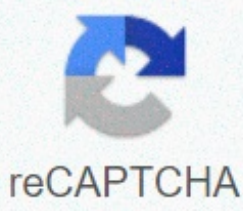




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Wotlk arcane mage leveling guide

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For more general leveling information, please refer to our Mage Leveling Guide. 1. Gear options when leveling, you should always select the loot piece with the highest item level. The only exception to this rule is if you have a ring or necklace with a slightly lower item level, but 2 secondary statistics on it instead of 1. 2. Level rotation levels and talents move the slider below to update the guide to your level! Level: 1 2.1. Talents to the top level as a young Mage opens his first talent row at level 15. Your talent setup should be as follows. 2.2. Rotate to the top level as Mage Arcane starting in Level 1, you only have one main attacking ability: Frostbolt. 2.3. You unlock your first favorite ability in Level 3. In level 10, you unlock arcane explosions. Arcane Blast generates a confidential charge every time you cast it, up to four stacks. Each stack of confidentiality charges increases your damage by 60%, reduces cast time by 8%, but also doubles the cost of mana. In level 10, you open Arcane Barrage. Arcane is a barrage of the way you can reset confidentiality charges, which is required because casting a confidential explosion in 4 stacks of confidential charges will eventually run you out of mana. It also has 30% extra damage per stack of confidentiality charges. In level 10, you will dominate the open: wild. This will open the mastery stat for you. Their dominance further increases the reward damage from confidentiality charges, while also increasing the damage from all other spells that do not benefit from confidentiality charges. At level 11, you open the Prismatic Dam. It's a great defensive tool, as it's relatively low cooling and A very large shield. In addition, it will give you 15% less magic damage and reduces the duration of harmful magic effects by 25% while it is active. In level 12, you unlock. Slow can be used to slow your target by 50%. In Level 13, you unlock arcane rockets. Arkan missiles send a wave of missiles to the enemy's target. When you initially open it, it does use a lot outside to quickly kill health targets down when you have made confidential charges, but at higher levels, you will get different procs and other effects that interact with Arcane rockets. At level 14, you open Clearcasting. This makes your next arcane explosion or arcane rocket free, and the channel is 20% faster. In level 17, you open conjure mana gem. This allows you to conjure a mana gem that you can use to rebuild mana. In level 18, you open Arcane Blast Ranked 2. This increased confidential explosion damage by 10%. In level 19, you open the change time. This is a spell that can be used as both a defensive spell and mobility. You can use the time change when you drag the new enemy, and then when you are slowing down, reactiving it to improve to full health. At level 23, you open clearcasting rank 2. The cleanup is currently also firing an additional missile. At level 27, you open the stimulation. This is arcane's main way of getting mana out of a natural mana remake. In level 29, you unlock arcane powers. Confidential power increase damage you do 30%, allowing strong burst damage. In level 31, you open Arcane Barrage ranked 2st. This makes Arcane Barrage visit an additional target for 40% damage. In level 32, you open clearcasting rank 3. This makes Clearcasting stack up to 2 times, which means you can save a stack for the next enemy target if your current target is already very low. At level 33, you open the Magi touch. Touch Magi all the damage you have to your target to put it for 8 seconds counts, and then explodes for 25% of the damage done to the initial target, and reduces the damage to all nearby targets. In level 38, you unlock ranked 2. This makes it slow for 10% more, increasing it to 60%. In level 41, you unlock arcane power rating 2. This makes your spells cost 30% less mana on top of a 30% damage increase. At level 42, you will unlock mindfulness. This makes your next 2 instant cast arcane explosions. This is very useful for when you have to move, as this means that you can activate mindfulness and continue casting Arcane blast while on the go. At level 43, you unlock 2 stimulating ratings. This reduces the cooling of the stimulation by 50% and turns it into a 1.5-minute cooling. In level 46, you unlock the touch of magi rank 2. This makes Magi touch also to give you 4 confidential charges. This upgrade is very big as it allows you to quickly build 4 confidential charges. In level 47, you unlock more invisible. This replaces natural invisibility. Makes Instant instead of taking 3 seconds. Additionally, it also reduces your damage by 60% while invisible and for 3 seconds there afterwards. At level 48, you open the Prismatic Dam ranked 2th. This further reduces magic damage by 5%, increasing it to 20%. In addition, it further reduces the duration of harmful effects by 10%, up to 35%. At level 52, you open Arcane Barrage ranked 3rd. This makes as long as you are using Arcane Barrage, you gain 2% mana per confidential charge. At level 54, you will unlock the mindfulness of 2 ranks. It allows you to cast 3 instant arcane explosions instead of 2. At level 56, you unlock 3 arcane power ratings. This increases the duration of the Arcan Power by 5 seconds, to 15 seconds. 2.4. Arcane Mage War Talent Mode for leveling in this section we rank PvP talents best for leveling and performing solo/small group PvE content. 3. Congratulations! Congratulations to reach level 60! Now that you hit level 60 we recommend looking at our easy mode page and talent section to learn how to play at the maximum level. 4. Changelog 28 December 2020: Fixed Prismatic Dam level to 11. 04 November 2020: Fixed Clearcasting rank opens. October 30, 2020: Added Confidential Orb Use. October 20, 2020: Constant rotation showing mindfulness is too early. 18 Oct. 2020: Fixed Prismatic Barrier from level 28 to 21. October 12, 2020: Help added. Show more less shows for help, theory, and more please visit our Mage Forum 10 comments PvE WotLK Arcane Mage DPS Guide (short) welcome to our PvE Arcane Mage Guide for WoW WotLK. This guide will show you what you need to know to play class Mage as Arcane. If you are following this build, you should be at the top of the DPS chart at no time! The talents of this core/max arcan dps are making mage. I have some options/points below the list. Mage Entertainment Making Glyphs Major Glyphs Arcane Rocket Molten Armor Arcane Blast Glyphs Minor Fall Slow Frost Section Fire Gems can change based on your build, equipment and helmets. You may need to set your gems to your gear account. Enchants you may need to adjust your enchants based on your gear but these are standard enchants. Stat priority statistics (17%) (11% talented) Talisman PowerHasteCritical Soul Strike (increased crit rating)Mages Intellect needs 17% stats, 446 ratings, always hit bosses. Precision and Arcane Focus combine to hit you an additional 6% rating. This reduces your cap to 11%, which is 289 ratings. Spell your primary stat strength as it gives you the biggest DPS boost after hitting the hat. Haste is another critical part of your DPS. You can reduce your global cooling by 1 second, this will increase the number of spells you can cast. As a confidential mage, you want to lower confidentially blast the cast time as much as possible. Your speed rating can be further improved with Bloodmage's 2-piece Regalia Collection or Enchant Weapon - Black Magic. You should. For at least 600 with the hast and at the end of the game you must have at least 1400 (buffed attack). Critical strike points are usually obtained just by upgrading your gear and the stat is not that you are trying to increase. You already have a really high chance thanks to the arcane power of crit. Spirit is an unusual stat that is very useful for a confidential meige. Molten armor turns your soul into critical strike points. Molten armor regularly converts spirit by 35% to critical strike rating. Glyfed's molten armor turns the spirit of 55% into a critical strike rating. Glyphed + T9 bonus collection, Regalia Khadgar, converts spirit 70% to critical strike rating. You can also use the Regalia Khadgar bonus set to buff with improved molten armor and then swap into your regular gear. Wisdom is only useful when you first hit 80 and mana problems are still. There's really a turnaround for Arcane but I'd also include a burst injury opening. When you finish popping your cooldowns, you start to rotate normally and use your DPS cooldowns when they come back up. Burst damage the normal rotation player cast a arcane explosion 3 or 4 times, until barrage rocket buff procs and then arcane rocket actors. If the proc doesn't happen, you can continue to cast arcane explosions if you use Mana or Arcane Barrage to reset your stacks. You don't want to cast Arcane rockets without barrage-buff active rockets. Active.

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