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Wotlk frost death knight pvp guide

April 18, 2015 Can anyone post the talents of most iced dks in 3.3.5 pvp? April 18, 2015 Frost PVP, ooooh Crazy Man! UH presence for PVP. EDIT: I forgot that the Blood Talent Subversion does not work here, so these 3 points should be spent on Leaf Barrier. April 21, 2015 Blade Armor talents are more or less optional, utility may be better than pure damage. April 22, 2015 Why are there no points in subversion? Don't you use eraser? April 22, 2015 Obliterate does less damage than FS even on fabric, 90% of the time I think you should be doing a chain, a plague strike, FS. If the target has more armor than fabric, then tap Ice Cream + PS > Annihilate Easily. Observe the superior arctic power gain of the ice chains with a single rune (20) vs Obliterate (25 rp) with 2 runes consumed. Ice Chains + Plague Attack along with passive ordic power generation of talents /4 PC results in enough ordic power to hit frosts reliably and more often. That passive odd power thing (I think it was 2rp/5 sec) can be quite useful for clutch frost hits on low hp targets when you lack the last bit of arctic power, but it's more than 2v2 thing. April 22, 2015 I get your point with the highest ordic power obtained from the chain and plague strike and I agree that it is penetration > erasure, but I still find erased quite useful when you go for a death. For example, against a padlock, have as much disease in the lock as 130% arctic energy and then dump all the arctic energy and runes for frost stroke and destroy. Then use the power rune weapon and again overturn runes and ordic power for FS and Annihilate. In about 12 seconds 8 FS and 4 erased can be used they must provide the highest possible burst dmg. I think even against plate targets its value of using erased when going to a death because it grants the most eddic power in a GCD. 22 April 2015 Subversion is involved. In PVP, frost strokes are more important than erased, but if the subversion were working, then it would be the best option. Annihilators are important, yet. You should also target ARP over STR, as automatic attacks deal more damage than anything else. April 29, 2015 Crit for frost dk? ewwww take this my friend, best pvp build for frost dk, this gives you high generation of arctic energy, a lot of process killing machines, and survival. The howling explosion and the they're useless, its ice range chains is 30, which is ideal for running enemies, your illness lasts 21 seconds and you don't have to worry that they are running out because you will be squealing them with your normal rotation, just use frost strokes when killing machine processes. With pvp gloves and this talent building, ice chains generates 20 eddic ordic power /0 normal ordinary ordinary power, so you'll always have enough ordic power for frost blows. the glyphs you should take are: the hungry cold, frost strike, obliterate,gem str and some purple gems str and stan for the meta gem. with this construction I got up to 2100 with a warrior as a companion. good luck :) April 29, 2015 fun with him! Immortal vs melee and anything except maybe frost wizards and hunters won't be able to do much against you. ^^ Use unholy presence against anything other than Warrior/Rogue/Feral/Hunter! April 29, 2015 Well, it's not as simple as that. A very good feral will make you cry, the same goes for good rogues. You have the advantage of being better off against Rets than UH, but it's still a tough fight if the Ret knows what he's doing. A good Affli will also have a pretty decent chance against you. That said, this is pretty much the specification I would recommend if you go down frost's route for pvp (it's a lot of fun when you put some RP up for sale and throw it all away in some poor idiot). April 29, 2015 This specification looks pretty good for 1v1 and A, but it's not as simple as that. A very good feral will make you cry, the same goes for good rogues. You have the advantage of being better off against Rets than UH, but it's still a tough fight if the Ret knows what he's doing. A good Affli will also have a pretty decent chance against you. That said, this is pretty much the specification I would recommend if you go down frost's route for pvp (it's a lot of fun when you put some RP up for sale and throw it all away in some poor idiot). Rogues are pain in the *** to each melee not challenging. Hunters were harder for my dk with that (good) specification because all your damage comes from melee range, so you don't get a chance if you're equipped and occasional rogues. It was also super good vs rets because they generally have no idea how to fight an Fdk and an unholy presence allows them to maul them very quickly and reapply diseases in case they know what the Clean spell does. Warlocks and other non-icy wizard launchers were never really a threat. Except for the priests of the Exceptional Shadows, who perhaps 2 of them at the time ^^ used that specification for duels, arenas, and bgs. Well, basically everything. In bgs/duels it's crazy, once you know all the tricks you have, it can really be mastered if you're oriented and can take a lot of punishment. In arenas he had about 2k-2.1k rating with him before he stop playing arenas. The with which I played were -- Spriest and Ret. All this is in a 6.1k fdk pov without donated items. June 22, 2016, do you use Obliterate or better to use the ice chain + plague hit when the howl explosion is on CD? June 22, 2016 2016 2016 You'd go with this. Or you don't need HB. For 1v1s and bgs use what they published. Annihilating, while not dealing as much damage as frost strike, remains the fastest way to deal damage and gain ordic power (25). So that means that when you go for death it's better for Oblit instead of PS+T. Something like it's in tasting. Consider Grid of Gorefield, which increases the damage of Oblit Critical by 45%. November 26, 2019 Which presence is preferable for PVP? In addition, is the Revenge Heart Stealth optimal for Frost PVP? Is the talent of annihilation patternable? Edited: November 26, 2019 PRIORITY STATISTICS: 5% Of Hit Rating > 195 Spell Penetration > Force/Attack Power > Crit > > Resistance > Resistance > Expertise 20 MAJOR GLYPHS: Glyph of Annihilation - Increases the damage of your Annihilate ability by 25%. Glyph of Frost Strike: Reduces the cost of your Frost Strike by 8 Ordic Power. Glyph of Howled Blast: Your Howler Blast ability now infects your targets with Frost Fever. MINOR GLYPHS : Glyph of Winter Horn - Winter Horn lasts 60 seconds longer. Glyph of Pestilence: Increases the radius of your Pestilence effect by 5 yards. Glyph of Embrace of Death: Your death spiral returns 20 ordic power when used to heal. GEMS : Goal : Skyflare Chaotic Diamond +21 Critical Strike Rating and 3% Increased Critical Damage Blue : Majestic Zircon Torments - +25 Spell Penetration Red : Bold Cardinal Ruby +20 Strength Yellow : [Smooth King's Amber] - +20 Critical Strike SKILL Rating ROTATION : ongoing... PROFESSION : Charming : Ring Enchants JewelCrafting : Unique Gems + 34 Customizable Stats 2H - PVP FROST DK TALENT TREE : DW - PVP FROST DK TALENT TREE : Wotlk PVP Frost Death Knight Guide (Quick) Welcome to our Death Knight PVP Derrail guide for WoW WotLK. This guide will show you what you need to know to play death knight class as Frost in Arena/Battlegrounds. Talents There are a number of frost building options for PVP. The first construction here has no Explosion howling. Instead, it has Frozen Chains, Increased The Eddic Power of Ice Chains, and Blood scent plus Virulence to reduce the chances that your diseases can be eliminated. This construction drop Annihilate. Glyph of Annihilation is replaced by Glyph of Ice Chains that allows you to deal damage while gaining ordic power. This 3rd construction is a self-healing survival construction. This latest version includes Explosion howling, but drops icy heels. Glyphs Major Frost Shock Annihilate hungry The lesser glyphs annihilated from death, the gems of the pestilence of death can change in or your construction, equipment and caps. You may need to adjust your gems to account for your team. Enchanting You may need to adjust your enchantments to your team. Priority Stats 135 Magic Pen % Attack without General Talents Do not use Deadly Grip to start a fight. It is very crucial for distance classes or other players who decide to decide if you have a demon, make sure sur its stun is in manual control. Note that some of the information is out of date and some abilities have been removed, such as Blood Mark. The Knights of The Wizard's Death are well equipped to handle any threat a magician has to offer, but the opening sequence is key. The trump cards of this fight will be Anti-Magic Shell, Anti-Magic Zone, as well as Death Grab. The way the opening sequence is handled will determine the rest of the fight. Get your ghost away from you. The magician will usually run against you and Frost Nova instead. If you remove the frost nova, Deep Freeze will surely continue. To counter this, you can build ore power before the fight begins by placing Death and Decline on the ground and using your winter horn. As soon as the fight begins, use Anti-Magic Shell to absorb the trap and use this time to place your illness control. If the magician blinks at this point, you can grab him from death backwards, but a good magician will counterly silence you (if the magician has improved counterspell) and make you unable to hold on to death. At this point the magician will have the advantage, being able to obtain some harmful spells. Reapply your Ice Chains throughout the fight, you'll need all the mass control you can get. If the magician tries polymorphs, use Lichborne immediately. It makes you undead, which makes you immune to being a polymorph. DO NOT use Anti-Magic Shell to absorb polymorphs, as you will need it to absorb harmful spells. When the magician uses Mirror Image, this is where you use Pestilence and spread the disease from the wizard to the clones. If you can spread, they die quickly. But remember, when the magician uses his clones, you lose the target of the real one. Quickly use the Anti-Magic Zone if possible to give it a few seconds to determine the actual clone. If the magician uses Ice Block, immediately switch to his pet and do as much damage as possible before the Wizard's Ice Block disappears. Killing the pet is useful. The main attacks you'll use are Ice Chains, Plague Strike, Deadly Strike, and Death Spiral. Don't try to use Whip Strike against a magician because when you get close enough to a melee wizard, you'll need the deadly Strike runes. Apply spell interruptions such as Mind Freeze and Strangle as needed. Save enough eddic power for Anti-Mingling Shell, if you use the Smar combo. There is no bad time to use it as all your attacks are based on magic. The rest of the fight must be solved in your favor as long as you continue to deal damage as the wizards have no healing skills. Paladin Retribution paladins are extremely easy for death knights. As blood, you need to damage them to regenerate health, however, whenever you're in the melee range, they always seem to destroy your health too quickly, so stay in the blood presence. Therefore, it's important to start using cooldowns early. Try to use your Hammer of Justice and use Icebound Fortitude to counter it. Try to keep them at a distance, damaging them with Frozen Touch and Death Spiral. Staying close to a retribution pally will never be fun, so I suggested to try to keep them at a few meters away, and only reach the Rune Strike/Death Strike/Frost Strike combos. If you're going to be near them, just leave it for an instant, as its slow 2-handed weapon will deal damage faster than you can regenerate with blood skills. Blood mark is relatively useless against DPS paladins, as their two-handed weapons don't attack fast, so keep them away, make them use bubbles, rune, runes and prepare to kill again. A big pain in fighting Ret palies is when they clean up the spam. Assuming you're a Shadowfrost specification (It doesn't heal blood or point to blood for that matter), all they have to do is clean, clean and release the mana seal basically. Do not use Ice Chains as they are cleaning up spam so it will be almost useless, plus they have a hand of freedom. Use your icy runes for icy Touch. Also use plague attack whenever you can, because the paladin can't clean up AoE's slowing effect, and if the hand of freedom is in cooldown, you'll have time to apply your diseases and heal with death strike. Use Anti-Mingling Shell whenever necessary and if you have the add-on known as Afflicted, which allows you to see your enemy's cooldowns, try clicking so that when the crease becomes released a seal because absorbing that will cause the pally not to regain mana, which will make it unable to clean so much. Now, protective paladins can be difficult, but they are currently handles. They gain mana and PS due to your melee attacks, so keeping your distance can be very useful. Because Protection Paladins have immense amounts of PS and armor, as they are usually tanks, you'll need a lot of time for them, so try not to waste your life-draining spells using them with PS. Use the nearby complete Anti-Magic Shell at the beginning of the fight and try to avoid the Avenger's Shield because most PVP protection paladins will criticize 7-8k with that. Save your Icebound Fortress for when the pally uses wings. Also use the Anti-Magic Zone and keep the crease inside it with you. If he runs out of it, death will catch him again. You could also kit the protective gear. Being controlled by the crowd and kited its probably a pain and protection is weakness number one. It's almost impossible for a protective fold to hit a magician. When the paladin is above level 75, they will have their shield which inflicts large damage. In addition, all paladins can fear the undead for 20 seconds. This practically eliminates your undead pet, or worse: it'll keep you from using the dead as a target and the paladin has not used its divine protection, but will probably use it then to counter all the blows your army is to offer. One in with a well-oriented retribution paladin, or tank paladin will likely result in a fight to win. As for Lore, paladins are horrible against death knights, but dominated against most other classes. Death Knight Against the same class, the only differences will be based on team, experience and talent building. Eliminating the equipment and mixing experience, in a purely construction-based competition, certain skills are optimal against others. For PVP, your enemy DK will most likely have some blood skills. The touch of rune is too divine, unless they are icy or profane. Regardless of its construction, if you are against a BLOOD DK, be careful with the blood mark. Any damage that inflates the marked target returns 4% of its target health. When Blood Mark is on you, don't automatically attack or weak attacks like Frozen Touch. Instead, save your runes for Deadly Strikes, wait for Rune Strikes, and if you're in health, don't hesitate to use Annihilate (only if you have the talents of frost). As a Water Death Knight, against any DK with a pet, as well as any class that has a pet in general, it is generally more effective to place your blood mark on the pet, rather than on the player. The pet usually attacks with faster and less harmful auto attacks, each replenishing 4% of its target health. This works just as well against hunting pets and sorcerer pets, but not as effective at blood elementals. Against Frost DK, who have the weakest death cups, they effectively exchange it for Frost Strike. That means you'll be caught with Ice Chains and then within melee range to alternate between Annihilate and Frost Strike for fast burst damage. Trying to keep them within reach is the key. If you're wielding two, with more reason to mark blood. Profane DKs are going to kill more slowly, keeping someone confined to the area of Death and Decay and Desecration. As blood, again, try to keep you out of reach melee while SS hurts, damaging them from a range as much as possible. Blood DKs should have the advantage in this situation, due to far superior health regen/et damage. As a bit of a psychological trick, it's sometimes worth waiting for the enemy DK to drop a death and decay. When you see where your radius has been placed, feel free to add your own that partially overlaps. If the enemy is not perceptive enough to realize what just happened, it can often attract them or lead them to the fight on their side of the D&D. They will presume that taking damage from its spread as you inadvertently fight in yours. Rogue rogues are not a very difficult class for Death Knights due to our chance of a stop and heavy armor. Using your Rune Strike will make your melee attacks more powerful, but don't use your Death Spiral unless you decide to commit them. Stun is still very bad for DK, so save your trinket for your kidney injection. A good strategy if you have arctic power is of yours from his cheap stun and pop Icebound Fortitude to block a Kidney Shot. If the blood, put Blood Mark on it as with a rogue's rapid attack speed, will very effectively counteract its ability to hurt you for 20 seconds, by using Blood Mark after a rogue has used Shadow Layer cd. Try to keep the rogue at a distance, damaging them with death coils or their ghost, and alternating with icy touches and ice chains depending on the situation. Often, against rogues, you may not even want to try icy Touch unless it's a frost specification. If you can exit its stun lock and pop some cooldowns to mitigate the damage, and commit to the rogue, the fight should be yours. If you have a Glyph of Raise Dead, you might try to get lucky, better in unholy presence due to reduced overall cooldown. When he shoots you cheaply, he pulls out the trinket, summons a demon for 20 of ordic power, and Ice-linked Fortitude to steer you away from his Kidney Shot and change the tides of the ambush. If you encounter a rogue, or get a DaD, and try to fight, use Icebound Fortitude as soon as possible, as they will use Kidney Shot as soon as possible. If the rogue detects your immunity and waits, at least it's not as devastating, as stun is mostly bad when you have unused runes, and you can spam before it disappears. Throwing any disease into a rogue is a good way to stop the fade, but CloS can eliminate it once. Instead, cast Profane Slight or Gargoye Summons whenever you can, as they will continue to attack even as they disappear. Another good way to stop a rogue running is to tell your demon to follow you and then attack them again, if you stealth him in the meantime your demon will know where to find him. Most dks do not know that rogue poison is considered nature and nature is considered magic. In that case, your Antimagic Shell will absorb the poisons. Popping your AMS when a rogue attacks is a great way to kite them, see how it absorbs paralyzing poison. However, this technique is ineffective if the paralysis already applies to you. If your Icebound Fortress attempt fails the rogue removes its KS, open your trinket and IMMEDIATELY use AMS. Your trinket will eliminate paralysis and using your shield soon enough makes you immune and capable of kite. Just throw an Ice Chain at it and use its ranged attacks until it disappears. A commonly used glyph is Glyph of Anti-Magic Shell. Increases the duration of the AMS by 2 seconds. 2 seconds doesn't seem like much, but in PVP you can decide a battle. All but one classes use magic, warriors. Shamans they are as diverse as druids, but much less annoying, as they cannot leave Ice Chains (Ghost Wolf DOES NOT eliminate roots and traps). Upgrade shamans are hand-oriented, while elementalists are launchers and restoration are healers. The totems you'll have to see for the most part are the totem of the earth tola, the grounding totem. Earth. Ground bass totem is a slow aeal of 50%, which is an easy kite for him, icy Touch or let his ghost jump ahead of you. The grounding totem eats a spell. The most harmful thing this can do is seak an ice chain at a vital time. The cleansing totem no longer exists in the live game, but they can throw a cleanse to eliminate disease, so keep an eye on the damage to your goals. Regardless of specifications, they deal a little magic damage, so the Anti-Magic Zone is always nice to have. Upgrade shamans deal their damage closely. They can deal remote damage with shock absorbers, but they are not very good unless supported by Lightning-powered Storm attacks and Maelstrom Weapon. Your own ranged attacks can be better, especially if you have Howler Blast, so you can do it pretty well by kitesurfing. It can slow you down with Frost Shock and Earth Join, but Chains is better, especially if you destroy your totem quickly. You can summon two Spirit Wolves with Feral Spirit, but they can be neutralized with Blood Mark. If the shaman approaches and hits you, then Blood Mark is very effective in the shaman like double-handed enhancement shamans, and the Flame Shock DoT will also benefit Blood Mark. If he runs out of mana, he'll blow up Shamanic Wrath to regenerate it by attacking, chaining and kiting until it disappears, it will leave you at a serious disadvantage. Elemental shamans can be easy, but if played well it can be a difficult combination for a DK. Take out your Ice Chains as much as you can. Save your Stranglefer for when it's low and start healing and save your AMS for Lava Burst. If he manages to pretend to throw you, and you ruin your mental freeze, having Strang up is a lifesaver. Save your deadly grip for when it destroys you with Storm, just throw it with you and chain it back together, but watch out for the grounding totem after Storm, because you'll waste your Death Grab. If you try lightning Discharge or heal from melee range, then Mental Freeze. It is best to allow you to cast Lava Burst even if it is very harmful, because it has a cooldown and blocking your fire school will still set you free for Lightning Bolt and heal. But if you managed to save your AMS by the time the shaman starts casting Lava Burst, wait for it to finish casting, then drop Grab. If you try lightning Discharge or heal from melee range, then Mental Freeze. 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