



MCK BOOST
RAID PERFORMANCE SERIES

THE MAGE DPS DUAL FIELD MANUAL

Arcane + Fire
Black Temple + Mount Hyjal

PRIMARY BUILD	ALTERNATE BUILD	PHASE
40 / 0 / 21	2 / 48 / 11	Phase 3
ARCANE ENGINE	FIRE ENGINE	RAID TARGET
Burn / conserve	Scorch / Fireball	BT + Hyjal

Two complete damage lanes: talents, dual-school hit caps, mana planning, gear packages, consumables, macros, logs, groups and every BT/Hyjal encounter.
Talent and ability labels are clickable. Identification icons are sourced through Wowhead.

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01 / CHOOSE THE LANE

Arcane is the Phase 3 damage answer

Fire remains a complete alternative; Frost is a control niche, not the max-output raid lane.

ARCANE - PRIMARY

Highest Mage ceiling
Needs T5 and mana support
Two hit caps matter
Best carrier damage lane

FIRE - ALTERNATE

Playable, below Arcane
4pT6 endpoint
Scorch owner option
Simpler mana curve

FROST - NICHE

Do not pick for max DPS
Improved Blizzard control
Heroic / wave utility
Primarily PvP

Question	Arcane answer	Fire answer
Personal ceiling	The current Wowhead guide calls Arcane the only truly relevant endgame PvE Mage spec; 2p and 4p T5 drive it.	Current Phase 3 BiS guide explicitly says Fire may not be optimal, but it remains functional and distinct.
Resource tax	Very high. Fight length, Shadow Priest, Shaman mana, Innervate, gem, potion and Evocation change the rotation.	Moderate. Fire Blast raises cost; Flame Cap conflicts with Mana Emerald / Healthstone.
Gear anchor	Keep four Tirisfal pieces; do not replace the set simply because T6 has higher item level.	Build four Tempest pieces; Fireball benefits directly from the 4pT6 bonus.
Best use	Maximum boss damage with planned support and accurate burn windows.	Roster needs Scorch, Arcane support is unreliable, or player strongly prefers Fire.
Hard failure	OOM before the kill, weak cooldown overlap, or capping only Arcane while heavy Frostbolt filler misses.	Scorch falls, Fire hit cap is missed, or haste gear is taken without a mana plan.

Recommendation

For a min-max BT/Hyjäl boost character, build Arcane first. Maintain a Fire set only if the raid cannot support Arcane's mana curve or explicitly assigns Improved Scorch. A good unsupported Arcane setup is still generally ahead of Fire according to the current overview.

Ready in 60 seconds	Pass condition	Hard fail
Arcane	40/0/21; 4pT5; 76 Arcane hit package; filler-hit package named; Mana Emerald with 3 charges; support confirmed.	No kill-time estimate; no potion/gem timers; Evocation improvised.
Fire	2/48/11; 4pT6 plan; 163 hit before party support; Scorch tracker; Molten Armor; mana-safe Fire Blast rule.	Counting physical Improved Faerie Fire as spell hit; no 5-stack owner.

02 / FOUNDATION

Race, access and professions

The racial winners are clear; profession value changes after early crafting tiers.

ALLIANCE - GNOME



Expansive Mind

Best Alliance PvE race; total Intellect scales Arcane



Escape Artist

Occasional root/snare removal; no direct DPS

- + Best personal-output Alliance choice for both specs.
- + Especially strong for Arcane: more mana plus Intellect-to-damage scaling.
- + Draenei is the support alternative when its 1% party spell hit is genuinely missing.

HORDE - TROLL



Berserking

Best Horde PvE race; stack haste with the burn



Arcane Torrent

Blood Elf alternative: small mana return plus silence

- + Troll is the throughput winner; macro Berserking into a planned cooldown stack.
- + Blood Elf is useful but the mana return is not large enough to beat Troll generally.
- + Undead is primarily a PvP / fear-break utility choice.



Draenei

1% spell hit for self/party; valuable if not otherwise supplied



Human

Small Spirit regeneration gain; below Gnome for throughput



Undead

Strong PvP utility; limited PvE damage value

Gate	What to complete	Carrier verification
Mount Hyjal	The Vials of Eternity chain using Lady Vashj and Kael'thas quest items.	Confirm the current Anniversary access rule and this character's actual raid eligibility.
Black Temple	Akama / Medallion of Karabor chain through the required completion point.	Partial chain progress is not a usable unlock; verify at the raid portal.
Gear	Train all level-70 ranks; finish Cenarion Expedition head enchant reputation; lock Aldor or Stryker shoulder path.	Bring separate Arcane-boss, Arcane-AoE, Fire and Shadow Resistance gear sets.

Profession	Phase 3 verdict	Why
Engineering	Best / near-mandatory	Super Sapper, Goblin Sapper and Adamantite Grenade add real full-raid damage; Holo-Gogs are an accessible bridge.
Enchanting	Best second profession	Ring enchants total +24 spell damage. Current Wowhead overview places it ahead of Tailoring from Phase 2 onward.
Tailoring	Craft then drop if desired	Wrath of Spellfire is an early bridge. Nimble Thought crafted pieces remain usable after dropping Tailoring where the item permits.
Leatherworking	Roster assignment only	Take it if the raid requires your Drums slot; otherwise Engineering + Enchanting is the personal-output package.

03 / ARCANE TALENTS

40 / 0 / 21 - the T5 engine

Forty Arcane points scale Arcane Blast and Intellect; twenty-one Frost points supply filler, Icy Veins and Cold Snap.

Exact allocation

Arcane 40: Subtlety 2, Focus 5, Concentration 5, Magic Attunement 2, Impact 3, Meditation 3, Presence of Mind 1, Arcane Mind 5, Instability 3, Potency 3, Arcane Power 1, Spell Power 2, Mind Mastery 5. Frost 21: Improved Frostbolt 5, Elemental Precision 3, Ice Shards 5, Piercing Ice 3, Icy Veins 1, Frost Channeling 3, Cold Snap 1.

 Arcane Focus - 5/5 10% hit to Arcane spells; creates the low Arcane Blast cap	 Arcane Concentration - 5/5 Clearcasting improves the mana curve
 Arcane Meditation - 3/3 30% Spirit regeneration continues while casting	 Arcane Mind - 5/5 Raises Intellect; central to the spec
 Arcane Instability - 3/3 Damage and critical strike multiplier	 Arcane Potency - 3/3 Clearcasting also boosts critical strike chance
 Arcane Power - 1/1 Primary burn cooldown; spend mana while it matters	 Mind Mastery - 5/5 Converts a portion of Intellect into spell damage
 Icy Veins - 1/1 Haste cooldown; stacks with Bloodlust / Heroism	 Cold Snap - 1/1 Resets Icy Veins for a second planned window

Adjustable points	Swap	Tradeoff
Hyjal control	Move Frost damage/filler points into 3/3 Improved Blizzard and supporting slow talents if the raid assigns kiting.	Lower single-target Frostbolt filler damage; large wave-control value.
Threat / range	Keep Arcane Subtlety and Magic Attunement unless a very specific roster plan says otherwise.	Arcane threat and range are real execution constraints in trash and spread fights.
Arcane-Fire support	A niche Arcane-Fire build can maintain Scorch for many Fire Destruction Warlocks.	Large personal DPS loss; not the default Phase 3 carrier build.

[Open the current Wowhead Mage talent guide](#)

04 / ARCANE CAPS

One character, two spell-hit targets

Arcane Focus affects Arcane Blast; Elemental Precision affects Frostbolt. Gear for the rotation you will actually cast.

Spell package	Self-talented boss target	With 1% Draenei	With 3% Totem	With both
Arcane Blast	6% / 76 rating	5% / 63	3% / 38	2% / 25
Frostbolt filler	13% / about 163	12% / 151	10% / 126	9% / 113
Untalented school	16% / 202	15% / 189	13% / 164	12% / 151

The 76-rating trap

A 76-hit Arcane set caps Arcane Blast, not Frostbolt. That is correct for short full-burn bosses. On long fights with repeated 3 Blast + 3 Frostbolt conserve cycles, extra hit still has value because Frostbolt can miss. Sim the whole rotation, not the headline cap.

Priority	Rule	Why
1. Spell hit	Reach the selected spell package target; do not pay for hit beyond the spells that matter.	A resisted cast deals zero damage, but excess cap is wasted for that school.
2. Spell damage	Strong direct throughput after hit; Arcane-only damage can be valuable but does not buff Frostbolt filler.	Complete-set value matters more than isolated EP.
3. Intellect	Central Arcane stat: mana, crit, Arcane Mind and Mind Mastery scaling.	More burn casts and more damage per cast.
4. Crit	Feeds damage and four-piece T5 spell-damage uptime.	Useful, but do not sacrifice cap or mana stability blindly.
5. Haste	Very strong during burn but spends mana faster; current generic guide ranks it below Arcane's other core stats.	Its value changes sharply with kill time and external mana.



Arcane Focus

Arcane spell hit only



Elemental Precision

Fire and Frost spell hit



Inspiring Presence

1% party spell hit



Arcane Mind

Intellect scaling

What does not count

Improved Faerie Fire in TBC increases melee and ranged hit, not spell hit. Build the 16% boss-spell target from talents, actual spell-hit party auras and rating. Bosses retain an unavoidable 1% resist chance.

05 / ARCANE ROTATION

Burn, conserve, rebuild, burn again

The best Arcane rotation is a mana schedule aligned to the kill timer, not a fixed repeating sequence.

 Arcane Blast Core nuke; stacks speed and mana cost to 3	 Frostbolt Conserve filler while Arcane Blast stacks expire
 Mana Emerald Three charges; fuels Serpent-Coil Braid	 Evocation Plan a safe full channel; do not improvise it

State	Cast rule	Exit condition
OPEN / BURN	Spam Arcane Blast. Stack Arcane Power, Icy Veins, trinket, racial, Bloodlust / Heroism and Drums when assigned.	Leave only if a mechanic, threat, or the mana plan requires it.
CONSERVE	At roughly 30-40% mana on a long fight, use 3 Arcane Blasts + 3 Frostbolts so the Blast stacks fall.	Gem/potion/external is ready or the next burn window begins.
RECOVERY	Mana Emerald, Super Mana Potion, Evocation, Shadow Priest, Mana Tide and Innervate are scheduled resources.	Return to full Blast spam with enough mana to finish the planned window.
MOVEMENT	Use Presence of Mind for an instant priority cast, reposition with Blink, or use an instant only when movement is forced.	Resume hard-casting immediately; do not turn movement into a loose instant rotation.

Time	Default action	Decision check
-10s	Confirm Mage Armor, Intellect, Mana Emerald 3/3, potion and trinket cooldowns.	Exact pull timer and threat lead.
-3s to pull	Pre-position; pre-pot only if the raid's rules and encounter timing make it safe.	Do not land before the tank has control.
0-20s	Full Blast burn with approved cooldown stack.	Threat ceiling, Bloodlust timing, boss vulnerability.
First 30-40% mana	Enter conserve only if fight length demands it; otherwise keep burning.	Remaining boss health versus remaining mana cooldowns.
Second window	Cold Snap for a second Icy Veins; align with trinket / external if it will not cost a later use.	A delayed cooldown that never gets reused is lost damage.
Execute to kill	Spend the remaining mana. Finishing with a large unused pool is a planning error unless survival required it.	Never go OOM before a forced movement / add phase that still needs casts.

Phase 3 filler count

Three Frostbolts are enough to clear Arcane Blast stacks at Phase 3 haste levels in the current rotation guide. Do not copy later-tier four-Frostbolt habits without testing your actual haste and latency.

06 / ARCANE PLANNING

Mana is damage only when it is timed

Every support promise should become a timestamp before the pull.

 Arcane Power Primary damage-for-mana conversion window	 Icy Veins Stacks with Bloodlust / Heroism
 Cold Snap Second Icy Veins when fight length supports it	 Presence of Mind Instant cast for burst or forced movement
 Berserking Troll: stack with a planned burn	 Invisibility Threat fade/wipe and recovery tool

Kill length	Mana model	Cooldown model
Under about 90s	Mostly full Arcane Blast spam; gem/potion early enough to gain value.	Front-load unless the boss has a stronger vulnerability or immunity later.
90-180s	One conserve band is common; schedule one safe Evocation or a strong external.	Use major cooldowns early enough to obtain the second use.
Over 180s	Multiple burn/conserve bands; a dual-school hit set gains value; protect the final burn.	Write AP, Icy Veins, Cold Snap, trinket, Bloodlust, gem, pot, Evocation and Innervate timestamps.

Support	Confirm before pull	If absent
Shadow Priest	Expected mana-per-second and whether you remain in that party for the full fight.	Conserve earlier; value Intellect/spirit and do not assume full-spam logs are comparable.
Shaman	Mana Spring, Wrath of Air, Mana Tide or Totem of Wrath; Bloodlust timestamp.	Rebuild hit and mana sets; do not count a theoretical aura.
Innervate	Named Druid, timestamp, contingency if that player dies or must heal.	Plan Evocation and additional conserve rather than hoping.
Paladin	Wisdom, Kings, Salvation priority.	Threat and mana budgets change; use Invisibility deliberately.

Cooldown stacking rule

Bloodlust / Heroism and Icy Veins stack in TBC. The old rotation page contains a corrected comment about this; the current page text recommends using them together. Stack haste only when you have mana to convert the faster casts into real damage.

Failure	Log symptom	Fix
Over-burn	OOM well before kill; long wand/idle section.	Enter conserve sooner or secure external mana.
Under-burn	Large mana pool at death/kill; AP delayed without extra use.	Spend earlier; shorten conserve; pre-plan second cooldown.
Broken Evocation	Channel clipped by damage/movement or ended early.	Assign a safe window; stop casting early enough to channel fully.
Threat cap	Cast gaps while tank threat catches up or death to aggro.	Salvation, Subtlety cloak, Invisibility timing and less explosive opener.

07 / ARCANE GEAR

Four-piece T5 is the non-negotiable anchor

Phase 3 is an optimization problem around Tirisfal, hit, mana support and single-target versus AoE goals.

Set / slot	Default Arcane choice	Swap logic
T5 core	Cowl, Mantle, Robes and Gloves of Tirisfal in the common package.	Tirisfal legs can become the fourth piece when Robes of the Tempest supplies needed hit.
2pT5	+20% Arcane Blast damage and mana cost; the increased cost applies to base cost.	This is the engine that makes Arcane dominant.
4pT5	Spell critical strikes grant up to 70 spell damage for 6 sec.	Crit and continuous casting help maintain value; preserve four pieces.
Cloak + belt	Cloak of Illidari Council + Waistwrap of Infinity is the practical caster package.	Shroud of Highborne + Anetheron's Noose can edge single target but uses contested healer-haste loot.
Wrists	Cuffs of Devastation or Bracers of Nimble Thought.	Nimble Thought is a crafted, purchasable AoE and strong single-target piece.
Feet	Slippers of the Seacaller.	Blue Suede Shoes only when the hit package needs them.

Package	Use	Required checks
Boss burn	Highest simulated single-target set; 4pT5; Arcane Blast cap; maximal mana conversion.	Kill time, exact support, trinket timing, Frostbolt share.
Long boss	More Intellect/spirit and enough Frostbolt hit to improve conserve cycles.	Do not assume 76 rating is the best complete set.
Hyjal AoE	Bracers / Mantle of Nimble Thought, Ashtongue Talisman, haste and safe Arcane Explosion / Blizzard tools.	Threat, AoE cap, assigned slow and survival.
Mother Shahraz	Shadow Resistance target while keeping 4pT5 where possible.	Raid target is commonly 174 unbuffed from gear plus Prayer; follow raid lead.

Loot discipline

Do not auto-equip a T6 token or haste item because its item level is higher. Export the full set into the current Anniversary simulator, model the real party and fight length, then compare. Arcane gear values move with mana support.

Faction	Single target	AoE	Practical choice
Aldor	Roughly 2-3 DPS ahead from shoulder enchant weighting.	Roughly 2-3 DPS behind Scryer.	Tiny difference; do not reroll faction solely for it.
Scryer	Scryer's Bloodgem is a useful early hit bridge.	Slight AoE edge.	Choose for gearing convenience or existing progress.

08 / ARCANE ENDPOINT

Black Temple + Hyjal target sheet

Two equivalent weapon paths and several set packages exist; complete-set simulation breaks the tie.

Slot	Phase 3 target	High-value alternative / note
Head	Cowl of Tirisfal	Cowl of Illidari High Lord or Tempest only if the T5 package survives elsewhere.
Shoulders	Mantle of Tirisfal	Mantle of Nimble Thought for the dedicated AoE set.
Back	Cloak of the Illidari Council	Shroud of the Highborne with Anetheron's Noose; coordinate healer loot.
Chest	Robes of Tirisfal	Robes of the Tempest as hit off-piece with Tirisfal legs in some Zhar'doom sets.
Wrists	Cuffs of Devastation	Bracers of Nimble Thought; Vindicator's Silk Cuffs bridge.
Hands	Gloves of Tirisfal	Mandatory common four-piece anchor.
Waist	Waistwrap of Infinity / Anetheron's Noose	Pair belt with cloak; Belt of Blasting if hit-starved.
Legs	Leggings of Tempest or Channeled Elements	Leggings of Tirisfal when they preserve 4pT5 in the hit package.
Feet	Slippers of Seacaller	Blue Suede Shoes for hit; Vindicator's Silk Footguards bridge.

Slot	Phase 3 target	Decision rule
Neck	Sun King's Talisman	Eye of the Night / Chain of Twilight Owl can win group performance when coordinated.
Rings	Band of Eternal Sage + Ring of Ancient Knowledge	Do not take a second Ancient Knowledge automatically if hit/mana package breaks.
Trinkets	Serpent-Coil Braid + Skull of Gul'dan	Ashtongue Talisman shines for AoE and no-ICD uptime; Icon is the bridge.
Weapon	Zhar'doom or Tempest of Chaos	Tempest plus Chronicle of Dark Secrets can rival the staff; Zhar'doom is highly contested.
Off-hand	Chronicle of Dark Secrets	Blind-Seers Icon if hit is missing.
Wand	Eredar Wand of Obliteration	Wand of Forgotten Star when its hit enables better swaps.

Highest upgrade priority

Serpent-Coil Braid remains a single-target cornerstone because Mana Emerald both restores more mana and triggers its spell-power proc. Skull of Gul'dan supplies hit plus a 175-haste on-use. Plan the on-use into the mana budget rather than treating it as free speed.

[Open the current Arcane Phase 3 Wowhead BiS guide](#)

09 / ARCANE FINISHING

Consumables, gems and enchants

Arcane favors Intellect and mana stability until extreme support makes pure Arcane damage consumables sustainable.

Layer	Default	Conditional
Battle + guardian	Adept's Elixir + Elixir of Draenic Wisdom	Current Wowhead guide places this about 15-20 DPS over flasks in normal support.
Flask	Flask of Blinding Light	Use with exceptional mana support; Distilled Wisdom is a mana option; Supreme Power is universal.
Food	Blackened Basilisk / Crunchy Serpent / Poached Bluefish	Same spell-damage and Spirit stats; choose by cost.
Weapon oil	Expired Wizard Oil	Classic Brilliant Wizard Oil; generally beats TBC oil choices for this use.
Potion	Super Mana Potion	Destruction Potion only when the kill and support prove mana-safe.
Secondary	Kreeg's Stout Beatdown + allowed scrolls	Kreeg's is called borderline mandatory for Arcane in the current guide.
Emergency	Nightmare Seed, Healthstone, bandage	Mana Emerald shares the secondary cooldown system with Healthstone-type items; plan survival.

Socket / slot	Arcane choice	Rule
Meta	Chaotic Skyfire Diamond	Activate with two blue gems; 12 spell damage and 3% critical damage.
Yellow / red	Brilliant Living Ruby (+Intellect)	Arcane stacks Intellect after cap unless a strong socket bonus changes the full-set result.
Hit	Veiled Noble Topaz or equivalent	Only until the selected Arcane / Frost filler package target.
Blue	Timeless Nightseye / Dazzling Chrysoprase	Use the minimum needed for meta and valuable socket bonuses.
Heroic unique	Purified Tanzanite	Small edge for meta activation if you are truly pushing.

Slot	Enchant	Arcane note
Head / shoulders	Arcanum of Power / Greater Discipline or Orb	Head includes hit; Aldor is marginal single target.
Back / chest	Subtlety / Exceptional Stats	Threat reduction plus all-stat mana scaling.
Bracers	Spellpower or Major Intellect	Spellpower for fast kills; Intellect is viable with moderate support / long kills.
Gloves / legs	Major Spellpower / Runic Spellthread	No compromise unless a hit enchant is needed for an exact package.
Boots	Boar's Speed	Movement prevents more lost casts than a tiny paper-stat gain.
Weapon / rings	Sunfire / +12 spell damage per Enchanter ring	Despite the name, the current guide recommends Sunfire for Mage damage.

10 / ARCANE CONTROLS

Macros, trackers and log proof

A correct build is not min-maxed until threat, mana and stack state are visible without looking away from mechanics.

COOLDOWN STACK

```
#showtooltip Arcane Power  
/use 13  
/use 14  
/cast Arcane Power  
/cast Icy Veins  
/cast Berserking
```

STOPCAST FOCUS INTERRUPT

```
#showtooltip Counterspell  
/stopcasting  
/cast [@focus,harm,nodead][] Counterspell
```

MOUSEOVER DECURSE

```
#showtooltip Remove Lesser Curse  
/cast [@mouseover,help,nodead][help,nodead][@player] Remove Lesser Curse
```

Tracker	Must show	Action
Arcane Blast	Stack count, remaining duration, cast time and next-cast mana cost.	Choose full burn or enough Frostbolts for the stack to fall.
Mana timeline	Current mana, percentage, gem charges/CD, potion CD, Evocation CD, external timer.	Decide 10-15 sec before the resource is needed.
Cooldown rail	Arcane Power, Icy Veins, Cold Snap, trinkets, racial, Bloodlust and Drums.	Stack only when fight length and mana convert it into extra casts.
Threat	Target threat percent and tank lead.	Use Salvation / Invisibility; never solve threat by dying.
Utility	Curse targets, interrupt cast, focus, Polymorph break timer.	Assignment response outranks one extra Arcane Blast.

Log audit	Healthy evidence	What to fix
Mana at kill	Low but not prematurely empty; planned resources used early enough for value.	Large remainder = under-burn; long OOM gap = over-burn.
Cast mix	Arcane Blast dominates; Frostbolt count matches fight length and support.	Random filler or Arcane Missiles without a modeled reason.
Frostbolt misses	Consistent with selected dual-school hit package.	If long-fight filler misses are costly, test extra hit in the sim.
Cooldown overlap	AP / Icy Veins / trinket / racial overlap planned vulnerability or Bloodlust.	Late usage that costs an entire second activation.
T5 uptime	Frequent crits maintain the 4p spell-damage effect during casting.	Downtime from movement, target gaps or weak activity.

Macro caveat

TBC macro behavior and racial availability can differ by character. Remove Berserking on non-Trolls, test every macro on a target dummy, and confirm the live spellbook name before raid.

11 / FIRE TALENTS

2 / 48 / 11 - the complete alternative

Fire trades Arcane's mana engine for Scorch maintenance, Fireball scaling, haste and execute damage.

Exact allocation

Arcane 2: Arcane Subtlety 2. Fire 48: Improved Fireball 5, Ignite 5, Flame Throwing 2, Incineration 2, Improved Fire Blast 1, Pyroblast 1, Burning Soul 2, Improved Scorch 3, Master of Elements 3, Playing with Fire 3, Critical Mass 3, Blast Wave 1, Fire Power 5, Pyromaniac 3, Combustion 1, Molten Fury 2, Empowered Fireball 5, Dragon's Breath 1. Frost 11: Frost Warding 2, Elemental Precision 3, Ice Shards 5, Icy Veins 1.

 Improved Fireball - 5/5 Faster primary filler	 Ignite - 5/5 Critical strikes add a fire damage-over-time effect
 Improved Scorch - 3/3 Five stacks raise Fire damage taken	 Master of Elements - 3/3 Critical strikes return mana
 Playing with Fire - 3/3 Damage increase with a survivability tradeoff	 Critical Mass - 3/3 Fire spell critical strike chance
 Combustion - 1/1 Burst critical-strike cooldown	 Molten Fury - 2/2 20% more damage below 20% boss health
 Empowered Fireball - 5/5 Improves Fireball spell-damage coefficient	 Icy Veins - 1/1 Haste; stack with Combustion and Bloodlust

Variant	When	Cost
10/48/3	Severe mana problems and no better fix; takes Arcane Concentration.	Loses Icy Veins and therefore meaningful burst damage.
40/17/3 Arcane-Fire	Raid has 5-8+ strong Fire Destruction Warlocks and explicitly needs Scorch from a Mage.	Much lower personal damage; very niche Phase 3 roster tool.
Deep Frost	PvP or a specific Improved Blizzard / control assignment.	Not the Phase 3 max-boss-DPS recommendation.

12 / FIRE EXECUTION

Cap hit, build Scorch, cast Fireball

Fire is mechanically simple, but debuff ownership, mana and cooldown timing separate a clean log from a weak one.

Spell hit package	Gear target	With 1% Draenei	With 3% Totem	With both
Fire spells with 3/3 Elemental Precision	13% / about 163	12% / 151	10% / 126	9% / 113

Cap check

The boss spell target is 16% before talents and true spell-hit party buffs. Totem of Wrath supplies 3% and Inspiring Presence supplies 1%. Do not count Improved Faerie Fire as spell hit in TBC.

 Scorch Apply 5 Improved Scorch stacks; refresh before expiry	 Fireball Primary filler and 4pT6 beneficiary
 Fire Blast DPS gain, higher mana cost; use by rule	 Molten Armor Default Fire armor for critical strike chance
 Combustion Stack into the selected burst window	 Icy Veins Stacks with Bloodlust / Heroism

Priority	Action	Failure condition
1	Establish five Improved Scorch stacks as assigned; coordinate if multiple Fire Mages exist.	A second Mage assumes ownership or the debuff falls during a burst.
2	Maintain five stacks with enough buffer for movement / target swaps.	Refreshing too early wastes casts; refreshing too late loses raid Fire damage.
3	Cast Fireball continuously.	Idle time, weak queueing or avoidable movement.
4	Use Fire Blast on cooldown only when mana and encounter range make it a real gain.	Going OOM before Molten Fury erases the gain.
5	Stack Combustion, Icy Veins, trinket, racial, Bloodlust and Drums; prioritize below 20% when it does not cost a use.	Waiting for execute and losing an entire activation.

Fire stat order	Application
Hit to cap	Mandatory for Scorch and Fireball consistency.
Haste	Extremely strong in Phase 3 Fire sets, but accelerates mana use.
Spell damage	Reliable throughput; Runed Living Ruby is the normal red gem.
Crit	Feeds Ignite, Master of Elements and Combustion.
Intellect	Mana and crit, but below direct throughput stats for Fire.

13 / FIRE DAMAGE PLAN

Execute, movement and AoE rules

The last 20% is stronger, but only living, active casters reach it with mana.

Window	Default	Adjustment
Open	Five Scorches, then Fireball. Pre-cast only when tank threat and pull timer are certain.	If another owner builds stacks, begin Fireball after confirming the shared plan.
Major burn	Combustion + Icy Veins + trinket + racial + Bloodlust / Drums.	Use early if that gains a second activation; otherwise align to sub-20% Molten Fury.
Movement	Refresh Scorch if genuinely needed; Fire Blast while moving; Blink only when it creates more casting uptime.	Do not spam expensive instants until mana breaks.
Sub-20%	Maximize uninterrupted Fireball casts under Molten Fury.	Arrive with mana and cooldowns; do not conserve so hard that the boss dies with resources unused.

Target count / task	Spell plan	Control / threat rule
2 targets	Usually keep primary Fireball focus unless both live long enough for separate value.	Scorch the assigned kill target; do not dilute boss uptime casually.
Stacked waves	Flamestrike opener, then Blizzard or Arcane Explosion based on assignment, safety and AoE cap.	Tank control first. Wait for threat; use Subtlety cloak and Salvation.
Front-loaded burst	Blast Wave and Dragon's Breath add instant AoE if the talent build and position allow.	Both place you closer to danger; never trade a death for a meter spike.
Kiting	Improved Blizzard belongs to a dedicated control build, not the default 2/48/11 boss build.	If assigned, control uptime is the success metric.

 Flamestrike Ground AoE with initial hit plus burn	 Blizzard Safe ranged AoE; control if talented
 Arcane Explosion High activity, high proximity and threat	 Blast Wave Instant point-blank AoE with control
 Dragon's Breath Frontal instant AoE / disorient	 Frost Nova Emergency root; coordinate before using

Hyjal meter warning

Engineering explosives and aggressive point-blank AoE can dominate trash damage, but the carrier job is a clean clear. Wait for tanks, respect AoE caps, keep escape space, and never Frost Nova a pack into an uncontrolled position.

14 / FIRE GEAR

Four-piece T6 plus haste and hit

Fire's Phase 3 endpoint is Tempest Regalia, not the Arcane four-piece T5 package.

Slot	Phase 3 target	Alternative / package note
Head	Cowl of Illidari High Lord	Cowl of Tempest if the 4p set cannot be completed elsewhere.
Shoulders	Mantle of Tempest	Mantle of Nimble Thought is a strong AoE off-piece after 4p.
Back	Shroud of Highborne	Cloak of Illidari Council is about 20 DPS behind in the current guide but less contested.
Chest	Robes of Tempest	Vestments of Sea-Witch / Robes of Rhonin if four pieces exist elsewhere.
Wrists	Bracers of Nimble Thought	Cuffs of Devastation, Mindstorm or Vindicator's are bridges.
Hands	Gloves of Tempest	Set anchor; Aldor / Flowing Thought gloves bridge hit.
Waist	Belt of Blasting	Cord of Screaming Terrors; use Waistwrap / Noose only if hit is solved.
Legs	Leggings of Tempest	Channeled Elements after 4p; Spellstrike bridge.
Feet	Slippers of Seacaller	Boots of Blasting supply early hit.

Slot	Target	Decision
Neck	Hellfire-Encased Pendant	Translucent Spellthread if hit; Eye / Twilight Owl for coordinated group value.
Rings	Two Ring of Ancient Knowledge	Band of Eternal Sage and Captured Storms are practical alternatives.
Trinkets	Skull of Gul'dan + Serpent-Coil Braid	Ashtongue if no hit is needed; Quagmirran's is accessible.
Weapon	Zhar'doom	Tempest of Chaos + Chronicle if hit / loot path makes it the available package.
Wand	Wand of Forgotten Star	Prismatic Focus close behind; Tirisfal Wand is a hit bridge.

Tempest set bonuses

Two pieces extend Evocation by 2 sec. Four pieces increase Fireball, Frostbolt and Arcane Missiles damage by 5%. Fire directly converts the four-piece bonus on its primary filler, which is why the set is the Phase 3 anchor.

[Open the current Fire Phase 3 Wowhead BiS guide](#)

15 / FIRE FINISHING

Gems, consumables, controls and logs

Fire's simple rotation makes every missing Scorch stack, idle global and wasted execute cast visible.

Layer	Fire choice	Rule
Flask	Flask of Pure Death	80 Fire/Frost spell damage; persists through death.
Food / oil	Basilisk / Serpent / Bluefish + Expired Wizard Oil	Standard spell-damage package.
Potion	Super Mana Potion or Destruction Potion	Use Destruction only when mana-safe.
Secondary	Flame Cap	Fire damage for 1 min, but shares cooldown with Mana Emerald and Healthstone.
Red gem	Runed Living Ruby	Use spell damage for Fire; do not copy Arcane's Intellect gem plan.
Meta / blue	Chaotic Skyfire Diamond + two qualifying blue gems	Timeless Nightseye or heroic Purified Tanzanite.
Enchants	Arcanum, shoulder inscription, Subtlety, stats, spellpower, Runic, Boar's Speed, Sunfire	Enchanting rings add +24 total spell damage.

SCORCH FOCUS / TARGET

```
#showtooltip Scorch  
/cast [@focus,harm,nodead][harm,nodead] Scorch
```

FIRE BURST

```
#showtooltip Combustion  
/use 13  
/use 14  
/cast Icy Veins  
/cast Combustion  
/cast Berserking
```

Log metric	Pass	Fail / fix
Scorch	Five stacks established quickly and maintained near-continuously while the target is attackable.	Assign one owner and a backup; refresh with a buffer.
Activity	Fireball queueing resumes immediately after every forced move.	Use movement planning and Blink to create casts, not just travel.
Fire Blast	Used according to a mana-tested rule.	If it causes OOM before execute, reduce it.
Cooldowns	Combustion, Icy Veins, trinket and haste buffs overlap a useful window.	Do not wait for sub-20% if that loses a whole use.
Molten Fury	High Fireball uptime below 20% with mana remaining to cast.	Reach execute with a planned reserve.
Survival	No avoidable deaths, clean decurses and assigned interrupts.	A dead Mage has zero execute uptime.

Shared cooldown note

Serpent-Coil Braid encourages Mana Emerald use and therefore blocks Flame Cap on the shared item cooldown. Choose the trinket/secondary-consumable package before the pull; do not discover the conflict during Combustion.

16 / RAID INTEGRATION

Build the party that your plan assumes

Arcane's best log is a group project; Fire still changes caps and mana behavior with every party slot.

Lane	Ideal / premium support	Realistic carrier request	What to record
Arcane	Restoration or Elemental Shaman, one or two Shadow Priests, Balance Druid, Mage.	One Shadow Priest + Shaman; named Innervate; Paladin blessings. More is a luxury.	Totems, Bloodlust time, Shadow Priest uptime/MPS, Innervate time, blessing package.
Fire	Elemental Shaman, Shadow Priest, Balance Druid, Warlocks / another Fire caster.	Totem of Wrath or Mana Tide, one Shadow Priest, one Innervate if kill length demands.	True spell hit buffs, Scorch owner, Bloodlust, Flame Cap / gem package.

Support	Throughput	Non-negotiable nuance
Elemental Shaman	Wrath of Air + Totem of Wrath; 3% spell hit; Bloodlust / Heroism.	If the Shaman swaps to Mana Tide support, recalculate the hit set.
Restoration Shaman	Mana Spring, Mana Tide, Wrath of Air, Bloodlust / Heroism.	Stronger sustain, but no Totem of Wrath hit.
Shadow Priest	Vampiric Touch mana and Misery spell-damage amplification.	Misery is damage taken, not a personal hit-cap substitute.
Balance Druid	Moonkin crit; broad caster group value.	Improved Faerie Fire is physical hit, not Mage spell hit.
Draenei	Inspiring Presence supplies 1% party spell hit.	Only count it if the Draenei remains in your party.
Paladin	Wisdom / Kings / Salvation.	Threat-capped Arcane should not lose Salvation for a paper-stat preference.

Do not compare unlike logs

An Arcane Mage with double Shadow Priest, Shaman, repeated Innervates and short kill time is playing a different resource model from a carrier group with one mana source. Compare cast activity, mana conversion and assignment execution before comparing raw DPS.

Raid-lead question	Answer before zoning in
Which Mage spec?	Arcane unless Fire / Scorch is explicitly required.
Who owns Scorch?	One primary owner, one backup, target-change rule.
Who owns interrupts / decurses?	Named targets, focus macro and backup order.
Who owns Hyjal slow?	Dedicated Improved Blizzard build or no Mage slow; never assume mid-wave.
Who gets Innervate / Mana Tide?	Timestamp and contingency, not a vague promise.
What is the Mother SR target?	Use the raid's actual number; current Wowhead recommendation is commonly 174 from gear for non-tanks.

17 / MAGE TOOLKIT

Utility that preserves the kill

The min-max Mage converts defensive and control tools into more living cast time for the entire raid.

 Counterspell Stopcasting focus interrupt; assigned casts first	 Remove Lesser Curse Mouseover raid frames; Archimonde Grip duty
 Spellsteal High mana and threat; use only on assigned buffs	 Polymorph Humanoid / beast control; track break timer
 Ice Block Immunity / debuff tool; does not replace mechanic execution	 Invisibility Threat fade and eventual wipe; damage can break it
 Blink Reposition, escape and cast-uptime tool	 Slow Fall Carry Light Feathers; never replace encounter items blindly
 Fire Ward Pre-ward known Fire damage when mana allows	 Frost Ward Pre-ward known Frost damage when mana allows
 Amplify Magic Raid-lead buff plan only	 Dampen Magic Raid-lead buff plan only

Tool	Correct use	Common mistake
Ice Block	Pre-assigned immunity, lethal damage prevention, or mechanic recovery.	Blocking after the raid has already been endangered; assuming it wipes threat.
Invisibility	Begin the fade before threat becomes lethal and when incoming damage will not break it.	Pressing after gaining aggro or during ticking damage.
Blink	Cross a safe gap and regain a hard-cast window.	Blinking into Doomfire, volcano, beams, Fatal Attraction partners or bad terrain.
Counterspell	Stop the named spell even if it costs a Fireball / Arcane Blast cast.	Padding while the wipe cast completes; forgetting the ability itself creates threat.
Polymorph	Mark, focus and re-sheep with a break alert.	Sheeping a target being cleaved or one that cannot be polymorphed.

Armor rule

Arcane normally uses Mage Armor for casting regeneration; Fire normally uses Molten Armor for crit. Switch only for a documented encounter plan. Keep Arcane Intellect and the raid version current after every death.

18 / MOUNT HYJAL I

Waves, Winterchill and Anetheron

Hyjal rewards repeatable AoE discipline more than one reckless wave parse.

Wave rule	Mage assignment	Min-max behavior
Eight waves	Each of the first four bosses follows eight fixed trash waves.	Pre-plan mana restoration across the wave set; do not enter the boss empty.
Threat first	Wait for tank pickup and marks; Counterspell / Polymorph assigned casters.	Engineering and point-blank AoE only after control is stable.
Control	Improved Blizzard slow only from the dedicated build and lane.	Do not Frost Nova packs into healers or break planned kiting paths.
AoE cap	Flamestrike, Blizzard and Arcane Explosion value changes with pack size.	Favor safety, activity and the raid's kill order over a fixed spell script.
Between waves	Drink immediately, refresh gem charges when safe, rebuff deaths, pre-position.	Every late drink loses the first casts of the next wave.

Boss	Mage plan	Do not
Rage Winterchill	Spread. Move instantly from Death and Decay. Keep range, pre-ward Frost damage if useful, and resume casting after movement.	Finish a cast inside Death and Decay or stack near the raid during targeted effects.
Arcane	Use a short-fight burn if the raid's kill time supports it; preserve enough mana for mechanics after movement.	Blink without checking ground or threat-open before tank control.
Fire	Keep Scorch at five while move windows are approaching; use Fire Blast only as mana permits.	Let Scorch expire during a Death and Decay relocation.
Anetheron	Spread for Carrion Swarm / Sleep patterns; switch to Infernal if assigned; protect healer line and range.	Stand in an Infernal aura or assume personal boss DPS outranks the add call.
Cooldown	Use early enough for a second activation if kill time permits; do not count on a perfect late window after Sleep.	Delay every cooldown and lose a use.

 Blizzard Wave damage / control when assigned	 Flamestrike Layered wave damage
 Polymorph Marked humanoid control	 Counterspell Stop dangerous wave casts

Boss transition

Treat the eighth wave as part of the boss pull. Save enough mana, gem charges and potion availability for the boss unless the raid explicitly resets. A huge wave eight followed by an OOM boss is a failed resource plan.

19 / MOUNT HYJAL II

Kaz'rogal, Azgalor and Archimonde

Mana denial, silence and movement punish the Mage who treats every boss like a target dummy.

Boss	Arcane plan	Fire plan	Kill condition
Kaz'rogal	Burn early but keep a reserve. Mark drains mana and explodes you at zero; shift to a shorter planned curve.	Use mana-efficient Fireball; control Fire Blast use; potion/gem before zero.	If a Mark will empty you, move away per raid plan. Do not explode in the group.
Azgalor	Pre-position for silence and Rain of Fire; use instant movement tools to restore cast time; switch Doomguard if assigned.	Refresh Scorch before a likely silence / move only when needed; burn execute with mana.	Range, spread and add assignment beat personal uptime.
Archimonde	Plan short burn windows around Doomfire paths and Air Burst. Keep enough attention for decurse and Tears.	Maintain Scorch without standing still in danger; Fire Blast is a movement tool, not a panic spam button.	Survive. Remove Grip of the Legion. Use Tears of the Goddess correctly for Air Burst landings.

 Mana Emerald Kaz'rogal: preserve mana above zero	 Blink Reposition only into verified safe ground
 Remove Lesser Curse Archimonde Grip of the Legion duty	 Slow Fall Carry feathers; Tears remains the encounter standard
 Ice Block Emergency survival only within raid rules	 Invisibility Threat recovery when damage will not break fade

Archimonde checkpoint	Pass condition
Doomfire	Camera wide, escape route chosen, Blink endpoint safe, no cast greed.
Air Burst	Tears of the Goddess bound and tested; landing timing practiced.
Fear	Know raid anti-fear plan; do not run through Doomfire.
Grip of the Legion	Raid frames show curses; mouseover decurse works; backup assignment known.
Soul Charge	Respect chain-death snowball; personal survival is a raid DPS cooldown.
Final burn	Cooldown only if the next mechanic allows actual casting; no resources die unused.

Slow Fall warning

Do not replace Tears of the Goddess with Slow Fall unless the raid leader explicitly approves a tested strategy. Encounter-specific items and server behavior are the authority; improvisation can turn a recoverable launch into a death.

20 / BLACK TEMPLE I

Naj'entus through Teron Gorefiend

Early BT tests burst timing, movement and the willingness to stop padding for mechanics.

Boss	Mage execution	Arcane / Fire adjustment
High Warlord Naj'entus	Handle Impaling Spine assignments and raid recovery around Tidal Shield breaks. Keep Healthstone / Seed ready.	Do not enter a burn that forces you to ignore spine duty; Fire preserves Scorch across the shield cycle.
Supremus	Max range in tank phase; move immediately from Molten Flame / volcanoes and kite correctly during gaze.	Blink creates uptime only if the endpoint is safe. Use instants while moving, then resume hard casts.
Shade of Akama	Attack channelers / adds or boss exactly as assigned; wait for tank control before AoE.	Short burn favors Arcane front-load. Fire may not need a full long Scorch setup if the exposed boss dies instantly - follow roster plan.
Teron Gorefiend	Stationary casting when alive; if Shadow of Death chooses you, execute the ghost sequence, not your Mage rotation.	Pre-plan cooldowns around the raid kill time; no cooldown can compensate for failed constructs.

Pre-boss switch	What to equip / confirm	Reason
Naj'entus	Normal boss set plus survival consumables.	Raid-wide burst damage can kill a paper-capped caster.
Supremus	Boar's Speed and safe Blink key; no special damage set needed.	Movement uptime dominates small paper upgrades.
Akama	AoE set only if your assignment includes adds; otherwise boss burn set.	Different targets create different trinket and hit value.
Teron	Ghost keybinds / UI memorized before pull.	The mechanic uses encounter abilities; panic causes a wipe.

 Blink Supremus uptime and safe relocation	 Fire Ward Pre-ward predictable Fire damage when useful
 Ice Block Emergency, not a substitute for position	 Arcane Blast Short exposed-boss burn

Boost-carrier rule

A player assigned to spines, adds or constructs is measured first by that assignment. Raw boss DPS becomes relevant after the mechanic is clean. The fastest clear is the one that does not repeat the pull.

21 / BLACK TEMPLE II

Gurtogg through Illidan

Late BT changes damage rules by phase; resistance and special assignments can outweigh the normal set.

Boss	Mage plan	Critical warning
Gurtogg Bloodboil	Stand with the assigned ranged group and rotate Bloodboil correctly. During Fel Rage, follow the raid threat / damage plan.	Do not break group stacks for a cast; Ice Block use must match the raid strategy.
Reliquary P1	No healing aura: avoid every preventable point and use immunity only as planned.	Survival resources matter more than one extra cast.
Reliquary P2	Damage reflection and mana pressure: pace casts, watch health, Counterspell assigned Spirit Shock / Deaden calls.	Uncontrolled burst can kill you; stopcasting interrupt beats DPS.
Reliquary P3	Ramp damage and threat. Burn with the tank's lead, Salvation and Invisibility plan.	Aggro or a missed interrupt ends the phase.
Mother Shahraz	Equip the raid's Shadow Resistance set; spread from Fatal Attraction partners; Blink only to safe separation.	Current Wowhead recommendation: 174 SR from gear for non-tanks, then Priest resistance. Follow raid lead.
Illidari Council	Attack the assigned target, interrupt assigned heals/casts, and control positioning. If assigned to tank Zerevor, use the dedicated Mage-tank protocol.	A Zerevor tank is not playing the normal DPS handbook: Spellsteal / survival / threat rules take priority.
Illidan	Respect every phase: parasite handling, beam lanes, Flames of Azzinoth targets, demon-phase control and final burn.	Do not carry cooldown logic across an immunity, air or movement transition without checking uptime.

Illidan phase	Arcane	Fire
P1 / P3	Boss burn with mana reserved for transitions and parasite movement.	Five Scorch stacks, Fireball; refresh before long transitions only as needed.
P2	Assigned Flame target: use the correct school / target and preserve safe beam movement.	Do not let boss-only Scorch logic distract from the assigned Flame.
Demon	Control / kill Shadow Demons as assigned; use Frost Nova or burst only when the raid plan calls for it.	Instants help target response; do not stand in Shadow Blast zones.
Final	Spend remaining mana under the last real uptime window.	Stack execute cooldowns if they were not lost by earlier delay.

 Counterspell Reliquary / Council assignment	 Spellsteal Zerevor protocol only when assigned
 Blink Mother separation and phase relocation	 Invisibility Reliquary P3 / general threat plan

22 / BUILD PLAN

Fourteen days from fresh 70 to carrier-ready

Guaranteed access, set anchors and execution controls come before contested end-boss loot.

Window	Arcane work	Fire work	Shared work
Days 1-2	Train ranks; 40/0/21; build 76-hit and filler-hit draft sets.	Train ranks; 2/48/11; build 163-hit draft set.	Confirm access chains, raid eligibility, bags, bank, repair and spellbook names.
Days 3-4	Acquire / preserve 2p then 4p T5; Mana Emerald / Evocation UI.	Acquire hit bridges; plan 4pT6 slots; Scorch tracker.	Cenarion head enchant, Aldor/Scryer shoulders, full enchants and meta.
Days 5-7	Farm Serpent-Coil Braid and usable T5 off-tier package.	Farm Quagmirran / Icon bridges and spell-damage gems.	Engineering explosives, Enchanting rings, Boar's Speed, consumable stock.
Days 8-10	Sim short, medium and long kills with real support.	Sim haste/hit packages and Fire Blast rules.	Practice macros, interrupts, decurse, Polymorph, target swaps and movement.
Days 11-12	Build Arcane boss, long-fight, AoE and SR saved sets.	Build Fire boss, AoE and SR saved sets.	Reach raid's Mother SR target; buy Light Feathers, Nightmare Seeds, potions.
Days 13-14	Dummy-test burn / conserve; review mana timeline.	Dummy-test Scorch maintenance / execute plan.	Run a logged raid, fix UI and establish raid-lead assignments in writing.

Bag checklist	Minimum carrier stock
Mana	Mana Emerald prepared; 20+ Super Mana Potions or injectors; raid-approved runes / externals plan.
Damage	Elixirs or flasks for both specs, food, Expired Wizard Oil, Destruction Potions for proven short kills.
Survival	Healthstones, Nightmare Seeds, bandages, resistance potions if assigned, Light Feathers, Tears of Goddess.
Engineering	Sappers / grenades in legal quantity, repair bot if assigned, no untested first-use macro.
Gear	Arcane boss, Arcane long, Arcane AoE, Fire, Mother SR; each saved and cap-checked.

Upgrade order

1) correct spec and trained ranks; 2) hit-cap package; 3) Arcane 4pT5 or Fire 4pT6 anchor; 4) consumables and professions; 5) trinket/weapon path; 6) encounter-specific swaps; 7) contested marginal upgrades after simulation.

Pre-pull card	Arcane	Fire
Armor	Mage Armor	Molten Armor
Cap	76 AB / selected Frost filler target	163 before true party spell hit
Set	Four Tirisfal pieces	Four Tempest pieces at endpoint
Consumable	Adept + Draenic Wisdom; mana potion default	Pure Death; mana or destruction by plan
First resource	Gem / pot / Evocation / external timestamp	Scorch owner and Fire Blast mana rule
Assignment	Interrupt, decurse, CC, AoE slow, special mechanic	Same, plus Scorch backup

23 / SOURCES

Research map and verification notes

Current Phase 3 recommendations were checked on 21 July 2026; live hotfixes and raid rules remain authoritative.

Topic	Source
Arcane Phase 3 BiS	Wowhead - updated 2 July 2026
Fire Phase 3 BiS	Wowhead - updated 2 July 2026
Talents / builds	Wowhead Mage talent guide - updated 13 May 2026
Rotation / abilities	Wowhead rotation, cooldown and ability guide
Stats	Wowhead stat priority guide
Gems / enchants	Wowhead gems and enchants guide
Bufs / consumes	Wowhead buffs and consumables guide
Races / professions	Wowhead Mage overview
Tier 5 / Tier 6	Wowhead Tier 5 overview / Tier 6 overview

Raid / tool	Source
Black Temple	Wowhead raid overview / trash guide
Hyjal Summit	Wowhead raid overview / trash guide
Mother Shahrzad SR	Wowhead Shadow Resistance guide - updated 16 July 2026
Simulation	Current WoWSims TBC Anniversary project - Mage support is labeled Alpha; validate assumptions.
Logs	Warcraft Logs - BT / Hyjal - compare like support, kill time and assignment.

Icon provenance

The 77 class, talent, ability and racial identification icons in this handbook were resolved from Wowhead TBC spell tooltips and downloaded from Wowhead's icon CDN. Every icon label links to its corresponding Wowhead TBC spell page.

Accuracy boundary

Anniversary hotfixes can change access, spell behavior, itemization, logging rules or simulator coverage. Recheck live tooltips, your character sheet, current raid-lead assignments and the full-set simulator immediately before the boost. Encounter strategy in this handbook is Mage-specific and does not replace a full raid guide.

Prepared for MCK Boost | TBC Anniversary Phase 3 | Arcane primary, Fire alternative