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April 7, 2016 Hello Everyone, this is going to be a guide for PvP Fire Wizards playing on Wrath of the Lich King servers. Everything that follows is based on my personal experience playing like fire. I'll take you step by step through preparation, helpful talents and tricks and tips. Without further ado, here is the
for not being very effective in PvP due to its low survival and relatively low damage production, but once you've mastered your fire wizard, you'll realize it's an investment worth the problem! As a fire wizard you always trust your luck. You have several lucky-dependent processes that will be discussed below, these include disarms, speed
increases, ignitions and, of course, hot streaks. Fire relies heavily on critics, and that's a problem because in King Lich's Wrath, resilience reduces the chance that a target can be critically hit, meaning that as a fire wizard, you won't be burning as much as you want. As you progress in PvP, opponents will also become increasingly difficult
Armor is especially important, because as fire, you may be forced to use your mana shield a lot, and you'll leave very early (the mana-to-damage ratio is quite unbalanced like fire, at least above 35% PS). The Arcane Fortress is also fairly tidy against melee classes, giving you approximately 3% damage mitigation as a fully oriented Fire
Wizard. Magic Absorption is also very useful against wheels. All in all, the arcane tree is the best way to go to play magician competitive fire. To the tree of fire. Let's discuss why I didn't like some talents: [Burning Determination]: It's a very good talent when you're up against more than one opponent, but otherwise it's practically useless.
This is because the immunity of silences lasts only 20 seconds, and most silence with a 15-second cooldown) or rogues (with Kick, a silence with a 15-second cooldown). [Burning
Soul] I'm a fan of this talent too, but I found it helpful to put my points somewhere else. Place, the talent seems to be for Pve, reducing recoils while casting fire spells is very good, especially when you're down to 35% HP and want to cast that final pyroblast. But unfortunately, I wanted to spend my points only where absolutely necessary,
and as a fire wizard, most of your spells are instant casts anyway, so you won't be casting too much. [Enhanced Fire] 3/3 It's a good talent, and I understand why most players would specify in it 3/3 (for piroblast's highest damage), but I didn't feel it was as necessary as some of the other talents I chose to take, and so I only speculated in
2/3. In any case, if you make specifications on this, it is only for the Pyroblast. As a fire wizard, you won't be screwed or Frost's fireball unless the enemy is significantly away from you, or cc'ed for a sufficient duration. [Improved Scorch] 3/3 I only put two points here because 2 is optimal. The critical increase of 1% for burning is negligible,
and the 66% chance of applying the damage is sufficient for you. He's a good talent, but not 3/3. [Firestarter] This has more to do with my style of play. I don't like to apply Aoe's. It feels uncomfortable having to use the mouse to harm the opponent. I don't think it's a necessary talent either. Now let's discuss why I chose to specify some
talents instead of any of the above, I will focus on the most controversial talents: [World In Flames] It is an impressive talent, and with enough criticism, it almost always guarantees you a hot streak after every explosion of Living Bomb. The increased chance of dragon breath, Explosive Wave and Pyroblast critical is also great, and
significantly increases the damage output of those spells, not to mention the Ignite procs more often! At 2/3, a 4% more critical is simply impressive. [FirePower] 4/5 I felt that 5 Talent Points was too much to lose for just a 10% increase in fire damage, so I specified it at 4/5. An 8% increase in fire damage remains significant in my opinion.
[Flame Throw] A 6-vard increase for your fire spells is a lifesaver, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond their fear, meaning you can be a DPS sorcerer from a range beyond the range from a range beyond the range from a range beyond the range from a 
annoying healers won't be able to heal themselves so easily, and it also means that, along with [FirePower], you do 20% more damage to low-health targets. However, this talent will benefit your dps, and at a cost of only 2 talent points, it's hard to resist. Pictograms There really isn't much variation when it comes to pictograms: for your
main glyphs you want: [Glyph of evocation] This gives you health generation with your mana generation while channeling evocation. Basically your only self-healing while you're in combat. Essential for PvP. [Glyph of Remove all DoTs from pollinated targets, since fire has DoTs, you want to be able to polymorph your opponents even if
they have an Ignition or a Living Bomb in them, just in case. It's also great in arenas, if your partner has a DoT on an enemy you're going to change from and CC. Another use for the DoT removal capabilities provided by using this glyph is when Polymorph is reflected in Warriors. removes all DoTs from you as well, which is great. [Glyph
of Burning] or [Living Bomb Glyph] Burning Glyph increases your fill spell, while Glyph of Living Bomb gives you the ability to turn into criticizing your opponents as
much, so Scorch's glyph is more useful. In my opinion, the Glyph of Living Bomb is better for world battlefields and pvP, while Glyph of Evining Bomb would be a
better investment. For your minor glyphs you want: [Slowfall Glyph] You don't want to go around hunting birdies to get the snow reagent, do you? It is a great benefit, especially on battlefields and pvp of the world. It's also a good benefit to use when facing another magician, shaman, or sorcerer, as it's one more upgrade they have to
devour/swipe/purge from you before they can reach your important power-ups, such as your pupils. You waste much less time and effort to have the glyph handy. [Glyph of Frost Ward] Adds a 5% chance of reflection to frost pavilion. That's enough. --
                          ----- Statistics and Equipment This is where it gets a little gray Traditionally the fire wizards want as much crit as possible, but since you won't be screaming at competitive levels, I feel it makes a lot more sense to prioritize spell power over critical strike rating, and as such, my stat priorities are: Hit > Spell Power
> Crit > Resilience > Spell Penetration > Intellect > Haste When you're near BiS fire mage pyp gear, you want to: Hit: At least 104 (4% chance of hits) - this is ESSENTIAL, and it should be your primary focus before anything else. You don't want to miss those piros. Don't stack too much punch after 104 qualifying
punches, however, it's a waste of other Spell Power: 3100 is optimal, you can stack more, but try not to do so in Critical Strike Chance: At least 36% Passive Critical (42% Fire Critical with previous talent set up), I feel that 38% passive critique (44% of fire critical)
is optimal. You can stack more, but do so at Spellpower's expense. Remember, you won't be screaming much anyway, so you could replace crit with spell power. Resilience is optimal, you should be targeting at least 1100 resilience however. Resistance:
You want to have around 26k - 29k HP. Again, to add to your survival. Intellect: Try not to have less than 20k of mana. You'll go too early otherwise. Spell Penetration: 110 - 130 Haste: 0. You don't need Haste as a Fire Wizard. The only use for haste is to decrease your GCD, but other than that it's useless (since most of your spells are
instant casts). As for Gear, the great thing about Fire Wizards is that the PvP team is great (as it offers spell power, criticism, resilience, and extra stamina). So you won't need that many PvE parts. However, you need to have a plan to meet the 104-hit requirement, and that can be done including a PvE hit piece, along with the use of
[Loop of the Endless Labyrinth] HC (Lord Marrowgar drops in ICC's 25-man Heroic difficulty mode). You can use one of the following pieces in conjunction with the ring: [Deathfrost Boots] (tailoring). The easiest of options. You can get one from the auction house. [Split Vein Pendant] HC (Professor Plutricida's drops in ICC's 10-man
Heroic Difficulty mode), [The Lady's Fragile Bracers] HC (Lady Deathwhisper drops in ICC's 25-man Heroic difficulty mode). Get ONE of those pieces + [Loop of the Endless Labyrinth] HC and you should be successful enough. The rest of your items should be Critical Strike Classification PvP items: I can't emphasize this enough, you
don't need PvE pieces: resistance and stamina are required as a PvP Fire Wizard. Until you can get one of the above pieces, replace one of your pvp scrolling parts with a hit scrolling piece. The best weapon for you is the 3v3 [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] along with [Wrathful Gladiator Mageblade] or [Bloodsurge, Kel'Thuzad's Blade of Agony] alo
Endgame] as suspicious. For beads, use Horde/Alliance Medallion (153 Resilience is great), and [Corroded Skeletal Key] (From Frost Emblem Seller, worth 60 EoF) or [Phylactery of the Nameless Lich]. The corroded skeletal wrench greatly improves your survival and the Phylactery greatly improves your damage. Both are equally viable
depending on your style of play, but I feel that the filacter is slightly better if you're stacking the critical strike rating (along with Glyph of Burning). Either way, in the sand, I would probably use [Phylactery of the Nameless Lich] as
spellpower, +20 Critical Rating Strike) Available in Vote Shop! Shoulders: Increased Storm Inscription (+24 Spell Power + 15 Critics) Available in the Vote Store! Back: Spell Penetration) Chest: Exceptional Resilience (+ 20 Resistance) Dolls: Increased Spell Power (+30 Spell Power) Main Hand: Powerful Spell Power
(++20) 63 Spell Power) Feet: Nitro Increases (Awesome Speed Increase and +24 Critical) or Tuskarr Vitality (Speed Boost +15 Resistance) Available in the Vote Store! Belt: Eternal Belt Buckle (1 more gem slot) and Fragmentation Belt (yes, you can have both in one element) Hands: Exceptional spell power (+28)
executed (+23 Spell Power) or Mysterious Stone of Fear (+12 Spell Power, + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Yellow: Powerful Ametrina (+12 Spell Power, + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Yellow: Powerful Ametrina (+12 Spell Power, + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration) Or Radiant Eye (Zul+10 Critical Strike Rating), + 13 Spell Penetration)
critical score) If you're spelling stacking, take the first set of gems of each color, if you're stacking critics, take the second set of gems of each color. You can add a rigid amber gem (+20 hits) by using the non-HC versions of the Strike pieces I mentioned earlier, and a Stormy Zircon Majestic (+25 spell penetration) if you're low in spell
penetration. If you have Jewelcrafting as a profession, replace three Runed Cardinal Rubies (+23 Magic Skills) with Rune Dragon's Eye (+39 Skills) if you're accumulating critics, replace three Soft King ambers (+20 Critical Strike Score) with Soft Dragon Eyes (+34 Critical Strike Score).
                - Professions, this comes down greatly to what you're going to do with your magician. Either way, as a profession for magicians in general, I highly recommend Jewlcrafting. You can make your own gems, which will cost you practically nothing, you can buy the carpets for 10k of honor, and Dragon's Eye gems give you an
incredible boost in stats. Now, if battlefields and the pvp world are what you enjoy most, then engineering is an obvious necessity for a seconds, great nitro boots and a whole load of other ingenious items. If you're going to try to play With your fire wizard, then other more viable second
professions are blacksmithing (for the two additional plinths), enchantments or tailoring (for ring enchantments) or tailoring (for layer enchantments) or tailoring (for layer enchantments).
-- Macros Here are some useful mage pyp macros: Polymorph macros When linking this keyboard, it will launch polymorph on a focused target if you hold down scrolling while launching polymorph: Code: #showtooltip Polymorph /cast [modifier:shift, target-focus] Polymorph; [target-
mouse,damage] Polymorph; Polymorph or the following macro, which simply turns polymorph into a focused target: Code: #showtooltip Polymorph Counter Spell Macros useful against healers, and works exactly like the previous polymorph macros. In addition, these Contraspell macros will stop
your current release when you want to silence someone in the middle of one of your molds, for example, polymorphs an enemy player and you will start throwing on you-> using this macro you stop your Frostfire bolt and immediately throw Counterspell. Code: #showtooltip
Counterspell /stopcasting /cast [modifier:shift, target-focus] Counterspell or Code: #showtooltip Counterspell Useful Stop-Casting Macros The following macros will give their respective spells the ability to stop casts to cast the macro-d spell (for any emergency
interruption). For Blinking: Code: #showtooltip Blink /stopcasting /cast Blink For Fire Ward: Code: #showtooltip Frost Ward; Iceblock Macro Please do not use the mouse to right-click on the Ice Block setting in order to remove it: P by
using this macro, the button with which the ice block /cast Ice Block /stopcasting /cancel Ice Block /stopcasting /
target a friendly player or vourself. Code: #showtooltip /Cast [harm] spell theft; [helps] eliminate the curse; remove the curse wave Wave Knock Out Macro One of my favorite: D This macro allows you to people as they fly in their flying mounts. Just upload them and use the macro, which disassembles you and launches Explosive Wave. If
wide variety of CC's and outages in your arsenal, so use them to full potential. Some spells you need to know: Pyroblast: Your Main Spell. It has a ridiculously long cast time, so you only throw it at enemies when a Hotstreak is proced (after taking two critical hits in a row). However, less than 35% health turns into a 1.5-second cast, greatly
increasing your damage, using it whenever you get the chance. Frostfire Discharge: A decent spell with a cast time of three seconds. It does decent damage and also gives your target a trap. Only use it when the target is away from you, or after a dragon breath or polymorph. Be especially careful when using this against a magician,
sorcerer, or shaman, because when you're blocked by it, you're blocked from both Fire and Frost magic schools. Scorch: Your fill spell. Use advertisingly to apply enhanced burn damage every thirty seconds (increasing your chance of critically hitting the target by 5%. Since it only launches 1.5 seconds, it is a useful way to proc a
hotstreak. although there should be spamming it's not very efficient of mana. Living Bomb: A large DoT that explosion towards the end can also allow you to proc a hot trend. It is especially useful against players with pets/minions, as pets/minions benefit from resilience. Be
careful, however, the explosion fired towards the end, could break any nearby CC-ed target. Fire Blast: An instant-cast fire spell that does decent damage. With an impact process, you can also stun an enemy for 2 seconds. Explosive Wave: A radial attack radiating from the wizard pushing all targets around the wizard backwards. It is
useful for interrupting molds and pushing melees out of the magician. It can also be used to push enemy players off cliffs and flying mounts: D Dragon Breath: A frontal fire cone that disorients all targets in front of you for 5 seconds. It is useful for interrupting molds, and impressive melees for kites. A constant way to see that this talent is
misused is when magicians throw it, and then cast an Explosive Wave immediately afterwards. While I understand the boost because both are short-range attacks that deal moderate amounts of damage, you really should waste a 5-degree chance with an instant cast spell. After Dragon Breath, you have enough time to even throw a
Frostfire Discharge (great damage, and a trap), Polymorph, or make a walking distance to make a melee kite. Cold Cone: A front cone that traps all targets around the wizard. Your main kitesurfing spell. Ice Cast: Good
spell for eating shaman's land totems and warrior spell reflections. Range 1 Frost Discharge: Quick Trap. Always have it attached to the key. Not to mention it makes it a good fake cast. Ice Block: Makes you immune for 10 seconds. It is useful to avoid powerful enemy processes or exit a CC. Four-minute cooldown, so don't waste it.
Polymorph: A cc main wizard, which allows you to humiliate the opponent by turning him into an animal for 10 seconds in the third application). Throw a frosted fire bolt if you've just polymorphed a target the first or second time, and throw burn if the
polymorphs are third. Careful, the target regains all your health once you are polymorphic! Spell Theft: Eliminate a benefit from an enemy and add it to yourself. Fun to use, and useful against priests, other wizards and paladins. Eliminate Curse: Remove a curse from a friendly target or yourself. This includes the various sorcerer curses
along with a shax shax of shaman! Mirror Images: Create copies of yourself that cast Frost Shock to catch your enemies as they lose you as a target, and especially useful against melee, as it gives you an automatic trap while you can worry about kiting and dps-ing. Three-minute cooldown. Invisibility:
A good survival spell, which can also be used as a starter to many fights. Three-minute cooldown. For power-ups, Fire Mages have: Combustion: A benefit that increases the critical strike bonus of your fire spells by 50% and increases your critical strike rating by 10% until you receive 3 consecutive critical hits. Two minutes into cooldown,
it does enormous damage. Use it wisely. Don't waste it on Dragon's Breath and Blastwave as they don't contribute to Hot-streak- after combustion, try stacking it using Scorch, Living Bomb and Fire Blasts- to ensure a hot streak. Fire Ward / Frost Ward: The Fire Room absorbs fire damage, the Frost Room absorbs frost damage. With
Cast Shields they also have a 30% chance to reflect any spell damage! The Fire Pavilion should be used against: Frost Wizards, Upgrade Shamans, Death Knights Amplify Magic: Amplify Magic increases the healing you receive
but It also increases the damage with spells you take. It's useful for when you're with a healer and you're up against melees. Dimming Magic does the opposite by decreasing the damage with spells you receive, but also decreases the healing you receive. Use either depending on your opponent. If you're up against wheels, then Dampen'
magic is the obvious choice. Arcane Arcane A long-term benefit that increases your intellect for an hour. Keep it on at all times. Mana Shield: A shield that drains mana instead of P. You don't have it at first in most fights, and don't spam it until you're below 35% PS. As fire you will go oom very guickly, and spam this will only add to your
existing problem. And of course, the three armors... Wizard Armor: Possibly the most long-term OP PvP benefit in the game. Increase your mana regeneration during launch, and most importantly; HALVES all magical harmful effects done to
you. So magic stuns, fears, curses, damage effects over time, and polymorphs last much less. Not to mention the reduction to half of all the silences that have been done to you. He even lashs out with a hunter-silencer shot, the strangulation and traps of the dks (ice chains!) and the repentance of a paladin. Use this as your DEFAULT
armor. So unless you face a warrior, rogue, beast mastery hunter, or wild druid; use this. Ice Armor: Make sure you've keyed this and not Frost armor, which is a different benefit for low-level wizards. It's a decent benefit against melee classes. Increase your armor, as well as increase your frost resistance, as well as catch
any melee enemy that hits you for a short period of time. Use it against warriors, rogues, beast mastery hunters, survival hunters, and wild druids. If you're facing something else, put on your magician's armor. Molten Armor: Increases your critical chance by an amount proportional to your spirit, induces some fire damage to enemies
attacking you, and reduces the chance that you can be critically hit by 5%. In my humble opinion, absolutely useless compared to the other armor. You may want it to light up when you're in a wrecker that pushes enemies away for some extra damage, but other than that it's useless in pvp. Not to mention that if the enemy attacks you
while this thing is on you, the damage can eat your precious combustion if it criticizes. In short; don't use this, For process and adjustments to existing spells, you have: Hot Streak: A Proc that gives you an instant Pyroblast after two consecutive critical blows of Frostfire, Burning, Living Bomb, or Fire Blast. Your main DPSing mechanism
above 35% HP (after that, Fiery Payback comes into play, and you no longer need to expect two critical hits, as Pyroblast becomes a cast 1.5 s). Blasion Speed: A proc of incoming melee attacks that increases your movement speed by 50% for 8 sec. Very useful for kiting. Impact: A proc that gives your next Fire Blast the ability to stun
the target for 2 seconds. It is very useful for interrupting releases, but can also be used to have the opportunity to move away from a melee. Fiery Payback: A talent that gives you a chance to disarm meling that attacks you! It also reduces the launch time of 1.5 seconds when you're below 35%- don't forget you have this! Molten Shields: A
talent that gives your fire and Frost Pit Wards a 30% chance to reflect spells. Very annoying against destruction sorcerers, shamans, death knights and other wizards. Use it to your full potential: D The basic mechanics of Fire Wizards are CC enemies with Polymorph, Dragon Breath, Explosive Wave, Impact, Frost Nova or Cold Cone, and
cast Burning, Living Bomb, and Frostfire Discharge until you process a Hot Streak, to deal serious damage with Pyroblast becomes a 1.5-second cast thanks to Fiery Payback, and you can do some crazy dps then. -----
some tips against specific classes in 1v1 duels. Warriors: Before duel, make sure you have ice armor along with The Enhanced Fire Guardian (in case it reflects your fire spells). When the duel begins, he casts Invisibility. As you be discouraged, the warrior will carry you and by the time it reaches you, you are already invisible so that it can
harm you at all. Wait for the slowdowns his charge had on you and then get out of the invisibility and polymorph, he breathes it and goes back to polymorph. Stay away from it (don't use your flicker yet), reapply polymorph and throw a frosted fire bolt or burn. Continue dps-ing
the warrior and just use flicker to avoid his interceptions- use his roots and traps (like Frost Nova and Cold Cone) plus blast wave and Dragon's breath to escape if he gets too close- but don't lose his flicker! Block the warriors' ice if he's weapons. If you're losing health, you can freeze it to evoke it, and in the worst case, you may need
polymorph. You can use Ice Lance to eat your spell reflection, or if it's rooted in Frost Nova, use polymorph for polymorph for polymorph for polymorph syourself and recover your HP. Rogue: Before the duel cools you down with Ice Armor. Having mana shield could also be useful as the rogue will take the first hit on you. You may also want combustion to be improved
at first. The roque will start with a sap. Wait through it. When I go out and attack you, panic. Frost nova the roque, then blinks. If you have it specified, you should not be able to shade the step while it is rooted. You can also use mirrors to ruin your first shadow step. Thereafter, continue to equip it while dpsing it. Lock your shadow dance
and try to stay away from it when you cover up. If you leave in poor health, don't be afraid of and evoke. Rogues shouldn't be able to do much for you once they run out of their cds. Be sure to keep the Living Bomb in it at all times. It's to be a guick fight, so stay focused. Hunters: Before the duel, make sure you have the Increased
Wizard Armor (reduces the duration of the silencer shot by half), as well as the Fire Room if you face a Survival Hunter, have the ice armor improved instead. Having the mana armor and combustion improved at the beginning of the fight is also useful
as you want to knock it down quickly. Marksman and Versus Survival hunters, when the duel begins, cast invisible, so he can really do a lot to you. If you're not trapped in your trap, simply approach the hunter while invisible as quickly as
possible, and get out of invisibility. Use frost nova to root the hunter and proceed to him. As long as you're around him, he can do you serious damage, so try to be as close as possible. Try to avoid using shockwave (as it will keep you away from you), and rely more on dragon breathing, cold cone and frost nova. During deterrence, don't
waste your time casting spells and use it as an opportunity to get close to the hunter. Versus a beast mastery hunter things are more complicated, and you have to pay attention to their positioning as you want to commit the pet and at the same time approach the hunter- it is essentially a 1v2 fight. Block ice or use invisibility in your Beastly
Wrath. After the pet's enraged, try to keep the pet pollinated/rooted with the Frost Nova, and use the above tactics to kill the hunter. Engineer nitro boots are very useful in this fight, as they give you the ability to equip the pet while simultaneously approaching the hunter. Death Knights before the duel begins make sure you're braved by
the Wizard's Armor and Frost Pavilion. It is essential that you keep the ice room for this fight (to have a chance to reflect your frost attacks, especially your Ice Chains) If possible, try to start the duel away from the death knight. This can be achieved by walking away from him, by mount or starting with invisibility so that he can follow you.
Earn as much distance as possible. Start talking to the Death Knight right away: you'll get a chance to polymorph a decent death knight. Try to keep a bomb alive in it and its minion- since your minion has no resilience, you are more likely to get hot streaks from it. Don't waste your flicker until after he uses death grip, otherwise, just pulled
you back. Save your trinket for your Pet's stun. When using Anti-Ship Shield, don't waste your time throwing, and try to get as far away from the Death Knight at some point in the middle of the fight, so use Combustion along with your Images to waste your Death Pact. The Death Knight
will blow up his gargoyle if you press him hard enough. You want to have made the Death Knight use his Death Knigh
silence the gargoyle for 4 seconds (alternatively, you can silence the Death Knight to prevent him from casting spells on you for 4 seconds while you kill the Gargoyle. You'll have to try to kill the Death Knight again without
any CDs. Keep control and distance from the Death Knight, and you'll have a good chance of winning. Don't forget, you can still fly the death knight away from you even when I have Anit-Magic Shield on, so use it well. Paladin's stuns).
For Retribution and Protection Paladins: As soon as the duel begins, silence the paladin with an accountant spell (to make sure it can stun you) and cast polymorph. If he's near you, stay away from him and reapply polymorph. Prepare the fight by stripping all its buffs. Then reapply polymorph, and launch Bolt/Scroch from Frostfire and
continue dps'ing while equipping it. Blink, trinket or block your stuns. If he uses Divine Shield to reach you, use invisibility to escape. Note: Paladins have a talent that reduces the duration of disorientation, so your dragon breath lasts as long as usual with some of them. Keep your silence to their healings. Kiting is the key to winning the
fight. Druids for Balance Druids: Before the duel begins, make sure you've improved the Wizard armor. Don't waste your cds until after your starfall. Preferably, let the dragon waste its dragon waste its dragon breath. A balance druid is only dangerous during starfall, so here are some things you can do to mitigate the effect of starfall: 1. You can block it on
ice, 2. Root/trap the Druid with Frost Nova or Cold Cone, and move out of range, 3. Use dragon breath + Belt engineering will waste most of its starfall duration so you can take some hits from it while your Mana Shield is up (or Corroded Skeletal Key if you have one). Dragon Breath + Belt engineering will
essentially ruin his star fall for him- but this tactic is vulnerable if the druid decides trinkets from his CC.s. After the first starfall, use all your cds in the dudu, and that should kill him. Keep your silences to his For Feral Druids: Before the duel begins, make sure you've upgraded the Ice Armor. The Druid will open with the jump. Flashes.
Then he'll accuse you. Blast shake it, then pop your cds (mirrors and combustion) and commit it. You should try to cut almost all your health while your trinket for its cyclones. Save your Contraspell for healing. Beware when you become a
bear, he will be able to charge against you and silence you. Warlocks Before the fight begins, make sure you've upgraded the Wizard Armor, along with the Fire Pavilion (absorbs and reflects their spells of destruction) and The Slow Fall (a garbage benefit for their vile hunter to devour). This is a difficult fight if the sorcerer has a vile hunter
with him (which almost everyone will if they face a magician). You're going to have to fake a lot to avoid being silenced. At some point in the fight, you also want to steal their power-ups. It's a little easier if you're facing a sorcerer of destruction. Stay in the fire room and expect reflections, other words, at least get some absorptions. Have a
live bomb on him and his pet (hopefully he will kill his pet at some point during the fight). Try to save your Contraspell for your fears, and save your flink for your fears, and save your Start the fight with you at a considerable distance. The sorcerer will probably start with a shadow fury, it will just blink. And
since your back was in front of him, you'll blink out of range of his fears/damages, so you've effectively ruined his opener. Since fear has a short range, while your CCs (dragon breathing/shockwave) are on cd, it can get close for some harmful ones. And you can get out of reach again when they're off cd. Before moving out of range, use
traps and roots like cold cone or frosty nova so the lock can't get close, and while you're within range, throw if that happens to interrupt it). While equipping the lock, you will depend mainly on the living bomb for damaging it. Against a
sorcerer of affliction, you can use your Counterspell in his affliction spells, as you block the school of shadows (which includes fear), at the expense of this, you have no way to protect yourself from its attacks so that your health drops quite quickly (not to mention that affliction can heal itself). The key to winning is to play the fight
strategically, and focus on CC and not damage. Shamans for elemental shamans: Before the fight, make sure you've improved the slowfall (a garbage benefit for me to purge). The main anti-magician mechanic a shaman has against you is his 6-second silence (yes, shamans can every 6 seconds), as well as a grounding totem that
basically protects you from your attacks. The fight will probably start with the shammy having a grounding totem on the field. You will be able to polymorph as your totem will get in the way, not to mention your silence. So what you do is you start the fight with a dragon breath. After breathing the dragon, use an ice spear if the shaman has
his grounding totem up, and then polymorph. Spell steal your buffs, reapply polymorph, then cast the Frost Fire Bolt, and continue dps-ing. Keep your silences for their healings. Don't start the fight with the fire room, as the shaman can simply purge it from you. Try to apply the fire room when it launches the lava burst or when it is in the air
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heading towards you. If the fire room is on cd, use Iceblock but don't sit in it for too long- you don't want to give it a chance to heal. As with warlocks, stay close to the shaman so you can use dragon breathing and shockwave. Ice throws his grounding totems. For upgrade shamans: Before the fight, make sure you've upgraded the Ice Armor, along with The Frost District. Like all other hand-to-hand fights, the secret to winning this is kiting. You're also going to have a chance to reflect the root, giving you a serious kiting advantage. When the shaman approaches, use flicker, dragon breath, shockwave, frosty nova or cold cone to escape. Keep your silences for their healings. Problems begin when the upgrade shaman comes out to his wolves... you want to be able to ace CC them using dragon breathing or frosty nova while continuously kiting the shammy. Popping mirrors when the shaman uses his wolves is the usual way I do this. As an added bonus, sometimes the wolves are confused, and change the target to attack a mirror image- which gives you enough time to escape. Priests for Shadow Priests: Make sure you've upgraded the Wizard armor before the duel. You won't be able to beat a priest while he is LoSing around a pillar, so you will have to try to corner him in an open field if you want to have a chance. Start the fight by countering the priest so that he can silence you/death of words in the shadow, and polymorph. If you would take down the polymorph, reapply it. He then steals all his buffs and throws the bolt/burn of frozen fire. Immediately afterwards, the dragon breathes and threw another bolt/burnt of icy fire at him. Pop your cds (Combustion and Mirrors) from the beginning of the fight. At the beginning of the fight, mute it when using Vampiric Touch, but towards the end it keeps your silence to its healings. Keep a distance from the priest when your Psychic Scream is off cd cd you are a long way from the priest, and he approaches you, which is an indicator that he wants to fear you... Just Blast Wave him away or Blink away when he gets close enough and I hope he wastes his cry on nothing). Trinket Psychic Scream if you're stuck in one. Ice blocks its silence to avoid a vampiric touch, and try not to waste your mana with mana shield. Use evocation during priest dispersion. Mana management is the key to winning this fight. This is a very ,buff-oriented fight. The opener decides the outcome of this one. Before the duel, make sure you have the upgraded Wizard Armor as well as the Frost Ward if you're up against a Frost or Arcane Wizard, and the Fire Ward if you're up against a Fire Wizard. They have also improved Slow Fall as a garbage benefit for them to spell out theft. The classic opener most wizards seek is to counter the spelling of the enemy player and then polymorphs to spell their upgrades. A good way to avoid this opener is to use invisibility from the beginning of the fight. As you fade, the enemy wizard will waste his counter spell on you, but he will be able to polymorph/spell steal anything from you because you are invisible. You can then exit the invisibility, and casually polymorphs (since they can interrupt it), then spell steal your buffs. You can also try popping your mirrors from the beginning of the fight to confuse the enemy wizard while casting a polymorph. Then continue to polymorph them. In any case, you don't want to be the one to unraage your counter spell into an opener, save it for magician launches. If you polymorph at the beginning of the fight, it would simply go down, as it will be the only CC worth trinketing for the rest of the duel. Save your counter spell for wizard casts, keep your pupils, and make sure the enemy wizard doesn't have a spectrum in Cast Shields and have a chance to reflect your fire spells). Fake throw when your kickback is off cd, and try not to waste your mana with Mana Shield. Try to be close to the magician so you can use the dragon's breath and the blast wave, so let them flicker you, that is, it only blinks after the enemy magician uses his flicker. The opposite is true when you're up against another fire wizard (try to stay behind when you're up against another paladins, restoration shamans, disciplined priests and restoration druids (from the order of the easiest to most to deal with). To shorten a long story, you won't be able to beat an equally prepared and expert healer like a fire wizard. You can CC them long enough to say, their sandboxmate to kill another target safely... but your damage is too low to defeat a healer. Regardless of whether you have to face a healer on your own, the best chance you have is to manage your mana and cds intelligently- separate them into two phases. Phase 1 is when you're in the middle of the fight, while you still have a significant share of your health left, and Phase 2 is towards the end of the fight, while you're under 35% health. They are basically two burst phases, aiming to deplete cd healers in Phase 1 and kill them in Phase 2 using their 1.5-second Pyroblasts in phase two. Save your Contraspell for its long molds, and use Mana Shield under any conditions: you need to manage your mana very carefully (not to mention want to go down to 35% PS). Use your mana gems very early in the fight (say when your mana is 75% lower) so you can reuse another one during Phase 2. If things become desperate, try CC the healer and suggestive to rinse and repeat the above. Like priests, you have a chance if the healer is lying to you, so try moving the fight to an open field. ---------'s all friends! If you have anything else to add/fix, feel free to reply to this thread or send me a PM.

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