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INTRODUCTION

The mage is the ultimate ranged damage class. They can deal the highest burst damage of any class in World of Warcraft, and all the time without being hit. Following this guide, you will learn how to effectively level your mage through a combination of questing, and the use of area of affect grinding; you will learn what gear is best and where to get it; how to dominate PvP; and much more.

MAGE BASICS



Mages are ranged damage dealers that kill mobs in the shortest time possible to prevent them being attacked. In solo play, mages can level faster and make more money than any other class. In group play, mages will always be in high demand, because they can do such high damage, and possess the best crowd control skill in the game, Polymorph. In PvP, a skilled mage can defeat any other class in solo combat, and in group combat mages are the undisputed kings of damage.

Character Creation

There are a number of choices you need to make before beginning your mage journey.

Statistics

There are a number of stat points in World of Warcraft that are automatically allocated every time you gain a level. Items also add points to your stats. The stats and what they do are as follows:

- **Strength (Str):** This increases your attack power with melee weapons. As a mage, you should never be in melee range, making this stat entirely pointless. Don't bother getting gear with strength modifiers.
- **Agility (Agi):** Increases armour, critical hit chance with weapons, dodge rate, and attack power with ranged weapons. Another stat which is less attractive than others. Agility can help in combination with wand specialisation to increase the damage of your wand, but it's not the most effective talent or gear build.
- **Stamina (Sta):** Stamina increases your hit points. 1 point in stamina is equal to 10 hit points. This is a very important stat, especially for PvP. You need to have high stamina to compete in PvP effectively.

- **Intellect (Int):** Increases your mana, weapon skill rate increase, and critical hit chance with spells. This is another very important stat for a mage. Because your damage comes from spells, and mana is finite, the longer you can have mana, the more damage you can do to a target, and the more effective you will be. 1 point in intellect is worth 15 mana, and 100 points increases your chance to crit by 1%.
- **Spirit (Spi):** Spirit increases your health and mana regeneration rates. This is the 3rd most important stat for mages, behind stamina and intellect. Spirit can be effective in long battles where mana conservation is essential. Having high spirit is more effective in PvE encounters, especially when combined with Mage Armour and the Arcane Meditation talent.

Starting Stats

Below are the starting stats for each race.

Race	STRENGTH	STAMINA	AGILITY	INTELLIGENCE	SPIRIT
Gnome	15	23	19	25	23
Human	20	20	20	22	23
Troll	20	22	21	19	24
Undead	19	18	21	19	28
Draenei	21	17	19	24	24
Blood Elves	17	22	18	27	21

Starting stats are only slight variations, and end-game all races are just about equal stat wise.

Character Choices

Before you start your mage, there are a number of choices you are faced with.

The first choice you must make is what type of server you wish to play on. There are 3 types of servers in the game. The first is the Normal server, which appears green in the list. On these servers, no one can attack you unless you are flagged for PvP. To flag yourself, you must type /pvp after pressing enter. You can switch off PvP mode by retyping the same command. Attacking a flagged person will also enter you into PvP mode, and allow others to attack you. If you don't like to be ganked while you are questing or killing a mob, choose this server type.

PvP servers are slightly different in that outside the starting zones for each race, PvP is constantly on, and anyone from the opposing faction can attack you at any time. This is a more dangerous environment, and they are often rife with gankers, who will kill you at any time. These servers are great for anyone who wants to do well in the honour system, because you can attack any one at any time, unlike the PvE servers.

Roleplaying or RP servers follow the same rulesets as the normal PvE servers, but players are encouraged to role-play their characters, creating backgrounds and fully entering into the virtual world. These servers are great for those looking to get more into the role-playing elements of the game.

After you have chosen a server, you will be prompted to choose a faction. There are 2 factions in the game, Alliance and Horde. On the Horde side, Undead and Troll characters can be mages. On the Alliance side, Humans and Gnomes can be mages.

Racial Abilities

Each race have their own set of specific racial abilities that can be very useful in certain situations. The abilities available are listed below.

Gnome

- Escape Artist – active
 - Activate to break out of a Root or Snare effect – 1.5 sec cast – 1 min cooldown
- Expansive Mind – passive
 - Increase Intelligence by 5%
- Arcane Resistance – passive
 - All Gnomes get +10 Arcane Resistance
- Technologist – passive

- 15 skill bonus to Engineering

Human

- Perception – active
 - Activate to increase stealth detection radius by 10 yards – lasts 20 sec – 3 min cooldown
- The Human Spirit – passive
 - Increase Spirit by 5%
- Diplomacy – passive
 - 10% bonus to faction point gain
- Sword Specialization – passive
 - Humans get +5 to Sword skill
- Mace Specialization – passive
 - Humans get +5 to Mace skill

Trolls

- Berserking – active
 - Usable after being the target of a critical hit. Increases melee, ranged and spell casting speed by 25% but increases all damage taken by 10% for the duration.
- Regeneration – passive
 - 10% health regen bonus, 10% active in combat
- Beast Slaying – passive
 - 5% damage bonus to Beasts
- Throwing Weapon Specialization – passive
 - +5 to Throwing Weapon skill

Undead

- Will of the Forsaken – active
 - Activate to become immune to fear, sleep, and charm effects – lasts 20 sec – 3 min cooldown
- Cannibalize – active
 - Increase health regeneration by 200% while consuming a corpse – lasts 15 sec – 3 min cooldown
- Underwater Breathing – passive
 - Underwater breath increased by 4x (400%)
- Shadow Resistance – passive
 - All Undead get +10 Shadow Resistance

Draenei

- Gemcutting – passive
- Jewelcrafting skill increased by 5.
 - Gift of the Naaru – active
- Heals the target 50 + 15/Level over 15 sec – 40 yd range – 1.5 sec cast – 3 min cooldown.
- Inspiring Presence – passive – (Mages/Priests/Shaman only)
 - Increases chance to hit with spells by 1% for you and all party members within 30 yards.
- Shadow Resistance – passive
 - Shadow Resistance increased by 10.

Blood Elves

- Arcane Affinity – passive
 - Enchanting skill increased by 10.
- Arcane Torrent – active – (Hunters/Paladins/Mages/Priests/Warlocks only)
 - Silences all enemies within 8 yards for 2 sec. In addition, you gain 5 + 1/Level Mana restored per Mana Tap charge currently affecting you – Instant – 2 min cooldown.
- Magic Resistance – passive
 - All resistances increased by 5.
- Mana Tap – active
 - Reduces target's mana by 51 and charges you with Arcane energy for 10 min. This effect stacks up to 3 times. Amount of mana reduced is 50 + 1/Level – 30 yd range – Instant – 30 sec cooldown.
 -

Conclusion

Each race is viable, but certain races do have advantages over others.

Gnomes are probably the best choice on the alliance side – their bonus to intelligence works perfectly for the mage class. Escape Artist is also a good ability to use in PvP combat, especially against classes like druids. Blink can be used to escape stuns/snare, but when that is on cool down, Escape Artist makes a good second option. Gnomes are also very small and can be difficult to target in large-scale raids, because they are harder to click. This is not as effective in one on one duels, however.

Human racial traits aren't particularly great for mages – the increase in spirit can come in handy for some builds focusing on high regen, but at max should only make up around 15 spirit, which is 5 mana regen/tick, making it less than ideal. Diplomacy has one advantage – if you are interested in getting another race's mount, this makes it much easier.

Draenei are an excellent choice, as they have 2 bonuses which can be very helpful. 1% hit is excellent, and saves you talent points or gear slots. The heal over time isn't a huge amount, but it can help, especially at lower levels.

Trolls aren't too bad on the horde side. Berserking can reduce the cast time by 25%, which is good to use with a Fireball, which reduces it to a 2.6 second cast (2.2 with talents). Regeneration isn't bad, but doesn't really suit the mage class. Beast Slaying can help with grinding, especially for skinners, but Throwing Specialisation is useless.

Undead have arguably the best racial ability in the game, with Will of the Forsaken. It not only makes them immune to fear, sleep and charm, but can also counter them once they have been applied. Combined with the insignia PvP trinket, this makes duelling priests, warlocks, and to a lesser extent warriors a lot easier. The other abilities are solid, but not great. Underwater Breathing can help with a few underwater quests which can be very annoying. Shadow Resistance is great against priests and warlocks, but cannabilize is just about useless.

Blood Elves are quite a good choice. They have the highest starting Int, which shouldn't affect your end choice, but is quite helpful at low levels. They also have 2 racial abilities which work in conjunction: Mana Tap and Arcane Torrent. The silence effect of Arcane Torrent is awesome against casters, although you have to be in melee range to use it.

The races available are pretty much even. Each has advantages in specific situations, but none are actually weaker than the other. Mages do not get race specific spells, so this is not a factor.

SKILLS

Amplify Magic



his is an adequate spell that has limited uses. It is particularly useful when combined with a priest for AoE grinding. This helps the priest heal, but the effect is only moderate. It's another buff, however, and the mana cost is small enough for that to not be a hindrance. Don't use it when soloing, as it serves no purpose. Also don't use it if any of the groups you are Ae-ing have spell based attacks (which is usually not the case).

Rank	Level	Mana Cost	Description
1	18	150	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 15 and healing spells by up to 30. Lasts 10 min.
2	30	185	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 25 and healing spells by up to 50. Lasts 10 min.
3	42	350	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 35 and healing spells by up to 70. Lasts 10 min.
4	54	450	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 45 and healing spells by up to 90. Lasts 10 min.

Arcane Explosion

This is the mage's main strength, and makes them the AoE kings in both PvE and PvP. With the changes to the mage class in 1.11, it has become an instant cast spell. It has no cooldown, meaning it can be constantly spammed. The mana cost is quite high, but when it is hitting a number of targets, the DpM increases greatly, making it the most mana efficient way to kill (assuming you can stay alive).

AoE grinding is the fastest way to level any class in the game, and this spell is the backbone of that tactic. It also is an essential spell to have in many instances, when a number of non-elite mobs can be mixed up with tougher elites, making Arcane Explosion the easiest way to bring them down.

Rank	Level	Mana Cost	Description
1	14	75	Causes an explosion of arcane magic around the caster, causing 32 to 36 Arcane damage to all targets within 10 yards
2	22	120	Causes an explosion of arcane magic around the caster, causing 57 to 63 Arcane damage to all targets within 10 yards.
3	30	185	Causes an explosion of arcane magic around the caster, causing 97 to 105 Arcane damage to all targets within 10 yards
4	38	250	Causes an explosion of arcane magic around the caster, causing 143 to 156 Arcane damage to all targets within 10 yards.
5	46	315	Causes an explosion of arcane magic around the caster, causing 186 to 202 Arcane damage to all targets within 10 yards.
6	54	390	Causes an explosion of arcane magic around the caster, causing 243 to 263 Arcane damage to all targets within 10 yards.

Arcane Intellect

This is the mage's best buff for solo and group play. It adds a maximum of 465 mana, and can be cast on anyone, not just yourself. This is great to cast on your group before entering an instance, and make sure you always have it applied when soloing.

Rank	Level	Mana Cost	Description
1	1	60	Increases the target's Intellect by 2 for 30 min.
2	14	185	Increases the target's Intellect by 7 for 30 min.
3	28	520	Increases the target's Intellect by 15 for 30 min.
4	42	945	Increases the target's Intellect by 22 for 30 min.
5	56	1510	Increases the target's Intellect by 31 for 30 min.

Arcane Missiles

This is another excellent spell for both solo and group play. It requires an investment of 5 talent points for maximum efficiency – Improved Arcane Missiles makes this spell uninterruptible when cast, making it able to be cast while under attack. There are a few things that should be known about Arcane Missiles. Firstly, it has a high mana cost, and isn't as efficient at dealing damage as some other spells. However, when combined with the Clearcasting effect, also available through talents, it is a great source of damage. Secondly, each damage tick *can* crit, unlike other DoTs. This is also one of the best spells to cast in instance groups, because it spreads the damage over time, causing less agro, and the agro can further be reduced through talents.

Rank	Level	Mana Cost	Description
1	8	85	Launches Arcane Missiles at the enemy, causing 25 to 26 Arcane damage each second for 3 sec.
2	16	140	Launches Arcane Missiles at the enemy, causing 36 Arcane damage each second for 4 sec.
3	24	235	Launches Arcane Missiles at the enemy, causing 56 Arcane damage each second for 5 sec.
4	32	320	Launches Arcane Missiles at the enemy, causing 84 to 85 Arcane damage each second for 5 sec.
5	40	410	Launches Arcane Missiles at the enemy, causing 115 Arcane damage each second for 5 sec.
6	48	500	Launches Arcane Missiles at the enemy, causing 151 Arcane damage each second for 5 sec.
7	56	595	Launches Arcane Missiles at the enemy, causing 192 Arcane damage each second for 5 sec.

Blast Wave

To get this spell you need to spend 21 points in the fire talent tree. This is a solid spell, useful in a number of situations. It's a great option for people who wish to go fire spec, but still want the ability to AoE grind, as the 6 second slow time is excellent for keeping the mobs off you. It's instant cast, meaning it can be used to slow runners. It is exceptional in group PvP situations when combined with the mage talent Combustion. Combustion makes the next fire spell cast guaranteed to crit. A Blast Wave crit is something to be feared, as it does close to 800 damage in a large radius, and also slows. The daze effect is a 50% reduction in move speed. The cooldown is 45 seconds, so it can only generally be cast once a fight, which is the major downside of this spell.

Rank	Level	Mana Cost	Description
1	30	215	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 154 to 186 Fire damage, and dazing them for 6 seconds.
2	36	270	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 201 to 241 Fire damage, and dazing them for 6 sec.
3	44	355	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 277 to 329 Fire damage, and dazing them for 6 sec.
4	52	450	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 365 to 433 Fire damage, and dazing them for 6 sec.
5	60	545	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 462 to 544 Fire damage, and dazing them for 6 sec.

Blink

Another excellent mage spell. This is very useful out of combat, for getting around a bit faster, as you can generally regen enough mana between casts to keep casting all day. The mana cost is based on your mana pool (35% of your base mana). In PvP, it especially strong, as it breaks stuns and roots, which is very useful against rogues. As soon as they hit that first stun, Blink, and you have a chance against them. The cooldown is 15 seconds, so it can be cast multiple times a fight. It's also a great way to kite mobs when combined with the slowing ability of the frost line. It takes a bit of practice to get used to it, but once you are, it can give you a significant edge.

Rank	Level	Mana Cost	Description
1	20	35% of your base mana	Teleports the caster 20 yards forward, unless something is in the way. Also frees the caster from stuns and bonds.

Blizzard

An average AoE spell on its own, but when combined with talents, becomes an exceptional spell in both PvE and PvP situations. The mana cost is very high, and the channelling time makes it undesirable for use in general PvE and PvP play. However, when combined with Improved Blizzard (adds a slowing effect), Permafrost (increases slowing duration) and Frostbite (15% chance to freeze the target in place), it becomes very versatile and useful in many situations. It's probably the best AoE grinding skill, because when combined with talents, you can get an entire cast off before the mobs reach you, at which point you can Frost Nova and Blink away, to allow you to cast again, or use a different AoE spell. It's also great in raid PvP situations, if you can get a cast off on a big group, you are guaranteed to get a few HK's through the frozen and slowed targets. Try to flank the enemy and cast it as they run, and then get other people in your group to pick off the stragglers.

It's a good idea to keep rank 1 Blizzard on you hotbar somewhere if you play on a PvP server, *even if you are not frost specced*. If you cast it in front of a group of enemy players, it will stop them from advancing, because they will think it has the frost effect. If you cast it behind them when they flee, it can split them up and allow others to pick off the stragglers. Use rank 1 to save mana in this situation, as it is not being used for damage.

Rank	Level	Mana Cost	Description
1	20	320	Ice shards pelt the target area doing 200 Frost damage over 8 sec.
2	28	520	Ice shards pelt the target area doing 352 Frost damage over 8 sec.
3	36	720	Ice shards pelt the target area doing 520 Frost damage over 8 sec.
4	44	935	Ice shards pelt the target area doing 720 Frost damage over 8 sec.
5	52	1160	Ice shards pelt the target area doing 936 Frost damage over 8 sec.
6	60	1400	Ice shards pelt the target area doing 1264 Frost damage over 8 sec.

Cone of Cold

Another great AoE spell that will be used often in your play time as a mage. It does decent damage in a good range in front of you, and has a 50% snare for 8 seconds. Best of all, its instant cast, meaning you can cast it while running on fleeing mobs, making it excellent in PvP, if you can't get Frostbolt off. The cooldown is 10 seconds, so there is only a 2 second duration where a mob can't be slowed, so against more difficult opponents, it's a good way to keep some distance. This is also essential for AoE grinding.

Rank	Level	Mana Cost	Description
1	26	210	Targets in a cone in front of the caster take 98 to 108 Frost damage and are slowed to 50% of normal speed for 8 sec.
2	34	290	Targets in a cone in front of the caster take 146 to 160 Frost damage and are slowed to 50% of normal speed for 8 sec.
3	42	380	Targets in a cone in front of the caster take 203 to 223 Frost damage and are slowed to 50% of normal speed for 8 sec.
4	50	465	Targets in a cone in front of the caster take 264 to 290 Frost damage and are slowed to 50% of normal speed for 10 sec.
5	58	555	Targets in a cone in front of the caster take 335 to 365 Frost damage and are slowed to 50% of normal speed for 8 sec.

Conjure Food

This spell makes soloing quicker, and saves a lot of money that would otherwise be spent buying food. It is also very useful in instances to give to your tanks to regen health more quickly after a fight, saving the healer's mana. At the level you learn the spell, you can only conjure 2 per time. Each level allows you to conjure 1 more, to a maximum of 20. Stacks cannot be split, and the game doesn't automatically split them either (meaning if you are seven levels above your latest version of the skill, and you cast it 3 times, you will have 1 stack of 14 and one stack of 7). Conjured items disappear after being logged out for 15 minutes, so if you are going AFK, don't logout or you will lose your food. When conjuring for an instance, do the work in town while waiting, so as not to hold up the group.

Rank	Level	Mana Cost	Description
1	6	60	Conjures 2 muffins, providing the mage and his allies with something to eat. Restores 61 health over 18 seconds.
2	12	105	Conjures 2 loaves of bread, providing the mage and his allies with something to eat. Restores 243 health over 21 seconds.
3	22	180	Conjures 2 loaves of rye, providing the mage and his allies with something to eat. Restores 552 health over 24 seconds.
4	32	285	Conjures 2 loaves of pumpernickel, providing the mage and his allies with something to eat. Restores 874 health over 27 seconds.
5	42	420	Conjures 2 loaves of sourdough, providing the mage and his allies with something to eat. Restores 1392 health over 30 seconds.
6	52	585	Conjures 2 loaves of sourdough, providing the mage and his allies with something to eat. Restores 2148 health over 30 seconds.

Conjure Water

This is another essential spell for both solo and group play. Water stacks in the same way as food, but you will want to have the latest level at all times, whereas with food lower levels of the spell can suffice as you are levelling. This means conjuring can take longer, so it's a good idea to create a big stack before you go out and do any questing. The Rank 7 water is only available through a quest, which will be covered in another section. It's also good to have a few of each rank available, so as to not waste your highest level water when you don't need to regain as much mana.

Rank	Level	Mana Cost	Description
1	4	60	Conjures 2 bottles of water, providing the mage and his allies with something to drink. Restores 151 mana over 18 seconds.
2	10	105	Conjures 2 bottles of fresh water, providing the mage and his allies with something to drink. Restores 436 mana over 21 seconds.
3	20	180	Conjures 2 bottles of purified water, providing the mage and his allies with something to drink. Restores 835 mana over 24 seconds.
4	30	285	Conjures 2 bottles of spring water, providing the mage and his allies with something to drink. Restores 1344 mana over 27 seconds.
5	40	420	Conjures 2 bottles of mineral water, providing the mage and his allies with something to drink. Restores 1992 mana over 30 seconds.
6	50	585	Conjures 2 bottles of sparkling water, providing the mage and his allies with something to drink. Restores 2934 mana over 30 seconds.
7	60	780	Conjures 4 bottles of crystal water, providing the mage and her allies with something to drink. Restores 4200 mana over 30 seconds.

Counterspell

There is only one rank of this spell, but it is one of the most useful spells available, and should be on your hotbar as soon as you get it at level 24. Timely counterspells are essential in PvP if you want to win against any class that can heal, and also against mages. To use it effectively, you need to know your opposition's abilities. Priests can cast 1.5 second heals, which need precise timing to interrupt. Shamans have a similar heal, but they also have a talent which allows their next heal to be instant cast (which druids also have), in which case Counterspell won't help, unless you have Improved Counterspell (it's called Nature's

Swiftness). If they can cast Nature's Swiftness before you can Counterspell them, they will be able to heal themselves before you can kill them (unless they left the heal very late). Improved Counterspell is taken in just about every talent build. It's an essential part of the arsenal and is much more effective than regular Counterspell.

In PvE situations, it's often used to pull mobs who cast ranged spells. A mage often pulls with sheep, and then Counterspells the caster, so they will run at the group. Casters do the most damage, and should be taken down first. Drawing the mob to the group with Counterspell makes that a lot easier.

Rank	Level	Mana Cost	Description
1	24	100	Counters the enemy's spellcast, preventing any spell from that school of magic from being cast for 10 sec. Generates a high amount of threat.
Talent	24	100	Silences the target for 4 seconds. (This is with 2/2 Improved Counterspell).

Dampen Magic

Dampen Magic can be a handy buff in certain situations. It doesn't reduce damage by a large amount, but if you are fighting against spellcasting mobs, it's worth having applied at all times. If you are grouped with a healer, don't ever put this on, as the damage mitigation isn't good enough to warrant reduced heals. However, if you are PvPing alone in a raid situation (such as the Hillsbrad Foothills battles) it's a good idea to have it applied, as you aren't likely to be healed and it can help improve survivability against casters.

Rank	Level	Mana Cost	Description
1	12	100	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 10 and healing spells by up to 20. Lasts 10 min.
2	24	200	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 20 and healing spells by up to 40. Lasts 10 min.
3	36	300	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 30 and healing spells by up to 60. Lasts 10 min.

Rank	Level	Mana Cost	Description
			10 min.
4	48	400	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 40 and healing spells by up to 80. Lasts 10 min.
5	60	500	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 50 and healing spells by up to 100. Lasts 10 min.

Detect Magic

Detect Magic is the only way to see an enemies buff that isn't obvious visible (such as the shaman's Lightning Shield). It's also handy to tell your other party members which mob you are going to sheep when you are pulling. It does not cause NPC's to agro you.

Rank	Level	Mana Cost	Description
1	16	35	Detects beneficial magic effects on the target for 2 min.

Fire Blast

Fire Blast's main advantage is that it is an instant cast spell, meaning it can be cast on the run. It has a cooldown of 8 seconds, meaning you can't spam it, while the mana cost is lower than Fireball, it's damage is also lower. This is a great spell in PvP situations, because damage, interrupts and silence effects all slow cast time, which this negates. It's also good to use against runners, in situations where a longer cast time will mean that they attract adds. It only has a 20yd range, however, so using it can be a little difficult.

Rank	Level	Mana Cost	Description
1	6	40	Blasts the enemy for 24 to 32 Fire damage.
2	14	75	Blasts the enemy for 57 to 71 Fire damage.
3	22	115	Blasts the enemy for 103 to 127 Fire damage.
4	30	165	Blasts the enemy for 168 to 202 Fire damage.
5	38	220	Blasts the enemy for 242 to 290 Fire damage.
6	46	280	Blasts the enemy for 365 to 433 Fire damage.

Rank	Level	Mana Cost	Description
7	54	340	Blasts the enemy for 474 to 560 Fire damage.

Fire Ward

Not a particularly useful spell. The absorption is rather pitiful, and it generally won't ever last the entire duration. The mana cost isn't bad, but the situations where casting this spell helps are very limited. If you are duelling a mage cast it beforehand for a slight buffer.

Rank	Level	Mana Cost	Description
1	20	85	Absorbs 105 Fire damage. Lasts 30 sec.
2	30	135	Absorbs 185 Fire damage. Lasts 30 sec.
3	40	195	Absorbs 300 Fire damage. Lasts 30 sec.
4	50	45	Absorbs 430 Fire damage. Lasts 30 sec.
5	60	320	Absorbs 585 Fire damage. Lasts 30 sec.

Fireball

One of the spells you will cast the most in your time as a mage. It has 11 ranks, so is constantly being improved, unlike other spells in which you have to wait many levels before they improve (every 6 levels you get a new version). It does decent DPS. The cast time is 3.5 seconds, so it's important not to cast it while under attack (otherwise it will take forever to cast). You should be able to get 2 casts off before the mob reaches you. Despite the slow cast time, it is important to use it in duels, as the DoT component prevents bandaging. If you Polymorph your opponent, you should be able to get a cast off without taking damage (which is harder to do with Pyroblast). The talent Improved Fireball, which reduces the cast time, is a good way for a solo mage to increase DPS for levelling.

Rank	Level	Mana Cost	Description
1	1	30	Hurls a fiery ball that causes 14 to 22 Fire damage and an additional 2 Fire damage over 4 seconds.
2	6	45	Hurls a fiery ball that causes 31 to 45 Fire damage and an additional 3 Fire damage over 6 sec.

Rank	Level	Mana Cost	Description
3	12	65	Hurls a fiery ball that causes 53 to 73 Fire damage and an additional 6 Fire damage over 6 sec.
4	18	95	Hurls a fiery ball that causes 84 to 116 Fire damage and an additional 12 Fire damage over 8 sec.
5	24	140	Hurls a fiery ball that causes 139 to 187 Fire damage and an additional 20 Fire damage over 8 sec.
6	30	185	Hurls a fiery ball that causes 199 to 265 Fire damage and an additional 28 Fire damage over 8 sec.
7	36	220	Hurls a fiery ball that causes 255 to 335 Fire damage and an additional 32 Fire damage over 8 sec.
8	42	260	Hurls a fiery ball that causes 318 to 414 Fire damage and an additional 40 Fire damage over 8 sec.
9	48	305	Hurls a fiery ball that causes 392 to 506 Fire damage and an additional 52 Fire damage over 8 sec.
10	54	350	Hurls a fiery ball that causes 522 to 670 Fire damage and an additional 64 Fire damage over 8 sec.
11	60	395	Hurls a fiery ball that causes 561 to 715 Fire damage and an additional 72 Fire damage over 8 sec.

Flamestrike

An essential AoE spell. It does good damage initially, and the DoT component is also good. You need to make sure your targets remain inside the area – if they stray outside, they will stop taking damage. This is a good spell to cast in combination with either the Clearcasting state (because of the high mana cost) or Presence of Mind (making it instant cast). If you agro a group of mobs, cast this at your feet, then use Frost Nova to freeze them in place, so they take some of the damage over time. Alternatively, cast it in combination with Blast Wave, slowing the mobs down, allowing the full damage over time component to hit them.

Rank	Level	Mana Cost	Description
1	16	195	Calls down a pillar of fire, burning all enemies within the area for 52 to 68 Fire damage and an additional 48 Fire damage over 8 sec.

Rank	Level	Mana Cost	Description
2	24	330	Calls down a pillar of fire, burning all enemies within the area for 96 to 122 Fire damage and an additional 88 Fire damage over 8 sec.
3	32	490	Calls down a pillar of fire, burning all enemies within the area for 154 to 192 Fire damage and an additional 140 Fire damage over 8 sec
4	40	650	Calls down a pillar of fire, burning all enemies within the area for 220 to 272 Fire damage and an additional 196 Fire damage over 8 sec.
5	48	815	Calls down a pillar of fire, burning all enemies within the area for 308 to 381 Fire damage and an additional 280 Fire damage over 8 sec.
6	56	990	Calls down a pillar of fire, burning all enemies within the area for 375 to 459 Fire damage and an additional 340 Fire damage over 8 sec.

Frost Armour

Use all the time until Ice Armour become available. It's good to use when soloing, because the slowing component allows you to escape if things get out of hand. It's also good for rounding up groups of mobs to AoE. Ice Armour has the same slowing effect but adds resistances.

Rank	Level	Mana Cost	Description
1	1	60	Increases armor by 30. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by -20% for 5 seconds. Lasts 30 minutes.
2	10	110	Increases armor by 110. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by -20% for 5 seconds. Lasts 30 minutes.
3	20	170	Increases armor by 200. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by -20% for 5 seconds. Lasts 30 minutes.

Frost Nova

A great skill with many tactical uses. This freezes everyone around you for approximately 10 yards, providing they do not resist. This can allow you to manoeuvre into a better position, run away, or have time to cast another damage spell. There is no cap on the number of targets that can be frozen, so it is a very effective skill in mass PvP. The damage is negligible, so if you

are short on cash, it's not going to be too detrimental if you skip it for a few levels. If you are duelling, or just in general PvP situations, it's a good idea to leave it at rank 1, as it costs less mana. The breaking on damage can come from any source, including the damage over time components of fire spells. They have a smaller chance to break the root, but can still break it. Spells like Fireball and Arcane Missiles break it pretty much instantly. This will be one of your most used spells.

Rank	Level	Mana Cost	Description
1	10	55	Blasts enemies near the caster for 19 to 21 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.
2	26	85	Blasts enemies near the caster for 33 to 37 Frost damage and freezes them in place for up to 8 seconds. Damage caused may interrupt the effect.
3	40	115	Blasts enemies near the caster for 52 to 58 Frost damage and freezes them in place for up to 8 seconds. Damage caused may interrupt the effect.
4	54	145	Blasts enemies near the caster for 71 to 79 Frost damage and freezes them in place for up to 8 seconds. Damage caused may interrupt the effect.

Frost Ward

Another sub-par buff spell with very limited use. The absorption is very low and the shield will rarely last for very long. There are very few mobs that actually cast frost based spells in the game. It does have limited use against shamans, who like to use Frost Shock often, but it's only going to absorb 1 cast of the spell (and not even full damage absorb).

Rank	Level	Mana Cost	Description
1	22	85	Absorbs 105 Frost damage. Lasts 30 sec.
2	32	135	Absorbs 185 Frost damage. Lasts 30 sec.
3	42	195	Absorbs 300 Frost damage. Lasts 30 sec.
4	52	255	Absorbs 430 Frost damage. Lasts 30 sec.

Frostbolt

Another often used mage spell that has some very strong points. It is more mana efficient to cast this than Fireball (without talents), but it kills slower. It does slow the target though. Frostbolt is good to use as an opener – it does average damage, but gives you time to cast another spell before the mob reaches you. In endgame raid situations, you will be casting this spell often, as it doesn't have a DoT component that takes up a debuff spot (currently a target can only have 8 debuffs on it at the same time, which means there are only certain spells that are allowed to be cast). It's also very good in PvP for kiting the enemy – preventing them from reaching you by keeping them at bay with slowing spells. Keep rank 1 on your hotbar somewhere, because if you are chasing someone, it only has a 1.5 second cast time, which will allow you to catch them much easier.

Rank	Level	Mana Cost	Description
1	4	25	Launches a bolt of frost at the enemy, causing 18 to 20 Frost damage and slowing movement speed to 60% of normal for 5 seconds.
2	8	35	Launches a bolt of frost at the enemy, causing 31 to 35 Frost damage and slowing movement speed to 60% of normal for 6 seconds.
3	14	50	Launches a bolt of frost at the enemy, causing 51 to 57 Frost damage and slowing movement speed to 60% of normal for 6 seconds.
4	20	65	Launches a bolt of frost at the enemy, causing 74 to 82 Frost damage and slowing movement speed to 60% of normal for 7 seconds.
5	26	100	Launches a bolt of frost at the enemy, causing 126 to 138 Frost damage and slowing movement speed to 60% of normal for 7 seconds.
6	32	130	Launches a bolt of frost at the enemy, causing 174 to 190 Frost damage and slowing movement speed to 60% of normal for 8 seconds.
7	38	160	Launches a bolt of frost at the enemy, causing 227 to 247 Frost damage and slowing movement speed to 60% of normal for 8 seconds.
8	44	195	Launches a bolt of frost at the enemy, causing 292 to 316 Frost damage and slowing movement speed to 60% of normal for 9 seconds.
9	50	225	Launches a bolt of frost at the enemy, causing 353 to 383 Frost damage and slowing movement speed to 60% of normal for 9 seconds.
10	56	260	Launches a bolt of frost at the enemy, causing 429 to 463 Frost damage and slowing movement speed to 60% of normal for 9 seconds.

Ice Armor

This is just an upgrade of Frost Armor, with frost resistance thrown in. It has the same slowing effect, which triggers randomly (fairly high chance to cast) and adds an average amount of armour at level 60 (comes close to doubling your base armour). This will be the armour you will have active most of the time.

Rank	Level	Mana Cost	Description
1	30	240	Increases armor by 290 and frost resistance by 6. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20% for 5 sec. Lasts 30 min
2	40	320	Increases armor by 380 and frost resistance by 9. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20% for 7 sec. Lasts 30 min.
3	50	410	Increases armor by 470 and frost resistance by 12. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20% for 5 sec. Lasts 30 min.
4	60	500	Increases armor by 560 and frost resistance by 15. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20% for 5 sec. Lasts 30 min.

Ice Barrier (talent)

This is the final tier talent of the ice tree. It's a solid spell for PvP, and has some uses in PvE situations. The recast is now 30 seconds, and it lasts 1 minute, so you can have this spell constantly applied. It doesn't absorb as much as a priest's Power Word: Shield, but can last twice as long. It's a good way to prevent some damage in PvP fights, and allows you to get off some harder-to-cast spells, or to channel a spell like Blizzard while taking damage. It can also help if you are AoE grinding hard hitting mobs, and are prone to dying. However, in taking this talent, you have to sacrifice some other great talents. If you have both Ice Barrier and Mana Shield active, Ice Barrier will take precedence and will be used first.

Rank	Level	Mana Cost	Description
1	40 (min)	305	Instantly shields you, absorbing 438 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.

Rank	Level	Mana Cost	Description
2	46	360	Instantly shields you, absorbing 549 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
3	52	420	Instantly shields you, absorbing 678 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
4	58	480	Instantly shields you, absorbing 818 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.

Mage Armour

Mage Armour is the alternative to Ice Armour and can be useful in certain situations. During instance runs where you don't (or shouldn't) get hit much, this is more advantageous, as the Mana regeneration while casting can decrease downtime. The resistances are negligible, but you are more likely to be hit with AoE elemental attacks than physical attacks (assuming you are in a good group), so they can come in handy. As for soloing, if you feel you can safely pull and kill single mobs without them hitting you, this may be a better choice. Don't use it when AoE grinding, or in PvP, as you will miss the added armour too much.

Rank	Level	Mana Cost	Description
1	34	270	Increases your resistance to all magic by 5 and allows 30% of your Mana regeneration to continue while casting. Lasts 30 min.
2	46	380	Increases your resistance to all magic by 10 and allows 30% of your Mana regeneration to continue while casting. Lasts 30 min.
3	58	490	Increases your resistance to all magic by 15 and allows 30% of your Mana regeneration to continue while casting. Lasts 30 min.

Mana Shield

A useful skill in certain situations. Against any melee class, this can help add some much needed damage reduction, and should be instantly switched on in PvP situations. It's also great as an escape spell when you've pulled too many mobs. However, a mage's mana is linked to damage, and if you put it on and don't have enough mana to kill a mob, you are going to be dead anyway. It will cost you 1280 mana at level 60 to absorb 570 damage, so you have to way up if that extra mana would help you kill the mob faster, or the extra absorption help you live longer. This only absorbs physical damage.

Rank	Level	Mana Cost	Description
1	20	40	Absorbs 120 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
2	28	60	Absorbs 210 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
3	36	80	Absorbs 300 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
4	44	100	Absorbs 390 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
5	52	120	Absorbs 480 physical damage, draining mana instead. Drains 1.6 mana per damage absorbed. Lasts 1 min.
6	60	140	Absorbs 570 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.

Polymorph

The best crowd control (CC) skill in the game. It works on probably 80% of the creatures in the game world (excluding demons, dragonkin and undead, which are all fairly uncommon). In solo play this will allow you to pull single targets in linked mobs, while the other wanders harmlessly as a sheep. In groups, it is extremely useful for making pulls much easier by eliminating a mob from the group. It will often be your job to pull using Polymorph.

In PvP, it extremely useful in the beginning of a fight to allow you to get off a longer cast time spell. It's generally not long enough to allow you to cast Pyroblast, for example, but you should have time to cast Fireball or Frostbolt. In PvP, the duration is limited to at max 15 seconds (which generally breaks much earlier), and is subject to diminishing returns, meaning it can only be recast a maximum of four times before the target will be immune. Any dispelling of polymorph by the target (through trinkets, dispel, or shapeshifting) will still contribute to the diminishing returns. In PvE it is not subject to any diminishing returns (its actually a good idea to recast it before it breaks, to ensure you aren't fighting unwanted adds). It's one of only two ways to dismount an opponent (the other being an engineer made trinket).

Rank	Level	Mana Cost	Description
1	8	60	Transforms the enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.
2	20	90	Transforms the enemy into a sheep, forcing it to wander around for up to 30 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.
3	40	120	Transforms the enemy into a sheep, forcing it to wander around for up to 40 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.
4	60	150	Transforms the enemy into a sheep, forcing it to wander around for up to 50 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.

Portal

This is a group teleport, available first at level forty. You need to travel to each of the three major cities of your faction to “unlock” the portal for that location. Everyone in your group (and raid) can use the portal to instantly teleport to the location, without using the cooldown on their Hearthstone. There is a reagent requirement for the portal, which is a Rune of Portals. This costs 20 silver (18 if honoured).

Location	Level	Mana Cost	Description
Darnassus	50	850	Creates a portal, teleporting group members that use it to Darnassus.
Ironforge	40	850	Creates a portal, teleporting group members that use it to Ironforge.
Stormwind	40	850	Creates a portal, teleporting group members that use it to Stormwind.
Orgrimmar	40	850	Creates a portal, teleporting group members that use it to Orgrimmar.
Thunder Bluff	50	850	Creates a portal, teleporting group members that use it to Thunder Bluff.
Undercity	40	850	Creates a portal, teleporting group members that use it to Undercity.

Pyroblast (talent)

Massive damage, slow cast spell that is the mage’s power source in 1v1 duelling. The cast time is 6 seconds, which is too slow to be used in normal situations. However, when combined with Presence of Mind talent (which makes the next spell instant cast), Pyroblast becomes an awesome force. It’s also good to use in solo PvE as an opener. Don’t use it too often in group situations as it generates a fair amount of agro (especially if it crits).

Rank	Level	Mana Cost	Description
1	20	125	Hurls an immense fiery boulder that causes 141 to 187 Fire damage and an additional 56 Fire damage over 12 seconds.
2	24	150	Hurls an immense fiery boulder that causes 199 to 258 Fire damage and an additional 72 Fire damage over 12 seconds.
3	30	195	Hurls an immense fiery boulder that causes 255 to 327 Fire damage and an additional 96 Fire damage over 12 seconds.
4	36	240	Hurls an immense fiery boulder that causes 329 to 419 Fire damage and

Rank	Level	Mana Cost	Description
			an additional 124 Fire damage over 12 seconds.
5	42	285	Hurls an immense fiery boulder that causes 407 to 515 Fire damage and an additional 156 Fire damage over 12 seconds.
6	48	335	Hurls an immense fiery boulder that causes 503 to 631 Fire damage and an additional 188 Fire damage over 12 seconds.
7	54	385	Hurls an immense fiery boulder that causes 600 to 750 Fire damage and an additional 228 Fire damage over 12 seconds.
8	60	440	Hurls an immense fiery boulder that causes 716 to 890 Fire damage and an additional 268 Fire damage over 12 seconds.

Remove Lesser Curse

Useful in solo situations, because curses can be the most damaging of all debuffs. Also good in PvP against warlocks.

Rank	Level	Mana Cost	Description
1	18	60	Removes 1 lesser curse from a friendly target.

Scorch

Scorch is a low damage, fast cast spell. It can be moderately useful in PvP because of the fast cast time (1.5 seconds) but the damage isn't great. It does have a talent associated with it, which increases all fire damage by 2% each time it is cast (for a max of 10% increased damage), however this only lasts 15 seconds. It's also quite good to use on runners to save mana.

Rank	Level	Mana Cost	Description
1	22	50	Scorch the enemy for 53 to 65 Fire damage.
2	28	65	Scorch the enemy for 77 to 93 Fire damage.
3	34	80	Scorch the enemy for 100 to 120 Fire damage.
4	40	100	Scorch the enemy for 133 to 159 Fire damage.
5	46	115	Scorch the enemy for 162 to 192 Fire damage.

Rank	Level	Mana Cost	Description
6	52	135	Scorch the enemy for 200 to 239 Fire damage.
7	58	150	Scorch the enemy for 242 to 286 Fire damage.

Slow Fall

Useful for preventing death from heights (in such places as Thunder Bluff). This spell requires a Light Feather reagent, which drops from most birds in the world (plainstriders are the first you will come across).

Rank	Level	Mana Cost	Description
1	12	40	Slows falling speed for 30 seconds.

Teleport

This spell allows you to teleport to each of the three major capital cities of your faction. It does not interact with your hearthstone's cooldown, so you can bind that to the Inn in the location you are questing, and use this spell to travel to one of the cities (to use the Auction House or get new skills, for example). It requires a reagent to cast, which costs 10 silver (9 if honoured). It's handy to always keep a few on you at all times.

Location	Level	Mana Cost	Description
Darnassus	30	120	Teleports the caster to Darnassus.
Ironforge	20	120	Teleports the caster to Ironforge.
Stormwind	20	120	Teleports the caster to Stormwind.
Orgrimmar	20	120	Teleports the caster to Orgrimmar.
Thunder Bluff	30	120	Teleports the caster to Thunder Bluff.
Undercity	20	120	Teleports the caster to Undercity.

BURNING CRUSADE

SKILLS

New Skills



Like all classes, mages receive 5 new skills from the expansion. You can purchase these skills from the class trainer at even levels from 62 onwards.

Molten Armor (62)

Causes 75 Fire damage when hit, increases your chance to critically hit with spells by 3%, and reduces the chance you are critically hit by 5%. Only one type of Armor spell can be active on the Mage at any time. Lasts 30 min.

This is a very good spell, and a viable alternative to the other mage armors available. The bonus to crit is excellent, and the reduction in chance to be crit should not be ignored, particularly against classes that rely on crits.

Fire mages will receive the most benefit from this spell, as it can proc Ignite and Impact for stuns. If you have 5/5 Impact, this is the armor to use in PvP, especially against rogues, warriors, druids and melee shaman. If you are on sheep duty in an instance, I would advise against using this ability, as it can crit and the DoT component of Ignite (if you have it) will prevent you from re-sheeping your target.

Arcane Blast (64)

Blasts the target with energy, dealing 648 to 752 Arcane damage. Each time you cast Arcane Blast, the casting time is reduced while mana cost is increased. Effect stacks up to 3 times and lasts 8 sec.

1st cast: 2.5 sec cast time, 195 mana

2nd cast: 2.17 sec cast time, 341 mana
(Base time - 0.3 seconds, Mana cost + 75%)

3rd cast: 1.83 sec cast time, 487 mana
(Base time - 0.7 seconds, Mana cost +150%)

4th cast: 1.5 sec cast time, 633 mana (Base time - 1.0 seconds, Mana cost +225%)

This is another strong ability that is also versatile, but requires some technique to get the most use out of it. If you chain cast this ability, you will blow your mana very quickly. However, if you use a casting rotation, then you can get the most out of this without using all your mana.

If you are arcane specced, cast 2 arcane blasts for a 1.83 second cast time, then cast an Arcane Missiles, which should do decent damage if you are specced for it, and be fairly efficient damage/mana. After Arcane Missiles has finished channelling, fire up an Arcane Blast. You should get the reduction in cast time, but by the time it finishes the debuff should have worn off, making it cost base mana rather than the increased amount. Using this method can net high amounts of low-threat damage, without using huge amounts of mana.

Ice Lance (66)

Deals 161 to 187 Frost damage to an enemy target. Causes triple damage against Frozen targets.

This is an amazing skill when specced for it, but is still useful to all mages in the expansion. As another instant, it is useful in PvP or for finishing off mobs, although it causes only a small amount of damage. In a frost build, with 5 points in Shatter, is where this build truly shines.

For those who have not specced Shatter, Ice Lance can be used in combination with Frost Nova for triple damage. Those who have Shatter will really see the full potential of the ability – it is cheap, at only 150 mana, can be used from 30yds (36 fully talented), and is instant and therefore spamable. As with all instants, the global cooldown limits the ability to cast this to every 1.5 seconds. Shatter allows you to cause triple damage much more often, and with good +dmg you can see some high crits with this spell.

Invisibility (68)

Fades the caster to invisibility over 5 sec, reducing threat each second. The effect is cancelled if you perform or receive any hostile actions. While invisible, you can only see other invisible targets and those whom can see invisible. Lasts 20 sec.

One of the staples of the mage from way back in the original beta, this ability has finally been re-added to the game with heavy changes. It is still a useful (and fun!) spell, but is not the powerhouse it once was and many were hoping it to be. It costs 19% of base mana, so is quite cheap. It is an instant cast, which means you don't have to channel the 5 second duration, but rather you are affected by a debuff which counts down, finally rendering you invisible after 20 seconds.

An added effect, which makes this ability quite powerful in PvE, is the threat reduction component of the ability. As the time ticks down, more threat is removed, until finally your threat will be wiped completely once invisible, similar to a rogue's vanish. It will also drop you from combat, so you can eat/drink after, assuming the mobs you are fighting don't put you back into combat (bosses have a "pulse" that put players into combat every 5 seconds, so this won't work in many instances).

A good combo for PvE would be to cast evocation while the countdown is happening, which should refresh a lot of your mana and remove all your threat, so you can go full out when you return to the fight.

One thing to be noted is that invisibility will not allow you to see stealth (rogues, druids, Night Elves), but only invisible units. There are only a few classes in the game with invisibility, so it is not as useful as it seems (the warlock's Succubus pet has it, as well as other mages). Still, with good co-ordination, you could cast an AoE spell, like Flamestrike from invisible, but it requires your teammates to relay the location of the opposition to you.

Spellsteal (70)

Steals a beneficial magic effect from the target. This effect lasts a maximum of 2 min.

Costs 29% of base mana, which is only 1% more than Blink. Again, a useful and fun spell that is nevertheless effected by some limitations. 29% of base mana isn't huge for a one time use, but it can be quite expensive if you cast it multiple times. The main problem with Spellsteal (and the reason you would be casting it multiple times) is that it steals a spell at random from the person, which may mean you receive little benefit from it.

Classes to steal buffs from: Paladins (especially healing ones, as they will have Blessing of Wisdom up instead of Blessing of Might); priests (after they have cast renew or their shield, but you may also get their health buff which is a nice boost); druids (stat buff, heal over time, Thorns) shaman (particularly resto shaman with earth shield, which is an awesome buff).

There are also a number of monsters that you can steal buffs from which give nice boosts. In Sethekk, for example, the casters have a 150 dmg buff which is great to steal. Most casters will have some kind of buff, so always steal from them. It can also be useful to cast it on mobs with buffs which hurt you or your party, such as a fire shield. This can cause your tank to take significantly less damage, even if it doesn't help you a whole lot. Experiment and see what you find!

TALENTS



here are 3 talent trees which will decide the direction of your mage as you play in World of Warcraft. They are Fire, Arcane, and Frost. The talent trees are designed to improve your character, and in this case some choices will be better than others. There are some “must have” talents, especially in the Arcane tree, but there are also a variety of viable builds when it comes to the mage.

Fire Tree

The Fire tree is designed around pure burst damage. The talents mostly enhance damage spells, and it is one of the best for 1v1 PvP. There are a number of Fire builds that dip into the tree, generally in combination with a number of Arcane talents. The key talent in this tree is Pyroblast. It's the biggest damage spell a mage has access to, and requires only 11 points in the fire tree.

Improved Fireball

A good general talent for increasing damage output. Fireball is one of the most cast spells for a Fire mage, and this increases its usefulness. 3 seconds isn't a bad cast time for the amount of damage it can do, and can mean an extra cast before the mob reaches you, if you time it correctly. This talent is more useful in PvE situations than in PvP, where Impact offers more value (although both can be taken, if you need to take one for PvP, take Impact).

Rank 1	Reduces the casting time of your Fireball spell by -0.1 sec.
Rank 2	Reduces the casting time of your Fireball spell by -0.2 sec.
Rank 3	Reduces the casting time of your Fireball spell by -0.3 sec.
Rank 4	Reduces the casting time of your Fireball spell by -0.4 sec.
Rank 5	Reduces the casting time of your Fireball spell by -0.5 sec.

Impact

Stuns are good in PvP, and Impact can be a great way to trigger them. With good gear, you should be guaranteed at least one crit or stun a fight, which greatly help against some of the harder to beat classes. Impact is also a great way to catch up to classes with speed abilities (Druids, Shaman, Rogues), and give some extra stoppage power when combined with Frost Nova. The power of Impact becomes evident in combination with AoE spells. Blast Wave and Impact makes for a lot of stunned players. Flamestrike is also excellent for proccing Impact stuns on groups.

Rank 1	Gives your Fire spells a 2% chance to stun the target for 2 seconds.
Rank 2	Gives your Fire spells a 4% chance to stun the target for 2 seconds.
Rank 3	Gives your Fire spells a 6% chance to stun the target for 2 seconds.
Rank 4	Gives your Fire spells a 8% chance to stun the target for 2 seconds.
Rank 5	Gives your Fire spells a 10% chance to stun the target for 2 seconds.

Ignite

Ignite is a great talent for any Fire mage. Fire mages benefit the most from crits of any spell caster, due to the power of Ignite. Ignite means your criticals are basically doing double damage to your target (allbeit over 4 seconds), which is an awesome thing to have (spell crits are 1.5 damage, while melee crits are double damage. This brings your crits up to nearly melee damage range). 25% crit is not unheard of, and 20% is a very reasonable amount achievable with mid level gear. This makes Ignite proc very often, and combined with the high damage of Fire spells, makes it a very powerful talent.

Rank 1	Your critical strikes from Fire damage spells cause the target to burn for an additional 8% of your spell's damage over 4 seconds.
Rank 2	Your critical strikes from Fire damage spells cause the target to burn for an additional 16% of your spell's damage over 4 seconds.
Rank 3	Your critical strikes from Fire damage spells cause the target to burn for an additional 24% of your spell's damage over 4 seconds.
Rank 4	Your critical strikes from Fire damage spells cause the target to burn for an additional 32% of your spell's damage over 4 seconds.
Rank 5	Your critical strikes from Fire damage spells cause the target to burn for an additional 40% of your spell's damage over 4 seconds.

Improved Fire Blast

Fire Blast isn't a bad spell, but has some downsides. Mainly the fact that it's only castable from 20yds. This is a severe hindrance, because as a ranged spell caster, you want to be as far away as possible from your opponent. This isn't the best talent to take, as you will find you don't cast Fire Blast as much as other spells, as they have better DpS and are more mana efficient.

Rank 1	Reduces the cooldown of your Fire Blast spell by -0.5 sec.
Rank 2	Reduces the cooldown of your Fire Blast spell by -1 sec.
Rank 3	Reduces the cooldown of your Fire Blast spell by -1.5 sec.

Flame Throwing

Flame Throwing is a great talent, useful in PvE and excellent in PvP. You will notice a huge difference with this talent. This takes most of your fire spells to the max range possible (41 yds), which means that you have longer to cast before someone reaches you, and makes picking your target in group PvP much easier. It's only 2 points, and is highly recommended.

Rank 1	Increases the range of your fire spells by 3 yards.
Rank 2	Increases the range of your fire spells by 6 yards.

Incinerate

Incinerate is an average talent, only useful in certain situations. Fire Blast and Scorch are good in 1 on 1 PvP, where fast casting is important, and you don't have the time to cast Fireball. However, they are both low damage spells to begin with, and their crits aren't as deadly as a Fireball or a Pyroblast crit. If you are into dueling and find yourself casting these 2 spells often, take this talent. Otherwise, it's a waste of talent points.

Rank 1	Increases the critical strike chance of your Fire Blast and Scorch spells by 2%.
Rank 2	Increases the critical strike chance of your Fire Blast and Scorch spells by 4%.

Pyroblast

Pyroblast is an exceptional 1 point wonder talent that adds a significant punch to the damage capabilities of the mage. It is the highest damage single target nuke you have access too, and when it crits it is very destructive. It becomes much more effective in combination with Presence of Mind, which makes it instant cast. Otherwise it can be difficult to use effectively, having a 6 second cast time. To unlock Pyroblast you only need to spend 10 points in the Fire tree, and this talent no longer has a pre-req in Improved Fireball. Recommended for PvP players who will focus on small scale combat, especially in combination with Presence of Mind. Pyroblast is now a pre-req for Blast Wave, so if you intend to use that ability, you will need to take Pyroblast.

Rank 1	Hurls an immense fiery boulder that causes 141 to 187 Fire damage and an additional 56 Fire damage over 12 seconds.
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Improved Flamestrike

This is a bit of a filler talent that isn't quite worth the investment, but one you need to take to access Blast Wave, which is a better spell. You will need to have Blast Wave if you want to AoE grind as a solo fire-specced mage, so you will have to spend 3 talent points here. Flamestrike is a great and essential spell, but unless you are speccing fire and are going to AoE grind, there are better talents to choose. I'd only recommend to take it if you want to unlock Blast Wave.

Rank 1	Increases the critical strike chance of your Flamestrike spell by 5%.
Rank 2	Increases the critical strike chance of your Flamestrike spell by 10%.
Rank 3	Increases the critical strike chance of your Flamestrike spell by 15%.

Burning Soul

Burning Soul has been improved by the addition of a threat reduction element. This has made it a more attractive talent, and it now costs only 2 talent points as opposed to 3. Threat reduction is a nice thing to have, especially end-game in raid situations, so this is certainly worth while to take in some fire-based PvE builds.

Rank 1	Gives your fire spells a 35% chance to not lose casting time when you take damage and reduces threat caused by your Fire spells by 15%.
Rank 2	Gives your fire spells a 70% chance to not lose casting time when you take damage and reduces threat caused by your Fire spells by 30%.

Improved Scorch

This is an average talent for mages intent on duelling. In group situations you won't be casting Scorch too often, and definitely not often enough to make use of the small increase this talent affords. To make use of this talent, you need to max it, and its a waste of 3 points to do that. It has been marginally improved, with a reduction from 5 to 3 talent points required, but it is still not an exceptional talent. It has its uses, however, and can be useful to get some extra oomph, especially if you are group with other players that use fire based spells.

Rank 1	Your Scorch spells have a 33% chance to cause your target to be vulnerable to Fire damage. This vulnerability increases the Fire damage dealt to your target by 3% and lasts 15 seconds. Stacks up to 5 times.
Rank 2	Your Scorch spells have a 66% chance to cause your target to be vulnerable to Fire damage. This vulnerability increases the Fire damage dealt to your target by 3% and lasts 15 seconds. Stacks up to 5 times.
Rank 3	Your Scorch spells have a 100% chance to cause your target to be vulnerable to Fire damage. This vulnerability increases the Fire damage dealt to your target by 3% and lasts 15 seconds. Stacks up to 5 times.

Improved Fire Ward

A completely useless talent. Fire Ward is a bad spell to begin with, that only has situational uses at best. Improving it is a waste of talent points, and this adds too little to be effective. If you take 2 points here, you have a 20% chance to reflect fire spells only.

Rank 1	Causes your fire ward to have a 10% chance to reflect Fire spells while active.
Rank 2	Causes your fire ward to have a 20% chance to reflect Fire spells while active.

Master of Elements

This can be an effective talent for PvP when combined with a high crit rate. This talent further improves the damage output of raid mages, who did suffer in dps ability due to mana constraints, compared to other casters such as warlocks. This is a strong talent for any mage who is specced for raiding, but is less useful in other situations. Raid battles require mana conservation, and this is a great way to do that. Additionally, this talent affects both Frost and Fire spells, so it is even more attractive for dual-elemental builds.

Rank 1	Your Fire and Frost spell criticals will refund 10% of the mana cost.
Rank 2	Your Fire and Frost spell criticals will refund 20% of the mana cost.
Rank 3	Your Fire and Frost spell criticals will refund 30% of the mana cost.

Critical Mass

Critical Mass is a great talent in the Fire tree that should be taken, if you have spent the prerequisite points to get there. Fire mages benefit hugely from critical strikes, and this is a great bonus to your chances. Base crit rate is 5%, and you get roughly 1% per 100 INT. At level 60, you should have around 300 INT, which will take your crit strike with this talent to around 14%. 14% crit, before any gear is added in, is a good rate, and with some good quality gear, you can get this up past 20%, which is excellent.

Rank 1	Increases the critical strike chance of your fire spells by 2%.
Rank 2	Increases the critical strike chance of your fire spells by 4%.
Rank 3	Increases the critical strike chance of your fire spells by 6%.

Blast Wave

(Requires 1 point in Pyroblast.)

Blast Wave is a great spell in a number of situations. Firstly, it's essential if you want to AoE grind as a fire mage, as it gives you slowing ability, which if you don't have you will probably die. It does quite good damage to boot. It's also very good in PvP for slowing a group of attackers and preventing their escape. Use this in combination with Combustion for deadly AoE power.

Rank 1	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 154 to 186 Fire damage, and dazing them for 6 seconds.
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Fire Power

Fire Power is a strong talent, and a good way to increase DpS, if you have spent the points to get this far into the tree. 10% to all your fire spells is a significant amount, and will give you the edge over other mages, especially in 1v1 situations. If you are trying to get the best DpS possible, you need to max this talent.

Rank 1	Increases the damage done by your fire spells by 2%.
Rank 2	Increases the damage done by your fire spells by 4%.
Rank 3	Increases the damage done by your fire spells by 6%.
Rank 4	Increases the damage done by your fire spells by 8%.
Rank 5	Increases the damage done by your fire spells by 10%.

Combustion

(Requires 3 points in Critical Mass.)

This talent has greatly changed from its original iteration, which was a guaranteed crit every 5 minutes. The cooldown has been reduced to 3, and the mechanics work in a very different way now. This will give you 3 critical strikes now (eventually), and is an excellent talent that is much better than the previous version.

Rank 1

When activated, this spell causes each Fire damage spell you cast to increase your critical strike chance with fire damage spells by 10%. This effect lasts until you have caused 3 critical strikes with Fire Spells.

Playing With Fire

Not really a huge bonus, spending 3 points here is rather hard to justify. Additionally, it causes you to take more damage, which isn't a huge deal, but doesn't make the talent any more attractive. Not really worth 3 points.

Rank 1

Increases all spell damage caused by 1% and all spell damage taken by 3%.

Rank 2

Increases all spell damage caused by 2% and all spell damage taken by 3%.

Rank 3

Increases all spell damage caused by 3% and all spell damage taken by 3%.

Blazing Speed

Very useful for PvP, this talent will save you countless times. The most important part of being a mage is keeping players at range; this allows you to do that easily 10% of the time. Against rogues/hunters this will proc often because they hit so regularly. It will remove things like Crippling Poison, Hamstring, Wing Clip and the like, and gives mages another significant advantage against melee classes. Definitely take this if you intend to PvP, especially in small scale battles.

Rank 1

Gives you a 10% chance when hit by a melee or ranged attack to increase your movement speed by 25% and remove all movement impairing effects. This effect lasts 8 sec.

Rank 2

Gives you a 10% chance when hit by a melee or ranged attack to increase your movement speed by 50% and remove all movement impairing effects. This effect lasts 8 sec.

Pyromaniac

There is nothing not to like about this talent. With the change to crit formulas in the expansion, as you level past 60, your chance to crit on your gear will actually go down. Any chance to improve your crit in talents should be taken, and as fluff, this will also reduce the cost of you spells. A worthwhile talent all round.

Rank 1

Increases chance to critically hit and reduces the mana cost of all Fire spells by an additional 1%

Rank 2

Increases chance to critically hit and reduces the mana cost of all Fire spells by an additional 2%

Rank 3

Increases chance to critically hit and reduces the mana cost of all Fire spells by an additional 3%

Molten Fury

This has potential in a fire raid spec, but isn't spectacular for everything. Lots of mobs enrage at 20%, so burning them down quickly is very important, which is where this talent shines. This may be worth taking if you are going heavy fire and intend to raid a lot. Note that it works on all spells, not just fire spells, so that is a bonus.

Rank 1	Increases damage of all spells against targets with less than 20% health by 10%.
Rank 2	Increases damage of all spells against targets with less than 20% health by 20%.

Empowered Fireball

A good talent for heavy fire mages, who will use Fireball for the primary source of their damage. Using this talent can increase your damage by around 100 if you have good gear. Take it if you are going full fire.

Rank 1	Your Fireball spell gains an additional 3% of your bonus spell damage effects.
Rank 2	Your Fireball spell gains an additional 6% of your bonus spell damage effects.
Rank 3	Your Fireball spell gains an additional 9% of your bonus spell damage effects.
Rank 4	Your Fireball spell gains an additional 12% of your bonus spell damage effects.
Rank 5	Your Fireball spell gains an additional 15% of your bonus spell damage effects.

Dragon's Breath

This is a great spell that gives fire mages some much need versatility to fire mages. A noted in the description, the effect is only broken by direct damage, which means DoT's such as Ignite will not break the effect, which is a good bonus. This spell is very strong in PvP, because the disorient effect give you time to cast/run/do whatever you need to do without being attacked. It shares a cooldown with Cone of Cold, but the disorient is more powerful than the chill of Cone of Cold, especially in PvP. You can also use it to interrupt casting, should Counterspell be down.

Rank 1	Targets in a cone in front of the caster take 370 to 430 Fire damage and are Disoriented for 3 sec. Any direct damaging attack will revive targets.
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Arcane Tree

The Arcane tree is common to virtually every mage build, and there are some excellent talents in the group, some must haves. The mage's strengths lie in area of effect attacks, they are the best class in the game at that. The Arcane tree contains the essential talent for being an AoE force – Improved Arcane Explosion. There are some other excellent talents in the tree, which improved the use of other spells, and give some extra perks – Evocation and Presence of Mind, for example.

The Arcane tree, in combination with the new spells available in the Burning Crusade, has received a significant boost, changing it from a simple support tree to an outright damage-dealing tree. No longer is Arcane just used for 18 points to get Improved Counterspell, it can be utilised to its full potential as a damage dealing tree.

Arcane Subtlety

Mages are very big threat generators, and this will be the most common way you will die in group runs. Elites hit too hard to survive more than a few attacks, especially considering mages can only wear cloth armour. With the increase in resist gear, as well as higher level mobs having a high chance to resist, this is a very attractive talent that is now considered excellent in a large variety of builds. If possible, these 2 points should be taken in most situations.

Rank 1	Reduces your target's resistance to all your spells by 5 and reduces threat of Arcane spells by 20%.
Rank 2	Reduces your target's resistance to all your spells by 10 and reduces threat of Arcane spells by 40%.

Arcane Focus

Resists can be very annoying in PvP. However, Arcane resistance is less common than other schools of magic, and your Arcane spells aren't the most effective source of damage in PvP situations. There are a few mobs with high arcane resistance in the game, but in those situations, it's better to use other spell types, rather than focus a talent build around those rare occasions.

Rank 1	Reduces the chance that the opponent can resist your arcane spells by 2%.
Rank 2	Reduces the chance that the opponent can resist your arcane spells by 4%.
Rank 3	Reduces the chance that the opponent can resist your arcane spells by 6%.
Rank 4	Reduces the chance that the opponent can resist your arcane spells by 8%.
Rank 5	Reduces the chance that the opponent can resist your arcane spells by 10%.

Improved Arcane Missiles

This is definately a good choice for points in tier 1 talents, and is a great talent fullstop. Arcane Missiles is a very effective source of damage, and being able to cast it while being pounded upon by a mob is a great bonus that you will miss if you don't have. It makes things a lot easier in many situations, and really has no downsides. It becomes even better when combined with the Clearcasting state from Arcane Concetration, because Arcane Missiles has a higher mana cost than other spells.

Rank 1	Gives you a 20% chance to avoid interruption caused by damage while channeling Arcane Missiles.
Rank 2	Gives you a 40% chance to avoid interruption caused by damage while channeling Arcane Missiles.
Rank 3	Gives you a 60% chance to avoid interruption caused by damage while channeling Arcane Missiles.
Rank 4	Gives you a 80% chance to avoid interruption caused by damage while channeling Arcane Missiles.
Rank 5	Gives you a 100% chance to avoid interruption caused by damage while channeling Arcane Missiles.

Wand Specialization

An average talent at best, wandng really isn't the best way to deal damage. There are better talents throughout the tree and better ways to spend your points. Ignore this talent.

Rank 1	Increases your damage with Wands by 13%.
Rank 2	Increases your damage with Wands by 25%.

Arcane Concentration

This is an exceptional talent that should have a place in most builds. The event is triggered at the cast, but sometimes takes a moment to register on your screen, depending on lag conditions and the speed of your PC. It's best to use the Clearcasting in combination with a high mana-cost spell, like Arcane Missiles, rather than something like Frost Nova.

Rank 1	Gives you a 2% chance of entering a Clearcasting state after any damage spell hits a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
Rank 2	Gives you a 4% chance of entering a Clearcasting state after any damage spell hits a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
Rank 3	Gives you a 6% chance of entering a Clearcasting state after any damage spell hits a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
Rank 4	Gives you a 8% chance of entering a Clearcasting state after any damage spell hits a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
Rank 5	Gives you a 10% chance of entering a Clearcasting state after any damage spell hits a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.

Magic Absorption

Only good in PvP, and even then not really all that effective. 10 is not a huge amount of resist, and the extra mana resoration element is fluff at best. There are much more worthwhile locations for your talent points, even at this point in the tree.

Rank 1	Increases all resistances by 2 and causes all spells you resist to restore 1% of your total mana.
Rank 2	Increases all resistances by 4 and causes all spells you resist to restore 2% of your total mana.
Rank 3	Increases all resistances by 6 and causes all spells you resist to restore 3% of your total mana.
Rank 4	Increases all resistances by 8 and causes all spells you resist to restore 4% of your total mana.
Rank 5	Increases all resistances by 10 and causes all spells you resist to restore 5% of your total mana.

Magic Attunement

Not a talent worth putting points into. There are much better ways to spend your limited talent points, and both of these spells are of such limited use that it makes little sense to improve them. Don't bother.

Rank 1	Increases the effect of your Amplify Magic and Dampen Magic spells by 25%.
Rank 2	Increases the effect of your Dampen Magic spell by 50%.

Improved Arcane Explosion

This talent has become less essential with the granting of instant Arcane Explosions to all mages. Chance to crit is never bad, however, and this talent is far from useless. Take it if you want to be an AoE powerhouse.

Rank 1	Increases the critical strike chance of your Arcane Explosion spell by an additional 2 %
Rank 2	Increases the critical strike chance of your Arcane Explosion spell by an additional 4 %
Rank 3	Increases the critical strike chance of your Arcane Explosion spell by an additional 6 %

Arcane Resilience

For a talent that replaced Evocation, it is extremely average. The only bonus is that Evocation is now trainable by all mages, but this talent is a bad replacement that simply does not compare. This will add roughly 150 armour for most mages, to a max of about 250. Really not worth it.

Rank 1	Increases your armor by an amount equal to 50% of your Intellect.
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Improved Mana Shield

Not really worth the investment. You should only be using Mana Shield as an emergency spell, and in those occasions mana is less important than life. It doesn't matter that you are using 20% more than you would. There are better options for spending 2 talent points than on this talent.

Rank 1	Decreases the mana lost per point of damage taken when Mana Shield is active by -10%.
Rank 2	Decreases the mana lost per point of damage taken when Mana Shield is active by -20%.

Improved Counterspell

This is another essential talent that you will find in most builds. Counterspell will be one of your most used spells in PvP, and having it only silence one school of spells isn't strong enough against most classes. You need to be able to stop them from casting all spells, which is what Improved Counterspell does. In PvE, it's not as important to have this, but if you plan on doing any PvP it's pretty much a must have.

The best part about this talent is that it takes Counterspell from an interrupt Silence to a true Silence, that can be cast at any time to prevent casting. You don't need to time it for it to work – just cast it and it will prevent their casting for 4 seconds, whether they were casting or not. You also retain the ability to Silence one tree for 10 seconds when interrupting, so you get the best of both worlds.

Rank 1	Gives your Counterspell a 50% chance to silence the target for 4 seconds.
Rank 2	Gives your Counterspell a 100% chance to silence the target for 4 seconds.

Arcane Meditation

This isn't the most useful talent for a mage, especially considering that we have access to mage armour, which is twice as strong. This does stack with mage armour, which takes mana regen to 45% (which is a nice amount), but it comes at the expense of talents that can increase your damage. It's not worth missing out on other talents for 15% mana regen.

Rank 1	Allows 5% of your Mana regeneration to continue while casting.
Rank 2	Allows 10% of your Mana regeneration to continue while casting.
Rank 3	Allows 15% of your Mana regeneration to continue while casting.

Presence of Mind

This is an awesome talent that adds some great versatility to a PvP mage. The main downfall of some of the huge damage spells that the mage has access to is their cast time, which is where Presence of Mind comes in. This is especially useful with the big damage spells from the Fire tree, for getting an instant burst of damage. Against a single target, use this + Pyroblast for a great damage opener, or use in combination with Flamestrike against a group for easier AoEing.

Rank	When activated, your next Mage spell with a casting time less than 10 sec becomes an instant cast spell.
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Arcane Mind

(Requires 1 point in Arcane Resilience.)

This isn't a bad talent, and for those heading deep into the Arcane tree, it can be worthwhile. This is the only other talent on the tier with Presence of Mind, and is often taken in combination with that spell. For mages, mana is equal to damage, so the more mana we have, the more damage we can do.

Rank 1	Increases your maximum Mana by 2%.
Rank 2	Increases your maximum Mana by 4%.
Rank 3	Increases your maximum Mana by 6%.
Rank 4	Increases your maximum Mana by 8%.

Arcane Instability

(Requires 1 point in Presence of Mind.)

This is an excellent talent. Critical chance is very hard to acquire on items, and 100 INT is equal to 1% crit. The bonus to damage, while small, also helps. This is also required to access arcane power, but is a worthy talent in its own right.

Rank 1	Increases your spell damage and critical strike chance by 1%.
Rank 2	Increases your spell damage and critical strike chance by 2%.
Rank 3	Increases your spell damage and critical strike chance by 3%.

Arcane Power

(Requires 3 points in Arcane Instability.)

This is an excellent talent, of best use in PvP situations, especially in 1v1. 35% is a significant increase in damage, and assuming you have enough damage to kill your target, you should always activate this before going in against anyone. There are two common builds for PvP, which basically boil down to Arcane Power and Presence of Mind vs Combustion (from the fire tree). I think Arcane Power is a stronger talent than combustion, and is of more use in more situations.

Rank	When activated, your spells deal 35% more damage while costing 35% more mana to cast. This effect lasts 15 seconds.
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Improved Blink

This isn't a great talent, because Blink has situational use. In PvE, where mana conservation is the key, Blink doesn't see as much use. It is much more important in PvP, where the idea is to kill your opponent as fast as possible, where mana conservation doesn't come into it as much.

Rank 1	Reduces the mana cost of Blink by 25%.
Rank 2	Reduces the mana cost of Blink by 50%.

Arcane Potency

Requires 5 points in Clearcasting. This is a good talent, assuming you go full Arcane. It works particularly well with Arcane Missiles, because of its high mana cost, and each tick of the channel can crit. 30% is a huge boost to crit, and could conceivably take your crit chance up to 60% when clearcasting.

Rank 1	Increases the critical strike chance of any spell cast while Clearcasting by 10%.
Rank 2	Increases the critical strike chance of any spell cast while Clearcasting by 20%.
Rank 3	Increases the critical strike chance of any spell cast while Clearcasting by 30%.

Prismatic Cloak

An average talent at best. 4% could possibly mean the difference between life and death, but it isn't a huge amount and there are better places to spend your points.

Rank 1	Reduces all damage taken by 2%.
Rank 2	Reduces all damage taken by 4%.

Empowered Arcane Missiles

This is an awesome talent that provides a huge boost to the damage of Arcane Missiles. The mana cost increase isn't huge, but the idea of heavy arcane builds is to use Arcane Blast till you get a clearcast and then cast Arcane missiles, so that the high mana cost of the spell is negated. 600 spell damage, easily achievable in the expansion, would actually equate to almost 900 increased damage on Arcane Missile casts.

Rank 1	Your Arcane Missiles spell gains an additional 15% of your bonus spell damage effects, but mana cost is increased by 2%.
Rank 2	Your Arcane Missiles spell gains an additional 30% of your bonus spell damage effects, but mana cost is increased by 4%.
Rank 3	Your Arcane Missiles spell gains an additional 45% of your bonus spell damage effects, but mana cost is increased by 6%.

Spell Power

Another excellent talent deep in the tree. This doesn't increase the chance of a crit, rather it increase the damage caused when a spell crits. Spells cause 150% damage when they crit, as opposed to melee hits which cause 200%. This ability increases the damage inline with melee crits and therefore is a great boost to damage. A must have talent.

Rank 1	Increases critical strike damage bonus of all spells by 25%.
Rank 2	Increases critical strike damage bonus of all spells by 50%.

Mind Mastery

Not the best talent, but still useful nonetheless, and should be taken if you are this deep into the tree. This interacts well with Arcane Mind producing an additional boost. 400 Intellect will give you 100 additional damage, which is an easily achievable amount. Well worth taking.

Rank 1	Increases spell damage by up to 5% of your total Intellect.
Rank 2	Increases spell damage by up to 10% of your total Intellect.
Rank 3	Increases spell damage by up to 15% of your total Intellect.
Rank 4	Increases spell damage by up to 20% of your total Intellect.
Rank 5	Increases spell damage by up to 25% of your total Intellect.

Slow

Costs 28% of base mana, similar to Blink. This is a great talent, and has use in PvE and especially PvP. This works as a great snare when soloing, preventing mobs from getting in your face and damaging you. It is especially powerful in PvP, where it has a huge effect on every class. A worthwhile 41 point talent.

Rank 1	Reduces target's movement speed by 50%, increases the time between ranged attacks by 50% and increases casting time by 50%. Lasts 15 sec. Slow can only affect one target at a time.
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Frost Tree

The Frost tree focuses on improving the survivability of the mage. Unlike the Fire tree, there are few talents that increase DpS, or add damage effects. Rather the Frost tree is focused on keep your target away from you, and improving the kiting ability of the mage. There is no doubt that Frost mages make the best AoE soloers, with talents like Improved Blizzard and Ice Block. The Frost tree is also good for PvP – it doesn't add DpS in the way that Fire does, but it does add some excellent tricks that come in handy, especially in group situations.

Improved Frostbolt

This isn't a bad talent, and an adequate way to increase DpS (which the Frost tree lacks). Frostbolt is the stock spell of the frost mage, and you will be using this a lot against solo targets. However, there are better talents to spend your points on, especially if you are going to focus on the AoE powers of the mage. If you are interested in 1v1 PvP, it might be an option.

Rank 1	Reduces the casting time of your Frostbolt spell by -0.1 sec.
Rank 2	Reduces the casting time of your Frostbolt spell by -0.2 sec.
Rank 3	Reduces the casting time of your Frostbolt spell by -0.3 sec.
Rank 4	Reduces the casting time of your Frostbolt spell by -0.4 sec.
Rank 5	Reduces the casting time of your Frostbolt spell by -0.5 sec.

Permafrost

This is a great talent that adds some excellent kiting ability to the mage. Slow effects are the strongest asset a Frost mage has, and this increases their strength by a significant amount. This is an essential talent in PvE if you intend on going the AoE grind route, as it allows you extended time before the mobs reach you. It's also good for PvP, for preventing your opponents from reaching you and from fleeing from you. Definately worth the investment. This is even more attractive now, being a combination of the two best slowing talents combined with a reduction in talent cost from 5 to 3.

Rank 1	Increases the duration of your Chill effects by 1 sec and reduces the target's speed by an additional 4%.
Rank 2	Increases the duration of your Chill effects by 2 secs and reduces the target's speed by an additional 7%.
Rank 3	Increases the duration of your Chill effects by 3 secs and reduces the target's speed by an additional 10%.

Ice Shards

Ice Shards is not a bad talent. Frost mages suffer from a lack of DpS compared to their Fire counterparts, and this is a good way to increase that, assuming you can get your crit rate to a good level. This brings your frost crits in line with melee crits, and can make them quite deadly. There is a specific build focused around Frost crits, and this is an essential part of that.

Rank 1	Increases the critical strike damage bonus of your Frost spells by 20%.
Rank 2	Increases the critical strike damage bonus of your Frost spells by 40%.
Rank 3	Increases the critical strike damage bonus of your Frost spells by 60%.
Rank 4	Increases the critical strike damage bonus of your Frost spells by 80%.
Rank 5	Increases the critical strike damage bonus of your Frost spells by 100%.

Frost Warding

This isn't a bad talent if you are suffering against melee classes, but there are much better ways to spend your talent points. A 30% boost to a spell which adds only a small amount of armour is not that good, and is probably not worth taking over many other, more attractive talents in the tree.

Rank 1	Increases the armor and resistances given by your Frost Armor and Ice Armor spells by 15%. In addition, gives your Frost Ward a 10% chance to reflect Frost spells and effects while active.
Rank 2	Increases the armor and resistances given by your Frost Armor and Ice Armor spells by 30%. In addition, gives your Frost Ward a 20% chance to reflect Frost spells and effects while active.

Elemental Focus

Chance to hit is an excellent ability that adds good dps. This talent adds 6%, which is a good amount, and means that your gear choices can be more flexible to add more damage. It also affects both fire and frost spells. This is a talent that should be considered by all builds.

Rank 1	Increases chance to hit with Fire and Frost spells by 2%.
Rank 2	Increases chance to hit with Fire and Frost spells by 4%.
Rank 3	Increases chance to hit with Fire and Frost spells by 6%.

Improved Frost Nova

This is a good talent, useful in many situations. It reduces the cooldown of Frost Nova to 21 seconds, which isn't a bad increase. This is especially effective in PvP, but can also be useful in PvE, when you have a bunch of mobs running at you that are at ½ health, and you need to freeze them to finish them off. It also unlocks the talent Shatter, which is essential if you are going for a crit build. A good talent all round.

Rank 1	Reduces the cooldown of your Frost Nova spell by -2.0 sec.
Rank 2	Reduces the cooldown of your Frost Nova spell by -4.0 sec.

Piercing Ice

This is a good talent that allows for an increase to your DpS. It's good for both PvE and PvP. DpS increasing talent's aren't ever bad to have, and this is only three points, so it's very worthwhile.

Rank 1	Increases the damage done by your Frost spells by 2%.
Rank 2	Increases the damage done by your Frost spells by 4%.
Rank 3	Increases the damage done by your Frost spells by 6%.

Cold Snap

This is a worthwhile talent to have for emergency situations. If you need to flee, and have used your Frost Nova already, you can pop this and freeze whoever is chasing you for an easy escape. It's also handy for AoE grinding to refresh your Ice Barrier or Ice Block when situations get out of hand. For 1 point, it's a talent worth getting. Also allows access to Frost Channeling, which isn't a bad talent either.

Rank	When activated, this spell finishes the cooldown on all of your Frost spells.
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Improved Blizzard

This is *the* essential talent if you want to AoE grind as a Frost mage, and makes things a lot easier. If you can find a group of mobs that are already tightly bunched, you can get off 1 or 2 Blizzards before they even reach you, which is a significant chunk of a mob's life. This is also a great PvP talent, especially for Battlegrounds, where you need to slow a huge group of people at once. Definitely worth taking.

Rank 1	Adds a chill effect to your Blizzard spell. This effect lowers the target's movement speed to 70% of normal. Lasts 1.5 seconds.
Rank 2	Adds a chill effect to your Blizzard spell. This effect lowers the target's movement speed to 50% of normal. Lasts 1.5 seconds.
Rank 3	Adds a chill effect to your Blizzard spell. This effect lowers the target's movement speed to 35% of normal. Lasts 1.5 seconds.

Arctic Reach

This isn't a bad talent, but there are better places to spend your points. Range isn't as important for a Frost mage as it is for a Fire mage, because all of your spells slow your targets, making them reach you slower. The radius bonus isn't worth it either, because with a little practice, you shouldn't need it anyway.

Rank 1	Increases the range of your Frostbolt spell and the radius of your Frost Nova and Cone of Cold spells by 10%.
Rank 2	Increases the range of your Frostbolt spell and the radius of your Frost Nova and Cone of Cold spells by 20%.

Frost Channelling

This isn't a bad talent that further increases the mana efficiency of your Frost spells (which are your most mana efficient spells to begin with). This can be very useful for end-game PvE, where you need to conserve your mana to contribute to the group, and where mobs with fire resistance is very common. In Molten Core, for example, fire spells are all but useless, because the mobs resist most of what you cast. In this situation, Frost Channelling becomes very strong talent. The threat reduction element just adds to its attractiveness in raid situations.

Rank 1	Reduces the mana cost of your frost spells by -5% and reduces threat caused by Frost spells by 10%.
Rank 2	Reduces the mana cost of your frost spells by -10% and reduces threat caused by Frost spells by 20%.
Rank 3	Reduces the mana cost of your frost spells by -15% and reduces threat caused by Frost spells by 30%..

Shatter

(Requires 2 points in Improved Frost Nova.)

This is a very strong talent that can greatly increase your damage output, especially when combined with Ice Shards and Frostbite. This talent is worth taking if you want to PvP, it really boosts your chances.

Rank 1	Increases the critical strike chance of your Frost spells against frozen targets by 10%.
Rank 2	Increases the critical strike chance of your Frost spells against frozen targets by 20%.
Rank 3	Increases the critical strike chance of your Frost spells against frozen targets by 30%.
Rank 4	Increases the critical strike chance of your Frost spells against frozen targets by 40%.
Rank 5	Increases the critical strike chance of your Frost spells against frozen targets by 50%.

Ice Block

This is a great talent that has many uses in PvP and PvE. For PvE, it's very useful for grouping mobs to AoE. The trick is to mount up, agro a group of mobs, then hit Ice Block. They will all run to you and start pounding away, grouping them up nicely for your AoE attacks. It is also very useful in PvP, allowing you to escape certain death at many times. Ice Block dispels any effects that are currently on you, as well as making you immune, so you can Ice Block, wait for you Blink/Frost Nova to cool down, then make your escape. This is well worth the investment if you are this deep into the tree.

Rank 1	You become encased in a block of ice, protecting you from all physical attacks and spells for 10 seconds, but during that time you cannot attack, move or cast spells.
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Improved Cone of Cold

Cone of Cold is a very strong spell, and this talent makes it exceptional. With this, Cone of Cold will become one of your most used spells, especially when AoEing. With 3 points in this talent, your Cone of Cold increases from 350 average damage to nearly 475. Definately take this talent if you are going to do any AoE farming, but also just for general play.

Rank 1	Increases the damage dealt by your Cone of Cold spell by 15%.
Rank 2	Increases the damage dealt by your Cone of Cold spell by 25%.
Rank 3	Increases the damage dealt by your Cone of Cold spell by 35%.

Winter's Chill

Less effective than the old Winter's Chill, but not entirely useless. This, like its fire counterpart, is especially effective when grouped with other frost casters. Take this talent if you are planning on raiding with a heavy frost spec, as it will improve dps.

Rank 1	Gives your Frost damage spells a 20% chance to apply the Winter's Chill effect, which increases the chance a Frost spell will critically hit the target by 2%. Stacks up to 5 times.
Rank 2	Gives your Frost damage spells a 40% chance to apply the Winter's Chill effect, which increases the chance a Frost spell will critically hit the target by 2%. Stacks up to 5 times.
Rank 3	Gives your Frost damage spells a 60% chance to apply the Winter's Chill effect, which increases the chance a Frost spell will critically hit the target by 2%. Stacks up to 5 times.
Rank 4	Gives your Frost damage spells a 80% chance to apply the Winter's Chill effect, which increases the chance a Frost spell will critically hit the target by 2%. Stacks up to 5 times.
Rank 5	Gives your Frost damage spells a 100% chance to apply the Winter's Chill effect, which increases the chance a Frost spell will critically hit the target by 2%. Stacks up to 5 times.

Ice Barrier

(Requires 1 point in Ice Block.)

This is a great talent that allows some extra leeway for a Frost mage. Mages are very weak when it comes to taking damage of any kind, which cloth armour and low hit points. This adds a little bit of extra versatility, and allows a bit of extra survivability. At max level, it will absorb 818 damage. This is a good talent for all situations, and if you have 30 points in the Frost tree, it's worth taking.

Rank 1	Instantly shields you, absorbing 438 damage. Lasts 60 seconds. While the shield holds, spells will not be interrupted.
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Frozen Core

A very lacklustre talent that really doesn't deserve any points. Fire and frost spells aren't all that common and mages already have Frost Ward and Fire Ward to prevent those effects. A waste of valuable talent points.

Rank 1	Reduces the damage taken by Frost and Fire effects by 2%.
Rank 2	Reduces the damage taken by Frost and Fire effects by 4%.
Rank 3	Reduces the damage taken by Frost and Fire effects by 6%.

Ice Floes

The main use of this talent is the cooldown reduction on Cone of Cold, which will bring it down to 8 seconds. This is excellent because the chill effect lasts 10 seconds, which means you can keep mobs permanently chilled (assuming no resists. The reduction in the other abilities is also nice, but the main benefit lies to Cone of Cold.

Rank 1	Reduces the cooldown of your Cone of Cold, Cold Snap, Ice Barrier and Ice Block spells by 10%.
Rank 2	Reduces the cooldown of your Cone of Cold, Cold Snap, Ice Barrier and Ice Block spells by 20%.

Arctic Winds

Another lacklustre talent that really isn't worth the expenditure. If it was 1 point, then it would be worth taking, but spending 5 points here is hard to justify when there are other, more powerful talents that can be taken. If you are going full frost (51 points), then you would take this, but that is not the best build and is more of a curiosity than a legitimate tactic.

Rank 1	Reduces the chance melee and ranged attacks will hit you by 1%.
Rank 2	Reduces the chance melee and ranged attacks will hit you by 2%.
Rank 3	Reduces the chance melee and ranged attacks will hit you by 3%.
Rank 4	Reduces the chance melee and ranged attacks will hit you by 4%.
Rank 5	Reduces the chance melee and ranged attacks will hit you by 5%.

Empowered Frostbolt

A great talent, in the same vein as Empowered Fireball, but probably more powerful. Crit is difficult to come by, as it is quite expensive in the item budget, and each level reduces the effectiveness of your gear. Therefore this is an excellent talent, because it not only adds potentially 60+ damage to your Frostbolt, it also increases the crit chance by 5%. Good for both PvP and PvE.

Rank 1	Your Frostbolt spell gains an additional 2% of your bonus spell damage effects and an additional 1% chance to critically strike.
Rank 2	Your Frostbolt spell gains an additional 4% of your bonus spell damage effects and an additional 2% chance to critically strike.
Rank 3	Your Frostbolt spell gains an additional 6% of your bonus spell damage effects and an additional 3% chance to critically strike.
Rank 4	Your Frostbolt spell gains an additional 8% of your bonus spell damage effects and an additional 4% chance to critically strike.
Rank 5	Your Frostbolt spell gains an additional 10% of your bonus spell damage effects and an additional 5% chance to critically strike.

Summon Water Elemental

3 minute cooldown. The cooldown can be reset by using Cold Snap. This is a great, fun talent that has its place at the end of the tree. The water elemental has 2 abilities: a ranged frost nova which is targetable like an AoE attack, and a Frostbolt which takes 2.5 seconds to cast and hits for roughly 500 damage. This has uses in both PvE and PvP. PvE: this is a good source of damage, as it has a low mana cost, and most importantly does not contribute to the mage's threat. Good to use on bosses or where you just need an extra bit of dmg, such as when a pull goes wrong. In PvP, you can use it to hold off an attack with its ranged Nova, or escape while your own Frost Nova is cooling down, or just for an extra bit of damage. People often ignore the Elemental, but it can do quite decent damage. Warlocks can banish it, so if you see a smart one around it is advised to save it till they are gone.

Rank 1	Summon a Water Elemental to fight for the caster for 45 sec.
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TALENT BUILDS

There are a number of viable talent builds for the mage, and each of the three trees has many good choices. The Fire tree has the best burst DpS (high damage in a short period of time), while the Frost tree has lower DpS, but is better suited to survivability. The Arcane tree has some of the best talents, and is more focused on improving general mage play than anything else.

Talents, fortunately, aren't completely set in stone. You can change your talents for a fee if you make a mistake. It will cost you 1 gold the first time, and it increases each time, to a maximum of 50 gold.

There is no perfect build, and each has its advantages and disadvantages. However, there is one talent which is a virtual must-have: Improved Arcane Explosion. It makes your Arcane Explosion instant cast, increasing its usefulness drastically (and making it possibly the highest DpS spell in the game, depending on number of targets). Most viable builds have at least 15 in the Arcane tree for this talent.

PVP Specs

Arcane/Fire with SLOW

This is an arcane-heavy build which is focused on burst damage, the main strength of mages in the Arena. Slow is taken for some versatility, as it can be quite useful in arenas (especially where there is no defensive dispeller, ie a paladin or a priest. For this reason it may be more effective in 2v2, simply because the likelihood of their being one of those classes is theoretically reduced). In combination with an Affliction warlock, slow can cause some problems for dispellers in any event, because dispelling slow runs the risk of removing Unstable Affliction, which causes the dispeller damage.

This is not the ultimate burst spec, but it can be quite fun and is a bit different from the standard fire-heavy PvP spec. Molten armour combined with impact gives some semblance of survivability, especially against those pesky rogues, and the shortened cooldown on Fireblast makes you less vulnerable once you have used Presence of Mind.

Arcane Talents - 51 points

Arcane Subtlety - rank 2/2

Arcane Focus - rank 5/5

Improved Arcane Missiles – rank 5/5

Arcane Concentration – rank 5/5

Magic Attunement – rank 2/2

Arcane Impact – rank 3/3

Arcane Fortitude – rank 1/1

Improved Mana Shield – rank 2/2

Improved Counterspell – rank 2/2

Presence of Mind – rank 1/1

Arcane Mind – rank 5/5

Arcane Instability – rank 3/3

Arcane Potency – rank 3/3

Empowered Arcane Missiles – rank 3/3

Arcane Power – rank 1/1

Spell Power – rank 2/2

Mind Mastery – rank 5/5

Slow – rank 1/1

Fire Talents – 10 points

Impact – rank 5/5

Flame Throwing – rank 2/2

Improved Fire Blast – rank 3/3

Arcane/Fire with Blast Wave

Another heavy arcane spec, but this time with more into Fire for a different feel. Blast Wave is taken over slow for AoE snare and damage potential, and on the plus side, it's another instant attack. If you have lots of Int

gear, this build will benefit greatly from it, particularly if you are running with a paladin with Blessing of Kings, for another 10% boost.

This build also benefits from having Pyroblast, which as we know, when combined with Presence of Mind, has some awesome damage potential. However, after that initial burst, the mage will suffer one of the major downsides associated with the class – long cast time spells, which are potentially easy to heal through. Blast Wave makes up for this somewhat, being a high damage instant.

Arcane Talents – 40 point(s)

Improved Arcane Missiles – rank 5/5

Arcane Concentration – rank 5/5

Magic Attunement – rank 2/2

Arcane Impact – rank 3/3

Arcane Fortitude – rank 1/1

Improved Mana Shield – rank 2/2

Improved Counterspell – rank 2/2

Presence of Mind – rank 1/1

Arcane Mind – rank 5/5

Arcane Instability – rank 3/3

Arcane Potency – rank 3/3

Arcane Power – rank 1/1

Spell Power – rank 2/2

Mind Mastery – rank 5/5

Fire Talents – 21 point(s)

Impact - rank 5/5
Ignite - rank 5/5
Flame Throwing - rank 2/2
Incinerate - rank 2/2
Pyroblast - rank 1/1
Burning Soul - rank 2/2
Master of Elements - rank 3/3
Blast Wave - rank 1/1

Fire Heavy

As indicated by the title, this is a fire heavy build, with some arcane for backup. The notable thing about this build is that neither of the Fireball talents are taken, which means your primary source of DpS will be Scorch spam. If you are running with a Destruction warlock, the scorch debuff can be godly, and this would be the advised talent build.

Arcane to Improved Counterspell is taken, simply because it is one of the best talents available. If you are lacking in +hit gear, and worry about resists in the arena, you can drop 3 points from Arcane and put them in Elemental Precision, which will give you 3% off the bat. This will leave you without Improved Counterspell, so it is up to you to decide how much you like Silence.

Arcane Talents - 17 point(s)
Improved Arcane Missiles - rank 5/5

Magic Absorption - rank 2/5
Arcane Concentration - rank 5/5
Magic Attunement - rank 2/2
Arcane Fortitude - rank 1/1
Improved Counterspell - rank 2/2

Fire Talents - 44 point(s)
Impact - rank 5/5
Ignite - rank 5/5
Flame Throwing - rank 2/2
Improved Fire Blast - rank 3/3
Incinerate - rank 2/2
Pyroblast - rank 1/1
Burning Soul - rank 2/2
Improved Scorch - rank 3/3
Master of Elements - rank 3/3
Critical Mass - rank 3/3
Blast Wave - rank 1/1
Blazing Speed - rank 2/2
Fire Power - rank 5/5
Pyromaniac - rank 3/3
Combustion - rank 1/1
Molten Fury - rank 2/2
Dragon's Breath - rank 1/1

Frost

A heavy frost build, again with backup from Arcane down to Improved Counterspell. This build is focused around survivability, as opposed to the heavy burst damage fire specs. Ice Block, Ice Barrier, and Cold Snap

are excellent talents for helping survive beatdowns, and the best part about Arenas is that the preparation stage, before the match begins, resets all cooldowns below 15 minutes, which means that you can them every battle.

Water Elemental is another interesting bonus, which can dish out some quality damage before it dies. If it is killed/expired, Cold Snap can allow you to cast another one. If you are lacking in damage, you could consider taking less into Arcane and putting 3 in Improved Cone of Cold.

Arcane Talents – 17 point(s)

Arcane Subtlety – rank 2/2

Improved Arcane Missiles – rank 5/5

Arcane Concentration – rank 5/5

Magic Attunement – rank 2/2

Arcane Fortitude – rank 1/1

Improved Counterspell – rank 2/2

Frost Talents – 44 point(s)

Improved Frostbolt – rank 5/5

Elemental Precision – rank 3/3

Ice Shards – rank 5/5

Frostbite – rank 3/3

Improved Frost Nova – rank 2/2

Permafrost – rank 2/3

Piercing Ice – rank 3/3

Cold Snap – rank 1/1

Arctic Reach – rank 2/2

Frost Channeling – rank 3/3

Shatter – rank 5/5

Ice Block – rank 1/1

Ice Floes – rank 2/2

Ice Barrier – rank 1/1

Empowered Frostbolt – rank 5/5

Summon Water Elemental – rank 1/1

Elementalist

This is a Fire/Frost build, with some good survivability and burst potential. Ice Block/Cold Snap extend your life, while Shatter, in combination with Combustion, can leave you criting a lot of the time. Use Frost Nova to freeze the targets in place, or Cone of Cold for a chance proc Frostbite, for an almost guaranteed crit. If that fails, pop Combustion for another chance to crit. A fun and versatile build, that can be very deadly.

Elementalist builds are varied, and any combination of talents from the two trees has potential. Be sure to get at least Ice Block and Blast Wave, and then add or remove talents to suit your playstyle. For example, if you prefer Scorch, take Improved Scorch, or to improve your Frostbolts, take Improve Frostbolts. Customise your build to suit your self.

Fire Talents – 38 point(s)

Impact - rank 5/5
Ignite - rank 5/5
Flame Throwing - rank 2/2
Improved Fire Blast - rank 1/3
Incinerate - rank 2/2
Pyroblast - rank 1/1
Burning Soul - rank 2/2
Master of Elements - rank 3/3
Critical Mass - rank 3/3
Blast Wave - rank 1/1
Blazing Speed - rank 2/2
Fire Power - rank 5/5
Pyromaniac - rank 3/3
Combustion - rank 1/1
Molten Fury - rank 2/2

Frost Talents - 23 point(s)
Frost Warding - rank 2/2
Elemental Precision - rank 3/3
Frostbite - rank 3/3
Improved Frost Nova - rank 2/2
Permafrost - rank 3/3
Piercing Ice - rank 1/3
Cold Snap - rank 1/1
Arctic Reach - rank 2/2
Shatter - rank 5/5
Ice Block - rank 1/1

PvE Specs

Frost

This is a heavy Frost build, with some backup in Arcane. This is mainly a raiding spec, which will still fare well in 5 mans. Frostbolt will be your main source of damage here, but if things start going wrong, you still have Ice Barrier/Ice Block to help stay alive. Water Elemental can supplement your damage, assuming the fight has no AoEs or random attacks, which will kill it quite quickly. You will still be able to solo with this build, and while you won't be the king of burst PvP, you won't be completely gimped either. However, your AoE powers are rather limited, so it's best to not try to do that too often.

Arcane Talents - 11 point(s)
Arcane Subtlety - rank 2/2
Arcane Focus - rank 3/5
Arcane Concentration - rank 5/5
Arcane Fortitude - rank 1/1

Frost Talents - 50 point(s)
Improved Frostbolt - rank 5/5
Elemental Precision - rank 3/3
Ice Shards - rank 5/5
Frostbite - rank 3/3
Improved Frost Nova - rank 2/2

Piercing Ice - rank 3/3

Cold Snap - rank 1/1

Arctic Reach - rank 2/2

Frost Channeling - rank 3/3

Shatter - rank 5/5

Ice Block - rank 1/1

Improved Cone of Cold - rank 3/3

Ice Floes - rank 2/2

Winter's Chill - rank 5/5

Ice Barrier - rank 1/1

Empowered Frostbolt - rank 5/5

Summon Water Elemental - rank 1/1

Arcane

This is a heavy Arcane build, with some points in Fire just to fill it out, and to access Pyroblast for a combo with Presence of Mind. This is a raiding build, and relies on a cast sequence and timing of Arcane Blast and Arcane Missiles. Improved Fireblast and Impact were taken simply because it is an instant, and the stun proc is more useful than a reduction in cast time to a spell you should rarely cast.

This is useful in 5 mans, especially with slow. If you have high int, you will benefit from Mind Mastery, and if you come across mobs immune to Arcane you can spam Scorch interspaced with Fireblasts to make yourself not entirely useless.

Arcane Talents - 48 point(s)

Arcane Subtlety - rank 2/2

Arcane Focus - rank 5/5

Improved Arcane Missiles - rank 5/5

Arcane Concentration - rank 5/5

Arcane Impact - rank 3/3

Arcane Fortitude - rank 1/1

Arcane Meditation - rank 3/3

Presence of Mind - rank 1/1

Arcane Mind - rank 5/5

Arcane Instability - rank 3/3

Arcane Potency - rank 3/3

Empowered Arcane Missiles - rank 3/3

Arcane Power - rank 1/1

Spell Power - rank 2/2

Mind Mastery - rank 5/5

Slow - rank 1/1

Fire Talents - 13 point(s)

Impact - rank 5/5

Flame Throwing - rank 2/2

Improved Fire Blast - rank 3/3

Incinerate - rank 2/2

Pyroblast - rank 1/1

Arcane/Fire

This is a more fire-focused build, with more versatility when it comes to immunities and general strategies. You have a variety of options for casting: Scorch spam, Fireball Spam, or even Arcane Blast/Arcane Missiles, although the latter won't be as effective as heavier arcane builds.

This is quite a good build for 5 mans, where on boss fights you can spam up Scorch for the debuff, then cast Fireball for more damage, with Scorches in between. You also have access to Presence of Mind and Arcane Power, for when you really need that extra oomph. Blast Wave is also handy in 5 mans where large groups of mobs can overwhelm your party; an AoE slow is very useful here. If you have a problem with resists, drop 2 or 3 out of fire into Elemental Precision in the frost tree.

Arcane Talents – 34 point(s)

Arcane Subtlety – rank 2/2

Arcane Focus – rank 5/5

Improved Arcane Missiles – rank 5/5

Arcane Concentration – rank 5/5

Arcane Impact – rank 3/3

Arcane Fortitude – rank 1/1

Arcane Meditation – rank 3/3

Presence of Mind – rank 1/1

Arcane Instability – rank 3/3

Arcane Potency – rank 3/3

Arcane Power – rank 1/1

Spell Power – rank 2/2

Fire Talents – 27 point(s)

Improved Fireball – rank 5/5

Ignite – rank 5/5

Flame Throwing – rank 2/2

Incinerate – rank 2/2

Pyroblast – rank 1/1

Improved Scorch – rank 3/3

Master of Elements – rank 3/3

Critical Mass – rank 3/3

Blast Wave – rank 1/1

Fire Power – rank 2/5

Fire

A heavy Fire build, which can utilise Scorch or Fireball for DpS. A fun build for general play, this is useful in 5 mans, and somewhat useful in raids, although you will find you are less mana efficient and versatile than other specs. You can drop the 5 out of Impact if you don't like it, but it is quite useful for both solo and 5 man play.

Arcane Talents – 11 point(s)

Improved Arcane Missiles – rank 5/5

Arcane Concentration – rank 5/5

Arcane Fortitude – rank 1/1

Fire Talents - 47 point(s)

Improved Fireball - rank 5/5

Impact - rank 5/5

Ignite - rank 5/5

Flame Throwing - rank 2/2

Pyroblast - rank 1/1

Burning Soul - rank 2/2

Improved Scorch - rank 3/3

Master of Elements - rank 3/3

Critical Mass - rank 3/3

Blast Wave - rank 1/1

Fire Power - rank 5/5

Pyromaniac - rank 3/3

Combustion - rank 1/1

Molten Fury - rank 2/2

Empowered Fireball - rank 5/5

Dragon's Breath - rank 1/1

Frost Talents - 3 point(s)

Elemental Precision - rank 3/3

MAGE STRATEGIES

The following section contains strategies on all aspects of mage play – levelling, AoE, PvP.

Solo Strategies

For effective killing, in terms of speed and mana efficiency, you need to use certain talents, and cast spells in a certain order, maintaining maximum speed and efficiency. If you follow the outline well, you can go from 1–60 in as little as 7 days /played time.

The most important aspect of speed levelling, and general solo play, is your talent spec. I would suggest you invest heavily into the Fire tree very early, with your first talents going into Improved Fireball. This is the best possible increase in damage at level 10, and is still a good talent all the way up to level 60. Basically, follow the Burst DpS build outlined above, investing only into the Fire tree until you can at least access Blast Wave. If you aren't going to group, don't spend any points in Arcane until you've maxed your Fire talents (you can always respect).

The fastest way to level to the mid 40's is single target speed killing. For this to work effectively, you need to have Improved Fireball maxed, as well as Flamethrowing, so you have a fast casting Fireball which can be cast at 41 yard range. Firstly, position yourself at max range from your target. Open with a Fireball, then as soon as that is finished, cast Fireball again. If you timed it right, you should be able to get a third Fireball off just as they reach you.

Then, Frost Nova, to freeze them in place. Now it's time to back up again, and get some range. You have 8 free seconds here, so use them. Get as far away as possible (you can run or Blink and run, but don't walk backwards, it's too slow). Start casting Fireball again. Depending on the health of your target, they should be close to death now. You can either cast another Fireball, if they have lots of HP, or finish them off with Fire Blast and Scorch.

Pyroblast is good damage, but because of the slow cast time and high mana cost, it isn't as effective as repeatedly casting Fireball. If you come across any grey elites, use Pyroblast. They aren't as strong as normal elites, but have a good chance to drop rare items, so always try and kill them.

Once your target is dead, Shift+Right Click on the corpse, which autoloots for you, and move on to your next target. There are some excellent locations for this kind of grinding, and I will outline them more in the grinding section.

Leveling Guide

Levels 1-5

For these levels, stay in your starting area. Quest here. The quests are mostly just kill XX of XX mob, and are fairly easy to complete. You can mostly chain kill mobs here without having to rest to regen mana. Occasionally you will have to stop and drink. Collect everything that drops, and sell it all. You will need the copper to pay for your skills.

Levels 5-10

At around level 5, you should be given a quest, which will direct you to the next area in your starting zone. This will lead to a bunch more quests. Keep questing, they should all be fairly easy, and there should be plenty available to get you to level 10. If you kill a few extra mobs between quests, things will be a bit easier when quests start to dry

up heading towards level 10. If you have some cash, now is a good time to pick up some professions. It's better to get them early, especially the gathering professions, as you don't want to come across something you can't pick/mine later on. It's also a good way to make a bit of extra money for those early skills.

Levels 10-15

These levels can be tough, because you are finished with the basic quests, but are still a bit low to head to the next area (the Barrens for Horde, Westfall for the Alliance). Once you hit level 12 or so, there are heaps of quests to do, and things get a lot easier. You should be putting all your talents into Improved Fireball at this stage. The beginning quests in the Barrens are all very easy, and there are good ones in both The Crossroads and Ratchet, so go to both locations. The Alliance mages should pick up most of their quests in Sentinel Hill, but there are also some other scattered quest givers, which give easy and rewarding quests.

Levels 15–20

At this point you can stop questing, and start grinding use the Fireball tactic outlined above. If you are looking to get to 60 as quickly as possible, the only quests worth doing are collection or kill quests, on mobs which are close to your location and easy to kill. Don't waste time running around doing Fedex quests, you can level much quicker by just killing things over and over. There are a number of good grinding options for both sides here. For the Horde, Harpies in the Northwest Barrens are excellent, as are the Gnolls which are scattered through the Barrens. Both have low hitpoints and don't hit too hard. Stay away from casters though, they mess things up.

Alliance mages also have a number of options in Westfall. The Scarlet humanoids, which are all over, are excellent grinding material. They die quickly and don't hurt too much. The Gnolls, to the north and along the coast are also excellent. There are some murlocs near the water, which can be good, but be wary of runners bringing adds, which can be hard to deal with at this level. Spend your talents on Ignite, it's great extra damage when you get a crit.

Levels 20–25

At level 20, you get Blink, which makes travelling a bit faster. It's also great when pulls go wrong and you need to escape quickly. With Blink and Frost Nova, you should be able to escape most situations. You should put your talent points into Pyroblast and Flame Throwing here, and then start on Impact. Flame Throwing helps you kill speed a lot, because it allows you to get off more Fireballs before the mob reaches you.

For the Horde, there are still plenty of Quillboars that are high enough to level on. There are also some easy quests you can get in Camp Turajo, in southern Barrens. A bit higher, there are some Dwarves on the border between the Barrens and Thousand Needles, and there are plenty of centaurs in Thousand Needles which are good, easy experience. There's also a number of quests and mobs in Hillsbrad Foothills, but be wary if you play on a PvP server, because there are also plenty of Alliance here.

For the Alliance, Duskwood has some great mobs to grind, and some quests that involve a bit of running. The Warewolves can be skinned and drop cloth, so they are the best

for anyone with the skinning profession. Undead in the area aren't bad, because they also drop cloth don't flee, which makes things easier.

Levels 25-30

There is one excellent spot for both Horde and Alliance at this stage, which is Hillsbrad Fields. Hillsbrad is usual a gank-fest (especially for Horde, who have quests in the area at lower levels), but there is a cave where you can happily grind without being interrupted by higher levels. It's the Yeti cave in the middle North of the map. The only people who generally go in there are people from 26-30, so you don't have to worry about being ganked. There's a few mineral nodes here too, and the Yetis can be skinned. If you start getting too high for them, there's also another outpost of yetis further North in Alterac, and there are some Ogres there too.

There aren't too many good quests at this point, unfortunately. The Horde have quite a few in Hillsbrad, but many are long sequences that involve lots of footwork, and hence aren't really worth the effort. There are also plenty in Duskwood for the Alliance, but likewise they involve a lot of running.

Levels 30-35

Once you are into your early thirties, you can start off in northern Stranglethorn Vale. This is the best quest area in the game. There are literally dozens of quests, and a bunch of them are simple kill xx of xx mob quests. There are also some easy collection quests available in Booty Bay. Nessingwary's Expedition is the best location for these early quests.

For grinding, there are a number of Troll camps around that are easy pickings. If you are a skinner, there are heaps of beasts scattered throughout the area. Beware though. Stranglethorn Vale is a deadly place on a PvP server. You may want to stay away until you are a bit higher, unless you can find a hidden spot without much traffic.

If you don't like Stranglethorn Vale, or are getting ganked too much, there are some other options. The Shimmering Flats, in southern Thousand Needles is a great spot, with mostly Horde quests, but also quite a few Alliance ones. It's also large and spread out, so ganking isn't usually an issue.

Levels 35–40

These are the levels when you want to be grinding hard for your mount at forty. The best spot for this is again in Stranglethorn Vale, by killing the Venture co. Meteorologists. They drop silver, cloth and plenty of grey items that vendor well. They also drop a high amount of green items. There isn't really a better location than this for grinding at these levels.

Desolace, the Badlands, and the Swamp of Sorrows are other locations for questing and grinding, if you don't like Stranglethorn Vale. The Rock Elementals in the Badlands are particularly recommended. These locations are great for both Horde and Alliance.

Somewhere in these levels you should go to the Scarlet Monastery instance a few times. There are some quite good blue gear drops here, and a quest reward item that is also nice. The Illusionary Rod, dropped by Doan, is the most commonly sought caster item, and can take you well into your 50's. He also drops a nice dagger that can be used in combination with a quest reward for good stats (and a different look from the Illusionary Rod). I wouldn't recommend

doing any instances before Scarlet Monastery – the reward's don't help a huge amount, and they are generally a pain, especially in pick up groups.

Levels 40–45

If you have spent the majority of your time grinding, you should have your mount straight away. This makes things a lot easier. Quests at this stage aren't as frequent, and often require lots of running, which slows down levelling speed. There should still be plenty in Strangelthorn Vale, as well as some in Tanaris and the Hinterlands.

If you want to grind, there are some good spots. In Tanaris, the Wastewander Bandits have good drops, and there is a repeatable quest associated with them. The ogres in Tanaris are also good to grind on, a few levels higher. There are also some pirates in Stranglethorn Vale which are good grinding material for the early levels.

For talents, at these levels you should be looking at putting some points into the Arcane tree. You will want at least a bit of AoE power (through Improved Arcane Explosion), and Evocation is a nice skill to have at any level. If you are going to run some instances, I would suggest getting the

AoE talents ASAP. If not, you can stick with the fire build. At 40 you should have Combustion, which is a fun talent, especially useful on very tough targets.

Levels 45–50

These levels are great for grinding in Feralas. The woodpaws throughout are excellent, but stay away from the ones with a disease, which increases cast time. They are a pain. As for quests, you may want to do a sequence in Tanaris which begins with the quest Yeh'kinya, and leads to the Sunken Temple instance. It has a good cloth reward headpiece. The main bunch of quests are in the same areas as 40–45, and they are continuations and higher quests.

The instances at this level are good and bad. Zul'Farrak is pretty bad, is buggy, and has average rewards. I wouldn't really recommend it other than for a different way to get experience. Maraudon is excellent, and has some good drops, including a nice necklace and head piece. I would recommend you do this, or at least tag along for some "princess" runs, which are where the best drops are at.

Levels 50–55

At this stage, you should head to the Western Plaguelands. There are great spots for both Horde and Alliance, starting from level 50. You may also want to consider respeccing to Ice/Arcane for AoE grinding. These 10 levels normally take a while, but with AoE grinding you can blitz through them very quickly. The Plaguelands are excellent for both solo and AoE grinding, because the mobs respawn quickly, are Undead (which means no runners), and are mostly single pulls only.

There's also another good spot in Felwood/Winterspring, with the Furbolgs in the area. You can get reputation up with them, allowing you to purchase some recipes from their vendor. This is great for tailors, as not many people have the recipe and it can sell for quite a good amount.

At level 52, you can start AoE grinding in Dire Maul, the best location for that. There is a group of non-elites just inside the door, and all you need to do is group them, kill them quickly, then reset the instance, and you are ready to go. The best way to do this is to create a macro with /leave party, /invite

xxxx (someone from your guild, or just a friend). Every time you have cleared them, just run this macro. It will reset the instance and the mobs will respawn.

Levels 55-58

The final stretch before Outland! For these levels, you can just continue on with the previous areas. Dire Maul is an excellent spot, right up to 60, and if you get it down pat, you should stay there. From 55 on, the Eastern Plaguelands are excellent, mainly if you are looking for Argent Dawn reputation (which is worth it, because it's the only way to get a shoulder enchant). When you receive scourgestones, turn them in for tokens, but save the tokens for when you can no longer get reputation for kills (1/2 through honoured for normal mobs, later for elites).

Levels 58+

You should go to Outland as soon as you hit 58. Finish any quests you are close to completing, hand in any you haven't already, and head to the Dark Portal (it's in the Blasted Lands, down south). Abandon all you Azeroth quests (except for ones you are interested in or ones that unlock something, such as the Onyxia quest line). Outland

mobs give more experience, drop better loot, and the quests are worth way more experience. Some of the mobs may be a bit tough, but you should generally be able to handle everything in Hellfire Peninsula without a problem, and you won't hurt yourself later, as long as you do as many quests as possible.

Questing is the way to go now. You should get 10 000 exp minimum for handing in a quest with any kind of effort required. Only quests where you are required to talk to X will give you less than that. Additionally, doing all the quests (especially in Hellfire Peninsula) is a great way to pick up some excellent loot straight off the bat, which will immediately outstrip your old-world gear.

If you are flowing with cash, you can gear yourself up on Outland gear before getting there. Check the AH for "of the Mind" and "of the Sorcerer" gear, which will have Stamina and Intellect, as well as +dmg or +crit.

The general zone order is Hellfire Peninsula, Zangamarsh, Terrokar, Nagrand, Blade's Edge Mountains, Shadowmoon/Netherstorm.

Don't forget to ask in General for groups for those elite quests – the rewards are generally excellent, they offer good experience, and if you can get a competent player, can be easily completed.

Levels 60 to 70 in detail

Up to level 62 you are going to fight in Hellfire Peninsula. A good overview of available quests in this zone is available here:

<http://www.wowhead.com/?zone=3483#M0>
[zc](#)

Aside from the boars (damage shields) you can fight pretty much all mobs in this zone and take up any solo and group tasks. Depending on the time and age of your server there are always groups around there who take in additional players

If you are seeking grinding opportunities you'll find them in Demons and Undeads in the eastern part of the zone and in the Expedition Armory.

The next location would be Zangarmarsh – a heaven of solo quests. Levels 62 to 64 should pretty much fly by in this zone. Again, an overview of available quests:

<http://www.wowhead.com/?zone=3521>

There is an abundance of Naga grinding material east of Serpent Lake, southwest of Umbrafen Lake and east of Marshlight Lake.

From level 64 on things get particularly interesting. In Terokkar Forest you'll encounter tons of humanoids. In this zone you will encounter the first really rewarding group quests since the equipment you will also stay with you a while.

At this point you also need to decide between the Scryer and Aldor factions. It depends a little on your trade skills which side you will find better. A good decision helper is the list of available rewards:

http://www.wowwiki.com/Comparison_of_Aldor_and_Scryer_rewards.

Make sure you to hold on to all feathers you get by killing Arakkoa since they are used to gain additional faction standing. The Arakkoa camps Veil Reskk & Shienar, Veil Skith and Veil Shalas are the best place for that (see the quest overview link for exact locations).

You can stay in Terokkar Forest until you reach level 66.

Quest

Overview:

<http://www.wowhead.com/?zone=3519#M0>
[zc](#)

After that I suggest you head over to Nagrand to level up to 68. Tons of quests and a lot of activity. It is also the best location to farm elemental motes. Good locations are the Burning Blade Ruins, Ogre Caves below Halaa, Laughing Skull Ruins, Kil'sorrow Fortress and Sunspring Post.

Quest

Overview:

<http://www.wowhead.com/?zone=3518#M0>
[zc](#)

Your second to last stop is Blade's Edge Mountain. Even though it does not have quite the abundance of quests it offers an excellent levelling opportunity to reach 69. Stick to the mobs in the eastern and middle part of the zone since this is also where you'll be getting most of the quests.

Quest

Overview:

<http://www.wowhead.com/?zone=3522#M0>
[zc](#)

You should reach level 70 in Netherstorm. There is such a huge number of quests that you should stick to the easiest ones before reaching level 70. You'll be busy for a while completing the rest of them. If you have trouble with some of the higher level content here, stick to the Mana Forges B'naar and Coruu first. You can then head over to the Forge Bases Oblivion and Gehenna before you try your luck with Ara.

Quest

Overview:

<http://www.wowhead.com/?zone=3523>

A quest-by-quest walkthrough for the complete level 60 to 70 range would be a little beyond the limits of this guide, since that information alone adds up to 94 pages. The exact number is known since it has actually been done in the World of Warcraft Burning Crusade Guide here.

<http://www.killerguides.com/guides/wow/gui/de/world-of-warcraft/burning-crusade>

Group Strategies

The main role of a mage in the group is simple: deal as much damage as possible. There is a "holy trinity" of classes in World of Warcraft, consisting of a tank (warrior) a damage dealer (mage) and a healer (priest). Mages are the best damage dealers in most situations, so you should never have trouble finding a group.

Unlike when you are soloing, it's not wise to go all out damage as quickly as possible. Damage generates agro, which makes things more difficult for the healer, because healing a mage is a lot harder than healing a warrior. Your first aim should be to not get agro. Then you should focus on dealing damage.

Fire spells, while good for soloing, aren't the best for group play. They aren't particularly mana efficient, and can generate high threat. Crits generate additional threat, so if you are going for a crit build, be extra careful in groups. Pyroblast is also an extreme threat generator, so its not advisable to use it in group situations.

The best spells to use in groups are damage over time spells, which rather than frontloading damage, spread the damage and hence the threat over a window. Unfortunately mages do not have access to these spells, but there are some options for spreading threat. Arcane Missiles, although not technically a DoT, does spread the damage over an interval, and is an excellent spell to use (it's not particularly mana efficient though, so don't use it as much in long fights. It's best used in conjunction with clearcasting).

Frost based spells are a good option to use when it comes to group PvE play. They are mana efficient, and you can get quite good damage out of the Frost line by simply casting Frostbolt. Because it has lower base damage, and doesn't crit as high, it generates less threat than Fireball, for example. It also helps to slow the opponent.

The key to keeping threat in check (and hence keeping a group of enemies from pounding on you) is to make sure that your tank has generated sufficient threat before engaging the mobs. This means NOT opening with a Pyroblast as soon as the pull starts. The mob *will* run straight to you, and you *will* most probably die. Wait for the warrior to get a few hits in, and then start attacking.

An important part about instancing is knowing what to attack. The warrior should always choose the main target, and unless there are non-elites mixed in with the group you are pulling, this should be the target you attack. In this situation, a simple macro is essential. To create a macro, simply press enter and type /macro. A screen will pop up, giving you a few options. Choose an icon for you macro, and name it, in this case call it "Assist". Then type your commands in the box on the left-hand side. It's only one command in this case, simply /assist.

What /assist does is simple. When you have a target selected, and you press this macro button (or type /assist in the command console), you will target whoever they have targeted. This is great for situations when

you have multiple mobs in a pull, and you aren't certain who you are supposed to be attacking. Simply target the tank, activate the macro, and blast away.

Single-target damage dealing is fairly easy, and if you follow the above rules, you shouldn't get agro, and your group should progress quickly. A little more difficult is dealing with large groups through the use of AoE attacks.

AoE attacks are generally used on groups which consist of both elite and non-elite mobs. You need to take out the non-elites first, because if you don't they will run straight for your healer as soon as they heal your tank (the worst possible thing that can happen. Without a healer, your group will die very quickly). The general way to take care of these mobs is to AoE them before focusing on the elites one by one.

When AoEing, all agro rules go out the window. You are going to have agro no matter what, and you want to kill the 4 or so mobs that are attacking you as fast as possible. Use all the AoE capabilities that you have; Flamestrike, Blast Wave, Blizzard, and most of all, Improved Arcane Explosion. Keep spamming that, and you will take them down quickly. Non-elite mobs die pretty

fast, and once they are gone, don't attack for a little while. You may have agroed an elite mob through your attacks, and it's a good idea to wait for the tank to get agro off you before you do anything (unless the mob is on low health, in which case it's better just to finish them off).

There are also certain situations where you can AoE elites, provided you have a good healer (or 2). You generally need 2 mages to do this. The same rules apply, but you will be taking more damage. Try to kill as fast as possible in this situation.

The third part of a mage's roll in a group is pulling. You will often be the designated puller in instances, simply because of Polymorph. You need to know how, when, and who to pull to do this effectively, and if you don't you can give your group significant trouble.

When using Polymorph to pull, make sure your group knows who you are going to use it on. You can tell them in the chat window, or to be more specific, you can cast detect magic on them. Make sure you are at maximum range when pulling, because all the mobs are going to run straight for you. Cast Polymorph, then run straight back to your group.

When main puller, you have to make sure the mob you Polymorphed remains a sheep until all the others are dealt with. This means re-casting Polymorph, and it's usually a good idea to do this *before* it runs out, rather than have the mob break the Polymorph and attack your group. Polymorph, like all crowd control spells, does not suffer diminishing returns when cast against NPCs, so you can keep recasting it without fear.

When first casting Polymorph, you need to choose your target carefully. If you aren't at level 60, choose the target closest to your level, so it doesn't break early. Also, try and Polymorph the most dangerous opponent – generally a healer or a caster. Anyone with mana, really. You don't want someone healing the mobs you are attacking, or a caster hitting you from a distance with big damage attacks.

If there is more than one caster, which is often the case, your job extends to casting Counterspell. If you Polymorph one caster, the other will just stay back, and hit your group with attacks from a distance. Caster attacks always do lots of damage, and should

be dealt with first. If you silence the other caster when you use Polymorph to pull, the target will run to your group and attempt to melee, rather than stay back casting spells.

This can be a bit of a dangerous tactic, because Counterspell generates a high amount of threat, and the target will invariably run straight for you, and will be hard to remove. Make sure your group knows this, and tell them to attack and kill the silenced target first, otherwise you will be dead pretty quickly. If you have Ice Barrier, cast that on yourself before you pull. If you have Ice Block, you can use that to shed the agro, and allow your tank to take over and do his job.

Once the group you have chosen is coming towards you, it's a good idea to cast Frost Nova to freeze them in place. This helps your group by separating the enemies, and allowing them to target the caster (or the most dangerous mob) first. It also allows you time to get your distance and begin casting your opening spell. Frost Nova only generates a tiny amount of agro, so don't be afraid to cast it.

Aside from pulling and damage dealing, every mage should have First Aid as high as possible, and have at least 1 stack of bandages in their pack at all times. If you do take incidental damage, through AoE attacks, or just from pulling, don't expect your healer to heal you. You are better off bandaging yourself, saving precious mana for the healer to use on the tank. Don't be afraid to heal others in your group, especially your healer, who may not get a chance to heal themselves. First Aid is easy to level, and is also very useful solo, so there's no reason not to get it.

PVP



layer vs Player is one of the most common aspects of World of Warcraft, and is the hardest to master. There are a number of different types of PvP at the moment, and each requires a different strategy. The different aspects are divided into sections below.

Dueling

Dueling, or 1v1 PvP, is the best way to practice for real battles against the opposition. To duel someone, you right click on their portrait and select duel from the drop down menu. You can duel people from your own faction at any time, but only players on Normal servers can duel players of the opposing faction.

The mage, like any class, has its strengths and weaknesses when it comes to duelling. Mages can deal out tremendous damage from range, and have the ability to keep their opposition from attacking them for a long time, through kiting. They also have some excellent utility spells, such as Counterspell and Blink. They have a wide range of damage spells at their disposal.

The mage's main weakness is their frailty. With only cloth armour, mages die very quickly to melee damage. You need to be able to keep any melee player off you to survive, through the use of kiting. Another weakness the mage have is that their damage is tied to mana, which is a finite resource.

Class Breakdown

This is a general breakdown of the strengths and weakness of other classes against the mage. I didn't include specific battle strategies because of the varied mage builds that are viable in PvP. If you have Presence of Mind, use it with Pyroblast. If you are Frost specced, spam Frostbolt and Cone of Cold, and try and proc some crits off shatter.

Druid

The druid is probably the mage's hardest fight. They have a multitude of heals, can break Polymorph (and are immune to it in animal form), and have a stun, and roots, so escaping is difficult.

The druid strategy is based on survival. They are going to keep healing, and doing good damage through their animal forms while you keep spending mana to bring them down. Most druids you will duel will be Restoration specced, meaning they will have Nature's Swiftess, which makes their heal instant cast, and Innervate, which gives them 300% mana regeneration. You have no counter to either of these. They will use Nature's Swiftess for their first heal, so don't bother using Counterspell then.

Druids can also heal in Bear form using their rage (called Frenzied Regeneration, it's a heal over time that heals a significant amount, can't be dispelled, and doesn't really have a counter). They also have a third way to heal, by using Bash while in Bear form (which is a 5 second stun) and switching to caster form.

The only way to beat a druid is to get off some massive damage, and then time your Counterspell to stop them healing. You need to use everything at your disposal to bring them down quickly – Arcane Power, Presence of Mind, Pyroblast, Combustion – whatever it takes. If you time your Counterspell, you can have 10 seconds without them able to heal, which you will need to finish them off. This is not a drawn

out battle where you should kite them to death – this is an all out, all or nothing attempt to surprise them before they can heal.

Hunter

Hunters aren't the strongest opponents, but they can be troublesome. The first thing you need to do is ignore their pet. Don't bother casting anything other than Frost Nova on it. You can and should Polymorph it at the start of the battle, as well. Pets do insignificant damage, but the annoyance factor comes from their attack speed, which causes interrupts to casting (something you don't want, especially when casting something like Fireball).

The hunter itself relies on range to be effective, so this can work in your favour. Hunters only have a few melee skills, and the majority of their damage comes from their ranged attacks (which also slow, poison, and drain mana, to name a few). The best way to counter this is to stay in the "sweet spot". Hunters need to be outside an 8yd range to attack with a bow or gun, but their melee skills are only 5 yd range. If you can hover between the two, you can get the hunter stuck in no man's land.

Kiting is essential in this battle. You want the hunter to be slowed at all times, so you can prevent them from getting range on you if they stun you. Use your Frost skills (even level 1 Frostbolt, with its slow cast time, is effective), Blink, and Frost Nova to keep them from getting too far away. Hunters also have a number of stings, including one which drains Mana over time. This is quite annoying, and if you have Noxxions Heart (a trinket from Maraudon that dispels one poison effect) equipped, use that.

Mage

Mage vs mage battles are tests of timing and skill. Talent spec also comes into play, and mages that have Presence of Mind and Pyroblast having an advantage over those that don't. This is another all out battle, and you want to get all of your best damage skills out as soon as possible. You can try and open with a Polymorph, because your opponent is likely to do that, to get off an early Fireball.

The main thing you need to do here to win is to time your Counterspell. If you can get them in the middle of a cast, and then quickly bandage yourself, you should get at least a bit of healing out of it. Don't wait too

long to do this, otherwise you may not get a chance. If you are high on health, you can use your Counterspell to get a longer cast spell off, such as Fireball.

Gear is very important in mage vs mage battles, and if you have more Stamina gear, you should win. Crit chance is also an essential modifier to look for, and if you can get a few crits in, this will drastically improve your chances.

Paladin

Paladins also have healing, so they can be quite tough to take down, and they have multiple lives through their immunity shields. Fortunately, they don't do a lot of damage, and you can normally keep them at bay very easily, because they don't have a root, or any way to increase their speed.

Kiting and survival is the key in this battle. You may want to use your wand to preserve your mana, because paladins can take a long time to take down. Once they are getting low, they will use their shield to heal back to full. Use this opportunity to heal yourself using a bandage. Don't bother casting anything at all, or even attacking. Divine

Shield makes them immune to everything, including Counterspell. Heal up, position yourself in an ideal spot, and wait for the shield to wear off. Then start again.

You will most likely run low on mana at some stage in this battle, so don't go all out too early. You need to be able to have something in reserve to finish them off when they are getting low after having used their shield. As previously stated, if you have a good wand (there is an easy to get, high damage wand from a quest, which all mages should have) use that in between casting spells. The new auto-wand toggle is an excellent improvement, and should be used. You need to move to cancel the wand effect though, so if you want to cast something, take a step in any direction.

Priest

This is another one of those fights that are extremely difficult to win. A priest is the perfect counter to a mage – they have health buffs, dispels to remove your buffs, and heals to prevent damage. They also have a very annoying instant cast DoT, which does significant damage and will always be on you, preventing you from using bandages.

Priest spells to look out for: Power Word Shield, which buffs their hitpoints by 942 and can be cast every 15 seconds; their different heals; Silence (which lasts for 5 seconds); Psychic Scream (an instant cast, 8 second fear effect, which can be cast every 26 seconds); Shadow Word: Pain (an instant cast DoT which deals 1204 damage over 24 seconds); Mind Blast (which is their main form of damage, similar to the mage spell scorch, but shadow based).

If a priest is running towards you, it means they are going to use Psychic Scream, so you need to be ready to dispel it with the PvP trinket, or to get out of the range (it's 5 yard AoE range, so it can be dodged if you have good timing and a good connection).

To win against a priest, you have to be very lucky, and have very good gear with lots of stamina and crit chance. Try and get them down fast – their mana and heals will out last your damage, and if you last that long, your mana will be gone before theirs is. Again, it's about time your silence to prevent them from healing when they are very low on health. Counterspell will stop them from healing for ten seconds, which should give you enough time to finish them off if you time it right.

Rogue

Rogues are very deadly when they come out of stealth, and you aren't expecting an attack. If you are sitting and drinking at the time, you are pretty much dead, because that guarantees a critical hit for them. If you do see the coming, or get the jump on them, the tables are pretty much equalled.

To beat a rogue you need to survive their big damage opener, and then kite them to death. Don't ever let them get close to you – use Frost Nova and Blink, and try to keep them slowed at all times. Remember Blink breaks stuns, so if they go for a stunlock opener, you should just Blink out of range.

Hit them with your best damage spells to start with, and then wear them down with Fire Blast/Scorch/Cone of Cold until they get low on health. At this point, they are likely going to try and use Blind on you, which is an 8 second confuse, giving them time to heal up. Try and stay away from that – you don't want to have to beat a rogue twice. Never stand there and cast while a rogue is on top of you. If the speedy attacks don't interrupt your casting, they will just Kick you out of it. Jump around as much as they do – they need to be behind to get off a number of strong attacks.

Shaman

Shamans are the strongest PvP class in the game, and should be feared. They have big damage spells in their shocks, and their melee abilities are nothing to be sneezed at.

The key to beating a shaman is to destroy their totems, especially grounding totems. They absorb harmful spells, wasting your mana and time. Earthbind totem can also be very annoying, because it slows you down and prevents running.

Shamans have a fast cast heal, and also can have access to Nature's Swiftiness to make it instant cast. Most don't however, so you shouldn't have to worry too much about that. Try and Counterspell their heal, and you should do ok. Their melee can hurt just as much as their spells, especially if they have Windfury proc. Try and stay away from melee range as much as possible.

Warlock

Warlock's aren't too hard, but have a few tricks that can make them difficult. They will use Fear on you, but that is subject to diminishing returns, so you don't need to

worry too much about it. Dispel the first one with your PvP trinket, and the subsequent casts won't do much. After the 4th you are immune.

Like any pet class, don't focus on the pet – that is a waste of mana. You can't polymorph them, but 3 of the 4 are melee range, so you can keep them away from you. Focus all your attacks on the Warlock.

Many Warlocks will have exceptional high amounts of health, and can take a while to bring down. In doing this, they sacrifice some offence capabilities, so while they take longer to bring down, they don't hit for as much, so you will last longer. Don't bother trying to kite – their spells are all long range, and they have quite a few DoTs that will bring your health down. If you can, remove their Curses when they cast them on you, especially Curse of Agony.

Warrior

Warriors have lots of hitpoints, and can take a while to kill. It takes a lot of skill to beat a good warrior, and you need to be able to kite very well. PvP warriors will also mostly use Mortal Strike, which does good damage and cuts healing in half.

Do whatever it takes to keep them at range. Use Blink at every cooldown, the same with Frost Nova. You should have Ice Armour up, to help a little with damage reduction. Warriors have a skill called Intercept, which lets them charge straight to you, but it is on a cooldown and has a rage cost.

If you can kite well, this is a pretty even contest.

Group PvP

Group PvP is where the mage truly shines. With the best AoE capabilities of any class, you are a potent solo force, and with the backup of a healer or two, you can become extremely powerful.

To be successful in a group, you need to know your role, and how to perform it without getting killed or running out of mana. Your role in group PvP is simple – deal as much damage as possible, as well as crowd control through Polymorph. You also need to buff your team with Arcane Intelligence (mainly the healers, don't worry about hybrids as much if you are conserving mana) and Dampen Magic.

Your best skills in group PvP are Polymorph and Improved Arcane Explosion. Polymorph has a short duration, but it can help. Polymorph the second most dangerous player; a secondary/hybrid healer if there is one, like a shaman or a druid, or if there isn't 2 healers, Polymorph a rogue. Don't Polymorph the priest. You want the healer to be dead as quickly as possible, not break Poly when you have someone near death and get a heal off. Polymorph the second most dangerous, and then take out the primary healer (which will usually be a priest).

Improved Arcane Explosion is essential in group situations because it's instant cast. You can avoid attacks and run around while casting, which is essential if you want to survive. If the players you are fighting are spread out, don't bother with Arcane Explosion, obviously.

Battlegrounds

There are two battlegrounds currently in the game – Alterac Valley and Warsong Gulch. Mages are very strong in both locations.

Alterac Valley

Alterac Valley is a massive raid-based Battleground that can cater for up to 40vs40 players. Mages are by far the dominant class in this Battleground, due to their AoE power.

The respawn system in Alterac Valley is based on capturing Graveyards, which makes things easier for the mage. Your opposition, when they die, will all respawn at the same location. If you can get into a position where you can attack them for a period with relative impunity, you can get lots of kills and hence the loot which is essential to raise your reputation with your faction (which unlocks Rare and Epic quality loot to buy off vendors).

AoE is essential for your side to push. The suicide AoE is a legitimate tactic in this Battleground, because it can encourage other players to charge forward, and allow your side to capture locations. Open with a Flamestrike (preferably with Presence of Mind), then Blink in to the middle of a group (most players bunch up pretty close together). Hit them with a Frost Nova, to make sure they don't flee, then start spamming Arcane Explosion (if you have Blast Wave, cast this now also). You may die, but if you are getting low you can try and

Blink back out, or you can Ice Block and wait for your faction to charge with you. Be careful of other mages and priests – they will silence you and prevent you from attacking and fleeing at the same time.

There are quests in Alterac to complete, but mostly people ignore these. The main thing you need to worry about is raising your faction, which unlocks cheap and high quality gear from the vendors. Your reputation increases through a number of repeatable quests that involve looting the corpses of other players and NPC's through the Battleground. Make sure you hand in anything that drops to the relevant vendor in your starting location.

Warsong Gulch

Warsong Gulch is a capture the flag style Battleground, for up to 10 players. You can enter this battleground at any time after level 30, and battle opponents close to your level, whereas Alterac Valley you need to be 55+ to enter.

The aim of Warsong Gulch is simple – capture your opponent's flag and bring it back to your base. 3 successful captures and your side has won. You receive significant PvP points for a victory in Warsong Gulch, and this should be your main aim.

You can generally take 1 of three roles here, attack, defence or roaming. As an attacker, you generally won't be the flag carrier (a druid or a shaman does this best), but it is your job to Polymorph/kill the opposition's defence to allow your carrier to do his job. Polymorph, Counterspell, Frost Nova and Blast Wave are all excellent tools in this situation.

As a roamer, you switch between offence and defence and take out any stray players you may find on the battlefield. This is mostly 1v1 combat, so make sure you know how to deal with any opponent you come across. Don't be afraid to run if things aren't going your way.

As a defender it's your job to make sure your flag stays in place. You will normally be teamed up with classes like priests, shamans, and warlocks. Damage dealing is the key here, and slowing/freezing any

player who grabs your flag with frost spells. Don't stray to far away from your flag, or a stealthed rogue or druid may come in and steal it from under your nose.



MAKING GOLD

The simplest way to make gold is to simply grind for it. Choose a spot (preferably with lots of mobs that respawn fast), and kill them for gold and drops. If you are a skinner, skin the corpses, rinse, and repeat.

However, making gold efficiently is a bit different. You need to choose your mobs carefully, know what to kill and where, and how to do it fast. If you don't like to repeatedly kill the same thing over and over again, you can also make good money through the auction house, if you know how to play it. Effective use of both strategies are listed below.

Grinding Strategies

The main thing you will need lots of gold for in your character's life is a mount. It can be difficult to save enough for a mount at level 40 through normal play (100g without any discounts, 90g with faction discount, 80g with honour discount + faction discount). Having a mount is essential, and should be your aim to have one at level 40.

The key to this is to try and grind as much as you can from about level 35 on. There is one excellent location for this – the Venture Co. Meteorologists in Stranglethorn Vale drop silver, cloth, and grey items, as well as fairly frequent green items which can be sold on the auction house or to vendors. These mobs are mostly level 36, and there is a camp of slightly higher level mobs a bit further south, tucked in the mountains.

Efficient grinding is essential if you want to have that mount at level 40. I would suggest a heavy fire based spec for this type of grinding – you can't really pull the mobs into a group to AoE them, and solo killing is more efficient. Make sure you conjure yourself plenty of food and water before heading into battle, as well.

Make sure you have plenty of bag space. Put any items you don't need in your bank before you go out grinding. The less trips to town you have to make, the better. You should also try and get some runecloth bags at some stage. These are generally quite cheap (rough 2-2.5 gold each), and are 14 slotters. It's not worth getting the 16 slot Mooncloth bags or Travellers Backpack's as they cost around 20g each, for only 8 slots more in total.

As for drops, sell every grey item you find to the vendors. They always sell for good amounts. Keep anything green or above, that is worthwhile to other players, to sell at the auction house. Anything with Stamina and another relevant stat (Int for cloth, Agi for leather and mail, Str for plate is a good rough guide) should be placed on the auction house. Items that don't seem of use to anyone (strength or agility on cloth, for example) should just be vendored, or else you will lose your deposit attempting to auction them.

Anything Blue should always be sold at the auction house or in the trade channels. When you get a blue item drop, it's a good idea to do a search for similar listed items on the auction house before you actually list it. This way you can gauge the going rate for your item, and not get ripped of by selling it for too low a price.

Don't make useless trips to town. Only go in to sell if you are completely out of room in your pack. If there's a bank in the location you are grinding, you can also drop any items you want to sell at the auction house in the bank, and sell them all at another time. This saves travel time and helps you get more grinding done in a session.

Once you have your mount at 40, you won't need a huge amount of cash unless you want to get an epic mount (or see something nice on the auction house that you want). You can get your epic mount pretty much as soon as you hit 60 if you want to grind the whole way.

The best way to make money at level 60 for your epic mount is to AoE grind, solo. The best spot for this is Dire Maul, because it's inside an instance and you are not only safe from gankers, you can make the mobs respawn instantly, saving plenty of time. You should be able to make a significant amount of cash in this spot. If you don't like Dire Maul, you can also try the field in the Western Plaguelands, as they have a high concentration of mobs and can be easily rounded up. You really need to be heavily into the Frost tree to do this, however.

Another important aspect to making gold is your profession. If you choose a manufacturing profession, for example Tailoring, you will be missing out on income that could have been generated through selling cloth, either to the auction house or simply just selling it to vendors. The best professions for making money are Mining/Herbalism and Skinning. You can't use both Find Minerals and Find Herbs at the

same time, so you should pick one of the two, and then take skinning, for maximum income. Arcane crystals sell for huge amounts, because players need them to make the Arcanite Reaper, one of the most popular weapons for melee classes.

Skinning is an easy profession to make money off, especially at later levels. Leatherworkers always need skins, and if you kill beasts for a while, you can gather up a number of stacks and sell them off at the auction house. The earlier skins can be sold to vendors, and while this isn't a huge amount, it's better than nothing.

Using The Auction House

The auction house is an essential tool in your money making endeavours in World of Warcraft. You should sell most of your green items here, especially those with good stats. Anything above green should automatically be placed on the auction house (make sure you are getting a good deal, though).

Aside from items that you find, you can make money by “playing the auction house”. You need to have a small gold base, to start you off, and a willingness to take a risk. You also need a little bit of time to watch the auction house (or to get lucky).

The basic premise is buy low and sell high. You need a bit of knowledge about the game to do this however (but most of this you can pick up as you play). Start off with green items. The most popular items are those with +Stamina and +Another main stat. The value of the stat is based on what type of item it is.

Armour Type	Desirable Stats
Cloth	+Sta, +Int; +Int, +Spi; +Sta, +Spi
Leather	+Sta, +Agi; +Agi, +Str; +Sta, +Int
Mail	+Sta, +Agi, +Sta, +Str
Plate	+Sta, +Str, +Sta, +Int

The above is a basic guide as to what is desirable. The first on the list is the best option, then descending down.

If you see any of these listed, and they seem to be relatively cheap in comparison to other gear in the level range, buy them out and relist them at a higher price. This is a sure-fire way to make easy cash, because people are often willing to spend an extra gold or so, and often don't realise the market value for items. This is especially the case for items close to level 60, as people need green items as fillers until they get the better quality drops. Items with two good stats (especially stamina, for PvP purposes) sell for multiple gold at high levels.

Rare and Epic quality items require a bigger outlay, but can possibly net you a bigger gain. The same principle applies, but you need to know the market you are dealing with before you get involved in this type of re-selling. Whenever you go to the auction house, do a search for all Rare items (select Rare from the drop down list, and don't enter any search parameters. Everything Rare and Epic listed will show up). Browse these items to get a gauge of prices, and when you see something under priced, buy it and mark it up.

Blues to look out for are: Orb of Deception, this trinket is extremely popular, and quite uncommon. People are willing to pay hundreds of gold for it, and because of its relative rarity, it's not often listed meaning you can get a cheap price for it. Pristine Black Diamonds are also good but harder to get at a cheap price. Any of the Rare end game sets (Magisters, Devout, Valor etc., they are all level 54 items and part of a set) can sell well.

GEAR

The following is a list of gear to look out for throughout your career. The first blue items are available at around level 15, from drops or from quest rewards from early instances. The best gear comes from instance runs, and is generally bind on pickup, which means you can't buy it or trade it to anyone.

Common Drops

The following is a list of common drops, both Bind on Pickup and Bind on Equip items to look out for. Most of the best items are found in instances, but you can buy some good quality stuff on the Auction House (or get lucky and have it drop for you).

Magefist Gloves (15) AC: 23, Int: 5, Spirit: 4, Sta: 3

Darkweave Breeches (17) AC: 35, Int: 7, Spirit: 6, Sta: 4

Keller's Girdle (18) AC: 23, Int: 8, Sta: 3

Tree Bark Jacket (19) AC: 42, Int: 10, Sta: 6

Necrology Robes (20) AC: 43, Int: 12, Sta: 3, Shadow: 5

Magician's Mantle (20) AC: 32, Int: 9 Increase Spell Dam 5

Black Velvet Robes (21) AC: 44, Int: 12, Sta: 5

Mechbuilder's Overalls (26) AC: 48, Int: 15, Sta: 5, Arcane: 5

Beguiler Robes (29) AC: 50, Int: 12, Spirit: 8, Sta: 7

Embalmed Shroud (30) AC: 42, Int: 11, Spirit: 12, Sta: 7

Necromancer Leggings (30) AC: 45, Int: 11, Sta: 12 Increase Shadow Dam 10

Sutarn's Ring (32) AC: 30, Int: 10, Spirit: 6, Sta: 6

Corpseshroud (35) AC: 47, Agi: 5, Int: 19, Spirit: 6

Robe of the Magi (35) AC: 58, Int: 6, Spirit: 5 Increase Spell Dam 22

Whitemane's Chapeau (39) AC: 52, Int: 14, Spirit: 14, Sta: 9

Miner's Hat of the Deep (39) AC: 52, Agi: 4, Int: 17, Spirit: 10, Sta: 7

Robes of the Lich (39) AC: 64, Int: 10, Sta: 20

Dreamweave Gloves (40) AC: 41, Int: 4, Spirit: 7 Increase Spell Dam 18

Dreamweave Vest (40) AC: 65, Int: 9, Spirit: 14 Increase Spell Dam 18

Forgotten Wraps (41) AC: 29, Agi: 3, Int: 12, Sta: 4

Flameseer Mantle (42) AC: 51, Spirit: 10 Increase Fire Dam 14

Jumanza Grips (42) AC: 42, Int: 11, Spirit: 10, Sta: 10

Spellshock Leggings (45) AC: 63, Int: 10,
Sta: 9 Increase Spell Dam 23

Arena Wristguards (45) AC: 31, Spirit: 6
Increased Critical Spell

Satyrmane Sash (45) AC: 40, Int: 15, Sta:
10, Shadow: 10

Vinerot Sandals (46) AC: 50, Int: 12, Spirit:
12, Nature: 12

Soulcatcher Halo (46) AC: 59, Int: 25,
Spirit: 10

Atal'ai Gloves (47) AC: 47 Increase Spell
Dam 9 + A random mod (same as what green
items can get)

Chan's Imperial Robes (47) AC: 75, Int: 10,
Spirit: 10, Sta: 20, Nature: 5

Dawnspire Cord (48) AC: 43, Int: 19,
Spirit: 8

Rotgrip Mantle (48) AC: 57, Int: 17, Spirit:
11

Serenity Belt (48) AC: 43, Int: 17, Sta: 7

Aristocratic Cuffs (49) AC: 34, Int: 15,
Spirit: 6

Eye of Theradras (49) AC: 63, Int: 20,
Spirit: 11, Sta: 13

Chief Architect's Monocle (50) AC: 64, Int:
27, Spirit: 3, Sta: 10

Kilt of the Atal'ai Prophet (50) AC: 69, Str:
4, Int: 18, Spirit: 18, Sta: 9

Phasing Boots (50) AC: 54, Int: 6, Sta: 6 + A
random mod (same as what green items can
get)

Elder Wizard's Mantle (51) AC: 60, Int: 20
Increase Spell Dam 11

Boreal Mantle (52) AC: 61, Frost: 10
Increase Frost Dam 29

Sacred Cloth Leggings (52) AC: 71, Int: 19,
Spirit: 12, Sta: 12 Increase Spell Dam 14

Mageflame Cloak (53) AC: 41, Fire: 10
Increase Fire Dam 21

Sash of the Burning Heart (53) AC: 46,
Spirit: 15, Sta: 10 Increase Fire Dam 14

Royal Tribunal Cloak (54) AC: 42, Int: 16,
Sta: 7

Crimson Felt Hat (54) AC: 68, Int: 8, Spirit:
8, Sta: 8 Increase Spell Dam 30

Grimgore Noose (54) AC: 47, Str: 3, Int: 17,
Spirit: 10, Sta: 8

Brightspark Gloves (55) AC: 53, Int: 15,
Sta: 9 Increased Critical Spell

Heliotrope Cloak (55) AC: 43, Int: 10
Increased Critical Spell

Sublime Wristguards (55) AC: 37, Int: 10,
Spirit: 6, Sta: 6 Increase Spell Dam 12

Hands of Power (55) AC: 53, Int: 6, Spirit:
6 Increase Spell Dam 26

Skyshroud Leggings (55) AC: 75, Int: 8, Sta:
8 Increase Spell Dam 34

The Postmaster's Band (56) AC: 70, Int: 30,
Sta: 10, Shadow: 10

Skullsmoke Pants (56) AC: 76, Int: 20, Sta:
20, Fire: 10, Shadow: 5

Dustfeather Sash (56) AC: 49, Int: 21, Sta:
10

The Postmaster's Tunic (56) AC: 87, Agi: 5,
Int: 30, Spirit: 10

The Postmaster's Trousers (56) AC: 76, Agi:
12, Int: 20, Spirit: 20

The Postmaster's Treads (56) AC: 60, Agi:
6, Int: 15, Spirit: 6, Sta: 14

Robe of Everlasting Night (57) AC: 88, Int:
13, Spirit: 5, Sta: 11 Increase Spell Dam 27

Shivery Handwraps (57) AC: 55, Int: 12,
Spirit: 9, Sta: 12 Increase Frost Dam 17

Magiskull Cuffs (57) AC: 38, Int: 17, Sta: 7
Freezing Lich Robes (57) AC: 88, Frost: 15
Increase Frost Dam 43

Frost Runed Headdress (58) AC: 73, Int:
10, Sta: 10 Increase Frost Dam 41

Crown of the Ogre King (58) AC: 73, Int:
18, Spirit: 11, Sta: 16 Increased Critical Spell

Shroud of the Nathrezim (58) AC: 67, Int:
16, Spirit: 10 Increased Critical Spell

Dragonrider Boots (58) AC: 61, Int: 16, Sta:
5, Fire: 10 Increase Spell Dam 18

Fire Striders (58) AC: 61, Spirit: 5, Fire: 15
Increase Fire Dam 29

Snowblind Shoes (60) AC: 67, Int: 10, Sta:
10 Increase Spell Dam 32 Increased Mana
Regen

Sets

There are 3 cloth sets, with pieces dropping from each of the original end-game instances, being: Blackrock Depths, Blackrock Spire; Stratholme, and Scholomance. While there are excellent drops in Dire Maul, there are no set items, so don't bother running that if you are going for set pieces. The set oriented towards mages is Magister's, which has high Int, medium Sta, and low Spi. It's a good set for general PvE and non-raid instances. The other set to look out for is the Dreadmist set, which has higher Sta than Int, and is much better for PvP. Dreadmist is also not bad for some raid situations where you need lots of life (Barron Geddon encounter in Molten Core for example). The best thing to do is try and get as much of both sets as possible.

The third set is Devout, and is more geared for priests than mages. It has high Spi, and moderate Int. You shouldn't really be rolling on this, and there are better items to fill your slots than Devout gear.

Magister's Regalia

This set is high in mana, and has set bonuses geared towards the mage. This should be your number one set for PvE play, and general grinding. It doesn't have high enough Stamina to be effective in PvP, but it can suffice until you get some pieces of the Dreadmist set.

Magister's Belt

Binds when equipped

Waist Cloth

46 Armor

+21 Intellect

+6 Spirit

+6 Stamina

Requires Level 53

Magister's Bindings

Binds when equipped

Wrist Cloth

35 Armor

+15 Intellect

+5 Spirit

+4 Stamina

Requires Level 52

Magister's Crown

Binds when picked up

Head Cloth

71 Armor

+30 Intellect

+5 Spirit

+11 Stamina

Requires Level 57

Magister's Gloves

Binds when equipped

Hands Cloth

52 Armor

+14 Spirit

+14 Intellect

+6 Stamina

+6 Agility

Requires Level 54

Magister's Leggings

Binds when picked up

Legs Cloth

76 Armor

+21 Spirit

+20 Intellect

+8 Stamina

+8 Agility

Requires Level 56

Magister's Mantle

Binds when picked up

Shoulder Cloth

64 Armor

+22 Intellect

+6 Spirit

+6 Stamina

Requires Level 55

Magister's Robes

Binds when picked up

Chest(Robe)Cloth

89 Armor

+31 Intellect

+8 Spirit

+9 Stamina

Requires Level 58

Magister's Boots

Binds when picked up

Feet Cloth

58 Armor

+14 Spirit

+14 Intellect

+9 Stamina

Requires Level 54

Set Bonuses

3 pieces: Increases damage done by Frost spells and effects by up to 7.

5 pieces: +5 Arcane Resistance.

5 pieces: +5 Fire Resistance.

5 pieces: +5 Frost Resistance.

6 pieces: Increases damage done by Arcane spells and effects by up to 21.

7 pieces: Increases damage done by Fire spells and effects by up to 27.

8 pieces: +10 Intellect.

8 pieces: Restores 8 mana every 5 sec.

Total Stats

Agility: 14

Armor: 491

Intellect: 167

Spirit: 79

Stamina: 59

Dreadmist Raiment

The Dreadmist set has high Stamina and moderate Intellect, and is more of a warlock set. However, don't let any warlock tell you it's for them alone – you will need the Stamina to be able to compete in PvP. This should be your set for Battlegrounds and general PvP, at least until you can get some Epic quality gear. You can also mix and match the two sets to get the best of both worlds (as well as some of the Magister's set bonuses).

Dreadmist Belt

Binds when equipped

Waist Cloth

46 Armor

+17 Intellect

+10 Stamina

+9 Spirit

Requires Level 53

Dreadmist Bracers

Binds when equipped

Wrist Cloth

35 Armor

+10 Intellect

+10 Stamina

+7 Spirit

Requires Level 52

Dreadmist Leggings

Binds when picked up

Legs Cloth

76 Armor

+21 Spirit

+15 Stamina

+12 Intellect

+5 Agility

Requires Level 56

Dreadmist Mantle

Binds when picked up

Shoulder Cloth

64 Armor

+15 Intellect

+14 Stamina

+9 Spirit

Requires Level 55

Dreadmist Robe

Binds when picked up

Chest(Robe)Cloth

89 Armor

+21 Intellect

+20 Stamina

+13 Spirit

Requires Level 58

Dreadmist Sandals

Binds when picked up

Feet Cloth

58 Armor

+17 Stamina

+10 Spirit

+9 Intellect

Requires Level 54

Dreadmist Mask

Binds when picked up

Head Cloth

71 Armor

+23 Intellect

+15 Stamina

+12 Spirit

Requires Level 57

Dreadmist Wraps

Binds when equipped

Hands Cloth

52 Armor

+14 Spirit

+9 Intellect

+9 Stamina

+8 Agility

Requires Level 54

Set Bonuses

3 pieces: +4 Fire Resistance.

3 pieces: +4 Shadow Resistance.

5 pieces: Increases damage done to Demons by magical spells and effects by up to 14.

6 pieces: Increases damage done by Shadow spells and effects by up to 21.

7 pieces: Restores 2 health every 5 sec.

8 pieces: Improves your chance to get a critical strike with Shadow spells by 2%.

Total Stats

Agility: 13

Armor: 491

Intellect: 116

Spirit: 95

Stamina: 110

Epic Sets

There are 2 Epic quality sets available to the mage, and all epic sets are class specific, so you don't have to worry about rolling against other classes for gear. All of the Epic set gear is available exclusively in raid instances, Tier 1 being from the Molten Core, and Tier 2 from Blackwing Lair/Onyxia/Ragnaros. You generally need to

be in a large guild to do these encounters, and getting gear here isn't based on rolls, rather on a system of points, depending on your contribution to the guild.

Epic gear is understandably of a higher quality than the Magister's or Dreadmist set, but requires a lot more game time, and is more difficult to get. The tier 1 set is the Arcanist's Regalia, which can drop in both Molten Core and Onyxia. The tier 2 set is Netherwind Regalia, which only a few pieces currently drop, with the rest being unlockable in the next raid instance, Blackwing Lair.

Arcanist's Regalia

This is the tier 1 set, and is droppable in Molten Core. Has some excellent stats and bonuses.

Arcanist Belt

Binds when equipped

Waist Cloth

57 Armor

+26 Intellect

+10 Spirit

+10 Stamina

+7 Fire Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 9.

Arcanist Bindings

Binds when equipped

Wrist Cloth

44 Armor

+20 Intellect

+8 Spirit

+6 Stamina

+7 Fire Resistance

+4 Frost Resistance

+4 Arcane Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 6.

Passive: Restores 2 mana every 5 sec.

Arcanist Crown

Binds when picked up

Head Cloth

83 Armor

+35 Intellect

+8 Spirit

+14 Stamina

+10 Fire Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 15.

Arcanist Boots

Binds when picked up

Feet Cloth

70 Armor

+15 Intellect

+14 Spirit

+13 Stamina

+10 Shadow Resistance

Classes: Mage

Requires Level 60

Passive: Improves your chance to get a critical strike with spells by 1%.

Passive: Increases damage done by Frost spells and effects by up to 11.

Arcanist Gloves

Binds when picked up

Hands Cloth

63 Armor

+18 Intellect

+10 Spirit

+17 Stamina

+7 Fire Resistance

Classes: Mage

Requires Level 60

Passive: Restores 4 mana every 5 sec.

Arcanist Leggings

Binds when picked up
Legs Cloth
89 Armor
+24 Intellect
+13 Spirit
+23 Stamina
+10 Shadow Resistance
Classes: Mage
Requires Level 60
Passive: Improves your chance to get a critical strike with spells by 1%.
Passive: Increases damage done by Frost spells and effects by up to 14.

Arcanist Mantle

Binds when picked up
Shoulder Cloth
76 Armor
+24 Intellect
+5 Spirit
+10 Stamina
+7 Shadow Resistance
Classes: Mage
Requires Level 60
Passive: Restores 4 mana every 5 sec.
Passive: Increases damage done by Frost spells and effects by up to 11.

Arcanist Robes

Binds when picked up
Chest(Robe)Cloth
102 Armor
+33 Intellect
+14 Spirit
+19 Stamina
+10 Fire Resistance
Classes: Mage
Requires Level 60
Passive: Increases damage and healing done by magical spells and effects by up to 16.

Set Bonuses

3 pieces: Damage absorbed by Fire Ward and Frost Ward is increased by 10%.

5 pieces: Increases the duration of your Polymorph by 15.0 sec.

8 pieces: Decreases the threat generated by your spells by -15%.

Total Stats

Armor: 584
Intellect: 195
Spirit: 82
Stamina: 112
Arcane: 4
Fire: 41
Frost: 4
Shadow: 27

Netherwind Regalia

Available mainly in Blackwing Lair, with the pants from Ragnaros and the helm from Onyxia. This is a higher set than Arcanist, and is better. The set bonuses, particularly the 8 piece bonus, are far better.

Netherwind Belt

Binds when picked up

Waist Cloth

65 Armor

+25 Intellect

+13 Spirit

+12 Stamina

+10 Shadow Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 14.

Netherwind Bindings

Binds when picked up

Wrist Cloth

51 Armor

+23 Intellect

+13 Spirit

+9 Stamina

Classes: Mage

Requires Level 60

Netherwind Boots

Binds when picked up

Feet Cloth

80 Armor

+17 Intellect

+20 Spirit

+13 Stamina

+10 Nature Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage done by Arcane spells and effects by up to 21.

Netherwind Crown

Binds when picked up

Head Cloth

94 Armor

+32 Intellect

+12 Spirit

+14 Stamina

+10 Frost Resistance

+10 Shadow Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 26.

Netherwind Mantle

Binds when picked up

Shoulder Cloth

87 Armor

+18 Intellect

+13 Spirit

+16 Stamina

+10 Fire Resistance

Classes: Mage

Requires Level 60

Passive: Restores 4 mana every 5 sec.

Passive: Increases damage and healing done by magical spells and effects by up to 14.

Legs Cloth

101 Armor

+27 Intellect

+17 Spirit

+16 Stamina

+10 Fire Resistance

+10 Arcane Resistance

Classes: Mage

Requires Level 60

Passive: Increases damage and healing done by magical spells and effects by up to 30.

Netherwind Gloves

Binds when picked up

Hands Cloth

72 Armor

+17 Intellect

+14 Spirit

+15 Stamina

+10 Shadow Resistance

Classes: Mage

Requires Level 60

Passive: Improves your chance to get a critical strike with spells by 1%.

Passive: Increases damage and healing done by magical spells and effects by up to 15.

Netherwind Robes

Binds when picked up

Chest(Robe)Cloth

116 Armor

+36 Intellect

+17 Spirit

+8 Stamina

+9 Fire Resistance

+3 Nature Resistance

Requires Level 60

Passive: Increases damage done by Fire spells and effects by up to 27.

Netherwind Pants

Binds when picked up

Set Bonuses

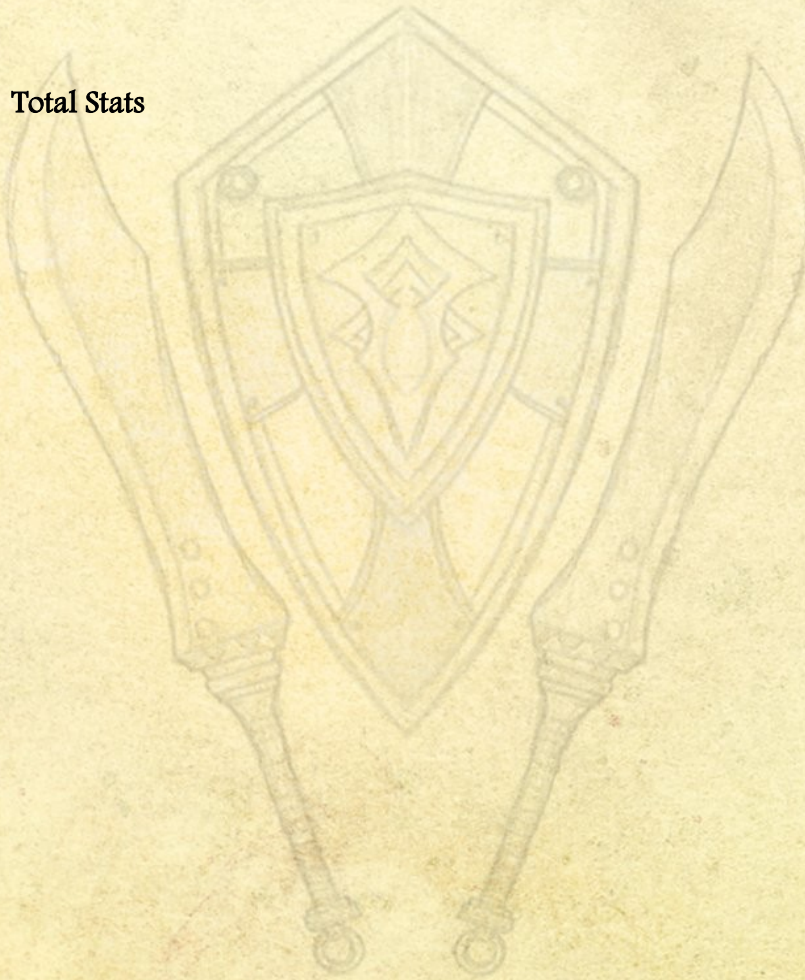
3 pieces: Reduces the threat generated by your Arcane Missiles, Fireball, and Frostbolt spells.

5 pieces. Increases the radius of Flamestrike and Blizzard by 25%.

8 pieces. 10% chance after casting Arcane Missiles, Fireball, or Frostbolt that your next spell with a casting time under 10 seconds cast instantly.

Total Stats

Armor: 666
Intellect: 195
Spirit: 119
Stamina: 103
Arcane: 10
Fire: 29
Frost: 10
Nature: 13
Shadow: 30



BURNING CRUSADE

LOOT

Instances

Hellfire Citadel: Ramparts

Pauldrons of Arcane Rage

Shoulder Cloth

88 Armor

+18 Stamina

+18 Intellect

+12 Spirit

Durability 50 / 50

Requires Level 60

Equip. Increases damage and healing done by magical spells and effects by up to 27.

Crystalfire Staff

Two-Hand Staff

90 - 149 Damage Speed 2.10

(57.3 damage per second)

+34 Stamina

+34 Intellect

Durability 100 / 100

Requires Level 60

Equip. Improves spell critical strike rating by 16.

Equip. Increases damage and healing done by magical spells and effects by up to 46.

Witching Band

Finger

+16 Stamina

+14 Intellect

Requires Level 60

Equip. Increases damage and healing done by magical spells and effects by up to 21.

Hellfire Citadel: Blood Furnace

Arcing Bracers

Wrist Cloth

53 Armor

+15 Stamina

+15 Intellect

+10 Spirit

Durability 30 / 30

Requires Level 61

Equip. Increases damage and healing done by magical spells and effects by up to 18.

Mindfire Waistband

Waist Cloth

68 Armor

+10 Stamina

+14 Intellect

+8 Spirit

Yellow Socket

Blue Socket

Socket Bonus: +3 Spell Hit Rating

Durability 30 / 30

Requires Level 61

Equip: Improves spell critical strike rating by 11.

Equip: Increases damage and healing done by magical spells and effects by up to 21.

Coilfang Reservoir: Slave Pens

Spellfire Longsword

Main Hand Sword

54 - 128 Damage Speed 2.20

(41.5 damage per second)

+15 Stamina

+14 Intellect

Durability 90 / 90

Requires Level 62

Equip: Improves spell hit rating by 10.

Equip: Increases damage and healing done by magical spells and effects by up to 56.

Princely Reign Leggings

Legs Cloth

110 Armor

+18 Stamina

+28 Intellect

+12 Spirit

Durability 65 / 65

Requires Level 62

Equip: Improves spell hit rating by 18.

Equip: Increases damage and healing done by magical spells and effects by up to 33.

Coilfang Reservoir: The Underbog

Luminous Pearls of Insight

Neck

+15 Intellect

Requires Level 63

Equip: Improves spell critical strike rating by 11.

Equip: Increases damage and healing done by magical spells and effects by up to 25.

Zangartooth Shortblade

Main Hand Dagger

36 - 88 Damage Speed 1.50

(41.4 damage per second)

+13 Stamina

+14 Intellect

Durability 65 / 65

Requires Level 63

Equip: Improves spell hit rating by 12.

Equip: Increases damage and healing done by magical spells and effects by up to 61.

Robes of the Augurer

Chest Cloth

129 Armor

+18 Stamina

+18 Intellect

+11 Spirit

Red Socket

Yellow Socket

Blue Socket

Socket Bonus: +4 Spell Crit Rating

Durability 80 / 80
Requires Level 63
Equip. Increases damage and healing done by magical spells and effects by up to 28.

Auchindoun. Mana Tombs

Voidfire Wand

Wand
138 – 257 Frost Damage Speed 1.90
(103.9 damage per second)
+9 Stamina
+9 Intellect
Durability 65 / 65
Requires Level 64
Equip. Improves spell hit rating by 7.
Equip. Increases damage and healing done by magical spells and effects by up to 11.

Staff of Polarities

Two-Hand Staff
92 – 156 Damage Speed 2.10
(59.1 damage per second)
+34 Stamina
+33 Intellect
Durability 100 / 100
Requires Level 64
Equip. Improves spell hit rating by 28.
Equip. Increases damage and healing done by magical spells and effects by up to 67.

Ethereal Boots of the Skystrider

Feet Cloth
91 Armor
+19 Stamina
+19 Intellect
+12 Spirit
Durability 40 / 40
Requires Level 64
Equip. Improves spell critical strike rating by 17.
Equip. Increases damage and healing done by magical spells and effects by up to 26.

Sigil of Shaffar

Neck
+18 Stamina
+16 Intellect
Requires Level 64
Equip. Increases damage and healing done by magical spells and effects by up to 21.

Auchindoun. Auchenai Crypts

Oculus of the Hidden Eye

Unique
Trinket
Requires Level 65
Equip. Increases damage and healing done by magical spells and effects by up to 33.
Use. The next opponent killed within 10 sec that yields experience or honor will restore 900 mana.

Caverns of Time: Old Hillsbrad

Foothills

Stormreaver Shadow-Kilt

Legs Cloth
123 Armor
+19 Stamina
+26 Intellect
+14 Spirit
Durability 65 / 65
Requires Level 66
Equip: Improves spell critical strike rating by 25.

Equip: Increases damage and healing done by magical spells and effects by up to 30.

Aran's Sorcerous Slacks

Legs Cloth
136 Armor
+29 Stamina
+28 Intellect
Red Socket
Yellow Socket
Blue Socket
Socket Bonus: +5 Spell Damage
Durability 65 / 65
Requires Level 70
Equip: Improves spell critical strike rating by 21.

Equip: Increases damage and healing done by magical spells and effects by up to 23.

Time-Shifted Dagger

Main Hand Dagger
37 - 102 Damage Speed 1.70
(41.3 damage per second)
+15 Stamina
+15 Intellect
Durability 65 / 65
Requires Level 66
Equip: Improves spell critical strike rating by 13.
Equip: Increases damage and healing done by magical spells and effects by up to 85.

Auchindoun: Sethekk Halls

Incanter's Trousers

Legs Cloth
136 Armor
+25 Stamina
+30 Intellect
+17 Spirit
Durability 65 / 65
Requires Level 70
Equip: Improves spell critical strike rating by 18.
Equip: Increases damage and healing done by magical spells and effects by up to 42.

Sethekk Oracle Cloak

Back
78 Armor
+18 Stamina

+18 Intellect

Requires Level 68

Equip. Improves spell hit rating by 12.

Equip. Increases damage and healing done by magical spells and effects by up to 22.

Caverns of Time, The Black Morass

Mana-Etched Crown

Head Cloth

127 Armor

+27 Stamina

+20 Intellect

Red Socket

Meta Socket

Socket Bonus: +4 Resilience Rating

Durability 50 / 50

Requires Level 70

Equip. Increases your spell penetration by 15.

Equip. Increases damage and healing done by magical spells and effects by up to 34.

Bloodfire Greatstaff

Two-Hand Staff

106 - 196 Damage Speed 2.40

(63.0 damage per second)

+42 Stamina

+42 Intellect

Durability 100 / 100

Requires Level 70

Equip. Improves spell critical strike rating by 28.

Equip. Increases damage and healing done by magical spells and effects by up to 121.

Mantle of Three Terrors

Shoulder Cloth

114 Armor

+29 Stamina

+25 Intellect

Durability 50 / 50

Requires Level 68

Equip. Improves spell hit rating by 12.

Equip. Increases damage and healing done by magical spells and effects by up to 29.

Star-Heart Lamp

Held In Off-hand

+17 Stamina

+18 Intellect

Requires Level 68

Equip. Improves spell hit rating by 12.

Equip. Increases damage and healing done by magical spells and effects by up to 22.

Khadgar's Kilt of Abjuration

Legs Cloth

133 Armor

+20 Stamina

+22 Intellect

+15 Spirit

Yellow Socket

Blue Socket

Blue Socket

Socket Bonus: +5 Spell Damage

Durability 65 / 65

Requires Level 68

Equip: Increases damage and healing done by magical spells and effects by up to 36.

Hellfire Citadel: Shattered Halls

Bands of Nethekurse

Wrist Cloth

67 Armor

+18 Intellect

+13 Spirit

Durability 30 / 30

Requires Level 68

Equip: Increases damage and healing done by magical spells and effects by up to 21.

Equip: Increases your spell penetration by 15.

Runesong Dagger

Unique

Main Hand Dagger

27 - 90 Damage Speed 1.50
(39.4 damage per second)

+12 Stamina

+11 Intellect

Durability 65 / 65

Requires Level 68

Equip: Improves spell critical strike rating by 20.

Equip: Increases damage and healing done by magical spells and effects by up to 121.

Hortus' Seal of Brilliance

Held In Off-hand

+18 Stamina

+20 Intellect

Requires Level 70

Equip: Increases damage and healing done by magical spells and effects by up to 23.

Coilfang Reservoir: The Steamvault

Incanter's Gloves

Hands Cloth

97 Armor

+21 Stamina

+24 Intellect

+12 Spirit

Durability 30 / 30

Requires Level 70

Equip: Improves spell critical strike rating by 14.

Equip: Increases damage and healing done by magical spells and effects by up to 29.

Scintillating Coral Band

Unique

Finger

+14 Stamina

+15 Intellect

Requires Level 68

Equip: Improves spell critical strike rating by 17.

Equip: Increases damage and healing done by magical spells and effects by up to 21.

Sash of Serpentra

Waist Cloth

88 Armor

+31 Stamina

+21 Intellect

Durability 30 / 30

Requires Level 70

Equip: Improves spell hit rating by 17.

Equip: Increases damage and healing done by magical spells and effects by up to 25.

Vermillion Robes of the Dominant

Chest Cloth

156 Armor

+37 Stamina

+33 Intellect

Durability 80 / 80

Requires Level 70

Equip: Improves spell hit rating by 12.

Equip: Increases damage and healing done by magical spells and effects by up to 42.

Incantant's Pauldrons

Shoulder Cloth

117 Armor

+24 Stamina

+17 Intellect

+16 Spirit

Yellow Socket

Red Socket

Socket Bonus: +3 Spell Crit Rating

Durability 50 / 50

Requires Level 70

Equip: Increases damage and healing done by magical spells and effects by up to 20.

Wand of the Netherwing

Wand

158 – 293 Shadow Damage Speed
1.80

(125.3 damage per second)

+19 Stamina

Durability 65 / 65

Requires Level 68

Equip: Increases damage and healing done by magical spells and effects by up to 16.

Brooch of Hightened Potential

Neck

+15 Stamina

+14 Intellect

Requires Level 68

Equip: Improves spell hit rating by 9.

Equip: Improves spell critical strike rating by 14.

Equip: Increases damage and healing done by magical spells and effects by up to 22.

Greatsword of Horrid Dreams

Unique
Main Hand Sword
35 – 113 Damage Speed 1.80
(41.4 damage per second)
60 Armor
+15 Stamina
+14 Intellect
Durability 90 / 90
Requires Level 70
Equip: Improves spell hit rating by 14.
Equip: Increases damage and healing done
by magical spells and effects by up to 130.

Silent Slippers of Meditation

Feet Cloth
107 Armor
+21 Stamina
+22 Intellect
+14 Spirit
Durability 40 / 40
Requires Level 70
Equip: Improves spell critical strike rating
by 20.
Equip: Increases damage and healing done
by magical spells and effects by up to 26.

Tempest Keep, The Arcatraz

Nether Core's Control Rod

Wand

163 – 303 Shadow Damage Speed
1.80
(129.4 damage per second)
+9 Stamina
+10 Intellect
Durability 65 / 65
Requires Level 70
Equip: Improves spell hit rating by 8.
Equip: Increases damage and healing done
by magical spells and effects by up to 13.

Lamp of Peaceful Radiance

Held In Off-hand
+13 Stamina
+14 Intellect
Requires Level 70
Equip: Improves spell hit rating by 12.
Equip: Improves spell critical strike rating
by 13.
Equip: Increases damage and healing done
by magical spells and effects by up to 21.

Shiffar's Nexus-Horn

Unique
Trinket
Requires Level 70
Equip: Improves spell critical strike rating
by 32.
Equip: Chance on spell critical hit to
increase your spell damage by 225 for 10
secs.

Ryngo's Band of Ingenuity

Unique

Finger

+12 Stamina

+14 Intellect

Requires Level 70

Equip: Improves spell critical strike rating by 14.

Equip: Increases damage and healing done by magical spells and effects by up to 25.

Mana-Sphere Shoulderguards

Shoulder Cloth

117 Armor

+23 Stamina

+26 Intellect

+17 Spirit

Durability 50 / 50

Requires Level 70

Equip: Increases damage and healing done by magical spells and effects by up to 29.

Tempest Keep: The Mechannar

Warp Engineer's Prismatic Chain

Neck

+17 Stamina

+18 Intellect

Requires Level 70

Equip: Improves spell critical strike rating by 16.

Equip: Increases damage and healing done by magical spells and effects by up to 19.

Bloodfyre Robes of Annihilation

Chest Cloth

156 Armor

+27 Stamina

+27 Intellect

Durability 80 / 80

Requires Level 70

Equip: Increases damage and healing done by magical spells and effects by up to 54.

Manual of the Nethermancer

Held In Off-hand

+12 Stamina

+15 Intellect

Requires Level 70

Equip: Improves spell critical strike rating by 19.

Equip: Increases damage and healing done by magical spells and effects by up to 21.

Incanter's Cowl

Head Cloth

127 Armor

+15 Stamina

+27 Intellect

+17 Spirit

Yellow Socket

Meta Socket

Socket Bonus: +4 Spirit

Durability 50 / 50
Requires Level 70
Equip: Improves spell critical strike rating by 19.
Equip: Increases damage and healing done by magical spells and effects by up to 29.

Baba's Cloak of Arcanistry

Back
78 Armor
+15 Stamina
+15 Intellect
Requires Level 70
Equip: Improves spell critical strike rating by 14.
Equip: Increases damage and healing done by magical spells and effects by up to 22.

Tempest Keep: The Botanica

Energis Armwraps

Hands Cloth
97 Armor
+27 Stamina
+26 Intellect
Durability 30 / 30
Requires Level 70
Equip: Increases damage and healing done by magical spells and effects by up to 34.

Devil-Stitched Leggings

Binds when picked up

Legs Cloth
136 Armor
+32 Stamina
+28 Intellect
Red Socket
Yellow Socket
Blue Socket
Socket Bonus: +5 Spell Damage
Durability 65 / 65
Requires Level 70
Equip: Increases damage and healing done by magical spells and effects by up to 29.

Arcane Netherband

Unique
Finger
+18 Stamina
+18 Intellect
Requires Level 70
Equip: Increases damage and healing done by magical spells and effects by up to 21.
Equip: Increases your spell penetration by 15.

Bangle of Endless Blessings

Unique
Trinket
Requires Level 70
Equip: Your spell casts have a chance to allow 15% of your mana regeneration to continue while casting for 15 sec.

Use: Increases your Spirit by +130 for 20 sec.

Warp Infused Drape

Chest Cloth

156 Armor

+27 Stamina

+28 Intellect

Red Socket

Blue Socket

Yellow Socket

Socket Bonus: +4 Spell Crit Rating

Durability 80 / 80

Requires Level 70

Equip: Improves spell hit rating by 12.

Equip: Increases damage and healing done by magical spells and effects by up to 30.

Warpstaff of Arcanum

Two-Hand Staff

106 - 196 Damage Speed 2.40

(63.0 damage per second)

+37 Stamina

+38 Intellect

Durability 100 / 100

Requires Level 70

Equip: Improves spell hit rating by 16.

Equip: Improves spell critical strike rating by 26.

Equip: Increases damage and healing done by magical spells and effects by up to 121.

ABOUT THIS GUIDE



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