



Arcane mage leveling guide

Your guide is awesome, you can say that you are a very good and experienced player, but I think there is a big mistake in it. You have decided to talk only about ace levelling, and that will absolutely not happen when the classic starts, because of the population. It would be better if you were to update this guide with a single targeting guide, which would be much more useful and realistic. I'd love to see it. Although it's just my opinion. Thank you for your information and experiences :) Wow Krug, great guide! As someone who has never played in Vanilla, I am very excited to start my journey! For someone with only vague memories of what vanilla was, this will be an invaluable help for the levelling process. Thank you, Krug! Is there a reason to raise Frost Nova? As far as I can remember, it only increases the damage with each rank. And the damage isn't as great as our other AOE spells. So what is the reason for the update? Don't forget some +Frost Magic Damage equipment! Very helpful, so you want the Azure Silk set to ;) so arcane explosion will have no casting time when classic servers start?advise they plan to remove all annoying parts from the get-go so as not to lose people in the first months. Reason, I vividly remember speculating on that when I ran around Saldean's farm in Westfall and my reduced throwing time on a Wolf Kinda strange guide, starting from talents and stat weights. I understand that people have different playing styles and all that, but I still don't understand why you don't choose arcane meditation and imp Frostbolt at 60, but put points in talents like magic wand spec, arcane resilience, smashing. But the thing that makes me wonder even more is - why will anyone ever put magic power in first place while levelling? There are only 3 magic spells that have 100% magic coeff: Fireball, Pyroblast and Arcane Rockets (100% per cast, not per rocket). With everything that's said, you'll need gona 24 Spell Damage (aka Spell Power) to get only +1 more damage on your Blizzard tick, for example (4% spell coefficient per tick). And 24 Magic Damage is really a big deal with items with 5-10 spd on average until the late 40s - early 50s. Great leadership. Thanks to great leadership. Thanks to great leadership. Thanks to great leadership. from the snowstorm and do less rank frostbolts or Blizzards resist more? Does snowstorm have sporadic every second or is the whole channel crit/not crit? Thank you very much. I me as a frost magician and as a fire/arcane magician in vanilla (two different servers). Frost gives you more survivability (especially after the Frost Barrier Talent). But I found leveling as fire/arcane better suited to my playing style. Fire/arcane is also a good build for pyp, especially if you have the Presence of Mind (PoM) talent in the Tree. So if you don't want to go frost for your magician, here's my view of a fire/arcane. Start in the Fire Talent Tree. The goal is to grab Pyroblast as quickly as possible. This is one of the biggest damage spells in the game. When you start a fight with Pyroblast, you have a good advantage over normal mobs. Switching to arcane is fine now, but you will be below average compared to a full fire specification. You may want to respect Fire/Arkane at level 41 if you are able to have both Pyroblast and PoM. After you pack PoM, proceed arcane to the last Talent Arcane Power. Then you can grab a few more fire talents. This is not a build for everyone. Frost can be more consistent. But if you don't like Frost, this could be an alternative. This is a build for ace solo xp. It is the best build for leveling. The big problem is that you will not be able to be able to use the population server all the time. So I think the solo target build is the best at the beginning. In a Pvp server, Aoe Build is to be avoided because player who wants you gank, the single target becomes more usefulCya. The Mage Class Quests section has a typo in the item ID of one of the rewards. Icefury Wand, Brain Hacker or Ragefire Wall from Mage's Wall (Level 30)Brain Hacker is a 2h axe, lol. It has an item ID of 1263. The right item is #11263, the Nether Force Wall.FYI! Thank you for having just started as a magician and this will be invaluable. yes FYI Duskwood is not meant for level 10-30, his 20-30. Go there at level 10 and you will die! If you recommend saving money for your class assembly at 40, you should add a note about how much they cost. Free for Paladins and Warlocks, but any other class must buy theirs. RE: Mage Leveling - Higher ranks of Frost Nova do not increase the damage done (not least in any case), root time or spell range. They literally cost just more mana. Keep rank 1 to save a bit of gold and give you an easier escape if you have little mana. RE: Mage Leveling - Higher ranks of Frost Nova do not increase the damage done, root time or spell range. They literally cost just more mana. Keep rank 1 to save a bit of gold and give you an easier escape if you have little mana. For magicians, you can save money on Frost Nova. The higher ranks only deal a little more damage and cost a lot of extra mana. Leaving it at No.1 saves money and gives you a better escape when you get short. Why does this 3/3 in Imp Blizzard? Should specify only 2/3 so that it does not overwrite Cone of Cold s slow. Why does this guide 3/3 go to Imp Blizzard? Should specify only 2/3 so that it does not overwrite Cone of Cold s slow. Cone of Cold lands a when enemies are frozen? The closest I find is the Shatter talent, which has even been capitalized as if the talent had been hinted at, but you don't put any points in it. I'm just confused as to why everyone says it should crunch if it's not for me or my husband. Great guide! Do you have certain weight values or a pawn cord for the stat weights? The standard farmer frost mage scales prefer endurance over int, which is not ideal. Important notes Can be found here for our updated for Shadowlands and beyond. Patch 5 (Mists of Pandaria) is live. Although this page is updated for the latest Cataclysm patches, it is not updated any further. For the latest updates, including in Mists of Pandaria and beyond, see: Our latest Mage leveling guide. This is the page that will be updated for all future patches and extensions. If you have a link to this page, please change it to the new page. Magician's Overview - An overview of the magician, including specifications and general details. Arkaner DPS Guide - for PvE content, instances to raids. Arcane PvP - A glass cannon, but if you have a good team. Fire DPS Guide - In M by P Frost Raid should be worthy. Frost PvP - the Mage PvP specification. This page is likely to be abandoned for legacy reasons. Changes come with Mists of Pandaria. Now we return to your regularly scheduled guide: The WoW Mage: Contents Introduction Mages are a tricky class to measure performance, especially in leveling speed. Put a magician with the best possible equipment in the hands of an amateur and you have one of the worst levelers in the game. On the other hand, with an experienced player behind the class it will be a pretty efficient leveling machine. Much of the blame for this can be placed on the relatively complicated talent trees. Unlike many other classes where the choice is generally quite obvious for each level, mages have a whole bunch of talents that \*sound\* good and \*look\* good, but are definitely not good. Some are better for PvP, which is great unless you don't like PvP. Ditto for groups. Some skills in kiting and manipulating multiple mobs are also necessary, especially with Fire. Sheep are your friends, at least until you kill them so, so this guide is here to help. In addition to overcoming the hump of what to follow talent building and general progression, I will also cover the statistics really want to maximize efficient damage performance. Buffs and Nerfs: With the 4.0 patch, magicians got a lot of love and did crazy damage. Natrually a hotfix changed that. Raiders are concerned about spell use and mana efficiency. This week's answers to what is not builds here aren't the best? questions, so the builds here aren't the current What is not builds with which they can work. Also remember that Fog of Pandaria will change everything in terms of talent and mana usage. Quick Mage Leveling Guide This is the short version of this guide. For more details, see this section. Race: It doesn't matter much. If you really want to be efficient for the PvP or PvE endgame, then... Alliance PvE: Draenei (for the Hit) Alliance PvP: Man (Escape) or Gnome (Mana Pool & amp; Escape) Horde PvE: Orc (Blood Rage) or Troll (Berserking) Horde PvP: Orc, Troll or Undead (for escape.) Spec: All specifications level fine. The builds to which glyphs are also linked. Stats and Gear: Endurance at low level After that, Int above all no mind, no agility, no strength. If you find direct damage equipment (e...B.: +Fire Damage for Fire Mages), then use it. At higher levels hit is always good Fire likes Crit, a lot. All magicians like haste. Silence only when you're PvP. Gems & amp; Enchants: Keep in mind that you're getting out of your gear quickly, so you'll only get expensive gems when you're rich. Int Gems Only (Brilliant Gems) Cheap Enchantments: Stam, Int, Spellpower. Heirloom equipment can accept any spell that can be applied to an iLevel 1 item. If you like this guide, how about sharing on the toolbar below? Go to => Top - Quick Guide - Race - Fire - Frost - Arcane - Stats - Other - Level Faster Race Choice for leveling Mage Wtih the arrival of the Cataclysm expansion the different classes are open for more races than ever before. The tauren, however, are left out. Maybe in WoW 5. Really, the best choice for race is to choose the one that suits your game. If you want to get every last bit of efficiency, then some decisions have advantages as a magician. Orcs and trolls are probably best for raiding, draenei is the next one. For PvP Orc (Enrage & amp; Stun resist) or Human (Escape ) although Gnome & amp; Untote are used. Skill, however, counts more than race. Alliance for the Alliance, the Draenei can best for PvP, with their escape skills. Diplomacy is nice when you're going to win faction at some point, and there's so much going on beyond level 60 a faction... That's nice if they ever want to win rep and not so much if you don't care. The spirit is now useless for magicians, and so is the heightened spirit of man. Once, Man had improved Steath detection. That's gone. Gnome: As humans, better for PvP due to their escape Ability and small size. Previously Gnome Int had increased, now they have an elevated mana pool, which is certainly of interest to any caster. Technical skills do not help with casting, but this skill can make some nice gadgets that will help. Draenei: A small cure is always handy for a class that has no healing. Draenei get a self-only + 1% to meet with spells. Not so useful for leveling, but nice for PvP and more beautiful for raids, where every little Bit Night Elf (Cataclysm) helps your Shadowmeld ability has its use when leveling or pyping and can drop Aggro in instances and raids. Jumping out of hiding to blow away has a definite PvP value. A little harder to hit is also sometimes nice when levelling or in PvP. Again, not much use at Raiding. Faster movement while camouflaged is ideal for your fellow villains, but you don't do stealth. Dwarf (cataclysm) stone shape is beautiful in PvP and occasional use elsewhere. Worgen (Cataclysm) Can move periodically fast, which is generally a nice skill. Crit chance has increased, the general use. Horde for PvP? Troll or Orc for PvP? Troll or orc for insult or undead for will of the abandoned. Undead: Will of the abandoned. Undead: Will of the abandoned is a nice PvP? Troll or orc for insult or undead for will of the abandoned. for some quests, especially in Northrend. Troll: Berserking increases your throwing speed for a few seconds, which is always nice. Beast Slaying is a nice little bonus for leveling, but quite useless elsewhere. Voodoo shuffle is a help in PvP, but situal elsewhere. Blood Elf: An increase in the Enchanting skill doesn't make sense directly, but singers get some self-only 'songs that are nice. Arcane Torrent is of little use as it doesn't return much mana and the opponent must be close to it for the silence to work and casters will rarely be so close (although DKs might be...) Orc (cataclysm) blood rage increases spell power as well as attack power No useful magician-specific abilities, although the increased resistance to anesthesia has some general use. Goblin (Cataclysm) Increased results from healing potions has its use. Tauren (nope) cattle discrimination? Racism? General Tauren Policy? No magicians here. Huge, war-torn, furry Tauren things can't be magicians at this time. Go to => Top - Quick Guide - Race - Fire - Frost - Arcane - Statistics - Other - Level Faster Talents and Cataclysm Mage Leveling Builds At Level 10 to select your first talent. When you do this, you are trapped in your choice of specialization. Until you spend 31 Talent Points, branch out to other areas. Note that you don't actually have to buy the top tier talents to branch out, you just need to spend the 31 points. Mastery is an unworkable skill that you can access after reaching level 80. Gear will come with Mastery rating, which will increase the Mastery effect similar to Crit do it now. You no longer learn multiple spell levels. You buy the spell once and it scales as you level. What specification? Fire and Arcane do a lot of damage, but have few survival or control abilities. Not recommended for PvP unless they have crazy skill. Frost is definitely the best PvP build, with decent damage, plus good control and survivability. If you're on a PvP server, consider Frost as the first choice for leveling, otherwise fire or arcane. Our generic recommendation for the new magician? Go Frost, for survival abilities, although Fire or Arcane will level well and often destroy the enemy before it comes to you. Fire Leveling Spec - For if you just need to burn things. Burn baby, burn. Pure Flame Damage, Burned Earch and all that. Fire has periodic effects, is designed for multiple targets, and has motion buffs. Run and burn, baby! More than most other specifications of any class, fire mages are supposed to deal damage along the way. Your Fire Specialization increases the damage of your Fire Spells by 25%, and Mastery: Flashburn increases damage from all of your periodic effects by a reasonable amount. (Click to see this build) 2/2 Improved Fire Explosion - more range and more reviews, all in one. 2/2 Master of Elements - your reviews, a Your reviews cause the target to burn for a short time Blastwave - Area Effect Burnination Hot Streak magic crits have a chance to make yor next Pyroblast instant and free. 2/2 Improved Scorch - Doesn't eliminate the mana cost of Scorch 1/2 Cauterize - shots that would kill you. But you're burning. Burning - Consumes all periodic effects on your target, blows them up and applies another periodic effect. 2/2 Enhanced Hot Stripes - every time you criticize twice in a row with your non-periodic spells, you have a chance to trigger Hot Fire Starter - your melted armor spell allows you to re-shoot fire in a cone when moving 2/2 Cauterize - completing #9 Dragon Breathing - 3/3 Melted Rage - Increases Damage to Low Health Targets 1/2 Improved Flame Strike - Reduces Flame Strike Throw Time and Gives Blastwave the Chance to Trigger Flame Strike 3/3 Critical Mass - Living Bomb and Deal more damage, Pyroblast and Scorch make your opponent a bit more vulnerable to Spell Damage 2/2 Pyword --Increase spell shaves by a small amount if three or more targets suffer from your periodic damage live bomb - your target suffers periodic damage, then explodes and you can now take talents from the other trees 3/3 Burning Soul - reduced Time lost by attacks against you. Completion #3 2/2 Stroke - Gives your harmful spells a 10% chance to reset the cooldown to Fire Explosion and get the next fire blast you throw to stun the target for 2 seconds and spread firing-depressing fire damage over time to close enemy targets within 12 yards. 2/2 Improved Flame Strike - Completion #16 3/3 Piercing Ice - Increases The Crit Chance of Spells by 3% 2/3 Netherwind Presence - Increases Spell Haste by 3% Glyphs: You'll get one each from Prime, Major, and Minor on levels 25, 50, and 75, for a total of nine. Prims are usually direct help for damage, major are utility glyphs, minors are more likely to be moral benefits. In the builds you will find suggested glyphs. In the equipment department you will find recommended enchantments and buffage. Glyphs are constantly learned it. It has been added to your glyph list. This means that you can exchange glyphs depending on the situation or experimental text. You need disappearing dust to swap glyphs, and you can get it from your label supplier. Glyphs are beautiful, but not important for leveling. If they're overpriced for your available gold stash, don't worry about it. Speaking of gold, if you have more than in our Gold Guide for some tips that should help increase your character's cash flow. Glyphs: Level 25: Glyph of Pyroblast Increases the critical hit chance of your pyroblast spell by 5%. Glyph of Frost Nova - Your Frost Nova targets can take an additional 20% damage before the Frost Nova targets can take an additional 20% damage before targets can target before targets can target before targets can target before target before targets can target before ta minors. Level 50: Glyph of Fireball - Increases the critical hit chance of your fireball spell by 5%. Glyph of Ice Block. - Your Polymorph: Sheep conjure polymorphic target into a monkey instead. Level 75: Glyph of Melted Armor - Your Melted Armor grants an additional 2% Spell-critical Hit Chance. Glyph of Polymorph - Your Polymorph Spell also removes all damage over time effects from the target. Glyph arcane Brilly - Reduces the mana cost of your arcane brilliance spell by 50%. Click here to go to 85, quickly go to => Top - Quick Guide - Race - Fire - Frost -Arcane - Statistics - Other - Level Faster Frost Leveling Spec for Cataclysm Freeze your enemies and smash them. A lot of survival here as well as opposition, through slowdowns and freezing. Less damage than fire, but much more control. For this reason, many people recommend frost for leveling. Your special skills for Frost Go are: Summon Water Elemental - You'll get this as soon as you pick Frost Frost Specialization - you'll pick this up immediately and it gives you +25% frost damage to frozen targets. Additional mastery rating increases this damage. If you've spent 31 Talent Points, you can branch into the other trees, until then you're locked in the Frost Tree. Frost Leveling Build (click to view this build) Piercing Ice - Rank 2/2 - Reduces the throw time of your Frost Bolt spell by 3%. Early Frost - Rank 2/2 - Reduces the throw time of your spell by 3%. Improved cold cone - Rank 2/2 - Your cold cone freezes also for 4 sec. Piercing Chill - Rank 2/2 - Your Frostbolt Critics apply the Chill Effects reduce the speed of the target by another 4% and heal the target. In addition, your water elemental will be healed for 5% of the amount dealt out if you have dealt spell damage. Fingers of Frost - Rank 3/3 - Gives your offensive chill effects a 20% chance to grant you the Finger of Frost spell look like your target is frozen and increase the damage of ice lances by 25%. Fingers of Frost can accumulate up to 2 charges and last 15 sec. Icy Veins - Rank 1/1 - Accelerate your spell speed, increase spell speed by 20%, and reduce the pushback suffered by malicious attacks while casting by 100%. Takes 20 sec. Improved Freeze - Rank 1/3 - Gives your Water Elemental's Freeze spell a 33% chance to grant 2 charges of Frost's Fingers when it hits enemy targets, Cold Snap - Rank 1/1 - When this spell is activated, it will end the cooldown of all the frost spells you have recently cast. Freeze Brain - Rank 3/3 - Your spells with deterrent effects have a 15% chance that your next fireball or frostfire bolt spell will be cast immediately and will not cost a mana. If Frostfire Bolt is instantaneous, it can benefit from Fingers of Frost. Brain Freeze cannot be triggered by Frostfire Bolt. Enduring Winter - Rank 1/3 - Reduces the mana cost of all spell rewrites by 3%. In addition, your Frost Bolt Spell has a 33% chance to grant up to 10 Party or Raid members Manare Generation equals 1% of their maximum mana over 10 seconds. Ice Barrier - Rank 1/1 - Protect yourself immediately and absorb damage. Lasts 1 min. While the shield holds, spell throwing is not delayed by damage. Shatter - Rank 2/2 - Multiplies the critical hit chance of all your spells against frozen targets and increases Frostbolt's damage against frozen targets by 20%. Ice Floes - Rank 2/3 - Reduces the cooldown of your Frost Fireball - Rank 2/2 - Your Frost Fireball gets a chill effect that slows targets damaged by the Frost Fireball by 40% for 2 seconds. In addition the speed of targets that are slowed by a further 20% due to the cooling effect of vour frost fireball - Rank 3/3 - Completion #8. Frost Fireball - Rank 3/3 - Completion #14 Improved Freeze - Rank 3/3 - Completion #8. Frost Fireball - Rank 3/3 - Completion #8. Frost Fireball - Rank 3/3 - Completion #14 Improved Freeze - Rank 3/3 speed of targets slowed by the cold effect of your frostfire bolt by another 20%. Deep Freeze - Rank 1/1 - Stun the target for 5 sec. Can only be used on Frozen targets. Causes damage to targets that are permanently immune to numbing. They are level 69 and have spent 31 points. You can now branch off into the other trees. Ice Shards - Rank 2/2 - Adds a chill effect to your Blizzard spell. This effect reduces the target's movement speed by 40%. Takes 2 seconds also increases the range of your ice lance spell by 5 yards. Master of Elements - Rank 2/2 - Your spell critiques will refund 30% of their basic mana cost. Netherwind Presence - Rank 3/3 - Increase your spells by 3%. Burning Soul - Rank 3/3 - Reduces the throw-through time lost by malicious attacks by 70%. Glyphs: You get one each from Prime, Major, and Minor at levels 25, 50, and 75, for a total of nine. Prims are usually direct help for damage, major are utility glyphs, minors are more likely to be moral benefits. In the builds you will find suggested glyphs. In the equipment department you will find recommended enchantments and buffage. Glyphs are now learned it. It has been added to your glyph list. This means that you can exchange glyphs depending on the situation or experimental text. You need disappearing dust to swap glyphs, and you can get it from your label supplier. Level 25: Glyph of Frost Armor - Your Frost Armor also causes you to regenerate 2% of your maximum mana every 5 sec. Glyph Slow Fall - Your Slow Fall spell no longer requires a reagent. Level 50: Glyph of Ice Lance - Increases the damage of your Ice Lance Spell by 5%. Glyph of Frost Fire Increases damage from your FrostFire Bolt by 15%, and your Frost Fire Bolt now deals 3% additional damage over 12 seconds, stacks up to 3 times, but no longer reduces the victim's movement speed. Glyph of Ice Barrier - Increases the damage done by ice barrier is absorbed by 30%. Glyph of Summon - Reduces the mana cost of your spells by 50%. Click here to go to 85, quickly go to => Top - Quick Guide - Race - Fire - Frost - Arcane - Stats - Other - Level Faster Arcane Spells damage by 25% Mastery: Mana-Adept: Increases spell damage by the amount of mana you haven't dealt. The more mana not used, the more damage. The mastery rating increases this percentage of additional damage. Arcane Leveling Build for Cataclysm 3/3 Netherwind Presence - Increases spell speed by a small amount. 2/3 Arcane Concentration - Chance for your next spell to cost 0 mana. 2/2 Improved Arcane Missiles - More Rockets 3/3 Torment the Weak - More Damage to Your Snared/Slowed Targets Presence of Mind: When Activated, Your Next Spell Will Be Instant. Put this in a macro with one of your workhorse spells. 2/2 Arcane Currents - Reduces the cooldowns of Mind Presence, Arcane Power, Invisibility and Evocation 2/3 Prismatic Camouflage - Reduces damage taken by a small amount and reduces the fade time of invisible arcane tactics - Increases the damage taken on your shields increases your own damage. In addition, nearby enemies are knocked back when the shield is destroyed. 2/2 Improved Arcane Explosion - faster cooldown, less mana used, and much less threat 2/2 Arcane potency - 15% greater Crit chance for your next two damage spells after winning clearcasting or presence of mind slowly - slows down movement speed, range attack speed and throwing speed. 2/2 Nether Vortex - (requires Slow) Your Arcane Explosion is now Considered Slow if no other target has already been slowed down. 2/2 Improved Mana Gem - Use of Mana Gem - Use of Mana Gem - Use of Mana Gem also increases the magic power 2/2 Missile Barrage - Faster Rockets 1/2 Improved Flash - Move Faster After Flashing. Arcane Power - more damage at higher mana costs. They are now level 69 and can branch off onto the other trees. 3/3 Piercing Ice - Chance to crawl with spells is increased by 3% 2/2 Master of Elements - your reviews refund some Mana 3/3 Burning Soul - reduces the time lost (when casting) malicious attacks by 70% 2/2 Invocation - More Magic Power after a spell has been interrupted. Prime Glyphs'S'T'Sen Rockets - Increases your Arcane Rocket Spell Critical Hit Chance by 5%. Glyph of Arcane Explosion - Increases damage from your Arcane Blast Buff by 3%. Glyph of Arcane power is active, the global cooldown of your flashing, mana shield, and mirror image is reduced to zero. Glyph of 'Evocation' - Your evocation ability also causes you to be 40% health over its duration. Glyph of Polymorph Spell also removes all damage over time effects from the target. This is great in group situations (including PvP) where targets might have DoTs on them breaking the poly. It is less useful when solo. Small GlyphGphen Glyph of mirror image - your mirror images throw arcane explosion or fireball instead of frostbolt depending on your primary primary Tree. Glyph of Summon - Reduces the mana cost of your spells by 50%. Glyph of Armor - Increases the duration of your armor spells by 30 minutes. Click here to go to 85, quickly go to => Top - Quick Guide - Race - Fire - Frost - Arcane - Statistics, etc. The most important stats for each Levelng magician are intellect and stamina. These two statistics improve two things no magician is ever satisfied with: Health and Mana. Fortunately, it is easy to find pieces of fabric that contain at least one and often both of these values in large levels. Primary statistics of your int now determines your magic power and influences your Crit rating, not just your mana pool. Int is, by far, you most important statistic, for every taste of magician (and every caster.) Endurance - you need enough to stay alive. Strength? For what? To keep a heavy staff? Skip it. The same applies to agility. Agility adds dodge and armor, but not enough to search. Spirit, with 4.0, has pretty much zero use. Secondary Stats - Don't sacrifice Int to get one of these stats, and don't worry too much when leveling, although a hit might be nice, especially if you're making dungeons. Hit rating is pretty important for all magicians, especially in PvE, but it doesn't really appear on your gear until the high end. Spellpower doesn't really appear much on gear up to the high end. enchantments. Nice if you can get it. Some equipment has Fire/Frost/Arcane Damage as a stat. That's good stuff. Crit Rating - Crit is very important, if still beautiful, for the other mage specifications. Haste - Another value that usually appears at the high end of the level range. Good for all magicians. Reforging Find a piece of equipment that looks good, but does this icky score in the wrong rating? Reforge it. With reforging, you can take 40% of Rating A and change it to Rating B. Basically, you can't reforge before 80 and you shouldn't worry about it until you get into the Endgame PvP and Instances/Raids. Buffs You have Arcane Int as a nice int buff and you can get scrolls and foods to buff your stamina. Stam rolls are usually dirt cheap these days, so buy a bunch or talk to your friendly, neighborhood inscription expert. The better you are, the faster your leveling will go. Maintain your armor and int spells along with any other buffs appropriate to the situation (e.B. Foods of certain species buff their stamina at low levels and other values at higher levels. Cook or keep an eye on the auction house for interesting foods. Check WoWhead.com for current recipes that match their level. Also, the prices and availability on the AH vary wildly, so remember that when shopping. Scrolls add to your Stam or Int and are usually very cheap to buy, but with 4.0 they are considered a Kampfelixian and will not stack with other battle elixirors or potions. Potions can add to various statistics as well as restore health and/or mana. Consider herbalism and alchemy to keep vourself in pots as vou level. Ouest Rewards - From time to time, a quest reward will provide a buff or buff ingeum item. An example is the troll in the cage at Camp Tauraio, who will give you in return for Undead Potions Against Undead. Gemstones and enchantments you will not see plinth equipment very often, at all, up to 60+. If you have the gold to buy gems, then stick to Int gemstones, otherwise skip them. Some enchantments are handy, but they can be very expensive. How much gold do you have? On lower levels, I'm looking for really cheap enchantments. Buying the expensive is pointless if you're out of this aisle soon. If you're pvPing in competitive BGs, then some enchantments, especially stamina, might be desirable. Go to => Top - Quick Guide - Race - Fire - Frost - Arcane - Statistics - Other - Level Faster Leveling Tips The general routine is this: Keep the opposition within maximum range wherever possible and blow away. Use Frost Nova when the mob gets too close, blink, get some range and blow it away. You'll probably have a magic wand for the rare times when you or your partner refueling it. Something that shows you how the way helps them. Food - Keep well stocked. Regular foods are great when you need to recover a lot of HP. Drinks stop your mana. Your Create Water & amp; Create Food are free, use it. You can usually find drinks that recover more mana than the spell in certain level areas, so grab them when appropriate, but again... the spell is free. :) First Aid - An essential skill, too bad there is no first aid for mana. Keep it maxed. Crafts - skip the craft trades unless you have a ton of cash. If you want to do it, and you don't need to collect things to sell, then there are a few good combinations; herbalism and alchemy - you'll be able to drink lots of yery useful potions with the stuff you collect that keeps your cost far below. Skinning and mining (or herbalism) - is a great money making combo. Also builds Stam and Crit. Tailoring and enchantment - Enchantment is very expensive to level. However, you can use it here to create many disenchant excess items that you make with tailoring. The created mats are sold for more than the items. Or save the mats and use them for the enchantments. By the way, some garments sell at nice prices. Wands - these aren't quite as useful as other Caster classes, as they usually run mobs towards you instead of away from you (fear spell, but if your tank holds Aggro and you're low on mana, then then are great, even if you won't use them very often. In addition, they usually come with useful statistics. Gear - Stam, Stam and more Stam. With some int when it comes to the Stam. Get the biggest bags you can afford. Carry plenty of food and bandaids and drinks. Once your survival is nupteric, start stacking as much int as possible. Bank old- make a bank old, so you can email your stuff and level it again. Yes, you can 'port to the city, but 'Porting back to your leveling area is not guite that easy. Develop eyes in the back of your mind, especially on PvP servers. It's not that you can't take it. See what comes before it surpirs you and learn to love the Frost Nova and Blink Combo, especially if sneaky things are about. Once you have the right build for your magician, consider a fully blown magician-level guide for the most effective (fastest) leveling. Why? With thousands of guests and a million mobs to grind the journey to 85, it can take a while. A long time. An in-game leveling guide automates almost the entire 1-85 path for your magician. Start from each level and use Dugi's to blast to the target. Heck, you can even conquer a few levels in the battlefield's dungeons and PvP. Dugi's guide will show you where to go and what to do. It automatically updates and progresses as you complete tasks and quests, automatically set a waypoint arrow (always shows where to go next) and includes all the important quest information. You'll probably never have to look at your quest log again, let alone stop searching a website in the middle of the game. Note: Dugi's is now fully Cataclysm 4.3 ready, so snap your copy and put all your friends on 85. Learn more here.

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