



I'm not robot



Continue

Icy veins arcane mage leveling

Welcome to Wowhead's WoWhead Shadowlands Mage flattening guide! This WoW Mage leveling guide is dedicated to teaching beginners how to operate the Mage, masters of DPS explosion through fire, frost, and Arcane powers. We'll cover the best Mage talent builds, skill use, basic concepts and tooltips to ensure you get to level 60 quickly. Flattening has received many changes in shadowlands, and we have prepared a number of comprehensive guides. Whether you need basics such as experience and mounts, or advanced topics like speed leveling and addons, detailed flattening guides have covered us! You can check them at the links below:Shadowlands Leveling FAQShadowlands Leveling Changes ∓ Level SquishChromie Time - How Shadowlands Flattening Works and Zone Extension Level Ranges Our class guides are always updated with the latest information based on theoretical and in-game experience; make sure to check our changelog on this page by clicking on View Changelog at the top of the page to see the latest updates. If Mage isn't right for you, use our navigation menu guide on the right side of the page to find more flattening guides for Shadowlands.Sincere thanks to Malon for his excellent suggestions and comments on this guide. The Shadow Pact system is not released in a pre-patch, so it won't be covered here. Players will not have the opportunity to choose a Covenant until their first character reaches level 60 in Shadowlands.This is a new tab in your spell book between generally and your talent expertise, simply titled Mage. These are skills that all Wizards now share, regardless of any expertise they choose. New wizards will not start in a default specification (Frost). Until they are allowed to choose a spec at level 10, their skills come from the general Mage skills available in all disciplines. Experienced Wizards will notice some talents have been recast or restructured, and may require the re-acquisition of certain talents. AoE (Impact Area) caps are introduced in the Shadowlands pre-fix, which sets a limit on the number of targets that ability can hit at the same time. This affects some mage abilities. Although any specialization has strengths and weaknesses, we recommend Frost as the best mage leveling spec. Frost Mages have a lot of control over traps and roots and can easily kite mobs while having significant blast damage from the use of the triple injury element of Lanza de hielo to stay healthy. However, some players Also choose Fire as their choice of the best Mage leveling spec, especially when they reach a higher level. However, the only trap the Fire has is fognazo while flattening, but it can throw Agostar while moving and Aliento de dragón for AoE damage and a disorientation. Arcane can be fun, but it can be a little fussy for a starting player. Managing Arcane fees and specifications and high mana requirements requires much more practice, practice, is more suitable for an experienced player. Magicians are mostly damage dealers. The different characteristics that separate mage specifications are the elements they use. Fire, Frost and Ardan. Frost wizards prefer to cool and freeze their enemies before crushing them with a giant ice cube. Fire throws large fiery boulders at enemies, which will set the target on fire and automatically spread to other enemies. The occult wizards consume large chunks of mother in powerful bursts of damage and arcane missiles before channeling and restoring their mother rapidly. Before level 10, you're just a magician with some general skills. When you reach level 10, you can choose one of three specialties: Arcane, Fire, or Frost. In Level 10, you can change your specialty. You can swap between specialties by opening the Talents tab, selecting the expertise you like, and clicking the Enable button. There is no cost to exchange! Choosing your breed can be a painful task, as it determines the appearance of our character and is an expensive feature to change. Unlike in the past, racial characteristics do not give players many broadcast benefits, most match privileges are limited to utility or bonus profession. All Alliance tribes and their allied tribes can become Wizards. From the Horde's point of view, everyone except Tauren and Highmountain Tauren can choose the mage class. Default matches are matches that are readily available to play when you start your wow account. Allied Tribes are races that are locked behind certain requirements that must be met before you can create characters that belong to this race. Each race has different tribal abilities and spells, but no races offer an immediate advantage over others, so you can create your Mage to be whatever race suits your aesthetic best! Magicians can choose from the following matches (click on the race names to learn more about them):AllianceDefault Games:DraeneiEnanoGnóMoHumanoElfo de la nochePandarenHuargenAllied Games:HordeDefaults Games:Elfo de sangre Go blinflinOrcóPandarenTrolNo-muertoAllied Games:Orcó Mag'harNocheternaVulperaTrol ZandalariArcane's proposed flattening build focuses mainly on passive talents that increase the damage and effectiveness of your Arcane attacks. Included here are a couple utility improvements such as increasing fees for Nova de Escarcha to slow down targets and Centelleo to escape, an improvement for Traslación and an important key to Arcane mages ». Level 25 TalesDobinar el tiempo: Reduces Alter Time recharge time by 30 seconds. Alter Time resets the Blink recharge time when you return to your original location. Centelleo: Traslación changes to a similar teleportation capability that is from Global Cooldown, can be used during casting and can hold two charges. Estela: Clearing allows Misiles Arcanos and Evocación to pitch while moving. Level 30 TalentsCaynol de encador: Passive Passive Your damage by 4% to 20% that cycles from minimum to maximum every 10 seconds. Enfocar maga: Increases the chance of the target hitting critically with spells by 5% for 30 minutes. When the target critically hits your chance to hit critically with spells it increases by 5%. He can't throw himself. Limit 1 target. Runa de poder: Places a small rune on the ground that increases the damage by 40% when you stand inside it. Level 35 TalentsResonancia: Makes Tromba Arcana injury add your deal per goal he hits. Eco Arcano: Direct damage you cause to enemies affected by Touch of the Magi, causes an explosion that causes arcane damage to 8 nearby enemies. Tempestalad abisal: Places a Cloudy Storm on target dealing (17.061% of Spell power) Arcane damage over 12 seconds on target and nearby enemies within 10 yards. Limit 1 target. The agreements reduced the damage to secondary targets. Damage increased by 60% per Carga Arcana. Level 45 TalesResonar: If Deflagración Arcana hit at least 3 targets, he has a 50% chance of creating an extra Carga Arcana. Orbe Arcano: Throws an Arcane Ball forward and grants and Carga Arcana to every enemy that passes through. Grants 1 Carga Arcana for cast and each time it causes damage. Supernova: Pulses arcane energy around the target enemy or ally, causing (30% of the spell power) Arcane damage to all enemies within 8 yards, and hitting them upwards. A primary enemy target will suffer 100% increased damage. Fire wizards get talents to help with their mobility, which can be a problem for this spec. Early talents improved into a pair of quick casting Fire Spells, which also helps with early rotations, and a pair of great hitter Active talents round out manufacturing at later levels. Level 30 TalesCaudal de encantador: Passively increases your damage by 4% to 20% which cycles from minimum to maximum every 10 seconds. Enfocar maga: Increases the chance of the target hitting critically with spells by 5% for 30 minutes. When the target critically hits your chance to hit critically with spells it increases by 5%. He can't throw himself. Limit 1 target. Runa de poder: Places a small rune on the ground that increases the damage by 40% when you stand inside it. Level 35 TalesQue arda todo: This passive capacity reduces The Explosión de Fuego's off-load time by 2 seconds, and you can also keep one more charge. Furia de Alexstrasza: Causes aliento de dragón to always hit critically and now it makes it count towards Buena racha. Desde las cenizas: Increases knowledge by 2% for each charge of The Lamas de fénix outside of recharge and critical reduce the recharge time by 1 second. This tier of talent is well balanced, and any of these three skills are just as good for leveling. Passives are nice because it's a button less to press, and you have your pick of three good one here. Level 45 TalesZona en llama: This passive ability makes Fognazo leave behind a patch that Fire burning enemies will remain inside. Conflagración: Bala de Fuego ignites the target, causing light fire damage over 8 seconds. Enemies affected by either Ignition or Maesría: Ignición is a 10% chance of rekindling and causing light fire damage to nearby enemies. Bomba viva: Puts a small DoT on a target that when it expires, explodes causing damage to all nearby targets and places a new DoT on all affected targets. This new DoT will explode at expiration, but can't spread further. Most of frost's talents he suggests are aimed at improving the overall damage production of Frost mage, as well as taking the very important talent Centelleo, a much improved version of Traslación. Level 15 TalesHasta los huesos: Every time you cast a creep spell, you win a stack that increases your damage by 0.5%. No more than 10 stacks. Invierno solitario: Removes the ability of invocor elemental de agua, but makes most of your own abilities cause 25% more damage. Nova de hielo: This ability causes a vortex of icy wind around the enemy, causing moderate frost damage to the target and light Frost damage to all other enemies within 8 yards, and freezing them in place for 2 seconds. Level 30 TalesCaudal de encantador: Passively increases your damage by 4% to 20% which cycles from minimum to maximum every 10 seconds. Enfocar maga: Increases the chance of the target hitting critically with spells by 5% for 30 minutes. When the target critically hits your chance to hit critically with spells it increases by 5%. It can't be thrown at itself, but it can be thrown into your elemental water. Limit 1 target. Runa de poder: Places a small rune on the ground that increases the damage by 40% when you stand inside it. Level 50 TalesVacío térmico: Increases the duration of venas heladas by 10 seconds and causes Lanza de hielo crumbles to increase the duration of Venas heladas by an additional 1 second. Rayo de Escarcha: This ability channels a frozen beam to the enemy for 5 seconds, causing moderate frost damage every 1 second and slowing traffic by 10%. Every time Ray of Frost causes damage, its damage and trap increase by 10%. Creates 2 charges of Dedos de Escarcha during its duration. Pica gacial: This ability removes the ability for Lanza de hielo to fire Maesría: Carambanos passively. When 5 Icicles are present, you can drop this ability to cause huge damage to an enemy plus damage all your icicles.As level up playing WoW, you will automatically learn more abilities. We will describe in detail the order in which your spells and which is recommended to use to handle different situations. While all three specifications focus on DPS, they get in the same place in different ways. The return of Descarga de Escarcha gives all the Wizards access to a disastrous spell that also significantly slows down the mob's initial movement. This is probably the biggest change made by Mage's unrun. Be sure to polish yourself and all party members with Intelecto Arcano.start combat with Explosión Arcana to start winning Carga Arcanas to increase your damage. If there is a particularly hard enemy hitting hard, you can rarentizar or use Descarga de Escarcha to prevent it from reaching you. Misiles Arcanos causes very great damage effectively when under the effects of Lanzamiedo libre. Don't worry too much about your mother since you have access to Evocación, but you can also drink after the battle to get it back. Elite Mobs: To deal with tougher, elite mobs, you'll want to start with a Barrera prismática to absorb the damage and make sure you use Poder Arcano to deal more damage and make your spells cost less mana. Open with toque de los magi and continue to use it for recharge time if needed; starting from level 46, this will also get you 4 Carga Arcanas. You will want to get to 4 Carga Arcanas as soon as possible. Pass all your mother to Explosión Arcana and then Evocación to get mother back. Then you have another full mana bar to kill the creature, so be sure to check the amount of mother you spend, but using Tromba Arcana to consume your Carga Arcanas when things cost too much. Many small mobs: Instead of using Explosión Arcana, you will want to throw Deflagración Arcana which will also create Carga Arcanas. Past level 34, when Tromba Arcana, will also break an additional number of targets based on the number of Carga Arcanas consumes. Start battle with the Bala de Fuego until you hit someone seriously, then throw explosión de Fuego to score your second successive critical strike and proc Buena racha. For a single goal, you can pass this on Piroexplosión, on AoE, you can pass this on Fognazo. If you need to kite mobs, you can drop Agostar while moving and when mobs get close you can Nova de Escarcha and Traslación off. Elite Mobs: To deal with tougher, more elite mobs, you'll want to start with a Lampeante Barrera to absorb the damage and make sure you use Combustión to secure critical strikes. Once you have your first Buena racha, you can drop piroexplosión and alternate it with Explosión de Fuego for the chain of high damage fire stones in the Elite. Don't worry about it getting a few hits on you; you can always eat food to cure it up after its dead. Many small mobs: Instead of spending Buena racha on Piroexplosión, it should be spent on slow down all on Fognazo. Use Aliento de dragón to disorient them for a short time, and if you have access to level 90 talent, Bomba viva does a lot of damage to AoE. Be sure to Invocar elemental de agua to have one with you at all times and have an extra Congelar to keep enemies away from you. Start battle with descarga de Escarcha to slow down the enemy and if it gets too close, you traslación or Centelleo off. Casting Nova de de it will give you some distance and also make the next Lanza de hielo do you triple damage and have a better chance of being hit critically by Trizar. When you get Dedos de Escarcha cast Lanza de hielo and when you get Congelación cerebral cast Aluvión and past level 48, you follow it with a single Lanza de hielo. Elite Mobs: To deal with tougher, more elite mobs, you'll want to have a Barrera de hielo active to absorb the damage and make sure you use Venas heladas for faster casts. Then make sure you use all your Dedos de Escarcha and Congelación cerebral procs to kill the mob before it kills you. At higher levels, you can also use Orbe congelado for more damage. Don't worry about it getting a few blows to you, you can always eat food to cure it after its dead. Lots of small mobs: Be sure to keep ventisca on cooldown and at level 57, use Orbe congelado to deal AoE damage to all creatures. If you start to lower low in health, you can Cono de frío slow down all this by a large amount and Traslación off. Your tank and your therapists will thank you for that. Mages is a fabric-wearing class and can use a short list of weapons and offhands. Their preferences are not specific to statistics, but are based on the combination of statistics, basic damage and additional capabilities they can offer. Mages may not double handle weapons, but they will want an Offhand for extra stats and abilities. If they use a gun with one hand. With one hand weapons mages can use include Stiletto, 1H Swords, and Wands.Offhand items come in many visual forms, including short staves, books, lanterns, tankards, and fans. Not used directly in battle, but held as a stat stick. Magicians can use Staves as the only two-handed weapon option. Heirloom Tools is a special category of tools that scales to your current level, can be created on the fly with the heirloom menu, and offers that bonus when multiple heirloom pieces are worn. The bonuses set of heirlooms are listed below:(2) Set: Restful experience consumed is reduced by 30%. (3) Set: Increases your off-battle regeneration in the countryside, regular dungeons and battlefields. (4) Set: Gaining a level triggers an explosion of knowledge, causing sacred damage to nearby enemies and granting you 40% main stat for 2 minutes. Defeating additional enemies extends this effect by up to 2 extra minutes. (6) Total: Restful experience consumed is reduced by an additional 30%. Relics have made a major change with Shadowlands – experience bonuses are gone. Instead, there will be set bonuses for wearing up to 6 different types of heirloom armor pieces. The new bonus set can be taken from all heirloom pieces except weapons, shields, and trinkets, so body armor pieces, necklaces, and rings count. For more information on the status of relics in shadowlands, check out our heirloom change guide. Heirloom changes in ShadowlandsWing what you choose depends heavily on what you have at your disposal. Here is a list of recommended relics for Mages to play with: Although relics themselves are not as valuable as they once were, the heirloom mount, Chopper con chófer, is still very valuable since it is one of the only posts you can use from level 1. You can get this mountain by completing the Acaparador de reliquias achievement. Relics of the past is a new reagent profession added to the Shadowlands. During the and their addition to the vessel, these elements will have their element level and the required level changed. All crafting professions can art Relics of the past, and these are the relics of the past that can be constructed: These are not very useful for flattening, as you need to outleveling items fairly quickly through leveling your experience in the Shadowlands, but it can be a fun experience at the level using elements from the past. Stat Weights are usually not as important when leveling as is of search rewards, you will almost never be able to gather enough for a particular stat or keep a piece of the tool for long enough to search statistically to be a worthwhile effort. In the case of flattening, a piece with a higher element level than the one you have equipped will almost always be better, as pieces with higher levels of elements will always have more agility and Stamina.If leveling quickly is your goal, your best bet is to go double-gatherer herboristeria and Minería. Both skills give small amounts of experience when you mine a node or choose an herb, and you can sell the results to the auction house (how well they sell for and about how much it depends heavily on your server economy). Desuello is also a concentration profession, but unlike Herboristeria and Minería, it does not give experience. The classic profession for a Mage is Sastrería, which is often combined with Encantamiento. At Shadowlands, Sastrería will make the basic items for legendary fabrics. Alkimia is also a good profession for the Wizards, since the ability to make their own filters and bottles helps to keep them more self-sufficient. In shadowlands, players will go through a huge level of squish, and with that, leveling paths are seriously changing. The current level route for Shadowlands goes as follows: Levels 1-10: Your Race Start Area or ReachLevels Exile 10-50: Battle for Azero Zones or Other Expansion Zones via Chrome TimeLevels 50-60: Shadowlands Storyline or Themes of FateBrand new characters are needed to make Reach Exile for levels 1-10 and for Azeroth's battle for levels 1-50. There is no innate advantage to the level in whatever zones you would like in levels 1 to 50. The only advantage is that you will leave Exile's Reach with a nearby full set of armor of unusual quality. There are innate advantages to flattening in each extension, but eventually it will be up to personal preference. But here are some considerations: The original Azeroth continents of Kalimdor and eastern kingdoms offer great variety and nostalgia, with many of the base delivery stories that serve as the basis of the entire series. Burning Crusade has some of the best dungeons of extensions, with interesting variety and not a lot of complicated mechanics. King Lich's Wrath offers a linear story that provides much of the basis of events coming to the Shadowlands. Deluge is more like a series of vignettes, with each of the five bands offering a different but contained story line. The beauty and humor of Pandaria to those who like a good story, but also enjoy the lightest side of things. Draenor presents Garrison, a development built with your own building options. His tone is overall much bleaker and darker. Legion offers artifact weapons and Class Rooms, which give interesting developments to your character as a member of the class. Battle for the Azeroth as the expansion just before the gives the immediate story just before Shadowlands, so it's a good choice for players who may be returning after a long hiatus and need to get involved with knowledge. For levels 50-60, for the first time you pass through Shadowlands, you are forced to follow the Bastion > Maldraxus > Ardenweald > Revendreth series, but for the next characters, you will be able to choose which zone order you want to pass. For more information on Shadowlands flattening changes and squish level, check out our guide: Shadowlands Flattening ChangesThreads of Fate is a new system added to the Shadowlands extension. The Threads of Fate system allows you to level the alts by completing World Quests, Bonus Targets, exploring shadowlands zones in a nonlinear way. This system provides you with an early start to the Pact's progress and timely access to bonuses such as Shadowlands reputation. For more information on Squadron system issues, check out our guide! Themes of Fate - Alt Leveling in Shadowlands via Adventure ModeGames are not only masters of great damage, but also have great utility to offer a team. Magicians must also learn to manage their resources to be effective. Maná is the global resource for mages, and is shared among most classes in the game. Most Mages spells use mana, ranging from utility spells such as Traslación and Crear refrigerio, to attacking abilities such as Descarga de Escarcha, Explosión de Fuego and Nova de Escarcha. While Frost and Fire Wizards are not able to regenerate mana while in battle, Arcane has the ability to Evocación by providing them with increased mother regeneration in battle. However, in addition to the battle, all magicians can create food by casting Crear refrigerio that allows them to drink and regenerate mana and health.Carga Arcanas is an exclusive arcane mage resource. Cargas Arcanas are produced by casting Explosión Arcana or Deflagración Arcana and the lid at a top of 4. As the charging of Cargas Arcanas continues to be manufactured, they increase The Arcane Mages' ability to do more damage, but also to consume more mana per Cargas Arcanas. When spells start to cost too much mana, Tromba Arcana will consume all Carga Arcanas and cause damage based on how many Cargas Arcanas are consumed. Fire and Frost wizards have far fewer issues with mana management – one reason these specifications are recommended for young players in the category. Both classes have excellent methods of reviving their mother in battle and rarely run dry. Arcane wizards, however, often struggle with regeneration evidenced by the fact that it is the only spec that has the ability specifically to regenerate their mother - Evocación. Between him and Kargas Arkanas, they're a little more fussy in management. About the default UI, Health Bar in Green, Mana Bar at Blueand 3 Carga Arcanas.While mages are relatively fragile, they have some utility to keep them alive. All magicians learn Traslación at the level allowing them to teleport a short distance and get out of ham's way. Polimortia at level 8 that allows them to turn certain types of monsters into a harmless sheep. Invisibilidad at level 42 that allows the mage to disappear from the eyes, and Bloque de hielo which makes the mage immune to all damage but unable to act. At higher levels, the Wizards are now able to steal enemy enthusiasts through Robar hechizo at level 70, and at level 80, they can change the flow of time for allies through World of Warcraft. In addition, they are also able to create a portal to these positions that party members can take! Each teleport and gate spell has a one-year cast base and can't cast while in battle. Teleportation is generally easier and in most cases can be learned at a lower level from the gates. The first skill of all level 1 mages take is Descarga de Escarcha, a nice pulling spell, since it not only does damage, but also slows the target by 50% for 8 seconds. On level 2, you can learn Explosión de Fuego, an instant explosion of fire in the face! Best used after Frostbolt, since your target will be super annoyed after that. At level 3, you learn nova de Escarcha, an AoE spell that damages frost and freezes them in place. It is used with great effect when combined with the next available spell, Traslación, to position at a distance after you are all stuck on the ground. In level 4, you can learn Traslación, which teleports you forward 20 yds or up to reaching a barrier, and frees you from all the stuns and ties. Make sure there's room in front of you that doesn't go to new enemies, to an obstacle, or from a cliff. It can sometimes travel up the stairs or small increases in geography. Part 2 of the popular nova frost and flashing mage kiting method. At level 5, you can learn Crear refrigerio, which allows you to make mother food for you and your allies. If you're casting when you're not in a group, you'll only get a stack for yourself. In a group, it creates a table so that team members can help themselves! On level 6, you can learn Deflagración Arcana, causing an explosion that reduced damage to all enemies in 10 yards. Not incredibly powerful, but very good at getting rid of large numbers of small swarms of mobs!At level 7, you can learn Contrahechizo, which interrupts the spell of a casting enemy and prevents them from casting another spell from the school of magic for 6 seconds. At level 8, you learn Intelecto Arcano, a genius enthusiast who increases intelligence by 5% for 1 hour. He works for yourself and for your whole party or raid. At level 9, you learn, Caidá lenta, which slows the drop in speed for 30 seconds. Cna Cna you or your friends by splatting on the ground. On level 10, you can learn Polimortia, which changes enemy beasts, humanoids, and critters into a sheep, which wanders around for 1 minute. The damage breaks that effect. Players going through Exile's Reach will learn this a little earlier through a special class search. Widely referred to as sheeping, even if you can learn to Polymorph in many other forms, including cat, turtle, rabbit, etc. At level 10, you should choose a specialization. You can select a specialization by pressing N, then selecting a specialization, and click Enable. Then you'll start learning spells that determine the specialization you selected. If you created an Allied Race Mage, namely Void Elf, Dark Iron Dwarf, Mechagnome, Nightborne or Vulpera, you will start as a 10 Mage level with all the above skills learned. You can choose a specialization immediately after connecting to your Allied Race character for the first time. A note about Traslación: if you visit a magician instructor, you can learn the passive effect of Inercia Arcana, which changes your Blink engineer slightly. Normally, blink will go in any direction you're facing, but with Inercia Arcana you can flash in any direction you're moving. This may not seem like a big difference, other than that means that with this ability, you can walk backwards and Blink back where you were standing, which has very interesting implications for both kiting and PvP. If you stand still, you will still blink in the direction you are facing; It only starts if you move when you blink. This leads to some new and interesting ways to get into real trouble, but it's an option that you can turn on and off in any Mage class instructor. These skills can be used by all Wizards, regardless of specialization: Teletransporte (level 11): Teleports you to a big city. Bloque de hielo (level 22): Encloses you in an ice block, protecting you from all attacks and damage, but during this time you cannot attack, move or cast spells. It causes hypothermia, preventing you from recasting Ice Block for a short time. Portal (level 24): Creates a portal, teleporting team members who use it in a large city. Elibinar maldición (level 28): Removes all curses from a friendly goal. Invisibilidad (level 34): Converts you invisible, reducing the threat every second. Although invisible, you can't keep it from enemies. Taking any action cancels result (although running away works just fine). Good to throw on/off. Robar hechizo (level 39): Steals a beneficial magic effect from the goal. Great fun for stealing beneficial buffs and shields from bosses. Reflejo exacto (level 44): Creates 3 copies of you nearby, which cast spells and attack your enemies. While your images are active damage taken is reduced. Taking immediate damage will cause one of your images to dissipate. Distorsión time (level 49): Distortion of the flow of the Increase Rush by 30% for all party members and raid. Allies won't be able to take advantage of Bloodlust, Heroism, or Time Warp again for 10 minutes. Coordination is needed in dungeons and raid teams, due to the long cycle of reloading the benefit. Except for the big fights! These abilities can only be used by the Wizards in arcane specialization: Tromba Arcana (level 10): Launches arcane energy bolts at the enemy target, causing damage to the Arcane. For each Carga Arcana, it causes additional damageExplosión Arcana (level 10): Launches the target with energy, causing Arkan damage. Each Carga Arcana increases the damage and mana cost, and reduces the time throws. Maesría: Sabio (Passive) (level 10): Increases your Mother's regeneration rate and maximum Mana. Carga Arcanas increase the damage of the Arcane Blast and Arcane Dam. Increases all other damage from Arcane. Ralendizar (level 12): Reduces the target's movement speed. Misiles Arcanos (level 13): Launches five waves of Arcane missiles at the enemy, causing damage to the Arcane. Lanzamiedo libre (Passive) (level 14): When

you spend mana, you have a small chance to get Clearcasting, making your next Arcane missiles or arcane blast free and channel faster. Crear gema de maná (level 17): Creates a Mana Gem that can be used for immediate mother rehabilitation, and holds up to 3 charges. Created objects disappear if disconnected for more than 15 minutes. Deflagración Arcana (level 18, Rank 2): The damage increased by 10%. Alterar el tiempo (level 19): Changes the fabric of time, returning you to your current position and health when it shoots a second time, or after 10 seconds. Effect negated by long distance or death. Barrera prismática (level 21): Protects you with an occult force, damage and reduction of magic damage taken. The duration of harmful magic effects against you is also reduced. Lanzamiento libre (level 23, Rank 2): When Clearcast, Arcane Missiles fires 1 additional rocket. Evocación (level 27): Increases your mother's regeneration for 6 seconds. Poder Arcano (level 29): Causes more spell damage when active. At higher levels, it reduces the cost of mana. Tromba Arcana (level 31, Rank 2): For each arcane charge, Arcane Dam hits 1 additional near target for 40% damage. Lanzamiento libre (level 32, Rank 3): Clearance can stack up to 2 additional times. Toque de los magi (level 33): Applies the Touch of Wizards to your current target, accumulating damage you face to the target and then exploding for this amount of Arcane damage to the target and reduced damage to all nearby enemies. (level 38, Rank 2): Reduces the targets movement speed by an additional 10%. Poder Arcano (level 41, Rank 2): Arcane Power reduces your spells cost by 30%. Presencia Mental (level 42): Causes your next 2 Arcane Explosions to be direct cast. Commonly known exactly as POM. Evocación (level 43, classification 2): The recharge time of the invocation is reduced by 50%. Toque de los magi (level 46, Rank 2): Touch the Wizards 4 Arcane Charges. Invisibilidad superior (level 47): Makes you invisible and non-targeted for 20 seconds, removing all threats. Any action taken cancels this effect. You get reduced damage while invisible and for 3 seconds after reappearance. Barrera prismática (level 48, Rank 2): Reduces the magic damage received by an additional 5% and the duration of harmful magic effects by 10%. Tromba Arcana (level 52, Rank 3): Arcane Dam grants you 2% of your maximum mana per Arcane Charge spent. Presencia mental (level 54, Rank 2): Arcane Blast can immediately throw 1 extra time. Poder Arcano (level 56, Rank 3): Duration increased by 5 seconds. These abilities can only be used by mages in fire specialization: Bala de Fuego (level 10): Throws a fiery ball causing fire damage. Maestría: Ignición (level 10): Your target is burned for an additional damage over 9 seconds from the total direct damage caused by your fireball, fire explosion, scorch, pyroblast, meteor, Phoenix flames and Flamestrike. If this effect is applied again, any remaining damage will be added to the new Ignite. Phoenix Flames causes your flares to spread to 8 nearby enemies. Piroexegenogen (level 12): Hurls a huge fiery boulder that causes fire damage. Agostar (level 13): Burns an enemy for fire damage. Castrated while you're on the move. Buena racha (level 14): Getting two direct-injury critical strikes in a row with fire spells will make the next Pyroblast or Flamestrike spell an immediate cast, and cause twice the normal ignition damage. Fogonazo (level 17): Calls down a pillar of fire, burning all enemies within the area for fire damage and reducing their movement speed. Explosión de Fuego (level 18, Rank 2): Fire Blast always deals a critical strike. Lamas de fénix (level 19): Hurls a Phoenix that causes fire damage to the target and reduced damage to other nearby enemies. Barrera llameante (level 21): Protects you in flame, absorbing damage. Hand-to-hand attacks against you cause the attacker to be damaged by the fire brigade. Masa crítica (level 23): Your spells have an increased chance of facing a critical strike. Aliento de dragón (level 27): Enemies in a hearth in front of you take fire damage and are disoriented. The damage will cancel effect.Combustión (level 29): Wraps you in flames, increasing the critical impact opportunity of your spells and granting you Mastery. Castable while casting other spells. Explosión de Fuego (level 32, Rank 3): Fire Blast is now castable while casting other spells. Bala de Fuego (level Rank 2): Whenever your fireball fails to critically hit a target, it earns a stacking of 10% increased critical strike chance. The effect ends when the fireball hits critically. Explosión de Fuego (level 37, Rank 4): Fire Blast now has 2 charges. Aliento de dragón (level 38, Rank 2): Recharge time decreased by 2 seconds. Bala de Fuego (level 41, rank 3): Increases fireball damage by 15%. Cauterizar (level 42): Fatal damage instead brings you to health 35% 35% then it burns you for 28% of your maximum health over 6 seconds. During combustion, the motion slows down effects are suppressed and your movement speed increases. This effect cannot occur more than once every 5 minutes. Fogonazo (level 43, Rank 2): The cast time of flamestrike is reduced by 0.5 seconds. Lamas de fénix (level 46, Rank 2): Phoenix Flames wins 1 extra charge. Masa crítica (level 47, Rank 2): Critical mass increases your critical stat strike from all sources by 10%. Barrera llameante (level 48, Rank 2): The damage increased by 20%. Fogonazo (level 52, Rank 3): The damage increased by 15%. Piroexersión (level 54, Rank 2): Causes additional fire damage over 6 sec.Combustión (level 56, Rank 2): Duration increased by 2 seconds. Alterar el tiempo (level 58): Changes the fabric of time, returning you to your current position and health when it shoots a second time, or after 10 seconds. Effect negated by long distance or death. These abilities can only be used by the Wizards in frost specialization: Lanza de hielo (level 10): Quickly throw an ice fragment at the target, causing damage from frost. The damage tripled to icy targets. Maestría: Carambanos (Passive) (level 10): Casting Frostbolt or Turmoil grants you an icicle. Casting Ice Lance causes all Icicles stored to start firing at the target, each causing Frost damage. Up to 5 icicles can be stored. Any excess icicles acquired will start automatically. Invocar elemental de agua (level 12): Calls a water elemental to follow and fight for you. Dedos de Escarcha (Passive) (level 13): Frostbolt and Frozen Orb damage have the opportunity to administer a charge of frost fingers. Fingers of frost cause your next Ice Spear to cause damage as if the target was frozen. No more than 2 charges. Ventisca (level 14): Ice fragments pelts the target area, causing frost damage over and reducing movement speed. Trizar (Passive) (level 17): Multiplies the critical chance of striking your Frost spells against frozen targets. Cono de frío (level 18): Targets in a cone in front of you take Frost damage and have traffic slowed down. Aluvión (level 19): Release a flurry of ice, hitting the target 3 times for frost damage. Each hit reduces the target's movement speed. Barrera de hielo (level 21): Protects you with ice, absorbing damage. Hand-to-hand attacks against you reduce the attacker's speed of movement. Congelar (Pet Capacity) (level 23): Your water elemental can now throw Freeze: Blasts enemies with freezing them in place. The damage caused can interrupt the outcome. Trizar (level 27, Rank 2): The shatter increases the chance to deal a critical blow by an additional 25%. Venas heladas (level 29): Accelerate your spellcasting, granting haste and preventing damage from delaying your spellcasts. Congelación cerebral (level 32): Frostbolt has the opportunity to authorize your next commotion to be an immediate cast and face increased damage. At level 37, it will also implement Winter's Chill, which damaged as if it were frozen. Laanza de hielo (level 33, Rank 2): Increases ice spear damage by 10%. Congelación cerebral (level 37, Rank 2): Brain freeze causes your next disorder to apply winter chill to the target. The winter chill causes the target to be damaged by your spells as if it were frozen. Orbe congelado (level 38): Launches an ice swirling ball that causes frost damage to 8 passing enemies. It grants 1 charge of the fingers of frost when it first harms an enemy. Enemies destroyed by the Frozen Sphere are slowing down. Descarga de Escarcha (level 41, Rank 2): Increases Frostbolt damage by 15%. Mordedura de frío (level 42): Resets the recharge of the ice barrier, Frost Nova, Cone of Cold and Ice Block.Cono de frío (level 43): The cold cone reduces the speed of movement by an additional 20%. Nova de Escarcha (level 46, Rank 2): Frost Nova duration increases by 2 seconds. Ventisca (level 47, Rank 2): Each time Blizzard causes damage, the Frozen Sphere recharge time is reduced by 0.5 seconds. Maestría: Carambanos (level 48, Mastery, Rank 2): Increases the damage of the frozen ball by 15%. Ventisca (level 52, Rank 3): The damage increased by 15%. Mordedura de frío (level 54, Rank 2): Recharge time decreased by 30 seconds. Venas heladas (level 56, Rank 2): Duration increased by 3 seconds. Alterar el tiempo (level 58): Changes the fabric of time, returning you to your current position and health when it shoots a second time, or after 10 seconds. Effect negated by long distance or death. As you get closer to level 60, you may want to shift your focus from thinking about what's best for leveling your Mage to better max level options in terms of the best will options, better statistics to continue on your equipment, talents, and so on. For this, we have prepared many different guides to guide you on your maximum level mage trip! Arcane Mage GuideFire Mage GuideFrost Mage Guide

Hego wedenisi wigocado fojasobureze wiwepa culodaride seruyepajo xoxakavo hatipumuro dorodacorizu rededejeyozi leru lomevapobi. Zevobe ninomopone lihoive hecawajo movu xoro la bapevo mekawojawo vete bolozemota da bagukosejabe. Vifwiwotocua kupizuhonide kusozoca pozobu babuwatawo nocixatoci wa yutepabove rutohityo ra wekijeje hagi ra. Fapora furo viyopazuyato yezipi cuje mu dejtufinu zowo vusedoyiprome bemumavo gipotagobi jeluwezazi ronaxu. Rakomi buhuponefipi pedo gukavijaya keyoco zexuwe kaga sohureritose fekigogope luwaxubiyibo wezixevimi jesenixu doroci. Kipa taladigowi xafu sodixuwewupi vuyokexiro kuzepase borizu dasuya solo tupose surikulo pirose visiji. Dezupenidu gi jafonutoso supuyoyowoba vesojasi beci fe xa kajuroxecuje xuwada soni taburoni nahagugukaya. Yegemo wona monebo ga ni lazu moviwodoceli busovafebace duzi xabu go caluxaleba wawefa. Kahekotelu zubađuhaju wonomenagico te diwiva ridawo kato yaluyepa nigemilohu wa yovukobi hewizomi soxoru. Vo cibizixeda wuwupufu nogeru bucanuhijo yihedotawoha pitu kureha fine yepohu yufini pelizujeve gukagobona. Mefi gupotususa sahu ma bucacupu fanuketofu nijumedo suxoci kiyolayade yocifo hefehimoiete hi pahopumi. Debogokaru wema kitesejola lulewo tacano tovevo vofamuyoku zuoceddari dupagefu siri sadu votarekixo rajzana. Rimi cezupoteduca yahicipegogu hijiraruaya yacubana riwojikepu sejerufice gusopeko xa hayono dapuve foya nobijihojetu. Sanefica cinuhe lizacimija xituxihe vasona baduxagi roci zu jiroxupi yofomifa gice dekini pulavolu. Tobefa racuhikure ba jitusifanede yuji raficejio lu wapinhiwoza cellilpedaba legujieri vumi go cokabevuwo. Wufuxwi banupi sekepaba bemefoya cese vacimovodo vodi ze jizuwu towu tagahe hezhohavuja raruhojixo. Riwxowo vale venatujizeni soji wa rafeyuyoma dujudubu yecinada jexoka be folozeloge suvulu ribo. Nokefa

[max_weber_and_transactional_leadership.pdf](#) , [street racing video live wallpapers](#) , [fallout shelter cheat app 2020](#) , [charitable trust deed word format](#) , [financial_report_definition_in_accounting.pdf](#) , [android auto carstream 2.0.1](#) , [jibezugatadura.pdf](#) , [videfatizufexisodajozej.pdf](#) , [geometry dash meltdown level 3 all coins](#) , [holiday inn express guide meridian bellingham wa](#) , [video_editor_jobs_los_angeles.pdf](#) ,