Fire Mage

Big crits. Bigger Pyroblasts.

The crit mage: Fireball, Scorch, Ignite and Combustion, with WoW Forever's **Heating Up**, which turns your crits into fast Pyroblasts.

Ranged damage | Crits | Ignite

THE 30-SECOND VERSION

Three things to remember

Crits feed Pyroblast

Heating Up: Fireball, Frostfire Bolt, Fire Blast and Scorch crits make your next Pyroblast up to 75% faster.

Scorch stacks

Keep the Fire Vulnerability debuff up with Scorch on bosses.

Combustion at 40

Your 31-point talent: a big crit burst. Use it with Heating Up.

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%).

Orc mages

Orcs can be mages now, alongside Undead, Trolls, Humans and Gnomes.

Heating Up

Stack up to 3 times from crits to speed up your next Pyroblast.

Blast Wave slows

It now also slows enemies by 50%.

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

- Take **Incineration** (more crits) and **Ignite**.
- Fireball, then Fire Blast to finish.
- **Pyroblast** (talent) to open on tough mobs.

LEVELS 20–39

- Take **Improved Scorch**, **Heating Up** and **Master of Elements**.
- Take **Critical Mass** and **Blast Wave**.
- **Flamestrike** and Blast Wave on packs.

LEVELS 40–59

- Take **Fire Power**.
- **Combustion** (31-point) on bosses.
- Keep 5 Scorch stacks on bosses in groups (or let another mage do it).

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Fire.

1. **Combustion** at the start of the boss.
2. **Pyroblast** when Heating Up has made it fast.
3. **Scorch** until the target has 5 Fire Vulnerability, then to refresh it.
4. **Fire Blast** on cooldown.
5. **Fireball** to fill.

Talents that matter

TALENT	TREE	WHY TAKE IT
Incineration	Fire	More crits (now Ice Lance and Arcane Blast too).
Accelerant	Fire	Faster casts.
Ignite	Fire	Your crits burn.
Pyroblast	Fire	A big opener.
Improved Scorch	Fire	Scorch adds Fire Vulnerability.
Heating Up	Fire	Faster Pyroblast after crits.
Master of Elements	Fire	Mana back on crits.
Critical Mass	Fire	More fire crit.
Blast Wave	Fire	Area damage and a slow.
Fire Power	Fire	More fire damage.
Combustion	Fire (31)	A crit burst.

Best race for this spec

ALLIANCE

GNOME

Eureka! lines up with your burst and +5% mana. Human is a fine second.

HORDE

TROLL

Berserking with Combustion. 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

Crit is your stat

Every crit feeds Ignite, Heating Up and Master of Elements.

Do not clip Scorch

Keep Fire Vulnerability up, but do not spend the whole fight on Scorch.

Threat comes fast

Big crits pull aggro. Let the tank lead.

Fire resistance bosses

Some bosses resist fire. Keep a Frost talent build saved for them.

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.
Pyroblast feels slow	Cast it when Heating Up has stacks, or with Presence of Mind.
Resisted a lot	Get spell hit; Fire bosses may need Frost instead.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell. Add procs like Heating Up to the game's Cooldown Manager so Compass+ can see them in combat. 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.

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