Arcane Mage

Pure arcane power. Watch your mana.

WoW Forever turns Arcane into a real damage spec: the new **Arcane Blast**, **Arcane Wrath** and **Missile Barrage**, then Arcane Power at 40.

Ranged damage | Arcane Blast | Mana management

THE 30-SECOND VERSION

Three things to remember

Arcane Blast stacks

Each cast gives you spell damage (up to 4 stacks) but doubles its own mana cost. Do not stack it forever.

Missile Barrage procs

Your spells can make the next **Arcane Missiles** cheaper and faster. Use the proc.

Arcane Power at 40

Your 31-point talent: a big damage burst for bosses.

NEW IN WOW FOREVER

What changed for you

Frostfire Bolt

A new trained spell that counts as both Fire and Frost.

Mage Armor is stronger

50% of your mana regeneration keeps going while you cast (was 30%).

Arcane Blast and Arcane Wrath

New spells from talents: Arcane Blast stacks spell damage; Arcane Wrath hits harder the more mana you have.

Missile Barrage

Fast, cheap Arcane Missiles after your other spells.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Fireball** to open, **Fire Blast** to finish. Wand when you run low.
- **Frost Nova** and step back when something reaches you.
- Conjure food and water before you head out; it saves money.

LEVELS 10–19

- Level as Frost or Fire; Arcane gets strong once Arcane Blast and Wrath are in.
- Take **Arcane Subtlety** and **Arcane Concentration** (free spells).
- **Arcane Missiles** (8) on tough mobs.

LEVELS 20–39

- Take **Missile Barrage**, **Arcane Blast** and **Arcane Wrath**.
- Take **Arcane Meditation** for mana, and **Presence of Mind**.
- **Arcane Explosion** on packs once you can hold them in a Frost Nova.

LEVELS 40–59

- Take **Arcane Mind** and **Arcane Instability**.
- **Arcane Power** (31-point) on bosses.
- Watch your mana: drop Arcane Blast stacks when you are below half.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Arcane.

1. **Arcane Power** at the start of the boss (with Presence of Mind).
2. **Arcane Missiles** when Missile Barrage is up.
3. **Arcane Wrath** on cooldown, while your mana is high.
4. **Fire Blast** on cooldown, while moving.
5. **Arcane Blast** to fill, stacking while mana allows.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Channeling	Arcane	Better Arcane Missiles.
Arcane Concentration	Arcane	Free spells after hits.
Missile Barrage	Arcane	Fast, cheap Arcane Missiles.
Arcane Blast	Arcane	A stacking nuke.
Arcane Wrath	Arcane	A nuke that scales with your mana.
Arcane Meditation	Arcane	Mana regeneration while casting.
Presence of Mind	Arcane	An instant cast.
Arcane Mind	Arcane	More mana.
Arcane Instability	Arcane	More damage and crit.
Arcane Power	Arcane (31)	A damage burst.

Best race for this spec

ALLIANCE

GNOME

Eureka! (more damage, cheaper spells) and +5% mana, the best fit for Arcane.

HORDE

TROLL

Berserking gives 15 sec of faster casts. Undead is close.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.

RACE	SIDE	RACIALS
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Reset Arcane Blast

Its cost doubles each stack. Let the stacks drop when your mana gets low.

Wrath on full mana

Arcane Wrath scales with your maximum mana. Gnomes get +5% mana.

Presence of Mind plus Pyroblast

If you dip into Fire, PoM makes a big Pyroblast instant.

Mana gems

Conjure them before the boss and use them during Arcane Power.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Out of mana every pull	Drink between pulls, use Mage Armor, use your wand on low-health mobs, and Evocation if you have it.
Everything hits me	Frost Nova, then step back. Ice Barrier and Mana Shield buy time. Let the tank build threat in groups.
Arcane Blast is too expensive	It doubles its cost per stack. Stop at 2 to 3 stacks on long fights.
Missile Barrage never shows	It comes from Arcane Blast, Arcane Wrath, Fireball and Frostbolt hits.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell and tracks your own buffs from your casts. Add procs like Missile Barrage to the game's Cooldown Manager so Compass+ can see them. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: mage changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

Bonkr is an independent fan project. It is not affiliated with, endorsed or sponsored by Blizzard Entertainment, Daybreak Game Company, or any other game publisher. World of Warcraft, Battle.net and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment, Inc. Other names belong to their owners.