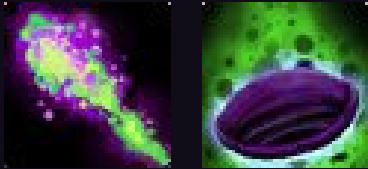


WARLOCK DPS



DESTRUCTION + AFFLICTION

Black Temple + Mount Hyjal Carrier Handbook

- Definitive 0/21/40 damage lane
- Roster-assigned 41/0/20 utility lane
- Exact icons for gear, consumes, gems and enchants
- Every Hyjal wave and Black Temple encounter

01 / ROLE COMMAND CARD

Deliver damage and raid debuffs

One Warlock can change an entire caster stack. Every Warlock must manage curses, threat, shards and health as deliberately as damage.

Destruction - default 0/21/40. Sacrifice Succubus for Shadow or Imp for Fire. Maintain the assigned curse, then cast the correct filler without interrupting movement or threat calls.	Affliction - roster slot 41/0/20. Bring Malediction and Shadow Embrace, maintain the full DoT package and accept lower personal throughput for raid value.
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Non-negotiable carrier habits

Before pull	During combat	After enemy died
Soulwell, Soulstone, 25+ shards	Assigned curse; Soulshatter before cap	Drain Soul safe targets; restock
Confirm Shadow or Fire support	Life Tap only inside healing plan	Resummon/sacrifice correct demon
Equip boss-hit or trash set	Seed only where detonation is safe	Check Soulstone duration

Command rule

A dead Warlock, an uncursed boss or a threat-capped Warlock contributes zero damage. Protect those three states before chasing another cast.

02 / RACE AND PROFESSIONS

Gnome and Orc are the damage defaults

Racial value is smaller than execution, but the optimal choices are clear for a new raid character.

 Expansive Mind Alliance damage default; 5% Intellect.	 Escape Artist Excellent mechanic recovery.
 Blood Fury Horde spell-damage burst; align with trinkets.	 Command Pet value for Affliction or any unsacrificed demon.

Racial	Recommendation	Why
Alliance	Gnome	Expansive Mind is the best sustained caster racial; Escape Artist has real progression value.
Horde	Orc	Blood Fury is the strongest damage racial; Command supports utility-pet configurations.
Alternatives	Human / Undead / Blood Elf	Playable, but their racials do not beat the above raid-DPS packages.

Profession route

Prof	Use
Tailoring + Engineering	Best carrier path: crafted cloth plus explosives for Hyjal waves.
Tailoring + Enchanting	Two ring enchants when trash engineering is already covered.
Tailoring + Leatherworking	Use only when the assigned party still needs Drums coverage.

03 / DESTRUCTION TALENTS

0/21/40 is the Phase 3 endpoint

Demonic Sacrifice and Ruin scale the clean one-button filler while the Destruction tree supplies crit and coefficient multipliers.

 <u>Demonic Sacrifice</u> 15% Shadow or Fire damage from the correct demon.	 <u>Ruin</u> Critical strikes deal doubled bonus damage.
 <u>Shadow and Flame - 5/5</u> Adds spell-power scaling to Shadow Bolt and Incinerate.	 <u>Bane - 5/5</u> Cuts Shadow Bolt cast time.
 <u>Improved Shadow Bolt - 5/5</u> Shadow crits amplify raid Shadow damage.	 <u>Devastation - 5/5</u> Core crit chance.
 <u>Emberstorm - 5/5</u> Fire lane multiplier.	 <u>Backlash - 3/3</u> Crit plus instant cast after taking damage.

Talent	Points
Demonology - 21	Improved Healthstone 2, Demonic Embrace 5, Fel Intellect 3, Fel Domination 1, Fel Stamina 3, Master Summoner 2, Unholy Power 4, Demonic Sacrifice 1
Destruction - 40	Cataclysm 5, Bane 5, Improved Shadow Bolt 5, Devastation 5, Shadowburn 1, Destructive Reach 2, Improved Searing Pain 3, Ruin 1, Emberstorm 5, Backlash 3, Shadow and Flame 5

Progression swap
Move optional Improved Searing Pain points into Nether Protection only when a specific encounter demands it. Do not present this as the default damage build.

04 / SHADOW VERSUS FIRE

Choose the school your raid supports

Both lanes use 0/21/40. The raid debuffs, encounter resistances and available caster group decide the filler.

 Shadow Bolt - Rank 11 Default with Shadow Priest / Shadow Weaving support.	 Incinerate - Rank 2 Higher ceiling with Fire Mage Improved Scorch support.
 Improved Shadow Bolt - 5/5 Shadow Bolt crits benefit all Shadow damage.	 Immolate - Rank 9 Maintain only in the supported Fire lane when profitable.

Condition	Use Shadow	Use Fire
Raid support	Shadow Priest; other Shadow Warlocks	Fire Mage maintains Improved Scorch
Sacrifice	Succubus	Imp
Weapon enchant	Soulfrost	Sunfire
Weakness	Shadow resistance or missing Shadow support	Fire resistance, missing Scorch, Immolate movement cost
Carrier default	Safer roster-independent lane	Use only when the raid commits to the Fire package

Never improvise mid-pull
School, demon sacrifice, weapon enchant and debuff support form one package. Switching only the filler spell creates a weaker hybrid state.

05 / HIT AND STAT WORKSHEET

Build to 16% boss hit - no more

Level 73 bosses require 16% spell hit after the unavoidable 1% miss. Party buffs change the amount that belongs on gear.

Support	Hit from gear	Rating target
None	16%	202 spell hit rating
Draenei only	15%	189 rating
Totem of Wrath only	13%	164 rating
Draenei + Totem of Wrath	12%	152 rating

After hit cap

Stat	Role
Spell power / school damage	Primary reliable throughput after cap.
Spell haste	Strong Phase 3 stat; re-check Life Tap rhythm and latency.
Spell crit	Excellent for Ruin and Improved Shadow Bolt, but volatile.
Intellect	Mana and a small crit contribution; never gem it over damage.
Stamina	Life Tap resource and survival, not permission to stand in mechanics.

Saved sets
Keep a boss-hit set, a Totem-of-Wrath set, and a low-hit Hyjal-trash set. Never throw away rating pieces merely because the current party supplies hit.

06 / DESTRUCTION ROTATION

Curse, filler, movement spell, threat reset

Destruction wins through uninterrupted casting and correct resource timing, not a complicated priority list.

 Curse of the Elements Maintain if assigned; Affliction amplifies it.	 Curse of Recklessness Physical raid assignment when Elements is covered.
 Shadow Bolt - Rank 11 Shadow filler.	 Incinerate - Rank 2 Fire filler.
 Life Tap - Rank 7 Tap during planned low-value windows.	 Shadowburn - Rank 8 Movement/execute only; consumes a shard.
 Soulshatter Use before threat forces downtime.	 Death Coil - Rank 4 Emergency survival or movement global.

Window	Execution
Pre-pull	Sacrifice correct demon; potion plan; pre-cast filler to land after tank contact.
Stable	Assigned curse, then continuous Shadow Bolt or Incinerate.
Movement	Refresh assigned curse if due; Shadowburn only when its shard and ISB cost are justified.
Mana	Tap before empty, preferably before incoming raid healing; never tap into lethal damage.
Threat	Soulshatter around 70-80% when the fight will last; stop immediately on tank call.

07 / SEED AND HYJAL AOE

Seed detonation control is the Hyjal skill

Seed of Corruption is extraordinary only when targets live long enough, the tank owns the pack and detonations do not break control.

 Seed of Corruption Apply across different healthy targets.	 Super Sapper Charge Engineering burst after the pack is stable.
 Soulshatter AoE threat is still threat.	 Life Tap - Rank 7 Tap between waves, not during lethal focus.

Scenario	Guideline
Gathering	Wait. Do not pre-Seed mobs still pathing into the tank.
Stable and healthy	Seed different targets; avoid overwriting your own undetonated Seed.
Nearly dead	Direct damage a priority target or prepare the next wave.
Controlled target present	Exclude it; detonation can break Fear/Banish plans.
Threat unstable	Stop, Soulshatter if valuable, then resume after the tank call.

AoE cap reality

Huge packs can reach the AoE cap. Sacrificing a Succubus remains useful, but extra multipliers may not translate linearly on the largest pulls.

08 / CURSE OWNERSHIP AND CONTROL

Assign every curse before the pull

A duplicated curse is wasted raid value. A missing Elements or Recklessness curse can cost more than any personal rotation error.

 <u>Curse of the Elements</u> Caster damage and resistance reduction; Affliction adds Malediction.	 <u>Curse of Recklessness</u> Physical damage support and armor interaction.
 <u>Curse of Doom</u> Personal damage only when it can complete 60 seconds.	 <u>Curse of Agony</u> Shorter-lived target personal curse.
 <u>Fear - Rank 3</u> Manual control with a cancel/stop plan.	 <u>Banish - Rank 2</u> Elemental or demon control; track duration.
 <u>Enslave Demon - Rank 3</u> Encounter/trash utility only by plan.	 <u>Create Soulstone</u> Assign healer/tank recovery target and refresh duration.

Priority	Rule
1	Elements and Recklessness coverage according to raid composition.
2	Encounter control curse such as Tongues when explicitly assigned.
3	Doom or Agony only after raid curses are covered.
4	Affliction maintains its assigned amplified curse; do not overwrite it.

09 / DEMONS AND SACRIFICE

The demon completes the school package

Destruction normally sacrifices. Affliction may keep an Imp or Felhunter according to group and encounter utility.

 Summon Succubus Sacrifice for +15% Shadow damage.	 Summon Imp Sacrifice for +15% Fire damage or keep for Blood Pact.
 Summon Felhunter Keep for Devour Magic / Spell Lock assignments.	 Demonic Sacrifice Verify the buff after deaths, summons and zone transitions.

Scenario	Demon plan
Shadow Destruction	Summon Succubus, sacrifice, verify Shadow-damage buff.
Fire Destruction	Summon Imp, sacrifice, verify Fire-damage buff.
Affliction caster group	Imp for passive firebolt and possible Blood Pact assignment.
Utility encounter	Felhunter only when dispel/interrupt value exceeds the damage loss.
After battle resurrection	Recreate the intended demon/sacrifice state before resuming filler.

10 / PHASE 3 ENDPOINT

Four-piece Tier 6 defines the endpoint

Malefic Raiment adds 6% Shadow Bolt and Incinerate damage. The off-piece depends on hit, school and contested loot.

 Hood of the Malefic Tier 6 anchor.	 Mantle of the Malefic Tier 6 anchor.
 Gloves of the Malefic Tier 6 anchor.	 Leggings of the Malefic Use with Vestments off-piece.
 Translucent Spellthread Necklace Hit-sensitive neck.	 Nethervoid Cloak Powerful only if its hit is used.
 Vestments of the Sea-Witch Excellent off-piece chest.	 Bracers of Nimble Thought Crafted endpoint.
 Belt of Blasting Strong when hit is useful.	 Slippers of the Seacaller No-hit endpoint boots.
 Ring of Ancient Knowledge High-value shared caster ring.	 Ring of Captured Storms Strong Phase 3 ring.
 The Skull of Gul'dan Highest Phase 3 priority; lasts longest.	 Sextant of Unstable Currents Crit-proc alternative.
 Zhar'doom, Greatstaff of the Devourer Paper weapon endpoint, highly contested.	 Wand of the Forgotten Star Strong hit wand.

Token order
Complete 4pT6 before taking a tiny off-piece gain. Hood, Mantle, Gloves and Leggings pair naturally with Vestments of the Sea-Witch.

11 / GEAR PACKAGES

Save complete sets, not a single BiS outfit

Phase 3 gear carries abundant hit. The correct item is the one that completes the current support and spell-school package.

 Cowl of the Illidari High Lord Stat-rich only after protecting 4pT6.	 Hellfire-Encased Pendant Fire lane no-hit neck.
 Cloak of the Illidari Council Practical no-hit cloak; avoids healer Shroud conflict.	 Waistwrap of Infinity No-hit belt alternative.
 Leggings of Channeled Elements Off-piece legs with T6 robe route.	 Tempest of Chaos One-hand path.
 Chronicle of Dark Secrets Best off-hand if its hit is useful.	 Eye of the Night One Warlock can provide the raid Shadow-damage aura.

Targeting	Purpose
Boss / no support	Full 202-rating target.
Boss / Totem of Wrath	164 rating; remove wasted hit.
Boss / Draenei + Totem	152 rating; maximize damage stats.
Hyjal trash	Only 3% hit required against level 70 targets; emphasize power/haste.
Mother Shahraz	Resistance-compliant set without breaking the assigned raid threshold.

12 / GEMS AND ENCHANTS

Activate Chaotic, cap hit, stack damage

Socket bonuses matter only when they help the exact hit target or pay back the color compromise.

 Chaotic Skyfire Diamond Ruin meta; mandatory.	 Runed Crimson Spinel Best pure spell damage.	 Veiled Noble Topaz Damage plus hit.
 Great Dawnstone Emergency pure hit.	 Glowing Nightseve Blue contribution; use best damage/stamina hybrid available.	 Arcanum of Power Head spell power + hit.
 Greater Inscription of Discipline Aldor realistic endpoint.	 Runic Spellthread Leg spell power.	 Soulfrost Shadow weapon enchant.
 Sunfire Fire weapon enchant.	 Subtlety Non-negotiable cloak threat reduction.	 Boar's Speed Movement speed plus stamina.

Slot	Enchant
Chest / wrists / gloves	Exceptional Stats / Spellpower / Major Spellpower or hit as required
Rings	Spellpower on both rings if Enchanter
Weapon	Soulfrost for Shadow; Sunfire for Fire; never mix the school package

13 / CONSUMABLES AND INVENTORY

Bring damage, mana and survival inventory

Use a school flask and potion plan that matches the encounter. Soul shards are a raid resource, not optional bag clutter.

 Flask of Pure Death Shadow lane flask.	 Flask of Blinding Light Fire lane flask.	 Destruction Potion Burst window.
 Super Mana Potion Long-fight sustain.	 Brilliant Wizard Oil Apply when weapon setup allows.	 Blackened Basilisk Spell-damage food.
 Flame Cap Fire lane pre-planned use.	 Dark Rune Off-potion mana.	 Demonic Rune Equivalent farmable rune.
 Drums of Battle Party haste if assigned.	 Super Sapper Charge Hyjal stacked waves.	 Greater Shadow Protection Potion Mother / planned Shadow damage.
 Nightmare Seed Survival cooldown.	 Master Healthstone Personal emergency heal.	 Soul Shard Carry at least 25; more for progression.

Fight Length	Potion Plan
Short	Destruction Potion if mana cannot become the limiter.
Medium	Burst potion, then reassess tap/healer plan.
Long	Super Mana Potion early enough to permit another; use rune on a separate cooldown.

14 / AFFLICTION TALENTS

41/0/20 is a raid-utility assignment

Affliction earns its place through Malediction, Shadow Embrace and reliable multi-DoT pressure - not by pretending to beat Destruction on clean single target.

 <u>Unstable Affliction</u> Signature DoT; never clip.	 <u>Malediction - 3/3</u> Amplifies Curse of the Elements for the raid.
 <u>Shadow Embrace - 5/5</u> Reduces boss physical damage dealt.	 <u>Contagion - 5/5</u> Core DoT multiplier.
 <u>Siphon Life</u> Maintain for damage and sustain.	 <u>Corruption - Rank 8</u> Maintain continuously.
 <u>Dark Pact - Rank 4</u> Mana without healer health cost.	 <u>Improved Shadow Bolt - 5/5</u> Shadow Bolt crits support the raid's Shadow damage.

	Importance
Affliction - 41	Suppression as required, Improved Corruption, Amplify Curse, Nightfall, Siphon Life, Shadow Mastery, Contagion, Dark Pact, Malediction, Shadow Embrace, Unstable Affliction.
Destruction - 20	Bane and Improved Shadow Bolt into Devastation; no Ruin at 20 points - use the exact linked build and do not invent a 41/0/20 Ruin hybrid.

Important correction
A 41/0/20 Affliction build cannot reach Ruin. Do not import 0/21/40 crit assumptions into the Affliction filler calculation.

15 / AFFLICTION ROTATION

Refresh after the final tick - never before

Affliction is a timer discipline spec. A clipped DoT loses both damage and the global that could have cast Shadow Bolt.

 Curse of the Elements Usually your Malediction assignment.	 Unstable Affliction Maintain; begin cast to land after expiry.
 Corruption - Rank 8 Maintain 100% without clipping.	 Siphon Life Maintain on targets that live.
 Curse of Agony Only when raid curse assignment permits.	 Shadow Bolt - Rank 11 Filler and Improved Shadow Bolt support.
 Dark Pact - Rank 4 Preferred controlled mana conversion.	 Life Tap - Rank 7 Use when pet mana is insufficient or movement permits.

Priority	Action
1	Assigned amplified curse.
2	Unstable Affliction, Corruption and Siphon Life.
3	Immolate only when the actual gear/support makes it profitable.
4	Shadow Bolt filler; Shadowburn only during movement/execute.
5	Refresh each DoT after its final tick; remove dying targets from the plan.

16 / AFFLICTION GEARING AND ROSTER VALUE

Gear Affliction for its real job

The same Phase 3 caster pieces remain powerful, but Affliction values hit differently because Suppression affects Affliction spells - not Shadow Bolt.

 Malediction - 3/3 Raid caster multiplier.	 Shadow Embrace - 5/5 Boss physical-damage reduction.
 Eye of the Night Coordinate the unique Shadow aura provider.	 Hood of the Malefic T6 remains strong, but the 4p bonus favors filler spells.
 The Skull of Gul'dan Still the longest-lived trinket priority.	 Zhar'doom, Greatstaff of the Devourer Powerful endpoint; simulate against one-hand/off-hand.

Question	Answer
Does the raid need Malediction?	If no other Affliction Warlock provides it, this is the reason for the slot.
Does the tank benefit from Shadow Embrace?	High-value on progression physical-damage encounters.
How much hit?	Cap Shadow Bolt separately from Affliction-school spells; Suppression does not help filler.
Hyjal waves?	Seed remains the AoE answer; do not multi-DoT packs that die before value is returned.

17 / MACROS AND EMERGENCY CONTROLS

Make threat and control one keypress away

Macros should remove targeting delay, never automate encounter judgment.

Purpose	Macro
Focus Banish	<code>#showtooltip Banish /stopcasting /cast [@focus,harm,nodead] Banish</code>
Mouseover curse	<code>#showtooltip Curse of the Elements /cast [@mouseover,harm,nodead][] Curse of the Elements</code>
Emergency Soulshatter	<code>#showtooltip Soulshatter /stopcasting /cast Soulshatter</code>
Pet interrupt	<code>#showtooltip Spell Lock /cast [@focus,harm,nodead][] Spell Lock</code>
Drain Soul shard	<code>#showtooltip Drain Soul /cast Drain Soul</code>

No sequence macro
Do not use a castsequence for DoTs or curses. Target lifetime, debuff expiry, movement and assignment changes require live decisions.

18 / UI AND LOG REVIEW

Review uptime, support and wasted casts

A Warlock log is meaningful only when compared with the same spell school, curse assignment, party buffs and kill time.

Metric	Target / diagnosis
Active time	95%+ meaningful activity on safe stationary encounters.
Assigned curse uptime	Approach 100%; explain every gap.
Filler casts per minute	Compare only against similar haste and movement.
Life Tap globals	Move taps into movement, transitions and low-value windows.
Threat downtime	Soulshatter timing, Subtlety enchant and tank threat support.
Seed damage	Targets seeded, detonations, overkill and threat deaths.
Affliction DoT clipping	Refresh timestamps must follow the final tick.
Deaths	Health before raid damage, Seed aggro, missed control or late movement.

UI checklist

Track	Display
Boss debuffs	Your curse, Malediction ownership, ISB charges, Scorch/Shadow Weaving.
Resources	Mana, health, potion/rune timers, Soulshatter, shard count.
Control	Focus frame with Banish/Fear duration and pet interrupt cooldown.

19 / HYJAL WAVES

Win eight waves without stealing the pack

Warlocks dominate Hyjal trash when they wait for the tank, choose healthy Seed targets and arrive at the boss with mana and shards.

 Seed of Corruption Different healthy targets.	 Super Sapper Charge After the stack is stable.	 Fear - Rank 3 Only marked escape target.
 Banish - Rank 2 Hold assigned elemental/demon.	 Life Tap - Rank 7 Between waves when safe.	 Soul Shard Drain Soul dying safe targets.

Wave phase	Warlock action
Spawn / path	Stand at assigned lane; no early Seed.
Tank gather	Apply assigned curse to priority target; wait for ownership.
Burn	Spread Seed across durable mobs; direct-cast marked kill target if requested.
Cleanup	Drain Soul safe target, refresh sacrifice, tap/drink and move.
Before boss	Stop shard farming in time; arrive full health, mana and cooldown plan.

20 / HYJAL BOSSES

Five bosses, five resource plans

The largest losses come from movement delay, unsafe Life Taps and missing curse coverage - not from choosing the wrong trinket by two DPS.

Enemy	Notes
Rage Winterchill	Spread for Death and Decay; move immediately on Icebolt/ground effects; maintain curse through movement.
Anetheron	Stay in healing range; assigned Warlock handles infernal control only by plan; avoid tapping before Carrion Swarm.
Kaz'rogal	Mana is survival. Use potion/rune early, minimize unnecessary DoTs and stop tapping if Mark threatens health.
Azgalor	Respect Rain of Fire and silence range; Soulstone recovery target; save health before dangerous windows.
Archimonde	Tears equipped, fear break plan, immediate fire movement. Personal survival is the only parse that matters.

Archimonde rule

Never finish a cast inside Doomfire movement. Use healthstone and Nightmare Seed proactively, not after the lethal event.

21 / BLACK TEMPLE EARLY

Naj'entus through Teron

Front-load movement planning, curse ownership and threat resets before damage habits become automatic.

Boss	Event/Tip
Naj'entus	Healthstone ready; stop tapping before shield break; burst after the shield collapses and healing stabilizes.
Supremus	Maximum range; instant movement from volcanoes; use movement globals without delaying safe relocation.
Shade of Akama	Seed stable add packs; preserve threat margin and arrive at Shade burn with damage cooldowns.
Teron Gorefiend	Clean filler uptime; pre-plan Soulshatter. If ghosted, execute construct controls instead of staring at bars.

Carrier rule
On every early boss, place the Demonic Circle idea out of mind - it does not exist in TBC. Your movement plan is positioning, camera and immediate reaction.

22 / BLOODBOIL AND RELIQUARY

Threat discipline beats automatic casting

These encounters punish a Warlock who continues the rotation after the fight changes state.

Encounter	Execution
Gurtogg Bloodboil	Stay with assigned Bloodboil group. Stop immediately on threat call and dangerous Fel Rage transitions; never tap before incoming group damage.
Reliquary - Suffering	Mana regeneration is disabled. Follow the phase resource plan; Rank 1 utility and interrupts matter more than filler.
Reliquary - Desire	Every damaging cast reflects damage. Cast only inside healer/raid plan; no automatic DoT refresh or Seed.
Reliquary - Anger	Wait for tank threat, then controlled burst. Soulshatter is a planned threat tool, not a panic button.

 Life Tap - Rank 7 Phase-specific permission.	 Soulshatter Planned threat point.	 Death Coil - Rank 4 Emergency only.	 Master Healthstone Survive reflection windows.
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23 / MOTHER, COUNCIL AND ILLIDAN

Late Black Temple execution

Resistance compliance, target discipline and survival are the final carrier checks.

ROLE	EXECUTION
Mother Shahraz	Meet the raid Shadow-resistance threshold exactly. Greater Shadow Protection Potion and health consumables are part of the set; react instantly to Fatal Attraction.
Illidari Council	Attack only the assigned target, respect immunities and interrupts, and stop casts on threat/reflect calls. Curse coverage follows the raid target plan.
Illidan	Phase curses and threat separately; control assigned demons only by plan. Move from eye beams and parasites immediately; save health for unavoidable damage.

 Greater Shadow Protection Potion Pre-pot per resistance plan.	 Nightmare Seed Extra health before danger.	 Banish - Rank 2 Assigned demon control.
 Enslave Demon - Rank 3 Only if strategy calls for it.	 Create Soulstone Recovery target refreshed.	 Soulshatter Phase threat plan.

Progression verdict
A resistance-compliant Warlock with correct curse uptime and zero avoidable deaths is stronger than a paper-BiS character that dies during the first transition.

24 / PREPARATION AND PRE-PULL CARDS

Turn preparation into a repeatable checklist

The character should enter every pull with the correct school, support, inventory, curse and threat plan already decided.

Destruction card Correct demon sacrificed Shadow or Fire enchant/set equipped Boss hit target verified Assigned curse confirmed Soulshatter timing marked Potion and tap plan ready	Affliction card Malediction assignment confirmed Shadow Embrace expected DoT bars visible Shadow Bolt hit checked separately Pet utility assignment confirmed Dark Pact pet mana visible
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14-day preparation sprint

Days 14-10	Finish attunement, resistance set, gems/enchants and 25+ shard bag state.
Days 9-6	Target dummy school rotation; Seed targeting; focus Banish/Fear; Life Tap timing.
Days 5-3	Save boss-hit, supported-hit, trash and resistance equipment sets.
Days 2-1	Buy full consumes, repair, verify Soulstone targets and review raid curse sheet.
Raid day	Log review after each block: curse uptime, deaths, threat downtime and activity.

25 / SOURCES AND ICON CREDITS

Current references and clickable data

Spell, talent and item names throughout the handbook link directly to their TBC Wowhead entries.

Destruction Phase 3 BiS	Wowhead TBC / guide/destruction-warlock-dps-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
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Research checked July 22, 2026. Live raid mechanics, hotfixes and loot policy always supersede a static document.