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Wow classic mage best talents

This in-depth Vanilla WoW Mage Guide contains Talents, Consumables, Stat Priority, Pre-raid gear, Enchants, and everything else you will need as an aspiring mage! Talents For 5-man instances and 20-man raids, my preferred spec is the max DPS Fire build:Fire Combustion 17/31/3 There are certain mobs that are resistant to Fire in the Blackrock Mountain instances, but just use frost spells against those mobs. Enjoy playing Fire while it lasts, because the moment you start to venture into Molten Core, you won't be playing Fire anymore for a very very long time. For Molten Core and Blackwing Lair the only sensible option is frost. There are 2 frost-options. The Winter's Chill-stacking spec, and the Arcane Power-frost spec.Winter's Chill 19/0/32Arcane Power-frost 31/0/20 Winter's Chill adds a 10% crit chance to all Frost spells from all mages in the raid. It is a must that there is at least 1 mage in your guild who joins the raids with these talents. It is a common procedure that the newcomers in the guild get asked to spec Winter's Chill while the better-gearred mages use the Arcane Power variant. However, having some of the most experienced mages use Improved Blizzard is probably the best way to progress through the Suppression Room in Blackwing Lair. This probably should not be left in the hands of the newcomers. Having all mages spec into Winters-chill Spec (or some variant) can also be useful when your guild is trying new content where there is raid-damage involved. Having Ice Barrier and Ice Block will take some stress off the healers. The longer the raid survives, even if you're not getting the kill, the more up-time you have on the encounter to learn and adapt to the mechanics. For Ahn'Qiraj Temple and Naxxramas, you will be using Fire Combustion in most of the raids. For some fights, frost talents really help out, but if your guild has started Naxxramas, you hopefully won't have much use for tips on what to spec anymore, so let's just skip that. Consumables Depending on which raids you are doing, some of these consumables may be considered over-extending a little bit. However, here's a somewhat full list of the consumables that I bring to AQ40 and Naxxramas raids: Standard consumables: Extra for specific encounters: Stat Priorities We have 3 aims for collecting our stats, listed from most important to least important. Increase the damage of our spells, as to increase our DPS Increased Spell DamageChance to Critical Hit with SpellsChance to Hit with SpellsSpell Penetration (not worth collecting for PvE) Increase our mana pool and regeneration, as to increase our dmg till oom. IntellectSpiritMana every 5 seconds Increase our survivability, as to allow us to continue to deal damage I strongly recommend downloading the addon Theorycraft. This will expand the in-game tooltip of your spells and give detailed information about the items you're wearing and their effect on your spells. Increased Spell DamageAn item that increases Damage done by Spells and Effects by 21 will not add 21 damage to all spells you cast. You have to look up the Spell-coefficient for our spells to see how much of your spell damage will benefit the various spells. The Theorycraft addon will actually show this while in-game, but for the sake of examples here are a few: 81.4% Frostbolt100% Fireball42.8% Fireblast42.8% Scorch14.3% Arcane Explosion So with the example of 21 spell damage increase, you only see the full 21 damage on fireballs. Every arcane explosion will do 3 more damage to each target affected (which adds up of course since it may affect many targets at once), Chance to HitAs a caster you will -always- have a 1% chance to miss with your spells.But also the level difference between you and your target adds further chances to miss. Assuming you're level 60:Target level 60 = 4% chance to miss. 3% chance to Hit is needed for the cap. (PvP)Target level 61 = 3% chance to miss. 4% chance to Hit is needed for the cap.Target level 62 = 6% chance to miss. 5% chance to Hit is needed for the cap.Target level 63 = 17% chance to miss. 16% chance to Hit is needed for the cap. (PvE) Raid bosses are level 63, so our aim is to end up with a 16% chance to Hit.You will gain a 6% chance to Hit from talents, so the last 10% must come from gear. Chance to CritOne misconception about Chance to Crit is that 1% more chance to Crit means out of 100 casts, an additional one of them will crit. But that's not exactly how it works. Every time you add one more 1% chance to Crit, you have to factor in your resist-chance into the calculation to see what it actually ends up changing. If you have a 10% chance to resist a boss, then you will have a 90% chance to hit it, in other words.So if your crit chance is 20%, then only 90% of those will land on the target, and so the final amount of Criticals would be:20 * 0,9 = 18 spells out of 100 casts will be a Critical hit. I've made this Calculator to compare your items and see how much more valuable +Chance to Hit really is. Every time you get another 1% Chance to Hit, you reduce the number of Resists you do on a boss, and you also increase your Critical hit chance, because you enable another spell to potentially become a Critical hit. Spellcaster Damage Calculator Spell PenetrationDecreases the Magical Resistance of your targetA simple rule of thumb is that each 10 spell penetration adds a 2.5% DPS increase on average, assuming the mob has any resistance in the first place since it isn't possible to reduce enemy resistance to below 0. In Raids it is usually the case that if resistance to a particular school is very common, then Mages will simply respect to get rid of the problem, rather than try to look for items that reduce enemy resistance. This is why we don't use Fire talents in Molten Core. Resistance is very common in PvP due to the various class-buffs as well as Tier 1 and Tier 2 set having a lot of resistance on it. The reason for the spell penetration is obviously to avoid having your counterspells and polymorphs be resisted by the alliance, which usually ends up with you having to corpse run. For the sake of understanding the math behind resistances, here is a spreadsheet. Note: some spells like polymorph, counterspell, and others will either do their full effect or none at all. For those spells, their chance to resist is the "average DPS lost" percentage. IntellectFor every 59.5 intellect you have, you gain a 1% chance to crit.For every 1 intellect you have, you gain 15 maximum mana. The critical-factor of Intellect is so small that it is negligible, and this is why it is a secondary stat, mainly it only increasing our aim of damage till oom, as more mana allows for more casts. Don't put too much focus on Intellect. Get whatever intellect you can from your best possible spell damage items and that will be fine. Compensate with Major Mana Potions and Demonic Runes if you tend to get out of mana too quickly. If you use the Spellcaster Damage Calculator I linked earlier, you can add the Intellect into the calculations to see the benefit in damage from the intellect. Spirit and Mana every 5 secondsWell, these stats are absolute garbage in my opinion.I'd say that 1 mana/5 seconds is equal to 1 spell damage. Others may disagree, but the fact is that there are just not many fights out there which lasts so long that you end up going out of mana. StaminaThis does not increase your DPS nor our damage till oom, but the downside is reaching 0 health reduces your damage to absolute zero.But that being said, in most raiding situations if you're taking damage it means you're standing at a wrong spot. Whatever stamina that you end up with after prioritizing solely on spell damage items, is what you're going to end up with. Don't worry about it. Don't pull aggro and don't stand at a bad spot, and you'll be fine. Again I suggest that you watch the Faxmonkey video posted earlier in this topic. It shows excellently what play style you need in order to survive hard fights. Pre-Raid Gear Since the two first 40-man raids will be done with Frost talents, we'll have the Pre-raid gear items fit that pattern.Without donations, rep-farming, or drops from the summonable bosses which can only be done as part of the T0.5 quest-chains, this is what your pre-raid BIS list would look like: Helm: Spellweaver's Turban - Upper Blackrock SpireNeck: Diana's Pearl Necklace - Sirat LivingShoulder: Boreal Mantle - Blackrock DepthsCloak: Crystalline Threaded Cape - auction HouseChest: Bloodvine Vest - crafted by a tailorWrist: Sublime Wristguards - Dire Maul NorthGloves: Hands of Power - Lower Blackrock SpireBelt: Ban'thok Sash - Blackrock DepthsLegs: Bloodvine Leggings - crafted by a tailorBoots: Bloodvine Boots - crafted by a tailorRing: Don Mauricio's Band of Domination - ScholomanceRing: Freezing Band - Auction HouseTrinket: Briarwood Reed - Upper Blackrock SpireTrinket: Eye of the Beast - quest reward as part of the Onyxia-attunement Quest (horde) - or through a quest started by killing the last boss in Lower Blackrock Spire (alliance).Weapon: Rod of the Ogre Magi - Dire Maul NorthWand: Bonecreeper Stylus - Scholomance Enchants Helm: Arcanum of Focus gotten from doing the Libram of Focus quest. If you got Spellweaver's Turban or something better, then definitely go for the Zul'Gurub Enchant: Presence of SightShoulder: Zandalar Signet of Mojo - requires Exalted Reputation with Zul'GurubCloak: Subtly* Chest: Greater Stats - semi-rare enchant. Alternatively, you can use Major Health to compensate for the low amount of hp from bloodvine gearWrist: Mana Regeneration or Superior StaminaGloves: Frost Power* or Fire Power*Legs: Arcanum of Focus gotten from doing the Libram of Focus quest. If you got the Bloodvine Leggings or better then definitely go for the Zul'Gurub Enchant: Presence of SightBoots: Minor Speed is my preferred choice, others may go with Greater Stamina or SpiritWeapon: Spell Power* * = Rare-enchant. Drops from bosses in Molten Core or Ahn'Qiraj. Player versus Player Mage is a fun class in PvP because the talents you've got affect your playstyle and their differences are quite big.If you came to this part of the guide to get tips on good builds for battlegrounds, then these two are my favorites: Improved Counterspell + Ice Barrier17/0/34 Build Ice Barrier absorbs both physical and magic damage, making warlocks actually killable without a 3 minutes cd.Ice Block and Cold Snap add an arsenal of escape-ways, which really help out if you're running with 2.5k health. Or if you are over-gearred and like being a ranged tank.Shatter, which opens up for "Frost Nova -> Frostbolt -> Cone of Cold" which can be a great burst even with average gear.Improved Blizzard is a great talent, making Improved Blizzard is a great talent, make sure to only take 2 ranks of it so it doesn't block cone of cold from getting applied Unless you spec Arcane Power, this is probably the best spec to defeat Shadow priests, Warlocks and Shamans, which are the 3 main counters to Mages Paladins with Blessing of Freedom can make it very hard to finish off a flag-carrier by yourself, as you have to set up a burst that requires Frost Nova. Shamans can purge (remove) your Ice Barrier away and Frostbolt won't be useful because of earth shocks (interrupt) short cooldown Your primary damage spell has a 2.5 seconds cast-time, and you will be very vulnerable to spell pushback while Ice Barrier is not up. Presence of Mind + Fire Power21/30/0 Build PoM + Pyro is a great Burst and doesn't take any build-up.Blastwave is like a mixture of Cone of Cold, Fire Blast, and Frost Nova. Is more forgiving than Cone of Cold because you may miss with Cone of Cold even if the target seems to be standing right in front of you, which does not happen with Blastwave. It's also an additional instant-cast to your burst rotation which makes a big difference.Scorch does not fly through the air to reach the target, you may be able to do some damage before the enemy spots your location.Scorch only has a 1.5-sec cast-time. You also have talents to reduce spell-pushbacks, which makes a huge difference.Lack of Survivability. Most of the time if you kill that Shadowpriest or Warlock with your cooldowns, you still die to the DoTs afterward. Hunters eat you alive unless you have very good gear. One of the most popular classes during Vanilla in World of Warcraft was Mage. Those masters of spell weaving were known as probably the only class in the game for being at least good (if not better) in everything. As most of the classes during early WoW days were very unbalanced, almost all of them had something which was their weakness. For example, Warriors were amazing when paired with healers but they were weak alone. Hunters were amazing at leveling but not so great at raids. Rogues shined in PvP but were hard to grind with. And there we have Mages - good at PvP, great at PvE, valuable in every party and every raid - this versatility makes them definitely a great class to pick up. Let's get into WoW Classic Mage Guide in details. Vanilla Mages Mages are extremely good levlers thanks to their AoE abilities. As one of the few classes, they can easily group mobs and kill them all at the same time with their spells. By using crowd control spells they are able to bring huge packs of mobs together and lock them in place while they safely kill them with their destructive spells. This lets Mages get best experience ratios on mob grinding from any class. Mages are a really strong class for early levels. You can make even better use of it with a good supply of WoW Classic Gold! The only downside to this method is how fragile cloth-wearing classes are. When grouping up mobs Mages are easiest gank target in the world and many people will be using this weakness to ruin their leveling time. You can solo farm as a Mage really efficiently, but they also excel in party setups with a designated tank and healer, when you don't have to worry as much about the low durability. Remember about that as you try and pull a train of monsters. The aggro makes you an easy target. At the same time, after you get to the level cap and equip yourself with good gear (for instance the Bloodvine set), you become a top tier DPS character for endgame content that can slay whole armies of mobs and do their part in punching through a gain health bar of a raid boss. You may also like: wow classic accounts - wow classic gold - wow classic boosting - wow classic power leveling - wow classic items Best race for Mage As a Mage in Vanilla you had four races available for choosing : Humans, Gnomes, Undeads and Trolls. Although all of them were viable and good at their own thing Humans stand out as the worst choice for this class. This makes Gnomes the best option for Alliance players. When choosing which race you want to play keep in mind that perk bonuses that come with certain races aren't as important as the fun you could have. Make sure to pick a race based on your own liking. Leveling in Classic World of Warcraft will take a lot of time and you most likely want to stick to one character during that time so make a wise decision and be happy with it. Gnome : -Escape Artist racial lets them leave immobilizing effects. -Expansive Mind increases their intellect by 5% -Arcane Resistance increased by 10 -Engineering Specialist gives them +15 bonus to Engineering Undead : Will of the Forsaken provides them immunity to Charm, Fear and Sleep for 5 seconds with a 2 min cooldown. It also breaks ongoing effects. -Cannibalize lets them regenerate some health from corpses -Underwater Breathing gives them more time to stay underwater -Shadow Resistance increased by 10 Troll : Berserking increases attack speed of your weapon and your spells by 10%-25% depending on how much health you missing. The more you miss the faster you attack. The effect lasts for 10 seconds and has a 3 min cooldown -Regeneration increases their health regen by 10% -Beast Slaying increases their damage versus beasts by 5% -Throwing and Bow specialization increases their spec with these weapons by 5 So when it comes down to choosing the literally best race for a mage Gnomes with their 5% Intelligence bonus on top of Escape Artist makes them best race for Mage. Trolls are also amazing with haste bonus to spells as it is extremely good for quick bursting your opponent in PvP. It also has good use in PvE situations. Regeneration is also very handy when leveling so from horde side Trolls are best mages. Keep in mind to choose a race for your Mage basing on what you like and not on skills alone. Pros and cons -Reasons to play Mage Mages, as mentioned before, are a great class to play in pretty much every situation. They perform well in PvP, leveling, dungeons, raids, battlegrounds, duels and pretty much everything else. Of course, they aren't straight away greatest class in classic but they are most definitely not a weak one. Mages have tons of great utility that they bring to parties. They can create consumables for free which is amazing because they can save a lot of gold by using this ability. Portals and teleports can also be made by them which allow fast travel between major cities. They have spell damage, crowd control, shields and everything you need. Pros : -One of the best levlers in the game (worse than Hunters and Druids when it comes to quests) -Great damage in single target and in AoE -Not dependent on gear (spells hit hard even when undergeared) -Engaging gameplay -Amazing utility (Free food, Teleports, Buffs and more) -Sought after in every party and raid -Great Crowd Control -Strong PvP, you can lock down an enemy and nuke them -Decent mobility -Three viable specs (but one better than others) Cons : -Squishy -No self-healing -Easy target during AoE training -Low sustained damage -Has trouble dealing with targets immune to Freeze Mages are strong in almost every aspect of the game and there are no real downsides to playing one. Their biggest weakness is their low health pool combined with cloth armors which makes them easily killed. They also don't have self-healing but it isn't such a huge problem since they can create food for free. If you are still wondering if Mage is a good class - we can definitely recommend it to both new and advanced. General tips for Mages The mage just like others casters in Vanilla World of Warcraft should make good use of a five seconds rule. It basically means that when you are leveling attack mobs with your spells for five seconds to ensure your mana starts regenerating. It is better to burn your spells right away when fighting than to keep them for later. By using your abilities earlier you start regenerating faster and you get more ticks of regen during combat. It simply means that you want to maximize the value you get from everything. When you are out there is Azeroth hunting creatures, whether it is for the pure grind, quest-completing, dungeons or something else - always make sure you are spending your cooldowns, hp, and mana. You never want to be full hp and mana because when you are it means you are not killing mobs hard enough. Always push yourself for more and maximize your profits. Speaking of profits if you want to make most out of your mob kills hunt for monsters who are same combat level as you. In Classic World of Warcraft creatures which are level behind or level above you don't give their maximum experience values to a player who killed them. You are topping your efficiency only by killing those who are at the same level as you. Make also sure to adapt your rotation cycles to newly learned skills. Be cautious what you use and don't just spam click everything. Learn your class during leveling so you will have an easier life after level 60. -Treat your mana like a treasure and spend it only if you need to. -Make a good use of clearingcast procs. -Kill monsters in AoE whenever possible to increase both time and mana efficiency. -Keep your rank 1 Frostbolt and Fireball spells on the bar; They deal less damage but provide the same dot with better cast times. -Try to not let mobs hit you - make use of cc in the form of roots and slows mage Leveling guide This is a standard Frost Mage leveling build which sacrifices a little bit of AoE Efficiency to improve single target Frost spells. Follow the path below in order to get maximum value while completing your build. It is very easy to use talent path which will improve your most used abilities while questing. Frost is widely believed to be the best spec for leveling. Optionally, you can include Improved Blizzard in this build. If you have problems with managing talents and transitioning to other builds later, you can make it much easier with a talent calculator. Frost : 3/3 Elemental Precision + 2/5 Improved Frostbolt + 3/3 Frostbite + 2/2 Improved Frost Nova + 5/5 Ice Shards + 5/5 Shatter + 1/1 Ice Block + 1/1 Cold Snap + 5/5 Improved Frostbolt + 2/2 Arctic Reach + 3/3 Frost Channeling + 1/1 Ice Barrier Arcane : 2/2 Arcane Subtly + 3/5 Arcane Focus + 5/5 Arcane Concentration + 2/2 Wand Specialization Frost : 3/3 Piercing Ice + 5/5 Winter's Chill This is how this build looks like at 60, as you can see, the Frost spec is great for leveling. Mage class specific addons As a Mage, your best friend in terms of addons goes by the name Energy Timer. This simple tool lets you track your mana ticks to push the efficiency of your spell casting. By seeing clearly how much mana you spend and how much regenerate you are able to predict what spells can you use next. Another great tool is a Range Finder which gives your Mage ability to detect when monsters that you are hunting are exactly at 36 yards. It lets you use Frostbolt and Blizzard at maximum range to kite them from longer distances. Xp/Hr Tracker comes in handy just like on every other class. It is a great tool to use because you will always know when your efficiency is high and when it plummets. Add-ons like Skada Damage Meter and other DPS charts are almost necessity these days to make good use of them. There is also Spawn Time Tracker which is not as useful but might be good to have sometimes. Stat priority Although Mage is not really dependent on gear that he is wearing it is always nice to get some additional magic damage. Spells cast by Mages have good overall values so unlike classes that rely heavily on auto attacks Mages are strong no matter what. While leveling your character you will see tons of pieces of gear so it is very important to distinguish which ones are better than the others. This is where stat priority comes in handy. Although there are many very useful stats like Spell Crit Chance we will cover only the main ones. Here is a general stat priority for Mages : Intelligence > Stamina = Spirit > Agility > Strength Intelligence : Increases your mana pool by 15 for every point -Improves Spell Critical Strike chance by 1% for every 59.5 points of intellect Stamina : Increases your health pool by 10 for every point Spirit : -Increases your mana regeneration rates with this formula: (Spirit/4 + 12.5) Mana begins to regenerate via Spirit only when you have not cast any spells that cost Mana for 5 seconds. This is referred to as the "Five Second Rule" so when fighting always burn down your spells quickly and start recovering mana before finishing a fight. Agility : -Increases your chance to dodge by 1% for every 20 points -Increases your armor rating by 2 for every point Strength : -Increases your melee attack strength by 1 for every point. Best Professions for Mage leveling When it comes down to Mage professions there are no exact choices which you can assume right away. Most people tend to take two gathering professions at low levels because it allows them to maximize profit when grinding. It is a great way to make some additional gold which is much needed during the early stages of the game. By getting more gold you are able to progress further and level faster - just like always better gear equals better damage. From other choices, some Mages go for Tailoring which lets them create better gear by themselves. It is also a good profession for this class since it provides you with crafted BoP items which are often much better than those dropped by mobs. Without this professions you're going to have to rely either on monster drops or getting rich very quickly. By choosing these professions you also still have one available spot for another one because it does not require Skinning like Leatherworking does or Mining like Blacksmithing does. When choosing Tailoring take Herbalism so you still will be able to make some gold while leveling. Surprisingly Skinning is very good early on. Many people don't see value in this profession because it is not as good as Herbalism and Mining on high levels. It does, however, shine early on because it allows you to get more loot from monsters. By skinning what you have killed you can easily vendor your loot for additional gold, unlike Herbalism and Mining which require playing around in Auction House. There are also other professions which you might find more valuable than those so make sure to check out our Professions Guide to do your own research on this matter. If you want to get started with Vanilla, feel free to read our other class guides and learn about all the classes! The list of remaining ones goes like this: Warrior, Priest, Hunter, Warlock, Rogue, Paladin, Druid and Shaman. This is the end of this Wow Classic Mage Guide. Make sure to leave your opinions about it in comments below - we value your feedback and we want to hear what is there to improve. If you are hungry for news, articles, tips, and guides from MMORPG world. We are here to bring you best content - you can learn a thing or two from the guides and our news will keep you posted! Visit our blog page, Facebook, Twitter and other media. Those of you who want to ask us a question - whether it is about Terms and Services, Privacy Policy or site related issues - contact us on a 24/7 live chat where we are waiting for you each day of the week. vanilla wow if you're one of the players that miss the old school, challenging MMORPG experience, WoW Classic will be perfect for you! Join the newly forming hardcore community that enjoys the more demanding, grind-heavy gameplay. In Vanilla WoW players can go back to early days of World of Warcraft - craft 1.12. The progression is much slower than in the live Battle for Azeroth version. Not only gathering experience and farming will be much slower, but even moving around the map takes more time. Getting a decent mount will be a challenge in Classic, so be ready for that. All rights reserved. Copyright 2019.

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