidwalker Sacrifice / Succubus Seduction / Felhu Spellnter Lock & Devour Magic This macro will do the following. If you have your Voidwalker and are out of action, cast Consume Shadows or Sacrifice if you're in combat. If you have your Succubus summoned, it will cast seduction on the attention or if you have no concentration, it will throw Seduction on your current goal. If you have your Felhunter summoned, it will throw spelling block on your target with a sinister click and devour magic on you with a right click. #showtooltip /cast [pet:Voidwalker,combat] Sacrifice; [pet:Voidwalker] Consume shadows; shadows; Seduction; [pet:Felhunter,button:2,target=player] Devouring magic; [pet:Felhunter] Spell block note If you assign the

button to it will change the image to match any spell will use your current pet and show the correct tooltip on the mouseover. All pet skills in one button / Ai 221 long characters to get the most out of all pet skills, this macro will be: 1. If you have a Succubus out, throw Seduction on your attention. 2. If you have a Madman out, launch Dark Pact. 3. If you have a Felhunter outside, throw Spell Lock at your attention. 4. If you are in combat with a voidwalker, launch Dark Covenant and then Sacrifice. 5. If out of action with a voidwalker, cast Consume Shadows and Funnel Health. #showtooltip /cast [pet:Imp]Dark Pact; [pet:Succubus,target=focus] Seduction; [pet:Felhunter,target=focus] Spell Block /Stopmacro [nopet:voidwalker] /cast [combat]Dark Pact; Health Funnel /Cast [nocombat]Consume Shadows; Sacrifice This is another version of the above macro that has been modified to include all the most important skills for pets. #showtooltip /cast [pet:voidwalker,combat] Sacrifice /cast [pet:Succubus,target=target] Seduction /cast [pet:Felhunter,target=target] Spell block /cast [pet:Felguard,target=target] Intercept Dark Pact Imp / No Imp Life Tap Dark Pact if you have an Imp out, Touch Life if you don't have a Leprechair. Depending on your playstyle, this could keep you going with just 1 keybinding for both Dark Pact and Life Tap. /cast [pet:imp] Dark Pact; Life Tap Another variant of this macro would be to use Dark Pact if your Imp or Felhunter is out since both have a nice mana pool, otherwise use Life Tap. If you are using this macro with ? as an icon will show the icon for the available spell. #showtooltip [pet:imp/felhunter] Dark Pact; Life Tap /cast [pet:imp/felhunter] Dark Pact; Life Tap Devour magic from the target otherwise devour magic on your target, devour yourself when you right-click. /cast [button:2,target=player] Devour magic; Devour Magic Fel Domination + Summon Pet If you are a demonologist and have Fel Domain will throw it and summon the animal you want. Just change the pet you want to summon with the name of the desired minion, such as /spear Summon Voidwalker. /cast Domination Fel /stopcasting/spear Summon [pet you want to summon](Summon) Also, if you want to have the chance to summon more than one pet using Fel Domination with a single button, this macro works wonders. for your servant preferences. If Fel Domain isn't standing, he'il normally e.m. the minion. NOTE: If you are using the ? mark the icon for the macro, you'll only see the icon for Fel Domination. Voidwalker; [combat,pet:Voidwalker] Sacrifice; Evoke voidwalker's note: the [target=pet,dead] part is needed to avoid receiving an error Your pet is dead when you resume shortly after launching Sacrifice. Voidwalker Health Recovery Often when doing it yourself with an affliction build, a sorcerer ends the fight with almost full health and mana. This quickly brings your voidwalker back to combat conditions with just one click. If you don't use your voidwalker or are in combat, it acts just like the normal funnel button for health. #showtooltip /cast Health Funnel /cast [nocombat, pet:Voidwalker] Consume Shadows Total Two-Button Pet Control With two buttons (macros) you can have total control of your pet if you make them context-sensitive. The point of this is that a keyboard can become completely cheered and requiring more than 2 buttons for 5-6 functions on your pets results in more buttons than favorites in an unattainable place. Before the macro I would legherei the pet function 1 (attack) and from 5 to two buttons, but occasionally the situation occurs in which the animal must be recalled or must be told to remain in a position in sentinel mode. Using the mouse bar + pet for these more advanced techniques wastes valuable time, the more buttons waste valuable space on pets. I then wrote a macro to bring everything to two buttons, depending on whether or not you selected a target. Macro Macro /petfollow /petpassive /petattack [harm] Macro 2: /petfollow [pet:succubus] /cast [harm] Spell Lock /cast [help] Devour magic /launches Seduction /cast Sacrifice /cast Intercept /petstay [noexists] /petdefensive [noexists] This allows you to do the following things: Send your pet to attack by pressing button 1 while targeting an enemy Make your pet return to you immediately by clearing any targets and pressing the same button again Make your pet use its special attack again (Seduce, Sacrifice, Intercept, Block Spells) when targeting an enemy with the second button Make your pet (other than voidwalker) stay in one place and become aggressive when they press the second button and no target is selected Make it come back to you again and become passive by pressing the first button again Now you can reduce without the Succubus being blocked by an ongoing seduced The Felhunter will attempt to devour Magic on targeted friendlies and the spell blocks targeted enemies. Basically everything you ever need to do with your pet in 2 buttons. Another Button 1 2-button AI system: #showtooltip /cast [help,pet:felhunter] Devours Magic; [pet:felhunter,target=player] Devouring magic; [pet:voidwalker,combat] Suffering; [pet:voidwalker,nocombat] Consume shadows; [pet:Succubus] Relaxing Kiss button 2: #showtooltip /cast [pet:felhunter,target=target] Spell block; [pet:Succubus,target=target] Seduction; [pet:voidwalker,combat] Sacrifice; [pet:voidwalker,nocombat] Consume shadows; When button 1 is pressed, if you have a felhunter and are targeting a friendly player, that player will devour Magic, otherwise it will devour the magic on you. If you have a voidwalker and in combat will throw Suffering (provocation), otherwise it will cast Consume Shadows (heal). If you have a Succubus, she'il throw Soothed Kiss. When button 2 is pressed, if you have a felhunter up, it will cast Spell Block on your target. If you have a Standing Succubus, she will throw Seduce on your target, and if you have a voidwalker and are in combat she will throw Sacrifice (put into combat to help disfigure the wrong clicks), otherwise she will attempt to heal himself. Note: Use the ? how the macro icon and the actual icon for skill will look. Summon all pets This is a very simple macro that allows you to summon any pet you want to summon. Just left-click to evoke an alt imp. Hold down CTRL and left-click to a criminal. Hold down shift and left-click to summon a Voidwalker. Right-click to summon a Felguard. Hold down shift and right-click to summon a Felsteed. Hold down alt and right-click to summon a dreaded. This covers every possible summon, including mounts. Even if you don't have some of the summons, it doesn't matter because it just means you can't use it until you get the spell. So let's say you don't have a Felhunter and you ctrl right-click, nothing will happen. Still Still the other quote will work well. So no matter what level you are, it will work with whatever pet you have. #showtooltip /cast [btn:2] Summon Felguard /cast [btn:2,mod:shift] Summon Felsteed /cast [btn:2,mod:alt] Kilrogg's Eye /cast [mod:alt] Summon Succubus/cast [mod:ctrl] Summon Felhunter /cast [mod:shift] Summon Voidwalker /launch Summon Imp Same, more space efficient. #showtooltip /cast [btn:2] Summon Felguard; [btn:2,mod:shift] Summon Felsteed; [btn:2,mod:alt] Kilrogg's Eye /cast [mod:alt] Summon Succubus/cast [mod:ctrl] Summon Felhunter /cast [mod:shift] Summon Voidwalker; Summon Imp or if you can't use multiple mouse buttons or not, this will work too. Notice the lack of Kilrogg's Eye, Felsteed/Dreaded, and Imp summons. Also note that if you use keyboard shortcuts (for example, press 3 for the third action button), you must remap the SHIFT key to use this or any other macro with a shift modifier. Shift+# changes the action bars by default. #showtooltip /cast [mod:alt] Summon Felguard; [mod:ctrl] Summon Voidwalker; [mod:shift] Summon Succubus; Summon Felhunter-focused seduction At the time of use, the macro will focus your target and seduce your Succubus. If used for the second time, and your focused target, that is, the seduction target, is alive, it will seduce it again, regardless of your current goal. It will not focus your current goal and seduce it; will reduce its targeted objective. When used during seduction, it will break seduction and seduce the focused target. If you click while you press Alt, it cancels the previous focus and assigns a new focus to the current target. #show /clearfocus [modifier:alt] /focus [target=focus,noexists]; [target=focus,dead] /clearfocus [target=focus,help] /petstay /petfollow /stopcasting /cast [pet:succubus,target=focus,exists,harm] Seduction; Seduction Devour Magic - Arena Style 3v3 In use, this macro will throw Devour Magic on the specified target without breaking the current target. Useful for 3v3 arenas, requires a middle mouse button. #showtooltip /cast [pet:Felhunter,button:1,target=party1] Devour magic; /cast [pet:Felhunter,button:2,target=party2] Devour magic; /cast [pet:Felhunter,button:3,target=player] Devour magic; Again, same thing more saving space and using modifiers than mouse buttons (for those keyboard enthusiasts out there). The normal click will throw it at you, alt+click (or alt+keyboard shortcut) will throw it on party member 1, ctrl+click (or shortcut key) will throw it on part 2. Since only the Felhunter has Devour magic, there is no need to make sure that is out. I recommend replacing your regular Devour Magic button on your pet's toolbar with one of them. #showtooltip /cast [mod:alt,target=party1] Devour Magic; [mod:ctrl,target=party2] Devouring magic; [target=player] Devour Magic's advanced spelling block with focus when used, this this it will focus the current target (if you don't already have a focus) and throw spelling block on that target. If the move is held down while using this macro, it will focus the current target and generate spelling block on that target (changing focus), if you don't have a target, it will simply clear the focus. If ctrl is held down while using this macro, it will simply block the target as you hover (this way you won't lose the current target). #showtooltip Spelling Block /clearfocus [modifier:shift] /focus [target=focus, noexists] /cast [nomodifer, pet:Felhunter, target=focus, damage] Spell block; [modifier:ctrl, pet:Felhunter, target=mouseover, harm] Advanced Devour Magic Spell Block when used, this macro will throw you devour magic. If the turn is held while using this macro, it will throw Devour Magic on the current target. #showtooltip Magic devours /cast [modifier:shift, pet:Felhunter] Devours Magic; [pet:Felhunter, target=player] Devour the magic pet evocation This will consolidate your pets on a button, I wrote it long before 70, so you'll probably want to rearrange it. As it is, summon Imp by default, Voidwalker if you hold down shift, Succubus with ctrl, and Felhunter with alt. Right-clicking would, intuitively, ignore, but I preferred to use it to keep my support, although you might want to put another pet there, which would be easily done by copying from the macro. It's actually set to don't click left. /cast [nobutton:1] Summon Felsteed(Summon) /cast [no modifier] Summon Imp(Summon) /cast [modifier:shift] Summon Voidwalker(Summon) /cast [Modifier:ctrl] Summon Succubus(Summon) /cast [Modifier:alt] Summon Felhunter(Summon) Macro Affliction Macro Macro Derstruction Macros Various Macro Tips Demonology Spells Destroy Spells Arena Guide Combat Tactics Healing Tips Addons Curse of Weakness Fantastic Skills Felguard Skills ability wowgold tips: Guides Only PVE Technique PVP Technique PVP Technique Technical Skills and Talents Talent Tree Affliction Talent Builds Talent Demonology Builds Talent Destruction Talents Builds Tips Various Imp Pet Quest Voidwalker Pet Quest Succubus Pet Quest Felhunter Pet Quest Minions Instance Guide General Attributes Macros Crowd Control Macros Stone Managements Strategies Dungeons | FAQ | The Burning Crusade | Warcraft Lore | Macros | Tactics wow tactics