

## Saved Template

Class: Warlock

Level: 60

---

### Affliction Talents (30 points)

- **Improved Corruption** - 4/5 points  
Reduces the casting time of your Corruption spell by 1.6 seconds.
- **Suppression** - 3/5 points  
Reduces the chance for enemies to resist your Affliction spells by 6%.
- **Improved Drain Soul** - 2/2 points  
Gives you a 100% chance to get a 100% increase to your Mana regeneration for 10 seconds if the target dies while while you drain its soul. In addition, your Mana may continue to regenerate while casting at 50% of normal.
- **Improved Life Tap** - 2/2 points  
Increases the amount of Mana awarded by your Life Tap spell by 20%.
- **Improved Drain Life** - 2/5 points  
Increases the Health drained by your Drain Life spell by 4%.
- **Fel Concentration** - 5/5 points  
Gives you a 70% chance to avoid interruption caused by damage while channelling the Drain Life, Drain Mana, or Drain Soul spell.
- **Improved Curse of Agony** - 2/3 points  
Increases the damage done by your Curse of Agony by 4%.
- **Grim Reach** - 2/2 points  
Increases the range of your Affliction spells by 20%.
- **Nightfall** - 2/2 points  
Gives your Corruption and Drain Life spells a 3% chance to cause you to enter a Shadow Trance state after damaging the opponent. The Shadow Trance state reduces the casting time of your next Shadow Bolt spell by 100%.
- **Siphon Life** - 1/1 point  
Transfers 13 health from the target to the caster every 3 seconds. Lasts 30 seconds.
- **Shadow Mastery** - 5/5 points  
Increases the damage dealt or life drained by your Shadow spells by 10%.

### Demonology Talents (0 points)

- None

## **Destruction Talents** (21 points)

- **Improved Shadow Bolt** - 3/5 points

Your Shadow Bolt critical strikes increase the next 4 sources of Shadow damage dealt to the target by 12%.

- **Cataclysm** - 2/5 points

Reduces the Mana cost of your Destruction spells by 2%.

- **Bane** - 5/5 points

Reduces the casting time of your Shadow Bolt and Immolate spells by 0.5 seconds.

- **Devastation** - 5/5 points

Increases the critical strike chance of your Destruction spells by 5%.

- **Shadowburn** - 1/1 point

Instantly blasts the target with 87 to 99 Shadow damage. Requires 1 Soul Shard. If the target dies from Shadowburn, and yields experience, the caster gains a Soul Shard.

- **Destructive Reach** - 2/2 points

Increases the range of your Destruction spells by 20%.

- **Improved Searing Pain** - 2/5 points

Increases the critical strike chance of your Searing Pain spell by 4%.

- **Ruin** - 1/1 point

Increases the critical strike damage bonus of your Destruction spells by 100%.