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Welcome to the Arcane Mage PVP guide for World of Warcraft Wrath of the Lich King 3.3.5a. In this guide, you'll learn about playing Arcane Mage in the arena or battlefield. The guide includes talents, glyphs, gems, charms, add-ons, gameplay and rotation skills tips, team installations. The Evocation Glyph arcane Missiles Glyph of Polymorph Glyph of Slow Fall Glyph of Fire Ward Glyph of Frost Ward Gems are situational and dependent on assembly and equipment. They are used to achieve the necessary stat caps. Weapon Heath (4%) Spelling Penetration (110-130) spellPower (3000-3300) Haste (900) Coverage of amateurs and debuffs is a useful tactic. Use a slow drop to cover your buffs from classes that are trying to scatter/cleanse. In addition, you can cover the polymorph on the enemy with a debuff to make it harder to get rid of it. The polymorph can be used to heal itself while casting against a warrior with a spell of reflection. Positioning yourself near the columns will help you survive from vision loss. Fake casting may be good to lure some CC, but an experienced opponent won't buy it, so be careful with it. If they block your school magic - use instant spells from another. An ice block can be used to get rid of the CC, but be sure to pay attention and cancel it in a timely manner to get healing. Use the fire ward right before you get under the fire spell to reduce the chance of it dissipating. Here is a list of preferred partners in arena 2v2 and 3v3. Shadow Priest Balance Druid Demonology Sorcerer's Elementary Shamane Rogue Discipline Priest - Rogue Warlock - Recovery Druid / Shaman Priest - Recovery Shaman Welcome to Arcane Mage DPS Guide to World of Warcraft Anger King-Lich 3.3.5a. In this guide, you'll learn about Arcane Mage in Raid. The guide includes talents, glyphs, gems, charms, add-ons, gameplay and rotation tips. Arcane Stability is useful when you don't have aura concentration in your group. You can redistribute points from Arcane Stability to Student Mind and Arcane Meditation. The Arcane Barrage is also optional, but it is advisable to take for new players as it is used to reset the Arcane Blast debuff timer and reduce possible problems with mana. The glyph of the Molten Bronna Glyph of Arcane Missiles Glyph of Arcane Blast Glyph of Slow Fall Glyph of Frost Ward Glyph of Fire Ward Gems are situational and dependent on assembly and equipment. They are used to achieve the necessary stat cover. Rest if filled with yellow gems. Also, don't forget about the Hit Rating, this priority weapon is 3-4 Arcane Blast - Arcane' Arcane if the missile barrage is activated, it won't come, then you can either continue casting Arcane Blast or use arcane Barrage if you have to reset the Arcane Debuff. Presence Mind -> Three Arcane Blast -> Mirror Image if you have a 4 T10 set (Regalia Bloodmage) -> ice veins, veins, Power, Trinkets -> Arcane Blast -> Arcane rockets if the missile barrage is activated, or wait until it procs. Hit - The Spell of Power and Haste - Crete - The Spirit - The Intelligence Of the Magicians require a 17% hit (446 rating) to always hit the target. Precision and Arcane Focus talents grant 6% hit, reducing the requirement to 11% (289 rating). You get the last 11% hit through gears, buffs, and debuffs on target. 1% Hit 26.23 rating Target debuffs such as Improved Faerie Fire (Moonkin) and Misery (Shadow Priest) increases the chance to hit with spells at 3% Heroic Presence is a Draenei racial aura that only affects the group and increases the chance of hitting the 1% Spell Power is the main stat of this specification. Increasing this statistic gives you the biggest increase in DPS since Hit Rating. Hurry is another important component of our DPS. This reduces the global cooling to 1 second, increasing the number of spells we can give out in a certain time frame. As arcane magician, you want to minimize the time of casting Arcane Blast as much as possible. You can improve Haste's rating with a 2110 bonus set (Regalia Bloodmage), buffs like Heroism/Bloodlust and Berserking, and Black Magic. From Haste's point of view, a minimum value of 600 should be your first goal. After that, it will increase as you progress and improve your gear. The magician with late game gear should have about 1400 rush (with raid lovers). Critical Impact Rating is a secondary stat that will be derived mainly from gear updates. Arcane Mages have more frequent crit procs through the talent of Arcane Potency. Spirit is another useful statistic for this build. Molten Armor converts Spirit into a critical punch rating; Standard Molten Armor converts 35% Glyphed Molten Armor converts 55% Glyphed and 219 set bonus (Regalia Hadgara) converts 70% Tip: You can use a 219 set of bonus buff improved Molten Armor and then switch to your usual elements while maintaining an improved effect. The latest on the list is intelligence, which can also be useful at the beginning to reduce potential mana problems. Get Wowhead Premium for as little as \$1 a month to enjoy the ad-free experience, unlock premium features, and maintain the site! Just browse for your screenshot using the form below. Screenshots containing user interface elements tend to drop in plain sight, the same goes for screenshots from the modelviewer screen or character selection. The higher the quality, the better! Please review our Screenshot Guidelines before shipping! Just bring in the video URL in the form below. May 8, 2012, 20:07 #1 Good day, I begin my essay on how I play Arkan magician. In the Internet to find normal guides of this branch is difficult. Although not, they're just 7 and 8 seasons-pg). In my guide I will try to write everything briefly and clearly Let's go. 1.Terms used in the guide. This is it. Find yourself Yur (Just can miss something) 2.Characteristics of the charm. Resilience - 1150' Hust (Speed Rating) - 700' Crete - How it turns out. It is better to beat the hustle/wear a nonnet on the crit. Hit (Accuracy) - 6% of talents will gain. Spd (Spell Force) - 3200 degrees The higher, the better. Penetra (penetrating spell ability) - 120 is enough. 3. Addons. Gladius helps to keep track of what is happening in the arena. Omnic-Kulldowns of sppells. Party Ability bars-kulldowns of teammates. The quartz band of spells. LoseControl- Reports loss of control. Iclicle-Leads over the heads of opponents of their cool downs. It seems that when using Omnic shows how much time is left before the spelle rollback. 4.Bild, Glyphs. I often change myself, trying to find more convenient. Previously played with the transition to fire and taking the Hot aspiration, but the profit from this tala only against wilds, shamans and horns. It is more convenient to play with the transition to frost-Arkanfrostrost - poke macro blood and demolish all living, unfriendly to us. Arkanfaer - The advantage of this speck in the thala Hot Aspiration. Useful both in the arena and in duels. Fake 1 time, catch a k and 20 seconds casta, without worrying, for example, about having a small kd interapts and shamans, who, most likely, will still try to knock down castes, renewing the fervent desire. Ideal, for beginner players, or for those who have played only mile classes. Arkanfaer2 - Advantage - concussion. Pretty useful build deuces with hills, adding us control. As for glyphs: The symbol of the morph-necessary glyph for the arena with classes that have in the arsenal of spells with periodic damage. The Ewoka Tide symbol is 60% kp along with mana. Mandatory glyph for all magicians. The symbol of gem-resets 40% more mana when using gem. The latter can be replaced with a glyph on a misla/arkan blast, but I think the damaga from these two abilkas and so with the head is enough. Small: Symbol protection from the magic of ice is a basic little symbol for a magician,5% chance at the reflex magic of ice. A symbol of protection against the magic of fire - the main little symbol for the magician, a 5% chance at the reflex magic of fire - andmolats, shocks, lava bursts . The symbol of slow-motion fall - an extra free buff, for fans of dyspel, stylize, purr .) 5.Charki, gems:Charki: 1.Head-rep kirin tora. To the seds and crit. 2.Shoulders are the sons of a walker. To the seds and the crit (Either a personal charm of the insmark) 3.The cloak is 35 to the penetre. 4.Body- 10 to all characteristics. 5.Handrails- 30 to sed 6.Gloves - 28 to sd (inch or rocket/charka at speed, if you're an ingier) 7.Belt - belt buckle that adds an extra colorless socket, a shrapnel bomb if you're an inger (blacksmiths) 8.Legs - to 50 spds and 30 to endurance 9.Stug - 120 to hit and rated critically, or accelerators if you are an inger. Gems: Red-23 sed yellow - 20 hustle Blue -25 penetra. To the cap. Meta - 30 pp,20 crit. 6.Setaps 2s/3s.In deuce perfectly fit sp, spa, sd, combs, rshamans, drstrats. A little later I will tell you how to play mp and rm. Troika: mish (Mag/lok/sham), rmp (horns/mag/priest) (the favorite brace of Koreans, Jul)7.Macros.Consider the simplest macros, for the game. /cast (level 4)-morph by focus. /cast (name) /stopcasting/cast /cast Styled Blood /cast The Power of the Secret Magic Of Hustle /cast Here are the simplest macros we need. 8.1x1.Tactics. It is impossible to predict the behavior of the enemy, so I will try to describe the main points when dueling with different classes/specks. 1.Varior. The ideal option is to stay in a dead-war zone can't get to you, but you can attack it. The duel begins, again, with a charge. Blink-see the intercept. Trin on the first charge, give the new and go to the grandfather. Var ystucket - pop a thorn and go to the maximum distance from it. Do not forget to hang the slowdown - it should hang constantly. Turn on the hustle and cast of blasts. You should not get too carried away- do not notice how the brew will come out of the dedzone and make you a charge. Castana a couple of times- swore misla-let misbahs. Don't curse, you're gone and you're hitting the lamb. If you do have a charge and you've made a splash, there's an intersection and bsh. Jump into the block, cancel, go to the inviz and move away to make an ewok. In principle, nothing complicated. We throw a lens in the reflex. Proto/fury is the same-grandfather. If prot was able to come up to you and give the mill/interapt, and the block/inviz you have on the kd then you lost.2.Roga. The most dangerous opponents for us, regardless of the speck. Multi. 2 options: Open with chipshot or garota. Opened with a chip-blind and let the arrows. Next over, barge, copies, misbahs. The idyl can be interrupted by a cat or a preapic with a second vanilla. Horns place, he's got a kd-you win. Opened with a garota-wait problems D: 3 seconds enjoy life, run there, jump, then new, copies, pancake and misla. Then we wait for the horn, we die from the residual action of the garota. The second open, most likely, will also be from the garota. Convulsively poke on the pancake, and after the pops and immediately begin to cast the second. If the horns are good he will trim and run the spirit in the cat behind us. At that time we have a kp 10k or less. Jump in a lump, go to the inviz and do somewhere on the edge of the duel zone or behind the texts of Ewok. God forbid that you adjust to at least 20k. Horns on ful kd and you have at least 5k kp and 5k mana- you won. It is almost impossible to win a competent sd. Opens with a chipshot-tolerance, because if the pancake will be behind our back and give us a sweet kidney and kill us. At this point, the horn makes a shedostep and is behind us in the thorn, which is likely to trinkanet immediately. We call copies, give the new and the mises of the grandfather, if we can. Try to sew it up and merge the pancake only after the shedostep. There are no tactics against the horn, as such. Trinquet merge on the blind or kidney (But for good, from the kidney should be a blink)3. Bafaem Ward depending on the opponent's speck, fake the thorn at the beginning of the fight, catch the X and calmly cast the arkan school, block the school, which he beats. You will break through the barrier and a couple of blasts with mislam-magnium will jump into the block. You can dilute it on the removal of the block by eyok and in a second it is canceled. In fire we try to catch inviz and block pyroblasts, frost-instant fb or fireballs. After the duel, the magician will cover you with a mat, saying that the arana does not need a brain and that there are 3 buttons :lol: With arkans-breed on the ks and try to get into the arkan school yourself. Block to press on snousing miser. Inviz, if things are bad and you have to make an ewok. 4.Locke. A destrai is a very heavy duel. You can poke around for a long time and break down for a couple of castes. Fairward by kd, trinke on coil or fir, hb catch block and inviz, we blink the first time from the mill, then on kd (for 30% chance of missing you after the pancake), we remove the curse by removing the curse . In the beginning, the style of buff detection of invisibility. Manasit begin to hang on 10k kph and less. If it throws the carapate (damage) remove. It is not desirable to eat it at once, because the dota will eat all your mana, and in a vandal, I'm sorry, you will not kill the loka. Stay in a zone where he can't give a fir (20 yards, like), and better moose. So more chances to beat :) Aflikt - we try not to get into the internet. We come up-blinking, the cursed dyspel, X strictly in the shedo-school, fir or gave a coil and after casts something in us-trinkuku and xim it. Block merged, if you ful pack dot and need to urgently get ewok (block followed by invisa, off). Beat the instances, don't let you fit, dark school. If you cast something very not good, and interapy on the cd-turn in the opposite direction from the warlock and pancake. If you're lucky, you're in a grandfather and he can't cast in you. If you don't have a 30% chance of being bowled. All of a sudden it's going to come. 5.Shaman.Elem - is spinning like a horse, beats hurt, knocks down castes every 5 seconds and purr us on the fulu. Bafay Faervard, but only when he casts a lavaburst. Ksim lightning. On the low hp will start to frai! . Okay, we're going to have a thorn, and then we're going to have a lens behind him. On the hex trink, block on the pitaburst, if fairward c.Estously, hang a slowdown on it. (And in general, always and at all we need to hang the slowdown :)) Problems with aleham should not arise particularly. It's not easy. Knock down at the beginning of the barracks ground totem, then the mitch, slow down and move to the maximum distance and beat everything we can. Calls the wolves-run from them and the shaman, call copies. We come up and press the block and sit there until the last. After immediately inviz and sit there until the last too. Out-wolves must disappear. The ship's going, we're killing. 6.B.B.B.We are to the maximum of all that we can (Frost/Faerward, manu, slow down). At the beginning of the fight, slow down, the snr, thus punch him absorb. As long as he stylizes us with a brass cast. At this point, most likely, we will be given an interapt and will cast a finger. We can't put a finger on us. That's fine. Next on the circumstances. Copies, X in shedo-school, hustle. We're going to have a pancake. He will jump into the cloud, most likely when in will fly misla and try to come up at this point to you for the fir. We leave the block until the moment when it calls the peta, then go to the inviz and make a surge of forces. 7.Hunt. There is a very interesting trix: Before the fight, when the count of 3 2 calls copies and jump into the invis. Hunt's going to start poking copies, trying to find you, maybe giving the syllence to the clone. At this time in the inviz come to him (Well, where do you think he is) and give a new. Barge, mblnd, barge, misel. Jumps off the pancake to him. Constantly slow him down and stay close so he can not shoot at you. The tide is yuzay when hunt uss up this nonsense, well, that reflects everything. Hell come out and give us a sylens block. It's not going to get any better. The tactic is suitable for any speck of the :) But Bma, because of their omgdamaga will be very difficult to kill. 8.Dickey. Very, very unpleasant class. At the beginning of the bahfaem frost shield-maybe the shackles will fly back. If at the beginning of the fight the shell escapes. We're pulling a pancake. If he came up to us and he didn't have a pancake and we're going to hit the block. He's not going to pull us. We give ks on the kd. Calls a gargoye, and the block on the kd-give him a thorn and merge it. We move away, make a tide and break the wild from a distance. 9.Paladin Retrievas/Proto Retrievas-Pom-hip and ful styles. Let's go, we're slowing down. Fried with dyspel wings. In general, all the dispersed that can be ^.^ Blink on the mill, trinquet for repentance. Block on a low hp followed by a tide, if by some macaroon he was able to bring you to this. . Proto is more complicated because of his xa, but it's about the same. 10.Droid. Feral-blink on the first mill, trinket on the second, copies, macro on damag, blasts, mislars. At this point, and the druid has a 10-15k. We're going to have a lump. If we survived the birch, it means almost we won. You can and a friend-blink on the first mill, copies and stealth, while he flies to us. We leave the inviz macro on the damag and begin to dance (Hello Bankyu). Balons-give X in anger and kill for 4 flashes and miser. Almost forget-against-militia Yuzay Ice Armor. Against rdd (including khants)-magic armor. Also, your opponent should always be in slowing down. I finished the first part ^.^ I'm sorry that without a choice of races- I do not consider it a particularly important point. The forces and time for tactics 2s and 3s have not been enough yet. Soon, maybe, I will supplement. Images last edited by Azzazell; 09.11.2012 at 16:47. Reason: What was the former-halaym shit 09.05.2012, 01:40 #2 the building horror. Vars: For a long time I have not heard that the pancake should be done after the charge horns: the schd horns open with a chip shot to dilute the magician on the pancake followed by ss and throwy, that here the sorcerer's arrows do not go to the immun at vanilla? 09.05.2012, 12:15 #3 Well, only nobomag will chip a pancake. For 3 seconds the horn does not cover a lot. In the realities of the circus, and in general with8, Arkan is not suitable for 1x1. The build is not horror, at least those with the fire. It's just that the arkan is very vulnerable to xs, and if there is not enough fake rock, the build will help a lot. But about 2 x2 with the combatant amused. chip shot 4 sec Last edited moloko; May 9, 2012 at 1:21 p.m. May 9, 2012, 14:07 #5 09.05.2012, 16:07 #6 Pro builds - more specifically. What you don't need, what you need;) With a pancake on the charge is debatable. You can make a pom - a thorn, while trying to go to the grandfather. You can do the same, but with a pancake. First, the brew will not have time to hang anything, secondly less time after the pancake is required to go to the dedzone. The chipshot pancake is made because it is not an frost branch in which the is barrier is there. There's a mantle. And also there is a mana, which is passed under this manait very, very quickly. If the horn has enough pwe, hands, dagi then for a chipshot is carried away in the area of 10k kp. Again, it's not frost. In addition, the pancake rolls back quite quickly, and to the throw kd passes. As for the sn somewhere - a pancake on a chip, copies, frost is new. Duels with shad, if you have hands at the horn, in general very heavy and win is almost impossible. As for 2c with the combatant - 2600 juve. 09.05.2012, 17:29 #7 at the var the intercept do not catch after the pancake from the Charge? May 9, 2012, 8:03 p.m. #8 No. Var usually catches a wash-spike. Either a blunder by the intercept after the pancake and still pom spike 10.05.2012, 18:55 #9 Message from Azzazell In addition, the pancake rolls back quite quickly, and to the kidnj kd passes. May 11, 2012, 19:13 #10 - Hyde needs urgent resurfacing by the shirt... © May 12, 2012, 21:27 #11 - Hyde needs urgent resurfacing with a ruban... © Yours is also nothing 08.11.2012, 20:57 #12 Good guide, it is quite clear, only the meta socket is not specified, and with enh there is a focus on the wolves of copies and invisis, the machine will be copies. time for a small burst, but a competent player will move his hand and redirect them to you. zao apk download – deepfake face swap app for android

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