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Mages are the fastest aligners in the World of Warcraft Classic in optimal conditions, as shown by Jokerd's fantastic run in the world first in just 4 days! With this level of speed requiring you to be basically undeniable through most of the content as you require a large number of enemies and respawns in order to make AoE Grinding worthwhile, it is still a fantastic technique that you can use to the maximum level in order to farm gold quickly as well. You can also apply the techniques that we present here to AoE Grind through the dungeons, usually in a group, but for some dungeons such as Maraudon, you can actually solo some areas! If you're interested in other content for Mages, check out: O AuthorWoah is a World of Warcraft veteran, playing with Vanilla, right up to the current expansion, on multiple characters, guilds, servers and classes. Currently playing WoW Classic and challenging Azeroth again from the beginning, the Gehennas EU Horde.Gnome is the best overall race for AoE Grinding in the WoW Classic because of the expansive mind that allows you to have a larger Mana pool, which is essential to ensure that you have enough Mana to finish the pull, as leaving enemies health low is not considered a success if you die or reset in the process. Escape Artist is also sometimes helpful when something goes wrong. Troll is the best race for AoE Grinding on Horde. While the rush provided does not apply to your global cooling or AoE spells, it is applied on your random individual target spells and during the PvE raid. In addition, it is likely you will be able to use it at a low health % when finishing AoE pulls. Killing the Beast provides a good positive damage effect against many of the best targets for AoE agriculture, especially zulian Crocolisk, who are the best enemy to kill at 60, now. Finally, Regeneration will provide you with a small amount of extra health during the pull, which is also useful on pulls where you barely survive. otherwise. Because AoE Grinding is focused on farming the same place over and over again, it goes badly with the typical herbalism/mountain path as you won't travel Azeroth and face many places to get together from. Instead, Tailor and Charming are the best options, in order to create your own bags and make some extra money from the huge amount of fabric you'll AoE farming, and charming lets disenchant a lot of the greenery you find along the way. The exception to this rule is if you plan to pretty much farm Maraudon or Dire Maul East at 60, in which case the alignment of herbalism Mining Mithril Ore in Marauder) is extremely useful as you can collect a ghost mushroom in Maraudon and a ton of Gromsblood/Dreamfoil and other herbs in Dire Maul East, making your gold returns even higher! It's the fastest single-goal leveling talent to build up to level 22 and takes takes Incredible damage potential quickly two/three shots most enemies you will encounter. Once you finally hit Level 22, you will finally be able to respect to what will be your end of the game talent progression like AoE Grinding Mage.You respect at level 22, because at this point, you can finally get maxed out that is essential to ensure that the rotation will be performed effectively and for the big packs of enemies to die before your Mana pool runs out. Since then you just get all the AoE boosting talent while avoiding one goal focused ones, in a fairly simple way. If you want to keep AoE Grinding as Frost Mage at the end of the WoW Classic game, this is a recommended build. The main difference compared to the previous build is the addition and . works well at close range, high damage AoE plus combo that will have a huge amount of damage, even elite mobs! On the other hand, turns low-level charmer enemies that you tend to find on your farming spots, in Mana battery for you as you naturally resist most of your spells because of what is a much higher level. If you're focused on farming spots where enemies are purely physical (like Dire Maul in the North and East Wings), drop the point and get in, instead! Always buy new ranks of your fans: , and. Get each new rank of your basic spells of damage: up to level 22, and then for one target situation, and for AoE Grinding.Buy only the front rows of your utility spells, in some cases there are any additional ranks: Frost Nova, Blink, Evocation, among others. Get all your teleports, portals, conjuring water (perhaps food as well) and mana gems spells, you'll make good use of them! At any point during this rotation, if something starts to go wrong and you don't have ice veins/restore, try to run away and drop agro. It will be faster to recover in this way than to die and have to run back! Keep yourself polished with, or (later) and at all times. Use a mount and/or wand to quickly agro nearby package melee enemies and run around until they start dealing significant damage to you or become tightly packed. You can force even very large groups of scattered enemies to pack tightly using after pulling, but keep in mind its long cooling. Use Frost Nova and move away, or use Blink to get far enough away from enemies that you can barely hit them from the edge of your maximum range. Use ice veins if some resist and instantly Frost Nova recovers again. Throw twice, having 5 finished a little after the first finishes in order to make enemies far enough away from that they will be completely amazed by the second throw. Hit enemies when they are close and kite them until Frost Nova is ready again, at which point you have to repeat the rotation from point 3. Use Evocation and/or your Mana jewels if necessary. As soon as the enemies have poor health, Using/your wand to finish them off. You can use solo rotation in the group as well as, for maximum security. We'll list the maximum DPS rotation below, which is significantly riskier, but may well be worth using in a coordinated group where other players can help you keep your enemies in check. Keep yourself polished with, or (later) and at all times. Wait until your group gathers enemies, help if necessary. Use Frost Nova and move away from enemies and then for massive blast damage. Kite enemies when used and until everything dies. The intelligence of the stamina's Spirit is the other stats while the AoE grinding Mag stat stat priority may look simple. Intelligence and Stamina are by far your most important statistics. The scope of the spells get far less harm from your spell-damaging gear than most spells because of the extra punishment they have, significantly reducing their usefulness. Ultimately, you will need a lot of intelligence in order to have enough Mana to finish all the enemies before you run out of Mana, and a lot of Stamina in order to survive the impact while using Frost Nova if your time is not perfect, or the debuffs of some enemies. Once you respect at level 22, you can safely start AoE grinding. We recommend the following places: There are still a few Alliance/Ord only spots in this level range, but most of them will be used by members of both factions from here, so be careful! Being challenged (whether it's members of your own faction, or enemy players) will greatly reduce your XP/Hour.At this level, the pulls start to become increasingly dangerous, but you also finally have an ice barrier and 60% mountain speed to help cope with it. Don't forget never to die if you can avoid it. If you have any doubts about your ability to finish pull successfully, just run away and try again! It will be much faster than running back from the cemetery. At this level, good spots are thinning, which makes competition a huge problem, and you'll sometimes find enemies with dangerous range/spell attacks in recommended grinding zones. Make sure to set aside and clean those first, so you can farm safely until they are mespas. Hearthglen deserves special mention for its very high density of relatively high-level humanoid melee NPCs, which drop silver, green items and fabrics, among other useful items, making it a good option for growing gold at the maximum level that not challenged. Stockade should be the first dungeon you can seriously consider AoE Grinding on. It contains the number of valuable, tightly packed large groups of humanoid enemies who throw silver and wool fabric that sells quite a bit. Because the dungeon is located in Stormwind, access to it as an Alliance player will be much easier. But you can also sneak into Stormwind and farm it as a horde player, as shown by Naowh and his group here. Try to enter from the side of Stormwind Harbour in that Kraul is a great dungeon for AoE Grind, particularly his Agamar/Mad Agamar infected area, which usually jumped down to after struggling with the final boss, Charlga Razorflank to accompany the quest present there. In order to grind here as efficiently as possible, you should just go into this zone immediately and start pulling and grinding through. Once you reach the end of the road, reset the dungeon and go again! Here's a video of Icetusks power aligning people at 60 in Razorgen Kraul, but the path is similar to the lower level of teams trying to make their way through. You tend to start your Scarlet Monastery farming area with a cemetery area that requires the lowest level to be cleaned and has many tightly clumped enemies. Because of the relatively small size of the dungeon, it is possible that you will hit the limit of the copy cover. To prevent this, try to make the library run each between every 3 Graveyard runs, which will take longer and allow the timer to reset. You can see the cemetery done by The Magicians here, by T1 Tan. The Scarlet Monastery Library area will be your next step and you will basically be fighting humanoid enemies here. Since it's a longer dungeon, you'll never work in a copy limit if you clear it at the appropriate level, and, as a bonus, the last boss drops some of the best gear available to align the Mages: The Arcan falls to the Illusionary Rod and the Hypnotic Blade, which you can combine with the forgotten seer's Orb, with the cemetery. These weapons will serve you long before you make the zul'Farrak. You can see the AoE library pull an example here, by DannyGaminGnC. Take note that, while they use the raid team to farm in the video, this is no longer a viable strategy for a speed level due to the heavy XP fine when in the raid team. The logic pulls remains the same regardless! Scarlet Armory Monastery is a relatively slower place than the library, and can mostly be avoided if you raise a warrior for the incredible prey Herod has to offer. He may still be training, but expect tougher enemies than what you encountered before! Check out this video, by Vecnu, which demonstrates a run through the Armory with a spell of caster-heavy composition. Last but not least, the Scarlet Monastery Cathedral is your final destination in the Scarlet Monastery, and is by far the most profitable place for the hockoma. This dungeon has many tightly packed enemies and a ton of space for kiting, making it one of the very best magician sanding spots. Look at this full clear video by MMOKoz for an idea on how to clean up with the appropriate level of group. At 60, you can still go back to the cathedral, and all in one pull if you feel ballsy enough. Check out this video, according to solipist01, for example. If you can't do it that way, don't worry! Doing this in a few small pulls also fine, and you will quickly reach the lock limit of the instance if you clear all your runs in one pull, anyway. Make sure to check out the great gold farming Kishi Scarlet Monastery guide too! While you can also do it solo, as shown on Ebbnflow, the cemetery of Sul'Farrak is also amazing in the band while aligning, and at 60 while solo. All you have to do is zone, run/clear Witch Dr. zuma'rah in the cemetery area, make it hostile if you go near it (without pulling if you solo it at 60) and proceed to AoE to clear the entire place after caring for one patrol crowd! Check out this amazing video, by Deluxo, for example, solo clearly. Doing it in a group is very similar, make sure to only open/pull as many enemies as you can deal with! You should also check out this video, by Gracious, which demonstrates what a full run before the reset will look, with some insane pulls and no boring use! Gold in the hour of this farm is one of the best, if not the best in the WoW Classic, and you will do very well if you master them! Maraudon's individual farming is an amazing way to align for magicians. You will first kill Deep Borer and Stolid Snapjaw, after skipping the first part of the instance with Scepter Celebras and avoiding Thessala Hydras with a lesser invisibility potion. Check out this video, FrostLive, for a more detailed explanation on how to act once inside. Maraudon is also a famous farm end of the game. Unlike The Sorcerer and Hunter, your goal will be to make AoE Grind enemies for gold rather than skipping and killing bosses inside. Instead of Deep Borer and Stolid Snapjaw, you'll focus on killing the elements of Earth inside, Theradrim Guardian and Theradrim Sharding, which fall off the prized Solid Stone and Elemental Earth, as well as a lot of gold through their gray sell. You can view Gracious Video One and Two on this particular farm for more information on how to proceed. Finally, there's a great golden potential in Ghost Mushroom farming in this dungeon as you can expect to be picking up about 7 of them for a 12 minute run, and the mages are one of the very best classes on fast going through the dungeon, flashing through any dangerous packages and perhaps also washing away a few easier bosses on the way, for even more gold potential. Check out this video, by Frostlive, which details a possible route you can take for a quick Ghost Mushroom Farm. Blackrock Depths is a huge dungeon, with great potential for both groups, and solo AoE farming. While one of the fastest ways to level up in the WoW Classic early on involved killing the weak, fast-respawning mobs of the Lyceum part of the dungeon (commonly referred to as Torch Run), these mobs have since been do not provide nearly as much experience anymore, which makes this method no longer viable. So it will be ideal to focus on agriculture dungeons, prison area. This area has a lot of tightly packed/melee patrolling enemies that can all be grouped and AoE'd down, as you can see in this video. Pbj TheMageHorde players can also constantly spawn AoE elite down starting What's going on?, which will cause a huge influx of high-level elite gnomes to search for location givers. By opting out and picking up the quest again, you can summon more elites to spawn, thus providing an alternative method of dumping the dungeon. Finally, at level 60, once you have Shadowforge Key, Blackrock Depths is a great place for a solo farm, as shown by Gracious in this video, the difficulty is significantly higher than the farm of Sul'Farrak, but you'll also get a higher level of drops that could make it worth your time, depending on your skill level and gear. The final and highest level dungeon where it is still possible/worth pulling a huge number of AoE Grind enemies on is The Lower Spire blackrock. Crowds at the beginning of the dungeon do not have any dangerous abilities and are as tightly packed as they come, making them a natural target for magicians. They are also high enough that you can easily grind on them to level 60. You can watch this video by the Dodoni group where they quickly AoE clear most of the dungeon up the Ogre area, gaining a ton of experience in the process. While certainly not as effective in carrying the threat anymore on your runs because of its threat nerf hotfix, you don't really need a warrior to hold an agro on these enemies, as long as Frost Nova and coordinated with your group. Killing Gordock Hound, Carrion Swarmer and Guard Mol'dar in the Dire Mole North launch area allows the farm to be a lot of garbage supplier quickly. Because Gordok hound is a very fast moving and hard hit, you will need to be very careful with keeping them under control, since otherwise a quick death is all but guaranteed. Watch out for the Mol'dar Guard charge, as it can catch you by surprise, especially when he's furious, make sure not to be greedy with the time you use to throw at him while it works for you. Watch this video, Timira, in order to see a quick example of how to do it. Be careful with the lockout timer while doing this farm repeatedly! Your goal with this farm is to fall at the beginning of the dungeon by reaching the open area containing your whip Lasher targets almost instantly. They have extremely poor health, and thus can be killed by almost any method (and after using Frost Nova is particularly popular), just make sure to avoid patrolling when moving around! Watch this video, gracious, for a detailed example of how to proceed. Your reward for this farm is a ton of herbs, especially if you herbalism as there are many grass spawning in the agricultural area, and also shot in the Books of Dire Mole, such as Foror's Dragon Slaying, which sometimes lie on the ground in the area where you will farm. As shown in the video, and because it's a very fast farm, you should add Wildspawn Imp Farming for some of your runs in order to make sure you never have to wait for a dungeon lockout timer. Gold per hour of this farm is usually not as good as zul'Farrak, but it is close and allows the farm a lot of useful materials for the economy of your server, which can then be converted into valuable potions, flasks and other crafts. Watch this video, by zi, in order to find out how completely solo Dire Maul East is. While it takes a lot longer than other farms we've discussed, it has a big advantage if you have the loot: being able to mine a rich thorium vein at the end of the dungeon can wield a lot of profit, especially if you're lucky on some Arcane Crystal and Blue Sapphire! Sul'Gurub is one of the most sophisticated but most useful farms currently available in the WoW Classic. This is difficult because the mobs you will kill have way more points of hit than any of the other farms we recommend, making Mana control a critical part and encouraging, although it is not mandatory by any means, the use of the rare Blade of Eternal Darkness. Keeping your Mana high has also made it more difficult because there are no low-level caster mobs that you can pull for a free Mana win, which has great application in dungeons such as Maraudon. You can watch this video, by Jokerd in order to find out which enemies to focus on, and how to pull and round them. Because it has the Blade of Eternal Darkness, check out this Arlea video for an example of how to farm sul'Gurub without any special gear. If you are boosting, keep in mind that you may have to pull some mobs at the beginning, so that your boostsees can go to a waterfall safe place, as shown in this video. Taking too long to start pulling will also make some Berserker patrols in the dungeon be on your way later, so be careful! Finally, as a bonus, check out this other video as well as Arlaeus to learn how to farm Bloodvine for extra profit by making zul'Gurub, often without having to fight enemies at all. I hope you enjoyed the ride! If you see any error or typo, feel free to write it down in the comments below and we'll be sure to update it accordingly! Also, for even more AoE Spots details and tips, check out the WoW Classic AoE exhaustive guide. We have not listed many of the places mentioned in this guide in order to focus on the best of them in the first place. 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