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Equipment options when swiping up, you should always choose the piece of loot 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 by level rotation and talents move the slider down to make the guide update your level! Level: 12.1. Talents level up as a mysterious lineout and your first talent line opens at level 15. Your talent should be as follows. 2.2. Rotating to the top level as a mysterious gam starting at level 1, you have only one main attack capability: Frostbolt. 2.3. You unlock your first ability of interest in Level 3. Level 10, you open the mysterious explosion. The mysterious explosion creates one mysterious charge at a time when you cast it, up to four stacks. Each pile of Arcane charges increases the damage you do by 60%, reduces cast time by 8%, but also doubles the cost of mana. Level 10, you open a mysterious barrage. A mysterious barrage is the way you can reset mysterious charges, which is necessary because casting the mysterious explosion on 4 piles of mysterious charges will eventually run you out of Manet. It also does 30% additional damage to any pile of mysterious charges. On level 10, you open Mastery: Scholar. It opens up master statistics for you. Your Control further increases bonus damage from Arcane Charges, while increasing the damage of all other seams that do not benefit from mysterious charges. Level 11, you open the parisian barrier. It is a great defensive tool, as it is relatively calm and low Pretty big shield. In addition, you take 15% less magic damage and reduce the duration of harmful magic effects by 25% while it is active. At level 12, you open slowly. Slow can be used to slow your target by 50%. Level 13, you're unlocking mysterious missiles. Mysterious missiles send a wave of missiles for the enemy's purpose. When you initially open it, it doesn't have much use outside of quickly killing low health targets when you don't have mysterious charges built, but at higher levels, you'll get different parochies and other effects that communicate with mysterious missiles. Level 14, you open ClearCast. It makes your next mysterious explosion or mysterious missile free, and channel 20% faster. On level 17, you open the mana jam. This allows you to conjure up a mana gem that you can use to replenish the mana. Level 18, you open mysterious blast level 2. This increases the damage of a mysterious explosion by 10%. At level 19, you open up to change time. It is a spell that can be used as both a defense and a mobility spell. You can use change time when you attract a new enemy, and then when you get low, restart it to heal back to full health. At level 23, you open clear-casting level 2. Clearcast is also firing another missile. Level 27, you open the idleness. That's the main way Ercan gets mana back out of normal mana regeneration. On level 29, you unlock a mysterious force. Arcane Power increases the damage you do by 30%, allowing for strong burst damage. At level 31, you open up a mysterious second-degree volley. This makes a mysterious volley hits another target for 40% damage. At level 32, you open Clearcast in Level 3. This makes the 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 maggi's touch. Maggi's touch will count all the damage you do to the target you put it on for 8 seconds, and then explodes for 25% of the damage done to the main target, and reduced damage to all nearby targets. At level 38, you open the slow ranking 2. It makes slow for 10% more, increasing it to 60%. Level 41, you open the mysterious power level 2. This causes your spells to rise 30% less than a mana on top of a 30% damage boost. At level 42, you open the presence of the brain. This makes your next two mysterious explosions instantly cast. This is very useful when you need to move, as it means you can activate the presence of the brain and continue casting the mysterious explosion as you go. At level 43, you open the Evocation 2 rating. This reduces the coolness of Evocation by 50%, turning it into a cooling 1.5 minutes. At level 46, you open the touch of the Magi 2 ranking. It makes a touch of Magi also give you 4 mysterious charges. This is a very big upgrade as it allows you to build very fast 4 mysterious charges. Level 47, you open the greater disappearance. That's how you replace the usual disappearance. That does it. Immediately instead of taking 3 seconds. Plus, it also reduces the damage you take by 60% while invisible and for 3 seconds after it. At level 48, you open the Grade 2 Frismatic Barrier. This further increases the reduction of magic damage by 5%, increasing it to 20%. It also further reduces the duration of harmful effects by 10%, to 35%. At level 52, you open up a mysterious third-degree volley. It makes it so when you use a mysterious volley, you get 2% mana back for every mysterious payment. At level 54, you open the presence of brain level 2. This allows you to drop 3 instant mysterious explosions instead of 2. At level 56, you unlock mysterious power level 3. This increases arcane's duration by 5 seconds, to 15 seconds. 2.4. Mysterious sissy war mode talents for filling in this section we will rank the best PvP talents for filling and made solo/small group PvE content. 3. Congratulations! Congratulations on reaching level 60! Now that you've tackled level 60, we recommend looking at our easy status page and talents section to learn how to play at the maximum level. 4. Change log 28 December 2020: Prism barrier level fixed to 11. 04 November 2020: Clearcasting fixed rating opens. October 30, 2020: Additional use of Arcane Orb. 20 October 2020: Regular rotation shows presence of the brain too soon. October 18, 2020: Permanent frismatic barrier from level 28 to 21. 12 October 2020: Added guide. View more show less for help, theory, and more, visit our Comments Forum 10 Comments PvE WoTLK Arcane Mage DPS Guide (Short) Welcome to our PvE Arcane Enclosure Guide for WoW WoTLK. This guide will show you what you need to know to play out a bit of a mysterious as Arcane. If you follow this build you should be at the top of the DPS chart in no time! Talents This is a core/ max dps mysterious disguise build. I'll check out some options/points below. Mysterious magician build large carbs and mysterious missile carbs thrust mysterious armor blast easy glyphs slow fall frost ward fire gems can vary based on your construction, equipment and hats. You may need to adjust your gems to explain your equipment. Magic may have to match your magic based on your equipment but these are standard magic tricks. Priority statistics hit (17%) (11% with talents) Spell PowerHasteThroat a critical strike (boosts the CRIT rating)Intellect's Mages need a 17% hit, 446 rating, to always hit bosses. Precision and Arcane Focus combine to give you an extra 6% hit rating. That lowers your quota to 11%, which is 289 rating. Spelling power is your main statistic as increasing it gives you the biggest DPS boost after a hat hit. Haste is another critical part of your DPS. You can decrease your global cooldown to 1 second, this will increase the number of spells you can cast. As a mysterious priest, you want to lower Erken Blast's cast time as much as possible. Your haste rating can be further improved with 2 piece Regalia set of Bloodmage or Magical Weapon – Black Magic. You need For a minimum of 600 haste and at the end of the game you need at least 1400 (raid buffed). A critical strike rating is usually only achieved by upgrading your equipment and is not a stat that you aim to increase. You already have a really high chance of writing thanks to mysterious intensity. Wind is an extraordinary statistic that is very helpful and mysteriously overdecreable. Your death armor converts your spirit into a critical strike rating. Regular thyme armor converts 35% wind into critical strike rating. Undulating glit armor converts 55% wind into critical strike rating. Glyphed + T9 set bonus, Khadgar's Regalia, converts 70% wind to critical strike rating. You can also use Khadgar's Regalia to set a bonus to ga00 with enhanced thym armor and then swap back your usual equipment. Intellect is only useful when you first hit 80 and you have mana problems yet. Rotation really has one round for Larcaen but I'm also going to include the burst damage opener. Once you're done blowing up your cooldowns, you start the normal rotation and use your DPS cooldowns when they come back up. Burst damage to a normal rotation opener and mysterious cast blast 3 or 4 times, until amateur procs volley missiles and then drop mysterious missiles. If the proc doesn't happen, you can continue to drop the mysterious blast if you have the mana or use a mysterious volley to reset your stacks. You don't want to drop mysterious missiles without an active missile barrage enthusiast. Active.

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