

Unholy DK FAQ (**WIP**)



Not being updated until further notice

If you see any errors, feedback or suggestions message @Banter on Discord, in game [or on Twitter](#) :D

Currently Known Issues/bugs

- **Dark Arbiter:**
 - Only attacking after you use a GCD
 - Sometimes just despawns before it 'dies' (which can have a ~13s uptime) ?
-

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Latest Patch Notes & Impact Analysis

Tak'theritrix's Shoulder pads 50% -> 30%
Uvanimor, the Unbeautiful 15% -> 10%
Service of Gorefiend 3-sec -> 2 sec
Shackles of Bryndaor 25% -> 15%
Toravon's Whiteout Bindings 20% -> 15%

Not much else to say besides rip DA in Legion :(

Main FAQ

Q: Why is this a FAQ and not a full guide?

A: Priority casting order change every build (See [frost](#) for the last couple of patch notes). **Until final sims are released, and there is mathematical proof that there is a "best way" to play the class and this will not be tagged as 'a guide'**. (Note, the sims for prepatch are legit)

However, people are asking questions about how to play/recommended stats etc. Some of those can't be answered until sims are out, the ones that can will be answered throughout this FAQ.

This is a project that is possible thanks to various people, so **there is no individual preaching this as "fact"**, these are agreed upon opinions between many top raiders.

- **Q: Is DK good right now *NEW***

A: So unholy is pretty good, but it's hard to say where EXACTLY it will stand come Emerald Nightmare (Currently somewhere around the middle atm). Something to keep in mind though, even though Unholy's damage might not be absolutely insane (Outlaw Rogue plz), they still bring in insane utility with their toolkit.

[And this is an accurate representation of Frost, in its natural habitat](#)

Sim/stat Questions:

- **Q: Where are the sims?**

A: :)

- **Q: Will they be posted here when available?**

A: :)

- **Q: What stats should I get?**

A: STR>>>>Crit >= Haste > (Vers > Mastery for ST)(Mastery > Vers for AoE)

- **Q: What talents should I go for levelling? (UPDATED)**

A: [Here you go](#). Note, we recommend [Ebon Fever](#), but if things are taking longer than 1 [Virulent Plague](#) it's worth considering [All Will Serve](#)

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Questions regarding Talents/Unholy

- **Q: Does Dark Arbiter benefit from Haste?**
A: Yes, more haste = more attacks
- **Q: Does Dark Arbiter benefit from Sudden/Double Doom procs**
A: Yes

Gear Questions:

- **Q: What is the best relic?**
A: Whichever one gives you more ilvl, combined with common sense. Relics with desired traits mentioned in the "[Notable Traits](#)" section would be preferred.
- **Q: What are the best trinkets for Legion?**
A: ̸_(ツ)_/̸ . [Horn of Valor](#) was the biggest outlier, but every trinket got nerfed to shit a couple of patches ago. At this point in time, it's whichever one you get/has the best ilvl.
- **Q: Is there a gear sheet for Legion, such as [Skullflower's' HFC spreadsheet?](#)**
A: We have actually one that is finished, we are just waiting for stat priorities. Once stat priorities are out, we can simply plug them in and the spreadsheet will do the rest :). Once it's done, it will be posted here

Miscellaneous:

- **Q: Are there 110 PvE template characters on Beta?**
A: No
 - **Q: Is the World Server Down?**
A: Yes
 - **Q: What is the best race/racial for DK (Prepatch Only)**
A: Troll, even with soul reaper. Afterwards is Belf/Human/Orc, all within ~50dps of each other. However, Belf's on demand/off GCD RP is a great QOL bonus.
-

Additional Reading//Prepatch info

Both Wowhead and Icy Veins have some **PHAT** guides that you can find below. These would suit anyone looking for pre patch rotations/thorough rotations (we'd do them ourselves, but we'd just be copy pasting them :P).

Even if you think you have everything you need to know from this, it's still worth checking out as there's no such thing as too much information, and it's always good to share other content creators work :)

[Miniaug](#) - Midwinter: [Wowhead Guide - Unholy Tegu](#) - Serenity: [Icyveins Guide - Unholy](#)

If you are after a visual guide (ie a YT video), our boy Frostellion can hook you up. He has some pretty dank content, so [check out his profile](#) if you haven't already.

[Frostelion: Youtube Guide](#)

Quick summary, WoD to Legion

- [Unholy has had their talents overhauled](#)
- BoS and NP are both gone, but Defile is still here.
- [Soul Reaper](#) has been completely changed, and is also a talent.
- [Festering Strike](#) changed from extending diseases to applying [Festering Wounds](#) to the target dealing Shadow damage when consumed by [Scourge Strike](#)/[Clawing Shadows](#).
- We have a reworked Rune system. Rune types are gone (We now have 6 Death Runes); up to three runes can be recharging at any given time (as opposed to the three pairs of two that we had in WoD and earlier).
- [Runic Corruption](#) is baseline, there are no other alternative “rune generate” talents like [Runic Empowerment](#) or [Blood Tap](#). [RC](#) itself is unchanged from WoD
- We have [one disease](#) instead of the standard two (Functions differently to [NP](#))
- [Death's Advance](#) is removed from Unholy kit.
 - Wraith Walk is our new movement speed cooldown, with an apparent “[very placeholder \[animation\]](#)” still in place. You are pacified while this is active; if you cast the effect is cancelled

Note: It is a good idea to take [Glyph of Wraith Walk](#). The current animation is terrible and can cause you to sometime not climb stairs etc
- Talent selection has a much larger impact on our priority casting order than it did in WoD.
- We recommend checking out [WoWhead's "Legion Death Knight Changes"](#) for information regarding removed abilities, fantasy etc

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~~Talent Rundown~~ **Out of Date #BlameBanter**

[For now, just use the wowhead guide regarding talents](#)















56	 All Will Serve	 Bursting Sores	 Ebon Fever
57	 Epidemic	 Pestilent Pustules	 Blighted Rune Weapon
58	 Unholy Frenzy	 Castigator	 Clawing Shadows
60	 Sludge Belcher	 Asphyxiate	 Debilitating Infestation
75	 Spell Eater	 Corpse Shield	 Lingering Apparition
90	 Shadow Infusion	 Necrosis	 Infected Claws
100	 Dark Arbiter	 Defile	 Soul Reaper

Image from <http://beta.wowdb.com/talent-calculator#b>

This section is a mess, rewrites for a bunch of these talents are coming soon

Level 56 - All 3 are good/situational

All Will Serve: Causes Raise Dead to give you a skeleton archer as a guardian (and give Raise Dead a 0s CD, but still costs a GCD). Over the course of the Alpha/Beta this guy did an absolutely insane amount of damage, but now the archer only does mediocre damage and won't be worth taking.

However, this is probably the most cookie-cutter talent, as it's just a flat damage + with no further thought required, probably the go-to option for those trying out Unholy for the first time. The 0s CD is also great to have if your pet is going to die a lot (e.g. With Corpse Shield/dismissing).

Bursting Sores: Causes FW's to deal +50% damage, and AOE for 100%/all of FW dmg around of the target. Potentially really strong with new FW buff for ST and burst AOE. While it has potential,

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it is currently very impractical.

Best scenario to view this talent is from a DnD/SS point of view. If you give [wounds](#) to a target and spam SS while that target is surrounded by other targets (and are all standing in Death and Decay), they will ALL be taking the [Scourge Strike](#) AND [Festering Wound](#) explosion damage, making the burst AoE from DnD/SS that much more potent. This is one of many uses for the talent (another example would be multiple targets with [wounds](#) + DnD/SS, multiplying the FW explosion damage).

(Post-Clawing Shadows nerf):

Because of the [Clawing Shadows](#) nerf, [Festering Wound](#) gameplay is now more relevant to the base class gameplay. Because of this, [Bursting Sores](#) is a viable talent, and can do some great passive burst when you get good RNG with Castigator

Ebon Fever: Makes [Virulent Plague](#) twice as fast, but last half as long. While in most scenario's this is by far a DPS increase, it can be detrimental if you need to spread Plague to a bunch of spread targets, but before you Epidemic it runs out. A good example of this would be Xavius (and for this case, you would most likely want to take All Will Serve, judging on the testing already done)

Level 57 -- Epidemic is the go to choice. Pestilent pustules in ST scenarios, BRW is a sleeper/niche talent

Epidemic: [Fire Nova](#) style mechanic; this is a damage gain on any 2 target fight (Over single rune abilities, such as [Scourge Strike](#) and [Clawing Shadows](#). If you are unfamiliar with [Fire Nova](#), imagine this as a 100yd Blood Boil that has a secondary hit that explodes y^2 y times where y is target count (will only erupt on targets with [Virulent Plague](#) - Outbreak applies VP and has a 30 yard range).

Pestilent Pustules: Every 6th [FW](#) procs a rune, a simple passive. While rune generation is always a good thing, the Artifact traits for Unholy (along with RE and haste) should be enough to keep you covered, and make the other talent choices more appealing. Is the best option when there is sustained single target (and no aoe)

Blighted Rune Weapon :: Applies an effect/buff that makes your auto attacks apply [Festering Wounds](#) (for 4 auto attacks). This talent isn't terrible, but there is no reason to consider taking it other than the scenario that you are bursting [wounds](#) insanely fast/[wounds](#) are a huge source of

your damage.

That being said, it does the highest DPS in pre patch HFC (ie when there are <40s boss fights with pre pull shenanigans)

(Gives you 8 FW's every minute, 1min CD)

~~Level 58 - Castigator, unless there is a situation where CS is needed~~

~~**Unholy Frenzy:** Causes you to gain 100% attack speed for 2 seconds after bursting a [FW](#). Not much else to say; outside of increased %chance of a [Sudden Doom](#) proc, this talent pales in comparison to [Castigator's](#) damage potential (Melee swings are far weaker than [wounds](#) bursting)~~

~~**Castigator :** Applies additional [wounds](#) (crit based talent) per FeS, meaning it can be cast less often. Also allows SS (DnD Cleave) have more aoe burst potential~~

~~**(Post Clawing Shadows nerf):** After the [Clawing Shadows](#) nerf, this is the default talent to take. Due to the others giving little to no DPS, this is the "mandatory by default" talent. More [wounds](#) means less [Festering Strikes](#). Less [Festering Strikes](#) means more [Scourge Strikes](#), meaning more damage~~

~~**Clawing Shadows (UPDATED):** Replaces [Scourge Strike](#), giving it (200% 150AP% - Shadow) and a 30yd range. All magic damage, affected by mastery. What was an exceptional talent, now isn't worth taking at all, as it is basically DPS neutral now (unless you have a significant amount of mastery)~~

~~Level 60 - Utility row, Sludge Belcher is default.~~

~~**Sludge Belcher:** Gives you a 2nd grip and gives your pet have more Health. Because the grip is from wherever the pet is standing, you can grip to your current target (the target your pet is attacking), or use the painful method of manually moving your pet to a location to grip. Possible applications include but are not limited to infernals on archi nether phase and gripping Mannoroth infernals in p1.~~

~~Also causes your ghouls Cleave to become a full on AoE. [While Celestalon states that it is DPS neutral](#), he is wrong. The sole fact that it is an AoE, rather than a cleave (180 degrees) makes it~~

functionally better in standard ghouls in practically any scenario.

Asphyxiate: Very few PvE applications. We'd recommend taking this if the boss fight has a stunnable add that is not allowed to cast (e.g. the add for Halls of Valor - Odyn). That being said, other classes should have abilities their own stun talents (get them to be on stun duty instead of you, because of 2nd grip)

Note: Does NOT replace [Chains of Ice](#), unlike Blood DK

Debilitating Infestation: Only worth considering if you are thinking about kiting mobs. Has potential in Battlegrounds.

Level 75 - Lingering Apparition for levelling, otherwise fight-dependant.

Spell Eater: Extremely useful for debuff-immuning, or niche scenarios (such as Twin Ogron style fire). The additional +5s uptime is an appreciated bonus.

Note: Tooltip is misleading. SE increases the absorb, this can be proved with basic math.

Without SE: 500000 absorb. Note: 500000 is an example health absorb

With SE: 600000 absorb

$500000 * 120\% (20/100) = 600000$

Corpse Shield: Extremely useful for any kind of soaking/mechanic cheesing. By far the most overlooked Unholy talent so far. (More testing required to see if you can overkill the ghoul and still get 90% DR from the overkill portion). Examples of this being useful could be Archimonde "Seething Fire", Xhul'Horac "Black Hole", Mannoroth "Wrath of Gul'Dan" etc

Note: It is ideal to take Sludge Belcher alongside this, due to that pet having a larger HP pool. Additional note; you can dismiss and resummon the pet before the duration is up.

Lingering Apparition: Modifies uptime/Speed% for [Wraith Walk](#). Unfortunately, this talent pales in comparison compared to the other 2 massive damage reduction abilities, and would only be taken in niche scenarios (eg movement fights and not having a [Stampeding Roar](#) available). Neat for levelling though.

~~Level 90 – Shadow Infusion; Sim data is needed to make claims for other choices~~

~~**Shadow Infusion** **Marked for an update:** Enables a lot higher % uptime of [Dark Transformation](#) due to [Death Coils](#) reducing DT CD by 5s (outside of DT). This means that you're going to get more Gas clouds (powerful aoe from pet), and your pet will hit harder more often. Solid talent overall, but nothing too special about it.~~

~~Just make sure you actually cast DT on cooldown.~~

~~**Necrosis** **Marked for an update:** This talent basically requires you to cast [Death Coil](#) every time you [Scourge Strike](#)/[Clawing Shadows](#). In a nutshell, this could be viable with enough mastery and with [Clawing Shadows](#) (in a world where a large majority of your damage is just [Clawing Shadows](#)/[Death Coil](#) has no GCD).~~

~~While you could view this as a flat damage +% to SS/CS, it is not, it means that casting an 'optimal' CS/SS costs two GCD's opposed to one.~~

~~This becomes a problem in scenarios where you need to spam CS, such as when the target is debuffed with [Scourge of Worlds](#) or in a [DnD/SS AoE](#) Scenario. It will never be viable to waste a GCD casting Death Coil in between these windows, only beforehand (to proc RC). Therefore, it is best to view this as "a talent that makes CS/SS hit harder, but never when you want it to".~~

~~**Infected Claws:** Causes ghoul to put FW's on your target with Claw (35% chance). This will be a talent to re-asses if you are struggling to put enough [Festering Wounds](#) on your target (See [Legendary Wrists](#)). This is also an alternative to [Shadow Infusion](#) while you are levelling.~~

~~Level 100 – Dark Arbiter if you want a big damage CD, otherwise Defile/SR~~

~~**Dark Arbiter** **TAKE ME FOR PRE PATCH:** This Valkyr can pull absolutely monstrous numbers (especially when combined with trinket procs etc). Being your biggest Single Target ability, expect to use this to burst heavy priority target adds/nuke the boss/during Lust timings etc.~~

~~[Dark Arbiter](#) is optimally used a couple of seconds after the pull (slightly longer delay than BoS timings), as you want an ample amount of [Death Coils](#) to be ready to go ([Sudden Doom](#)/[Double Doom](#) procs also help), as well as [Festering Wounds](#) ready to be popped by [Apocalypse](#). The more coils cast at the beginning of its uptime, the better!~~

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[Replaces [Summon Gargoyle](#) when taken]

Defile: Identical from WoD, with the exception that it gives you a stacking mastery buff. There is a condition that [Defile](#) has to hit a mob every second, but shouldn't matter (unless the tank drags mobs out of the [Defile](#)):

Each tick (occurs every second) gives you 100 Mastery, while [Defile](#) lasts 10s. The buff itself lasts for 5 seconds, but refreshes every time the buff gains a stack, going up to 10 stacks (Therefore +1000 mastery for 5s when defile ends).

Note: The 1000 Mastery gained = +7.1% Mastery as Unholy

Soul Reaper ~~Marked for an update:~~ ~~[Unfortunately not the execute we all love](#)~~, the new SR applies a debuff on the target, giving 7% haste for every [wound](#) burst (that can stack up to 3 stacks/21% Haste). With an 45s CD, this is great to pre cast before using a potion, [DnD/SS AoE](#) etc.

Notable Traits

Equip Trait

- [Apocalypse](#): As mentioned above, this is the first ability you get once you obtain your Artifact. Even though this hits like a truck by itself (500% 900% Physical), it also bursts all the wounds on your target, with each wound being burst equating to 1 Ghoul being spawned (AotD ghouls, not 'pet' based). This ghoul will benefit from extra abilities, such as [Armies of the Damned](#).

[Note: This ability is an actual priority casting order button, with a 1.5min CD]

Major Traits

- [Scourge of Worlds](#): Unlocking this causes your Death Coil to have a chance to apply the debuff '[Scourge of Worlds](#)', making your Scourge Strikes/Clawing Shadows do 50% 30% increased damage for 6s.

[30% increased damage - SS/CS. 33% proc chance. Lasts 6 seconds]

- [Double Doom](#): Makes Sudden Doom proc 15% more often, and grants you the ability to carry 2 charges of Sudden Doom at once. This obviously has intended synergy with burst window, such as the ability to gain [RC](#) and/or [Scourge of Worlds](#) before using "[DnD/Scourge Strike AoE](#)"

(notable synergy with [Dark Arbiter](#), as Sudden Doom still causes DA to gain increased damage)

- [The Shambler](#): Summons a zombie to run up and explode on a target, hitting the target and surrounding enemies (range unknown). With current balancing it is fairly strong.

[1.5 min ppm, 400% AP AoE as Shadow damage]

Notable Minor traits

- [The Darkest Crusade](#): Indirectly nerfed some since [RotFC](#) nerf. Currently a ~2% dmg increase at max rank, making it pretty good.
- [Scourge the Unbeliever](#): x*3% chance to gain a free rune upon casting Clawing Shadows/Scourge Strike. One of the best seeing as we're going to be spamming it a lot, and doesn't require any setup/is a complete passive effect (unlike [Pestilent Pustules](#)).

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- [Armies of the Damned](#): They did it, they finally made [Army of the Dead](#) something other than 'cast this on prepull'.

Recommended Pathway Marked for an update/pass

xd

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Useful Weakauras/addons

Addons

[Skullflowers Elvui](#) ([ElvUI Beta](#) is needed)

[Compact Runes/BloodShieldTracker](#)

[Legion Weakauras](#) (obviously)

All the others you should already have installed :)

Weakauras

[Special thanks to Snaka and his amazing Weakauras.](#)

His Discord profile is [@Snaka#9672](#) if you have any queries

[Miniaug's <Midwinter> Weakaura page](#)

[Rune Weakauras](#) (all links are mods of the Original - by Alaiz)

[Banter's runes v0.86 - Banter's Tiny Runes](#))

[Unholy package weakauras](#)

[MMD's Unholy Weakaura compilation](#)

Snaka's Unholy WA compilation

[Part 1](#) [Part 2](#)

[More below](#)

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Unholy Ability/Talent Weakauras

[Banter's basic bitch DT tracker](#)

[Snaka's Pestilent Pustules WA](#)

[Snaka's DA weakaura - Banter's mod](#)

Useful Macros

Note: `/run PetAbandon()` for abandoning ghoul and not skulker, `/run PetDismiss()` dismisses both
~ @ebolachan

Dismiss/resummon Pet

/petdismiss

/cast Raise Dead

Focus Interrupt

#showtooltip Mind Freeze

/cast [mod:shift, @focus] Mind Freeze; Mind Freeze

Mouseover Death Grip

#showtooltip Death Grip

/cast [target=mouseover, exists] Death Grip; Death Grip

Mouseover Pet Grip

#showtooltip Hook

/cast [target=mouseover, exists] Hook; Hook

Mouseover Outbreak

#showtooltip Outbreak

/cast [target=mouseover, exists] Outbreak; Outbreak

Mouseover Rez ally

#showtooltip Raise Ally

/cast [@mouseover,help] Raise Ally; Raise Ally

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