

THE SOLO MAGE

17 ARCANE

34 FROST

This spec is all about being able to manipulate opponents while keeping them at range, and survivability. The Frost tree gives you damage and extra snares, while the Arcane tree gives you options.

ARCANE TREE



ARCANE SUBTLETY

2/2



This talent not only reduces the total resists of your target by 10, but also reduces the threat on all arcane spells by 40%. The reduction of threat is incredibly handy while chain casting Arcane Explosion, while negative 10 resists to all is never a bad thing.

ARCANE FOCUS

5/5



Five points here gives all your arcane spells an extra 10% to avoid being resisted, a great asset when attempting to finish off an opponent with Arcane Missiles or take down a group with Arcane Explosion.

REQUIRES 5 POINTS IN ARCANE TALENTS

WAND SPECIALIZATION

2/2



This may seem like a silly talent at first, but it shows its value when you are either out of mana, or do not wish to spend the high mana cost to finish off a wounded foe. A wand is a mighty ally while soloing to level sixty.

ARCANE CONCENTRATION

5/5



Arcane Concentration allows you to enter a state of clear casting after you cast a spell. This ability activates on 10% of all casts. While active, the mana cost of your next spell is zero. This is an invaluable asset while soloing.

REQUIRES 10 POINTS IN ARCANE TALENTS

MAGIC ATTUNEMENT

1/2



More of a stepping stone to the next tier than anything, this talent also grants you a bonus 25% to the effect of your Dampen Magic and Amplify Magic abilities. Dampen Magic is a great way to take the edge off of your opponent's spells while soloing.

REQUIRES 15 POINTS IN ARCANE TALENTS

IMPROVED COUNTERSPELL

2/2



This talent is useful in many situations ranging from PVP to soloing. When you Counterspell a target, with two points spent in this talent, your Counterspell not only interrupts the casting but also silences them for an additional four seconds, making it impossible for them to cast. An enemy afflicted by Frost Nova and Counterspell is a sitting duck.



FROST TREE



ICE SHARDS

5/5



This talent gives your critical strikes done with Frost spells a little more bang for the buck, increasing the bonus damage added by the critical strike by 100%. At first, this talent will not shine as bright as others, but once you have five points in Winter's Chill down the road, it becomes invaluable.

REQUIRES 10 POINTS IN FROST TALENTS

COLD SNAP

1/1



Cold Snap is a life saver. It is on a long cooldown timer because of this fact. When you activate Cold Snap, the cooldowns on ALL your Frost spells and abilities are reset. This is especially useful when you need to perform a second Ice Block, or reapply a resisted Frost Nova.

IMPROVED BLIZZARD

1/3



Improved Blizzard really shows its worth in conjunction with Frostbite. Adding one point to this talent gives your Blizzard spell a Chill effect, giving Frostbite a chance to activate with every wave of falling ice. It also reduces the movement speed of all caught in the Blizzard by 30%.

PIERCING ICE

3/3



Three points wisely spent here increases the damage done by all your Frost spells by a bonus 6%. A bonus to damage is a bonus to damage, any way you slice it, and since you are a Mage, extra damage is good!

REQUIRES 15 POINTS IN FROST TALENTS

SHATTER

5/5



Shatter grants you a gigantic 50% increase to score a critical strike with frost spells while a target is frozen. A well timed Cone of Cold or Frostbolt during a Frost Nova or a Frostbite can spell the end of your enemies.

ARCTIC REACH

2/2



This talent gives a bit more utility to your Frost spells, granting them bonus range and area effect.

REQUIRES 20 POINTS IN FROST TALENTS

ICE BLOCK

1/1



Ice Block is the single most useful survival ability in a Mage's arsenal. It encases you in a block of ice for ten seconds, granting you immunity to all physical attacks and spells. It also has a bonus utility of removing almost any negative effect you have on you at the time.

REQUIRES 25 POINTS IN FROST TALENTS

WINTER'S CHILL

5/5



This remarkable talent activates when your opponent is struck by any Frost spell. Each Frost spell cast adds an additional 2% chance to score a critical strike with Frost spells, stacking up to five times for a grand total of 10%. While this talent does not show its worth very well in short encounters, it is invaluable in longer ones.

REQUIRES 30 POINTS IN FROST TALENTS

ICE BARRIER

1/1



Ice Barrier increases your survivability ten fold. While active, an icy shield surrounds you, allowing you to absorb a set amount of damage, depending on the rank. While this shield is active, your spell casting will not be interrupted. With a 30 second cooldown, you can keep this shield up almost indefinitely while soloing.

IMPROVED FROSTBOLT

5/5



Five points in this talent reduces the casting time of your Frostbolt spell by half a second. This may not seem like a giant change, but over time it adds up quite quickly.

REQUIRES 5 POINTS IN FROST TALENTS

IMPROVED FROST NOVA

2/2



Improved Frost Nova reduces the cooldown on your Frost Nova spell by four seconds. This is a huge advantage to any Mage, as it allows you to cast one of your most useful spells more often, getting you out of sticky situations more frequently.

FROSTBITE

3/3



Frostbite is the bane of all melee attackers. When an attacker is afflicted by the Chill effect, whether by your Ice Armor, Frostbolt, or Improved Blizzard talent, there is a 15% chance that he or she becomes frozen in place for five seconds, unable to move, but able to act. This talent is truly amazing at keeping opponents out of melee range.

STRENGTHS OF THIS TEMPLATE

The strengths of this template lie in extremely high survivability coupled with the amount of snares and roots you have at your disposal. Your foes have a hard enough time reaching you. Even if they do, you have many options available to you.

ROOM FOR FLEXIBILITY

As with any solo to 60 spec, there is some flexibility, but it all depends on your play style. Most of the other options allowed to you in the two suggested trees are mainly useful in PVP or raiding, and since this spec is for soloing to 60, you won't see much of either until you hit 60 and respect to a PVP or raid spec.

EQUIPMENT

Frost is binary, meaning you either resist it all or take full damage. It is impossible to resist a portion of frost damage. Thus, the two most important things when searching for gear are plus to hit with spells, and plus damage gear.

Cloth that increases your chance to hit with spells works very well for frost since it's either all or nothing with your damage and spells. Getting a few extra percent to hit ensures that you are rarely ever resisted. A resisted snare is trouble for a Mage.

Gear that increases your damage is the second thing you want to collect. Talents supply almost all the critical rate you need, so stacking plus damage gear makes every hit count.

FINAL NOTES

This spec makes you a master of Ice while soloing to 60. Not much can stand in your way once you have it snared or rooted and at your mercy. Most of your foes while leveling up depend on melee attacks to hit you, so being able to keep them at a distance is a mighty tool indeed.

THE SOLO ROAD TO LEVEL 60

The talents suggested here, and covered in greater detail in this document, are designed to get you through levels as quickly as possible, and assume no outside help. Most of your time in the game would be spent either grinding through rest experience or completing quests outside of world dungeons. While characters with these specs could function in a group (that's a function of the player as much as any spec), talent points are allocated for solo work.

TALENTS TAKEN BY LEVEL 20

5/5 Improved Frostbolt
3/3 Frostbite
2/2 Improved Frost Nova
1/5 Ice Shards (1 Point)

TALENTS TAKEN LEVELS 21-30

5/5 Ice Shards (4 Points)
2/2 Arcane Subtlety
4/5 Arcane Focus (4 Points)

TALENTS TAKEN LEVELS 31-40

5/5 Arcane Focus (1 Point)
2/2 Wand Specialization
5/5 Arcane Concentration
1/2 Magic Attunement
1/2 Improved Counterspell (1 Point)

TALENTS TAKEN LEVELS 41-50

2/2 Improved Counterspell (1 Point)
1/3 Improved Blizzard
1/3 Cold Snap
3/3 Piercing Ice
4/5 Shatter (4 Points)

TALENTS TAKEN BY LEVELS 51-60

5/5 Shatter (1 Point)
2/2 Arctic Reach
1/1 Ice Block
5/5 Winter's Chill
1/1 Ice Barrier

