Frost Mage

Slow them. Shatter them.

The control mage: Frostbolt, Frost Nova and Shatter, with WoW Forever's **Ice Lance** and **Fingers of Frost**. The safest mage to level.

Ranged damage | Control | Best for levelling

THE 30-SECOND VERSION

Three things to remember

Frozen means shatter

Ice Lance does **300% more** to frozen targets. Freeze, then Lance.

Fingers of Frost

Your chills can make the next spell treat the target as frozen, even a boss.

Ice Barrier at 40

Your 31-point talent: an absorb shield that keeps you casting.

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.

Ice Lance

A quick Frost nuke, huge on frozen targets.

Fingers of Frost

Chill effects can make your next spell act as if the target is frozen.

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 **Improved Frostbolt** and **Frostbite**.
- Frostbolt, Frost Nova, step back, Frostbolt.
- **Cone of Cold** (26) when they reach you.

LEVELS 20–39

- Take **Ice Shards**, **Permafrost** and **Ice Lance**.
- Take **Shatter**: Frost Nova then Ice Lance hits very hard.
- **Blizzard** with Improved Blizzard to farm packs.

LEVELS 40–59

- Take **Fingers of Frost**, **Cold Snap** and **Winter's Chill**.
- **Ice Barrier** (31-point) before every pull.
- Ice Block when you are about to die.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Frost.

1. **Ice Lance** when Fingers of Frost is up or the target is frozen.
2. **Cold Snap** to reset Frost cooldowns.
3. **Winter's Chill** keep it on the boss.
4. **Frostbolt** to fill.
5. **Ice Barrier** whenever it is ready.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Frostbolt	Frost	Faster Frostbolt.
Precision	Frost	More hit.
Ice Shards	Frost	Bigger frost crits.
Frostbite	Frost	Chills can freeze.
Permafrost	Frost	Longer chills.
Ice Lance	Frost	Huge on frozen targets.
Shatter	Frost	+17% crit on frozen targets.
Ice Block	Frost	Immune for a while.
Cold Snap	Frost	Resets Frost cooldowns.
Fingers of Frost	Frost	Treat targets as frozen.
Winter's Chill	Frost	More frost crit on the target.
Ice Barrier	Frost (31)	An absorb shield.

Best race for this spec

ALLIANCE

GNOME

Eureka! and +5% mana. Human is a fine second.

HORDE

UNDEAD

Touch of the Grave procs often on fast Frostbolts. Troll 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

Nova, then Lance

Frost Nova, step back, Ice Lance: the fastest way to finish a mob.

AoE farming

Blizzard plus Frost Nova clears packs fast once you have Improved Blizzard.

Ice Barrier first

Cast it before you pull so your first casts are not pushed back.

Bosses cannot be frozen

Fingers of Frost is how you shatter a boss.

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.
Ice Lance hits for little	It is weak unless the target is frozen or Fingers of Frost is up.
Mobs break free fast	Damage breaks Frost Nova. Step back first, then cast.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell. Add Fingers of Frost to the game's Cooldown Manager so Compass+ can see it 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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