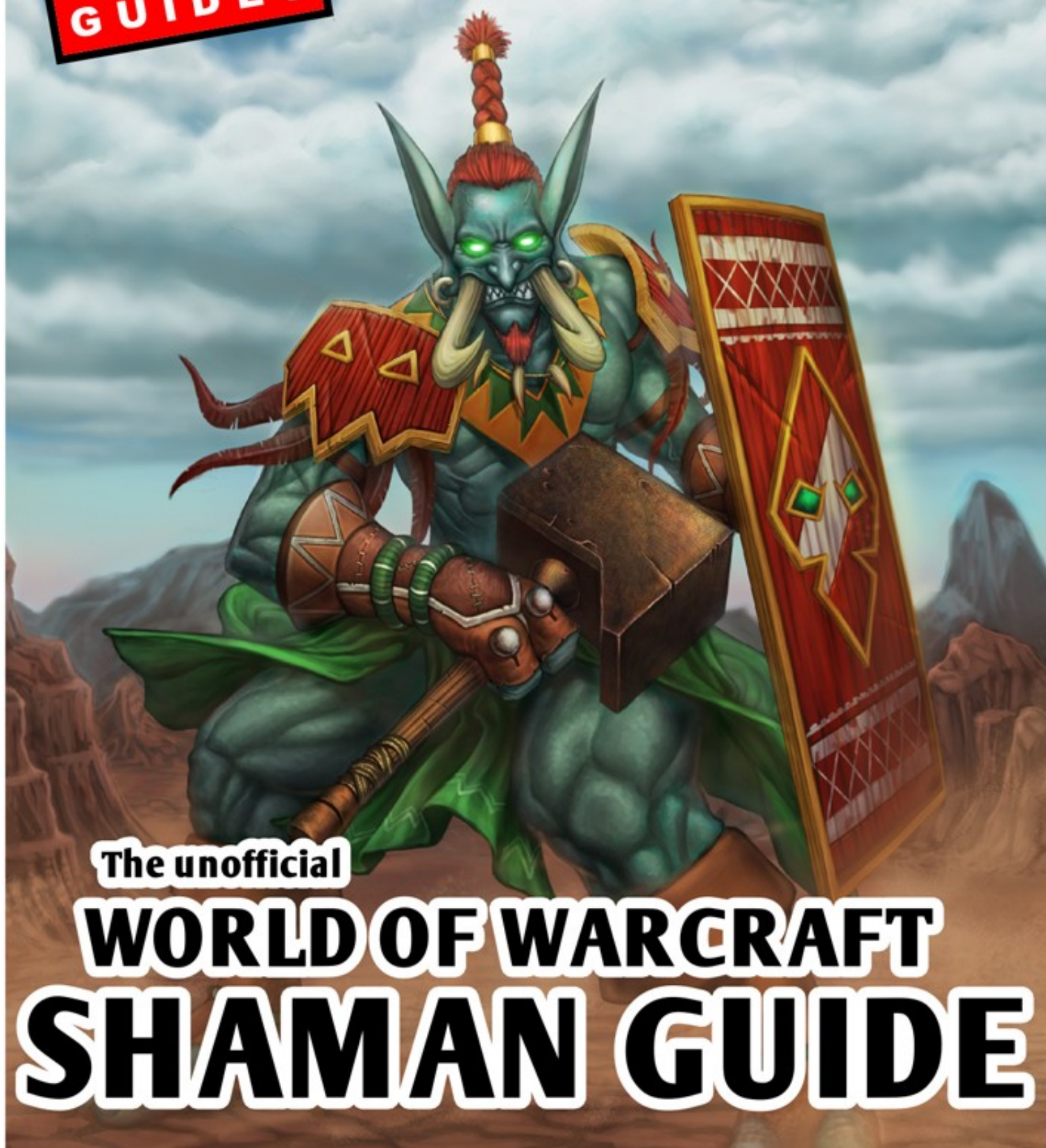


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The unofficial

WORLD OF WARCRAFT SHAMAN GUIDE

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INTRODUCTION



hamans are the great leaders of many clans and tribes. This is not because they are the masters of healing, masters of combat, or masters of great magic, but because they can do all of it. The shaman wades into battle. . . in one hand he is throwing a bolt of lightning, with the other he is healing a friend. He then takes out his weapon and charges the nearest foe.

In World of Warcraft, shamans are the “Jack of all trades.” Shamans excel in a particular field only by giving up great utility in another. A shaman can come into the group as the healer, the fighter, the caster, or he can come in as some combination of these. Shamans are the only “true” hybrid. With the time and money put into the class you can effectively fulfill most roles, at least to a point. A shaman's weakness is that they can never be the main tank. They simply don't have the armor that a warrior can have. They can never cast spells more damaging than a mage can. They won't have the healing powers that a priest can. Though not as good as any one class, they can be a huge asset to a group with their totems, healing, resurrection, and damage abilities.

CHARACTER CREATION

elcome to World of Warcraft. I am hoping you are considering playing a shaman and want all the inside information. Either that, or you want to learn about shamans so that you can defeat them. Know thine enemy. Either way, this section will get you started on your journey into the world of Azeroth.

Server Types

There are four different kinds of servers (Realms) to choose from. Picking the right server can make the game much more enjoyable. Picking the wrong one can make the game boring and/or frustrating.

Normal Servers

Normal servers are focused on the PvE aspect of the game. It is a server where you are able to focus on killing NCPs and completing quests without problems from opposing faction players. The PvP options can be toggled on and off, which means you can engage in world PvP when you choose to, and ignore opposing faction players when not interested.

PvP Servers

PvP servers have the same objectives throughout the PvE world as a normal server, with the added bonus, or bane, of having contested zones. Major cites and starting areas allow players of the native faction to play without fear. Once you enter a contested zone you are in a perpetual state of war. In these zones you can be, and will often be, attacked by opposing faction members. When entering a zone, the zone name is displayed on your screen. The zone name will be in one of 4 colors: Green, Red, Yellow, or Blue. Green zones mean friendly territory. Red means enemy territory. Yellow means contested territory. Blue means sanctuary territory where no PvP can occur. Please read and understand Blizzard's rules in regards to PvP realms

(<http://www.blizzard.com/support/wowgm/?id=agm01654p>) before starting on one.

Role-Playing Servers

Role-Playing (RP) servers are designed for individuals who want to be fully immersed in the world of Azeroth. The point of the servers is for players to role-play their character, and to take an active role in the history and lore of the game. RP servers have their own set of rules, breaking those rules can upset other players, so be sure to read them ahead of time. The rules are located here (<http://www.blizzard.com/support/wowgm/?id=agm01725p>). RP Servers have some of the most dedicated and out-spoken players. Heated arguments can break out over role-playing topics and the topic of not role-playing.

RP-PvP Servers

RP-PvP Servers are exactly what they sound like: they are servers that enforce both the PvP rules and RP rules. These are some of the lowest played servers. The rule set can upset an unprepared player. These servers also create some of the strongest ties in game.

Races

There are four different races that can be Shamans: Orcs, Trolls, Tauren, and Draenei with the Burning Crusade expansion. Without the expansion, you will be limited to the three "original" races that could be shamans, all of which are of the horde faction. Choosing your race can be a hard choice for some players. If you wish you be an Alliance shaman, your only choice is Draenei, making it a simple choice. As for Horde, you should ultimately pick a race you enjoy. Starting abilities have very little to do with the game further in; once you approach level 20-25, your abilities depend more on your gear. Here is the ability score of level 1 shamans with no gear, based on race.

Race	Strength	Agility	Stamina	Intellect	Spirit	Armor	Health	Mana
Orc	24	17	23	18	25	48	77	73
Tauren	25	18	23	16	24	44	81	71
Troll	22	22	22	17	23	58	67	72
Draenei	22	17	20	22	24	36	47	105

The main thing that most players look at are the racial abilities of each of the races. Racial abilities can save a player from an encounter, or they can make his time to achieve a goal that much faster.

Orc

Blood Fury

There are 3 different versions of this racial ability. The shaman version when activated, gives $(\text{Level} * 4) + 2 =$ attack power and $(\text{Level} * 2) + 3 =$ spell damage/healing. This ability lasts 15 seconds and has a two minute cooldown.

This is a very good racial ability for Shamans. It helps both melee base shamans and caster base shamans. The two minute cooldown on this allows for pretty constant use, and makes it so that you don't have to save it for an upcoming boss.

Hardiness

Hardiness is a passive 15% resistance to stun and knockout effects.

This is a good racial ability for both PvP play and PvE play. 15% seems small, but will add up over your career as a shaman.

Command

This ability gives 5% damage increase to pets. This ability is useless as a shaman. The two elementals that are gained at higher levels are considered pets of the totem, not pets of the shaman.

Axe Specialization

Increases expertise by 1% with both one-handed and two-handed axes

This ability makes it so your swing is 1% less likely to be dodged or parried. The increase is minor. Even as an enhancement shaman, who would gain the most from this ability, to always use an axe would limit and hinder you greatly.

Tauren

War Stomp

Stuns up to five enemies in a eight yard radius for two seconds. It has a 0.5 second cast time, and two minute cooldown.

War stomp is a good racial ability for both PvP and PvE aspects of being a shaman. War stomp is considered by many to be the only crowd-control ability available to shamans. The two minute cooldown allows it to be used often.

Endurance

Endurance is a passive racial ability that gives you 5% more hit points.

This is an all-around great ability. This will give upwards of 500 hp when you are talking high end PvP gear.

Cultivation

Gives a +15 skill bonus to Herbalism.

Cultivation is an okay skill. It helps out a lot when you are a low level, and makes gathering herbs a lot easier. This can help a young shaman out with money.

Nature Resistance

Give a passive +10 to nature resistance.

+10 to any resistance is okay at very low levels, but as you get to higher levels, to resist spells you will need much higher resistance to see any difference.

Troll

Berserking

Berserking increases your attack speed and spell speed by 10%–30% depending on your remaining life. At full health you gain 10% haste. At 40% life you gain the maximum of 30% haste. Berserking has a two minute cooldown.

There is a lot of debate over whether or not this ability is really worth using in general. Fortunately, as a shaman, you can benefit from the fact that you gain the haste to both melee and spell casting. This ability comes in handy for both PvP and PvE playing.

Regeneration

10% health regeneration bonus. 10% of health regeneration active in combat.

This ability sounds a lot better than it is in the end game. 10% is not very noticeable later on in the game. Regeneration is a lot of help in the early game because it reduces down time.

Beast Slaying

Passive 5% damage increase to Beasts.

This ability is an okay ability. The increase to damage is negligible. When fighting beasts it can reduce down time. Keep in mind though, that beasts are only one of many kinds of NPCs you will kill during your career.

Throwing Specialization

Give +1% chance to critically hit with throwing weapons. Considering that shamans don't get throwing weapons, this is a useless ability.

Bow Specialization

Give +1% chance to critically hit with bow weapons. Considering shamans don't get bows, this is also a useless ability.

Draenei

Gemcutting

Gives a +5 to jewelcrafting

Jewelcrafting is an expensive profession to start. The +5 doesn't make a very large difference.

Gift of the Naaru

Heals target for $50 + 15 * (\text{level} - 1)$ over 15 seconds. 1.5 second cast time. Three minute cooldown.

Having a mana-free heal is always a good thing. Being a shaman though, you can already heal. Since shamans can already heal, this doesn't bring anything to the character.

Inspiring Presence

Increase chance to hit with spells by 1% for you and anyone in your party within 30 yards of you.

This ability feels like you are a walking totem yourself. The 1% increase will not be felt until higher levels of game play. Even then, 1% is not something you will readily notice.

Shadow Resistance

Give a passive +10 to Shadow resistance.

+10 to any resistance is okay at very low levels, but as you get higher, to resist spells you will need much higher resistance to see any difference.

STATISTICS AND FORMULAS

Here is all the hard information and what it means to shamans. This is from their point of view, and how it applies to them at level 70. Some of the numbers are less or more depending on your level. All numbers are accurate at the time of the writing of this guide, but Blizzard can change these at any time.

Strength

Strength gives you two melee attack power per point of strength. Strength also increases how much damage you block with a shield.

Strength is an ability that shamans who are going with an enhancement specialization might want to get, due to it helping with damage and chance to hit. Elemental and Restoration shamans can use strength to increase their damage blocked with a shield, but you should never sacrifice intellect, stamina, or spirit for strength.

Agility

Agility gives you two points of armor for every one point of agility. Agility increases your chance to critical hit with melee weapons, your chance to dodge attacks, and your chance to parry attacks, if you have the ability. Agility is an important base stat for enhancement shamans. Increasing your change to get a critical hit means the enhancement abilities like Shamanistic Focus, Flurry, and Unleashed Rage will go off.

Stamina

Stamina gives you 10 Hit points per point of stamina. Taurens receive 10.5 hp per point of stamina.

Stamina is one of the most important base stats. All three classifications of shamans can use more hit points. There are times when a healer, or DPS, might pull too much threat and end up getting hit a few times. You need to be able to survive these few hits until the tank can get back on the top of the threat list. If you are off-tanking, or trying to be the main tank, it is obvious why you need the added hit points.

Intellect

Intellect gives 15 mana per point of intellect. Intellect also gives you a 1% chance to critically hit with a spell for every 80 points of intellect. It also increases the rate that you learn new weapons skills.

Shamans should count this as their other base stat to get up high. The increase in mana pool, the increased chance to critically hit with both offensive and healing spells is beneficial to all shaman builds.

Spirit

Spirit increases the regeneration of both mana and hit points.

Mana is regenerated at a rate of $\text{Spirit}/5 + 15$ per tick (2 seconds). There is something known as the five second rule with mana regeneration. Mana from spirit is not regenerated while casting a spell and for five seconds after the spell is complete.

Hit points are regenerated at a rate of $\text{Spirit} * 0.11 + 11$ per tick. Trolls regenerate at 110% of this. Hit points are not regenerated during combat.

Spirit is more important than strength for elemental and restoration shamans. For enhancement shamans Spirit is the least useful base stat. The inability to regenerate mana for five seconds after casting makes it useless regeneration if you are chain casting spells. The hit point regeneration is not effective while fighting. Spirit helps a lot with down time while leveling. Once you are not doing a lot of solo leveling, spirit goes to the back burner for importance.

Armor

Armor reduces the damage you take when hit with a physical attack. Armor has diminished returns on the amount you wear and by what percent the damage you receive is reduced. I recommend looking at the following chart.

<http://www.wowwiki.com/Image:Armor.JPG>

Armor is important to shamans. At level 40, shamans are able to wear the second highest type of armor, mail armor. Before then you are only able to wear cloth and leather. Enhancement shamans need as much armor as they can get, due to the fact that you are going to be getting hit a lot while playing. DPS shamans and Healing shamans need the armor if they pull too much threat from the mob. Shields are commonly overlooked when you consider armor. Some shields can nearly double your armor total. Also, armor is important but don't go adding an armor enchantment when you have the option of intellect or stamina.

+ To Spell Damage/ Healing

Equipment that gives + to spell damage and healing has the clause "up to" in it. That means that the baseline that a spell will receive is said number. Spells with a fast cast time will get less than the amount, while spells with a very long cast time get a higher amount than the bonus number.

This type of gear is very important to both elemental and restoration shamans. This is a stat that you can never get enough of. Enhancement shamans gain from having this type of equipment, but casting is secondary to their melee power.

Attack Power (AP)

Attack power increases your melee DPS (Damage per second) at a rate of 14 AP = +1 to DPS.

Enhancement shamans will find this to be a very important stat to increase due to the fact that this directly increases your damage output. It is not nearly as important for restoration and elemental shamans.

Critical Strike Rating

Your chance to critically hit with a melee weapon is based on your agility. Critical strike rating increases your chance to get a critical strike by one percent per 22.1 critical strike rating points. Critical strikes are figured at level 70 and versus a level 70 mob.

Like attack power, critical strike is important for Enhancement shamans. It will increase their total DPS over time on a mob

This ability is important to both enhancement and restoration shamans. Elemental shamans get an ability called Elemental focus, which makes it so that the next spell after a critical spell strike is at 60% of the mana cost. This makes Critical strike rating important for saving mana. Restoration shamans get an ability called Ancestral healing, which makes it so that the target of a critical heal gains between 8%-25% of an armor increase, depending on how many talent points you put in to Ancestral healing.

Spell Critical Strike Rating

Your chance to critically hit with a spell is based on your intelligence. Spell critical strike rating increases your chance to get a critical strike with a spell by one percent per 22.1 spell critical strike rating.

Defense

Defense rating items increases your chance to be missed, block, dodge, and parry an attack. The improvement is one percent increase per 25 points over the mob's base attack skill.

This is an important skill for enhancement shamans. This will help further mitigate damage.

Resilience

No characters have any level of resilience by default. Resilience is gained through items, enchantments and elixirs. One point of Resilience gives you -0.025% chance to be critically hit, and it gives a -0.05% damage reduction to critical hit damage, and damage over time spells.

Resilience is a very important PvP statistic. A lot of damage in PvP fights will come from critical hits. The ability to mitigate this damage greatly improves survivability.

Spell Resistance

There are five types of magic resistance. Arcane, Fire, Nature, Frost, and Shadow. When an offensive spell hits you, a roll in the background is done based on your resistance to the type of spell that hit you. The roll determines if it is 100% resisted, 75%, 50%, 25%, or none. The cap for resistance is 75% average of the damage mitigated. The cap is five*level of mob. For a level 70 mob it would be 350 resistance.

Mana Regeneration

Some items have mana regeneration on them. This is called MP5 regeneration. The best part about MP5 equipment is that it continues to work during the five second rule.

This is an important ability to have on equipment for elemental and restoration shamans, the main reason being that all the regeneration happens even while chain casting spells.

FIGHTING AS A SHAMAN



hamans fall into two categories in regards to fighting, burst fast kill, or slow out live kill. Enhancement and elemental shamans are all about quick killing their target. Restoration shamans are about killing their opponent while avoiding death themselves from unknown sources. Enhancement shamans are sometimes known as rogues in mail. This is because of the dual-wielding burst damage that enhancement shamans are known for. Elemental shamans are known for big bangs with lightning bolt, chain-lightning bolt, and frost shock combos. Restoration shamans are the ultimate survivors. They fight until the end of their mana pool, and then you finish them off, and the next thing you know they are standing next to you with nearly half their life, and half their mana left and they are healing to full.

Totems

One of the most important things for shamans are how they use their totems. This can mean the difference between winning or losing in many fights. You can have one totem of each element at a time down.

Earth Totems

You receive your first totems at level 4 when you complete the Call of Earth quest.

Stoneskin Totem

Stoneskin totem reduces the damage you take per hit by X amount (amount varies depending on what rank you use). This totem lasts 2 minutes, and affects everyone in your group who is within 20 yards of the totem. This totem is designed to lower damage significantly on mobs or players who hit quickly and do less damage, since it does the reduction per hit.

Earthbind Totem

Earthbind totem places a totem at the feet of the shaman that pulses a 50% movement rate reduction buff on all mobs within 10 yards of it. It lasts 45 seconds and has a 15 second cooldown. This totem is useful for

mobs that run away, or when you need to sprint away. There is a talent called Earth's Grasp that extends the range by 10% and then 20%.

Stoneclaw Totem

Stoneclaw totem once dropped pulses a weak threat. This causes mobs with little or no threat on someone to attack the totem. The totem itself is one of the most durable of the totems that a shaman gets where most totems only have 5 hp the rank 1 Stoneclaw has 65. Also, when the totem is hit with a melee attack, it has a 50% chance of stunning the target for 3 seconds. When this totem is used skillfully, it can help with adds for at least a few seconds. Another common tactic in PvP is to drop a Stoneclaw totem to distract pets. A pet that automatically attacks you will get pulled away by the Stoneclaw totem. A pet that is told to attack you is unaffected by the totem.

Strength of Earth Totem

Strength of Earth totem once dropped gives all members of your group who are within 20 yards of the totem a strength buff. Strength of Earth Totem lasts 2 minutes. Strength of Earth is a good totem for enhancement shamans to drop when they

are soloing because it will increase their attack power. This totem is also very useful when you are in a group that doesn't need the other situational earth totems.

Tremor Totem

Tremor totem causes a pulse for 30 yards that removes fear, charm, and sleep from all party members. It then continues to pulse every five seconds for the next two minutes. This totem is very situational, so a lot of shamans will never use it during their career. That is a mistake I hope you do not make. Tremor totem, if used correctly, can save a group from mass fear or sleep spells. When used, it is in anticipation of one of the above mentioned spells, or as soon as they land on other party members. Tremor totem is normally dropped, and then, once the initial pulse cures the group, it is replaced by a more appropriate earth totem.

Earth Elemental Totem

Earth Elemental totem summons an earth elemental to help the shaman. The shaman has no control over the elemental, and it is set to be aggressive to anything within its aggression area. The earth elemental has a fair amount of hit points -- approximately that of a shaman of the same level as it. The earth elemental also casts an Area of Effect (AoE) taunt spell that he casts. This makes the earth elemental good at holding threat. If

another earth totem is placed while the earth elemental is out, it will destroy the earth elemental. The totem and earth elemental lasts two minutes and they are bound in place so it will not follow you around. If there are no mobs in the area, the earth elemental will stand next to the totem. Casting earth elemental totem also puts the Fire Elemental totem on a two minute cool down, effectively making it impossible to have both elementals out at the same time. Earth elemental totem has a 20 minute cool down. Also, if the totem is destroyed, the elemental is also banished. Some people will target the totem due to the fact you can not heal the totem but you can heal the elemental.

Fire Totems

You can get the Call of Fire quest at level 10. Once completed, you will get your fire totem and can start using fire elemental totems.

Searing Totem

Searing totem will cast a mini fireball at an enemy within 20 yards of the totem. Searing totem is a good totem to use in single target fights. Some of the weakness of the totem are that it picks its target at random from available hostiles in its range. This can cause

adds to a fight, or break crowd controlled (Cced) mobs. Each shot does get 8% of your spell damage bonus. Searing totem is an effective low mana, damage over time (DoT) spell.

Fire Nova Totem

Fire Nova totem when dropped will start a count down. Four seconds after being dropped Fire Nova totem explodes, doing decent damage to all mobs within 10 yards of the totem. When this totem is dropped, it causes a large amount of threat for the totem itself. This means that if all mobs in the area do not already have a decent amount of threat on yourself or other players in your group, they will attack the Fire Nova totem. The totem only has five hit points and is quickly killed before it explodes. This totem is useful against players more than most mobs due to the fact that most mobs at the level you receive the totem can kill it in one hit. This means the mobs look away for a second then return to attacking you. Some players will ignore it until it is too late. Other times, Fire Nova totem is a good way to get a rogue out of stealth if they are next to it when it goes off. There is a talent called Improved Fire Nova Totem that makes the "fuse" on the totem 2 seconds less, making it a faster AoE spell. Fire Nova totem has a 15 second cool down after being placed.

Frost Resistance Totem

Frost Resistance totem gives a frost resistance buff to all party members who are within 20 yards of the totem. Frost resistance totem is very situational. It is primarily used when you are raiding a mob who casts frost spells. Otherwise, it will sit and gather dust most of the time. On occasion, if you notice a frost mage in PvP it might be useful. The problem is that frost mages will kite you away from the totem quickly, making the cast a waste of mana.

Magma Totem

Once dropped a magma totem for the next 20 seconds, every two seconds will pulse an AoE damage. This will only hit mobs who are within eight yards of the totem. This totem also draws a large amount of threat. Since the totem only has 5 hit points, it will be quickly destroyed unless there is threat coming from another source. Magma totem is not very mana efficient unless it is hitting three or more mobs. Magma totem does do a good job at bringing a large group of mobs down in life if you have a warrior, or something with an AoE threat, that will keep the mobs off the totem.

Flametongue Totem

Flametongue totem is the first of two weapon enhancement totems. When placed, flametongue totem enchants all primary weapons of the group who are within the 20 yards radius of the totem with a fire enchant. This means that every swing with your primary weapon does extra fire damage. The slower the weapon is, the more damage the enchantment does. This is the lesser used of the two weapon enhancement totems. It is useful before you get the other one. After that, this totem kind of fades into the background. The totem stays in effect for up to two minutes.

Totem of Wrath

Totem of wrath is the 41 point talent in the Elemental tree. This means totem of wrath can be gotten at level 50. When placed, totem of wrath gives all party members within 20 yards of it a buff that increases their chance to critically hit with both their spells and melee attacks by three percent. This totem shines while in groups that are attacking boss mobs. The increase to critically hit is seldom noticed when you are killing random trash mobs that do not last very long. This totem lasts two minutes after it is placed.

Fire Elemental Totem

Fire elemental totem summons a fire elemental to help the shaman. The shaman has no control over the elemental, and it is set to be aggressive to anything within its aggression area. The fire elemental has a low amount of hit points. The fire elemental can seldom tank mobs of equal level without healing the elemental. The fire elemental has a mana bar, and its mana regenerates very slowly. The fire elemental has an AoE fire nova type of attack, but because of its low mana and mana regeneration, you will only see the fire elemental cast this approximately 4 times during the two minutes it is active. The fire elemental also has an aura around it that damages nearby enemies every two seconds. When not casting the fire nova, the fire elemental will attack with a melee style attack. This attack deals purely fire damage. This makes it very effective against heavily armored enemies, since the fire bypasses armor. All of the elemental's attacks are increased in damage by how much +spell damage gear you are wearing. The fire elemental is also immune to all fire type of attacks. If another fire totem is placed while the fire elemental is out, the fire totem will destroy the fire elemental. The totem and fire elemental lasts two minutes, and they are bound in place so it will not follow you around. If there are no mobs in the area, the

fire elemental will stand next to the totem. Casting fire elemental totem also puts the earth elemental totem on a two minute cool down, effectively making it impossible to have both elementals out at the same time. Fire elemental totem has a 20 minute cool down. Also, if the totem is destroyed, the elemental is also banished. Some people will target the totem due to the fact you can not heal the totem but you can heal the elemental.

Water Totems

You can get the call of water quest at level 20. Once completed, you will get your water totem and can start using water elemental totems.

Healing Stream Totem

Healing stream totem will heal all party members within 20 yards by X amount every two seconds. The totem stays active for up to two minutes. Healing stream totem receives six percent of your +healing bonus per two second tick. This totem also stacks with itself. So if you are in a group with another shaman you can both lay this totem down, and gain the benefits from both. Though not very mana efficient for healing one person, this can be efficient when healing a group. Also, restorative totem talents can make healing stream do up to 25% more healing per tick.

Poison Cleansing Totem

When first placed, poison cleansing totem will pulse a poison cure for all party members within 20 yards. If left up, the totem will continue to pulse this poison cure every five seconds. This totem is very useful when your group is fighting mobs that poison often, and mobs that have an AoE poison spell. Poison cleansing totem is a very situational totem, but when those situations appear, it is important not to forget about this totem.

Mana Spring Totem

Mana spring totem, when placed, pulses a mana regeneration on all party members within 20 yards of the totem. Mana spring totem lasts two minutes. The mana regenerated depends on what rank of mana spring you are using. Mana spring is very useful when in a group with other casters. It is also useful to drop if you are going to be sitting for more than 20 seconds due to low mana, because without any talents, mana spring will pay for itself after 20 seconds. This totem is kind of a fall back from mana tide totem, since mana tide totem has a cool down timer.

Fire Resistance Totem

Fire Resistance totem gives a fire resistance buff to all party members who are within 20 yards of the totem. Fire resistance is another totem that is very situational. It is primarily used when you are raiding a mob who casts fire spells. On occasion, if you notice a fire mage in PvP, it might be useful. The problem is that fire mages will kite you away from the totem quickly, making the cast a waste of mana. A large portion of mobs use fire based spells so this totem will get a little more use than your frost resistance totem.

Disease Cleansing Totem

When first placed, disease cleansing totem will pulse a disease cure for all party members within 20 yards. If left up, the totem will continue to pulse this disease cure every five seconds. This totem is very useful when your group is fighting mobs that use diseases often, and mobs that have an AoE disease spell.

Mana Tide Totem

Mana tide totem is a 31 point talent in the restoration tree. Once placed, it regenerates six percent of each party member's mana who are within 20 yards every two seconds for 12 seconds, effectively regenerating 24% of all party members' mana in 12 seconds. This is a must have talent if you are going up

the restoration tree. This kinda of mana regeneration is huge in healer groups, or caster heavy groups. Mana tide totem does have a five minute cool down.

Air Totems

You can get the call of air quest at level 30. Once completed, you will get your air totem and can start using air elemental totems.

Grounding Totem

Grounding totem will place a buff on all party members who are within 20 yards of the totem. The buff effectively makes them immune to the next single target spell cast at them, and it is redirected to the grounding totem. The grounding totem is immune to a lot of different spells. Unfortunately, it does only have 5 hit points, and the first direct damage spell it absorbs will destroy it. There are a few spells that can not be redirected. This totem is one that needs to be mastered.

Nature Resistance Totem

Nature Resistance totem gives a nature resistance buff to all party members who are within 20 yards of the totem. Nature resistance totem is very situational. It is primarily used when you are raiding a mob who casts nature spells. Once in a while, if you notice a druid in PvP It might be useful. The problem is that druids will kite you away from the totem quickly, making the cast a waste of mana.

Windfury Totem

Windfury totem gives all members of your group within 20 yards of the totem a windfury buff on their main hand weapon. The windfury buff gives a 20 percent chance that an attack triggers a second attack with the weapon with X amount of additional attack power. Windfury totem lasts two minutes. This is a very useful totem in groups with other DPS and warriors. The extra attack can greatly reduce the time it takes to kill an enemy. Windfury is considered one of the best totems shamans get for groups.

Sentry Totem

Sentry totem when dropped leaves a totem that lasts 5 minutes. The totem has 100 hit points and warns the shaman if anything attacks it. The shaman also gains a buff that allows him to switch between his own view and sight that comes from the totem. The only use this totem has is for watching patrol routes, or watching for enemies approaching. Most shamans never use this totem. This totem is useful with some of the PvP events where you have to watch for enemies entering areas. The draw back is the inability to use other air totems when this one is in effect because air totems are considered some of the strongest totems.

Windwall Totem

When placed, windwall totem works very similar to stoneskin totem. The difference is that windwall totem reduces ranged damage. Windwall totem lasts two minutes after being placed. It also reduces ranged damage by a larger amount. This totem works well for battling hunters. Elemental shamans can sit back and cast spells at the hunter while he does little damage to them with his attacks because of this totem. This totem is situational, but during those situations very helpful in reducing the damage to yourself and your party.

Grace of Air Totem

Grace of Air totem once dropped gives all members of your group who are within 20 yards of the totem an agility buff. Grace of air totem lasts two minutes. Grace of air is a good totem for enhancement shamans to drop when they are soloing because it will increase their chance to critically hit, causing the ability flurry to happen. Agility helps dodge, parry, and for some classes, gives more attack power. Grace of air should be down if you are not using another type of air totem.

Tranquil Air Totem

Tranquil Air totem gives all members of your group who are within 20 yards of the totem a buff that reduces the threat they cause by 20 percent. Tranquil air totem lasts two minutes. This totem is primarily used in raids when a shaman is placed in a DPS group without one of the tanks. This totem helps keep the group's threat in check. Considering the usefulness of other air totems, this one is seldom used.

Wrath of Air Totem

Wrath of air totem when dropped gives all members of your group who are within 20 yards of the totem a buff that gives plus 101 spell damage and healing. Wrath of air totem lasts two minutes. This totem should always be laid down if possible before casting earth shield, or a healing stream totem. If placed in a group with casters, it is a must have. It is a very helpful totem for caster groups because helps with heals.

Shocks

Shocks are a shaman's instant cast direct damage spells (DD). The three different shock spells all have a secondary effect. Using the correct shock at the right time can make a huge difference in a fight. All shocks share the same cool down timer of six seconds. This can be lowered with talent points.

Earth Shock

Earth shock is the first shock you get; it is obtained at level four, and ranks up as appropriate. Earth shock does okay direct damage for the mana cost. Earth shock is considered a nature spell for resistance and casting reasons. The secondary effect of earth shock is that it interrupts spell casting and makes it so that spells of the same school as the spell interrupted cannot be cast for two seconds. Earth shock is used to counter magic. If fighting a player or mob that relies on spell damage as its main source of damage, you should be only using earth shock to interrupt the spells. Save the cool down for when it counts.

Flame Shock

Flame shock is obtained at level 10 and ranks up as appropriate. Flame shock does good damage for the mana costs. Flame shock is considered a fire spell for resistance and casting reasons. The secondary effect of flame shock is a damage over time (DoT) effect. This is what makes flame shock so mana efficient. The burst damage of flame shock is not high, but the overall damage this shock causes for the amount of mana it costs makes it the most efficient of shock spells. The DoT effect can also keep rouges from vanishing. The DoT will tick and bring the rogue out of stealth. Flame shock should be used if you don't need to counter spell the target or snare it.

Frost Shock

Frost Shock is obtained at level 20 and ranks up as appropriate. Frost shock is an expensive spell to cast, but has high burst damage. Frost shock is considered a frost spell for resistance and casting reasons. The secondary effect of frost shock is a snare effect, which reduces the targets movement speed by 50% for eight seconds. Frost shock is commonly used to kite a target. With the spell lasting longer than the recast time, you can effectively kite the target until it is dead without casting any other spell. Frost shock is

very useful to stop runners in battle grounds, and NPCs that run on low health, if frosh shock doesn't kill them. Frost shock is one of the shaman's most useful spells.

Buffing Yourself For The Fight

Shamans only have two categories of buff they are going to commonly use. The first is a weapon buff, the second is an elemental shield. A weapon can only have one buff on at a time; it is common practice to place a buff on two weapons and dual wield them. A shaman can only buff his/her own weapons. At least once in your career when someone asking you to add Windfury to their weapon, but you can't do it. You can only have one elemental shield active on yourself at a time. Only earth shield can be cast on another player, and then only one earth shield can be active at a time.

Weapon Buffs

Keeping your weapon(s) buffed at all times is important. While two of the three specs of shaman won't be in melee most of the time, you never know when you might need to hit a mob with your weapon of choice. All weapon buffs last 30 minutes.

Rockbiter

Rockbiter is the first weapon buff you receive, obtained at level one. Rockbiter increases the damage per second (DPS) by X amount. This is a straight forward buff to the weapon. The damage is physical so armor does affect it. Rockbiter is only used when none of the other weapon buffs are viable.

Flametongue

Flametongue is first obtained at level 10. Flametongue enchants your weapon with fire damage. Every hit you do has added fire damage. The base damage scales with the rank and weapon speed, the faster the weapon less damage per hit. Flametongue also gains approximately 10 percent of your plus spell damage, but this does not scale with weapon speed. That means that a faster weapon with high plus spell damage gear is ideal for flametongue enchant. This is the buff most commonly on a elemental shaman's weapon due to the high plus to spell damage.

Frostbrand

Frostbrand is first obtained at level 20. Frostbrand enchants your weapon with the possibility to proc a frost DD with a snare effect of 25 percent movement reduction that lasts eight seconds. Frostbrand is commonly used by restoration shamans in hopes that it

procs and the shaman can get away. Sometimes elemental shamans use frostbrand to help them get out of melee range. Frostbrand gets 10 percent of your plus spell damage like flametongue. Frostbrand's chance to proc is approximately 9 procs per minute. This means a slower weapon will proc it on a higher percent of hits, but the mob is affected by it the same number of times.

Windfury

Windfury is first obtained at level 30. Windfury enchants your weapon with a 20 percent chance to deal damage equal to two additional hits with X amount of bonus attack power. Windfury's two additional hits can proc other weapon enchants, and if they critically hit will proc fury (if you have it). Windfury is used by enhancement shamans. When wielding one two-handed weapon, it can produce large hits of critical damage. When dual-wielding, it is used in concert with stormstrike, possibly causing both weapons to proc two triple-hits at once. Windfury is one of the shaman's best abilities in the game. Enhancement shamans make the best use of this ability in conjunction with other abilities in their talent tree.

Elemental Shields

Elemental shields are an important buff that shamans have. The shields are primarily for the shaman, but earth shield is commonly used on someone else in the group. Elemental shields can make a big difference in fights when used correctly.

Lightning Shield

Lightning shield is first obtained at level eight. When cast, this spell places a buff on the shaman that has three charges. Whenever the shaman is hit with a spell, melee, or ranged attack, one of the charges will discharge, and the attack will be hit with XX amount of nature based damage. Only one charge can be discharged every couple of seconds. Lightning shield is an instant cast spell, and will commonly be refreshed in a fight where it is being used. Each charge of lightning shield gets 33 percent of your plus spell damage. The buff lasts 10 minutes, or until all three charges are used. Enhancement shamans commonly use this when they are soloing, or off-tanking. Lightning shield does produce a large amount of threat, so it should not be used in situations where you could gain too much threat and pull the mob away from the main tank.

Earth Shield

Earth Shield is the 41 point talent in the restoration tree. This is the only elemental shield that can be cast on other players. You can have only one earth shield active at a time. Earth shield is a buff that has 10 charges. When hit, a charge will be lost and you will be healed for XX amount of damage. Only one charge will go off every few seconds. Earth shield lasts 10 minutes, or until all 10 charges are used up. When earth shield is first cast, it gains 30 percent of your plus healing gear per charge. This means that you should drop Wrath of Air totem before casting if possible. Also, trinkets that increase healing are commonly used. Earth shield also gives a 30% chance to ignore spell interruption when damaged. This is where a restoration shaman should be putting their 41st talent point. This is a shield that should be used constantly if possible. The downside to Earth shield is that it can be dispelled, and can be spell stolen.

Water Shield

Water Shield is first obtained at level 62. When water shield is cast, the caster gains a buff with three charges. Spells and attacks will discharge one of the charges, in doing so it will give the shaman XX amount of mana back. Also when Water Shield's duration ends, the shaman will get all the mana held

in the remaining charges. This makes Water shield perfect for gaining mana both in combat and out of combat. The duration of Water Shield is one minute. This can make it very hard to kill a shaman due to the ability to gain mana back quickly if they are being attacked. They get mana back and can heal. This shield is commonly juggled with Earth shield by restoration shamans. Water shield will be commonly used by elemental and restoration shamans.

HEALING AS A SHAMAN

You are always going to be healing as a shaman, whether it is yourself, or a team member, because you have the spells and you should be using them. I am not saying all shamans are the main healer, or even the back-up healer, but I am saying save your group some time by helping with your spells when you can. Cut down your down-time and heal yourself; instead of eating food, save space and only carry water because you can heal.

Healing Spells

Shamans have three different healing spells. They are all used throughout your career. If used correctly, they can save on down time and possibly a wipe.

Healing Wave

This is the first healing spell you receive. When received at level one, this spell is only a 1.5 second cast time. As you go up in ranks, it increases to the maximum time of 3 seconds at rank four and higher. Healing wave is the primary healing spell you will use. Healing wave is mana efficient and heals for a decent amount. The three second cast time makes it so the heal has to be planned a little better, and with talents it can be reduced to a 2.5 second cast time. Use this to heal up targets after a fight if you are elemental, or enhancement, and have the mana available.

Lesser Healing Wave

Lesser healing wave rank one is received at level 20. Lesser healing wave is a quick heal, having a cast time of 1.5 seconds, so it is more for emergency use. Lesser healing wave should be used only when the cast time difference is important. Lesser healing wave at max rank heals for less than half of max rank of healing wave. Lesser healing wave at max rank 2/3 of what max rank healing wave costs in mana consumption. Consider lesser healing wave your emergency button, not your regular heal.

Chain Heal

Chain heal rank one is first available at level 40. Chain Heal has a cast time of 2.5 seconds. This makes it better than a talented healing wave, but still slower than lesser healing wave. Chain heal is less mana efficient than lesser healing wave if used on one target. If chain heal can do 1 or more of it's jumps, then it is more efficient than lesser healing wave. If it can fully jump, it is as efficient as healing wave. Chain heal is designed to be used when 3 or more of the group have damage. The first target of the spell gets the full amount healed plus 72 percent of your plus healing gear. The second target gets half the healing of the previous one and only 36 percent of your plus healing gear. It then does one final jump that does half the healing it did on the last target, and only 18 percent of your plus healing gear. Chain heal is a strong healing spell when used by the shaman wisely. The ability to heal three targets in your group can really up your healing.

Healing Totems

Shamans have three different healing totems. Two for healing mana, and one for healing life. All three totems are of the water type. Unless you are using one of the other situational water totems, you should be healing your group with your water type totem. If you are in a group with more than just the main tank taking damage, you should be dropping a healing stream totem. The healing over time is often overlooked as helping the group out, but when it is healing 3 or more of the group all at one time, it is doing it's job. If you are in a group that only has a main tank taking the damage, it is not worth dropping a healing stream totem; drop a mana spring totem instead. If you have the points into the restoration tree, you should have Mana tide totem. This totem heals a lot more mana than mana spring totem does. Mana tide has a cool down though. So, if you do not have mana tide totem down use mana spring so that your group will have that constant feed of mana.

Healing Management

The common number that is going around right now on how much plus healing gear a healing shaman needs is around 800 total plus healing.

Healing is one of those abilities that takes a certain eye. You need to know when to start to heal, and when not to. Begin too late with a heal, and your target might be dead; begin too early, and part or potentially all of your heal will be wasted. Healers will commonly be required to either be in a voice channel or a text channel so they can coordinate healing. Working together with other healers can be a powerful combination.

Remember the other ways that a shaman can augment his group making them more effective. If a shaman goes on a raid, or even into an instance group, and all he does is heal, it is unlikely he will be asked back again in the future.

RAIDING AS A SHAMAN



aiding is the PVE pinnacle of what can be done in World of Warcraft. Raiding is all about the group effort and the group gaining as a whole. PvP individuals only have to worry about four other people. In raids, you are one of 10, 24, or 40 people. Raiding is time consuming and shows devotion to the group, and often times to the guild.

RAIDING 101

So, you've gotten into that raid guild, and now you want the inside information on what shamans do in a raid. Lets start with the basics. Very few people raid pre-70, and very few people do pre-Burning Crusades raiding. The reason behind this is, most equipment that is dropped in level 70 instances and Heroic instances is better than what is dropped in pre-BC raids. Most people who raid are raiding to get high end loot. Blizzard has yet to update the older raid instances so they provide a challenge, or decent enough loot to justify doing the pre-BC raids.

Once you start raiding you are going to want to start finding some good raid related Add-Ons. The other big thing that a lot of the regular raiders have is a program called Ventrilo. Ventrilo is a Voice over IP (VoIP) group communications software. This allows players to communicate via headsets, which allows faster response times than typing in game.

As of patch 2.2 Blizzard introduced in game voice chat. This allows you to talk with a microphone to people of your group, raid, or custom chat channels. The voice chat that Blizzard introduced is not as high quality as Ventrilo, but it is free with the game. Ventrilo has a cost that someone commonly donates to the guild to pay for it. Blizzard's voice chat will phase third party voice chats out over time.

With all of that said, let's move on to what shamans actually do. Shamans are a hybrid class of warrior, mage, and priest. How you choose your talents will determine what kind of shaman you are. The three most common names for shamans are: Restoration shamans, Elemental Shamans, and Enhancement shamans. In most raids, Restoration shamans are the most sought after and Enhancement

shamans tend to be the least sought after. Your role during the raid will depend on what niche you were invited for – Healing, DPS, or Tanking.

Restoration Shamans

As a Restoration shaman, you are probably the most sought after of the raiding shaman specs. This also means you are the one that the other members of your raid watch closest. Restoration shamans fill the healer role. Your job during the raid will be to keep certain people alive. A lot of times a Restoration shaman is placed in the group with the main tank. This is not really because shamans are the best healers, but because the main tank can then benefit from the totems that the shaman lays down. A Restoration shaman's main job though is healing. A good raid leader will let you know whom your primary healing targets are. You should primarily be using Healing Wave to heal. Remember that even with talents, Healing Wave still has a 2.5 second cast time. In emergencies, you can use Lesser Healing Wave, but due to it not being as mana efficient as Healing Wave, it should only be used when that one second counts. For that wipe saving heal, remember to use Nature's Swiftiness with Healing Wave. When in a raid where there many people being damaged by

Area of Effect (AoE) spells, remember your Chain Healing spell. It is not very mana efficient unless you are hitting all 3 targets with it.

Elemental Shamans

So, if you want to be the one dishing out the damage from a distance, you picked the right way to go. Elemental shamans are purely in a raid for DPS. The hard part about this is that, as a DPS character, you are one of the most common types of character. This makes it hard to get a DPS slot due to the fact that DPS slots get filled fast. As an Elemental shaman in a raid you have a very busy job ahead of you. You could be placed in any of the groups. Your job is going to be doing damage, spot healing, and keeping group beneficial totems up. You are going to want to keep your Mana Spring Totem up at all times, because you will be casting a lot of mana intensive spells. You will use your other totems based on the situation. You have five main spells that you are going to be using: Lightning Bolt, Chain Lightning, Earth Shock, Flame Shock, and Frost Shock. Lightning Bolt is your bread and butter, followed by the shock that is most appropriate at the time. Last, for multiple mobs you have Chain Lightning. This is a good direct damage spell as long as it is

hitting the 3 targets it can. Don't forget to use your Elemental Mastery talent when the cool down is finished and you are not expecting a big fight for another three minutes.

Enhancement Shamans

If you want to be up in the heat of the battle, this is the way to go. Unfortunately, Enhancement shamans have a hard time getting into raids. The reason for this is that most Enhancement shamans don't have the gear for this spec. Enhancement shamans are a lot of times the off tanks, or support melee. Enhancement shamans should be able to take a decent beating, but because they do not have plate armor, they can not take nearly as much damage as the plate wielding classes. Enhancement shamans normally dual-wield weapons, or use a two-handed weapon, the most common being the dual-wielding sort. When dual-wielding, remember to keep both weapons buffed. This will add substantial damage. The most common buffs are Windfury weapon on your main hand, and flametongue or Windfury on the off hand. Rockbiter is affected by the off hand weapon doing less damage, and frost weapon is not guaranteed damage like flametongue. If you are in melee range and there is only one mob in the area, searing totem will help out a lot.

When/Where To Start

Shamans start their raiding career around level 60-70 just like other classes. The reason most people wait until level 70 is because the equipment that can be gotten with a group at level 70 is in most cases better than equipment from the older raids you could do at lower levels. Level 70 instance and Heroic instance equipment should be what you are wearing prior to becoming a serious raider. If you plan on becoming a healer, you are going to want to get a lot of +healing gear, if you are going DPS, you will want a lot of + spell damage gear, and if you want to do enhancement, you are going to need + attack power and stamina gear. All your raids are either 10 person or 25 person raids. You are going to want to get the full amount of people to do the raids. Also, a pick up raid can mean many deaths, so your best bet is to do it with guild members you know and trust.

A good raid to start with would be Karazhan. The first boss you will be fighting is Attumen the Huntsman & Midnight. This will be a good boss to start on and learn the basics. Karazhan is a 10 person raid zone. Your group should be able to handle Attumen and Midnight before you move on to the next boss. If your group is wiping

repeatedly, the group is going to want to reconsider the group make up, or the equipment everyone has. Raiding is an in-game learning experience. It will take doing raids to learn exactly when you should start that heal, or when you should be able to cast another lightning bolt.

Strategies As A Shaman

Even though shamans tend to be pretty specialized, they are still a hybrid class, which means you can cast a Lightning Bolt or an Frost Shock as a Restoration shaman when needed. The biggest thing with the versatility of a shaman is that you need to know what you are going up against. Find out ahead of time if a mob does a certain type of damage, and be ready to throw down a totem to counter it if possible. Does the mob cast spells that your grounding totem can absorb? If so, you can bet your group will be happy when your grounding totem takes that 4,000 damage nuke. Also, knowing if adds run, or if a mob fears or puts party members to sleep, is great to know so you can lay appropriate totems. This means, as a shaman, you have to ask, or do your own research on bosses. A shaman who just does the same thing at every raid will soon be a shaman replaced. A shaman who comes in knowing

what totems will help the raid the most, will be the shaman who is invited every raid. Shamans are versatile, and for that reason try to get into group fulfilling the role they are looking for. It is not uncommon for a shaman to redo his talent points because a raid needs a healer badly, and the raid has a drop you have been looking for, for a while.

Raid Progression

The way that a lot of guilds do raids is by giving them a ranking. Rankings are: not even attempting, testing the waters, comfortable, and farm list. Most of the time you don't move the next raid in line up to the next level until you have made the previous one at least comfortable. When your guild is testing a raid out, it is a good idea to expect wiping; most bosses take certain strategies that have to be figured out. This mean lots of time trying new things. By the time a boss is considered on the farm list, the guild as a whole is able to get a group together and take said boss out without any major problems. The difficulty of the different raids are as followed in easiest to hardest order; Karazhan, Gruul's Lair, Magtheridon's Lair , Serpentshrine Cavern, Tempest Keep, The Eye, Caverns of Time, Battle of Mount Hyjal, and Black Temple.

SHAMAN PVP



Shaman PvP has dropped considerably. Previous to the Burning Crusades expansion, shamans were considered PvP powerhouses. No one wanted to run across a shaman in world PvP unless the shaman was near death, or in the middle of a fight already. Because of this reputation, Blizzard decided to look at how shamans were composed, and how different abilities worked. They then "rebalanced" shamans. This placed shamans near the bottom of the PvP chain. Shamans who used to walk with an air of confidence, now sulk around like a peasant trying to avoid being a "free kill" from the other classes. Shamans have learned how to deal with these changes to the class, and are seldom considered a "free kill" anymore. Keep earth shock rank one on your tool bar. Only use rank 1 to interrupt spells since you save a large amount of mana this way. This section is about the strategies to win versus the different player enemies out there.

One On One PvP

One on one PvP comes in many forms. On a PvP server, any time you run across a single player of the other faction it is potentially a one on one situation. Also, running around in

the different battlegrounds by yourself you might be in one on one PvP. This section is a reference on how to deal with a specific class.

Druids

Druids are an interesting class to fight in PvP. If you get the jump on them, they could be in any one of their many forms. The best strategy with a druid is to treat him as the class that is the equal of the form they are currently in. In cat form they are like rogues, bear form they are like warriors, their racial form as a caster, Moonkins treat as nasty casting tanks, and if you ever see a druid in tree form just /lol at him as you attack. Druids can shift forms quickly to get out of snare effects. Remember your purge spell. Don't always spam purge, but watch for what spells they are buffing themselves with; good PvP players will use low rank spells to get you to waste mana purging them. Watch their mana bar. If it doesn't move much, don't waste your mana purging it. Your best approach depends on what type of shaman you are.

Elemental shamans should start kiting the druid as well as you can. The druid will be shifting out of your frost shocks, and earthbind totems. They will most likely switch into cat form, and rush at you to

attack you like a rogue. The strategy here is not to panic. Once you get the druid down in life, he will shift back to his normal form and try to heal. This is when you want to use earth shock, and follow up with a strong lightning bolt. If you are elemental and they switch to Moonkin form, the fight is going to get nasty. They depend on dealing large amounts of damage just like you with spells. They are also going to try to close the melee distance so their attacks can regenerate their mana. I recommend staying out of melee range, and using your instant nukes along with constant low rank totems. Most druids will constantly be destroying your totems. If you can get them to switch away from you for even a second, it will help in the fight.

As a restoration shaman, this could be a long fight. The druid will probably try to tank you down with bear form the moment they see you cast earth shield. If they switch to cat form, they are going to try to get you in a stun unlock – this is a common tactic if you let your life get low. Keep yourself above 50 percent at all times. Use earth shield, water shield and your other spells to slowly wear them down. If you run into a Moonkin as a restoration shaman, your best bet is to turn tail and run. Put some distance between you and the druid. Their ability to regenerate

mana with melee attacks is stronger than your water shield. You might stand a small chance if you can keep their heals interrupted, but it is going to be a long fight.

Enhancement shamans have the easiest time with druids. Get up into the druid's space, and start going off on them. If they are smart, they will switch into bear form to combat your high damage output. Keep yourself healed up, and when they switch out, watch for the heal and earth shock it. Finish them off and go home.

Hunter

Hunters are combated very similarly no matter what kind of shaman you are. Hunters have pets, the pet is gone once you kill the hunter. If you kill the pet you still have to kill the hunter. This means don't waste time with the pet. A lot of times the pet has better armor class, and maybe even higher hit points. When you find a hunter, hope you have the drop on them. You want to get up in their face as soon as possible. Hunters are not as strong of melee types as enhancement shamans. If they couldn't dual-wield, or use some of the large two-handed weapons, they would be as weak as a restoration, or elemental shaman in melee. In melee range, they get a few special attacks,

but nothing shamans shouldn't be able to counter with their own. If you are an enhancement shaman, run right in. Hunters are one of the few classes it is best to burn all your mana and go all out on. The longer that pet beats on you, the more it will add up. You can trick hunters in a few ways. For starters, if you run around in ghost wolf form, they will not see you on track humanoid, only on track beast, allowing you to get that much closer. Be careful with this though, because they can use scare beast on you and fear you away. Another good tactic is to watch for a hunter dropping a trap animation, or whenever something seems fishy. Use your grounding totem, and it will eat up frost trap and immolation trap. If the hunter drops a snake trap, follow it up with a magma totem, and watch those snakes burn. If a hunter catches you at a distance, your best bet is to try to find some terrain where they have to get in closer to you, and you can try and exploit that dead zone. Restoration shamans should be aware that Hunters can now dispel Earth Shield.

Mage

So, you come across a cloth wearing mage and want to know what to do. Mages come in two different flavors: ice and other. Ice mages are a potential nightmare to fight. They are

designed to kite and have high survivability. Ice mages run you around by keeping you snared with ice bolt, and if their freeze kicks in, you get hit with a big Ice Lance. Get to close, and they will Frost Nova you and you are stuck again. Then they will hit you with a high damaging Cone of Cold. Frost mages also have a friend that will probably make an entrance, their own personal Water elemental who casts frost nova at a distance and throws frost bolts. When you fight a frost mage, your best bet is to use a searing totem to extend their cast time, and do the damage you can. Do as much damage as you can as fast as you can with a frost mage. With all mages, realize they have counter spell. Getting hit with this when you need to heal is disastrous. Make sure you never heal without a grounding totem out, and try to heal during their counter spell cool down. Use your purge spell when they are using their elemental shields and arcane intellect. That gives them an increased chance to critically hit with spells, and it increases their mana pool.

Fire mages are a lot easier for shamans. They will still try to fight you from a distance, but they have less control than frost mages have. What fire mages give up in control though, they gain in sheer power of spells. Watch for the buff presence of

mind(PoM). Purge it if you have a chance. Some mages do not create the macros that use it immediately. Take advantage of this, and remove PoM. Use your fire resistance totem, and try and stay with them using your Earth shock to disrupt their casting. A good mage will be hard to beat. A good Frost mage will take luck to beat. But, if you stay with them, you are better off than trying to fight them from afar.

Priest

Priests are all about controlling the fight. They will throw psychic scream at you when you get close; if you time your tremor totem right, it will break the fear, and you will be able to get to the priest again. Use a two-handed weapon if you have a decent one with you versus soft targets like priests and mages. If fighting a Shadow priest, realize they have a five second silence they are going to use on you. If you are an elemental shaman, stay at a distance, and continue to nuke the priest. A fight against a priest should be okay, as long they do not keep the fight under control with fear. Priests should be a straight forward fight - they don't have a whole lot of tricks that you need to watch out for.

Rogue

Rogue is a class that is dependent on the start of the fight. If they cannot kill you, or maim you before you get out of their combo, you are good to show them where the Spirit Healer is. What it takes to beat a rogue is timing. You want to walk up on the rogue, and not let the rogue walk up on you if possible. A rogue can only stealth out of combat. If you get them into combat, their only way to get stealth is to burn vanish. If a rogue vanishes on you, start using your Rank 1 Magma totem. If they walk into range of it when it pulses, it will pull them out of stealth. The other trick with rogues is being able to heal yourself. Rogues have the ability Kick you need to watch out for, it costs them 24 energy and has a 10 second cool down. If it hits you, then you can't cast spells of that type for 5 seconds. If they have improved Kick, it means you can't cast spells for 2 seconds at all. Restoration shamans should be able to walk all over rogues simply using water shield, earth shield, and shocks. Always run around with Earth Shield if you are on a PvP server, for rogues alone. Elemental shamans might have a hard time with rogues if they get spell locked. Enhancement shamans should win a fight with a rogue, as long as they can heal after that initial burst of damage. Use searing totem to keep a rogue

in combat when they try to blind you. Also remember to keep yourself purged of poisons that most rogues use. Dropping a Poison Cleansing Totem at the start of the game will normally distract rogues because it slows down their damage if you are being cleansed of all of it.

Warrior

Warrior is a class of high damage in melee range. This means you want to stay out of melee range. Most warriors will use Charge at 25 yards to start the fight. Your best bet is to get the warrior in combat before he charges you. Charge can not be used in combat. Do this with a lightning bolt or something. After that, when you get beyond eight yards, they will use intercept to get to you again. This has a three second stun along with it. Intercept does have a 30 second cool down, but it is possible for the warrior to reduce the cool down to 20 seconds with talents, so, that is your window of not being in melee range.

Also, mortal strike reduces the amount of healing that a spell does by 50%. Healing while having mortal strike on yourself is a waste of mana unless you have to, in order to stay alive. Kite warriors with frost shock, and try to stay out of melee range. Unless you are

Enhancement and have better gear than the warrior, you will not win a melee battle. Keep a searing totem up to do steady damage. Drop Earthbind totem to help out with the kiting.

Warlock

Warlocks are an ugly fight. They have a lot of ways of controlling the fight. Through fear, death coil, and their magic eating Felhunter, the fight can be very short with you visiting the spirit healer, or it can be well timed and maybe, if things work out, the warlock will have to use his soulstone. Remember that if you drop a warlock they are going to wait for you to turn your back before they use their Soulstone, so be careful. With warlocks, your best bet is to use grounding totem, tremor totem, and searing totem whenever you can. You need to get up in the warlock's space. You need to melee him as much as you can. An enhancement shaman is going to hope for a nice windfury proc, and then he might win. If you are Restoration, and the warlock doesn't have his Felhunter out, make sure you keep up earth shield. The pet hitting you will keep you sitting pretty good. Throwing low rankings of your water totems might buy you some extra time as the warlock goes to kill them. Warlocks are a tricky fight. If you get a

chance, keep yourself healed because deathcoil will be used by warlocks either when you are low on life, or they are low on life. Death coil will give the warlock 500+ life back and steal it from you, while it also sends you running horrified. Your tremor totem doesn't fix horror effects. Warlock fights are one of the hardest to master. They have a lot of ways to keep you under control, and that makes it hard for you to do anything to them. Just keep at it.

Shaman

Shaman versus another shaman. . . this is going to be an interesting one. You need to use your totems with great timing, and take down their totems down so they don't hinder you. Do not purge water shield, it is not worth your mana to stop them from gaining a little bit, otherwise they will keep using it, and you will run out of mana from pruging them. Also, grounding totem will absorb purge. This means be careful that you are not wasting mana purging when they have a grounding totem down, and you can hope they purge you when you have a grounding totem down. If you are an elemental shaman, take out their totems with a simple marco I call Totem killer:

```
#show tooltip Lightning Bolt  
/cast Lightning Bolt (Rank 1)
```

It is that simple. Keep this on a bar when fighting another shaman, it will cast a rank 1 lightning bolt, and if a grounding totem is down, it will absorb the bolt and die. Other shamans can use this also, but elemental shamans benefit from faster cast time and less mana to cast it. Searing totems can also take out grounding totems. Always purge nature's swiftness and/or elemental mastery if you see it up on your opponent.

Here are some tips for your type of shaman versus their type.

Enhancement Vs Restoration. Get up in his face. Earth shock any heal you can. Conserve your mana. Use a two-handed weapon with windfury. Try and purge nature's swiftness the moment it is up, or you will see an instant super heal. The restoration shaman is going to try and burn you down with spells and kite you. Use grounding totem to keep them in melee range. Also, use searing totem to slow down their casting. Make sure you Purge Earth Sheild or your hits are going to be healing them.

Enhancement Vs Elemental. Earth shock as many spells as you can. Keep him in melee range with grounding totem. Keep all his buffs purged. Straight melee him, save your casting for earth shock, heal only if you have to.

Enhancement Vs Enhancement. Try to play yourself off as Elemental at first. Keep him kited with frost shock and grounding totem until he is at 50% life. Switch to your best dual-wielding combo, and go at him with stormstrike hoping for a windfury proc. This can kill him before he knows what happened. This fight will come down to equipment a lot of times if you go straight melee. If you know you have better equipment, go that route.

Elemental Vs Enhancement. You are going to kite the other shaman around using frost shock and earthbind totem. Keep him at a distance and throw lightning bolts when you can. Always have a grounding totem down when you go to heal. This is a kite and nuke fight.

Elemental Vs Restoration. This battle is all about timing. Earth shock his heals and lightning bolts. Keep a searing totem down to do steady damage and slow down casting. This fight comes down to who can manage

their mana better, along with timing their earth shock to counter the other person's spells. I would recommend a staff with windfury in melee range for added damage when you get silenced.

Elemental Vs Elemental. This is a quick and simple fight. Earth shock his lightning bolts. Keep Elemental mastery purged. Keep searing totem up for added damage and lengthening spell cast time.

Restoration Vs Elemental. As a restoration shaman, you should have focused more on mana per 5 second (Mp5) gear, and he will have focused on a large mana pool. Keep him casting to run his mana out, and keep earth shocking as many lightning bolts as you can. Make sure you have a grounding totem down before you cast a heal. Purge his elemental mastery when it comes up. Melee him with a staff with windfury on it. This fight is about getting him to run out of mana.

Restoration Vs Enhancement; Stay out of melee range. You should never, if you can help it, get into melee range. The enhancement shaman will eat you alive. Kite the other shaman around with frost shock and earthbinding totems. Use nature's swiftness with a heal when you get low on life. Try to stay above 50% because the last

thing you want is to pause to cast a heal when they shock you down to 35% life and they run up and get a crazy windfury stormstrike combo on you. Also make sure you keep Earth Shield up threw the fight.

Restoration Vs Restoration: This is a long one. Endurance and mana use is important. Use water shield; hopefully they will waste the mana to keep purging it. Otherwise they will hit it and give you mana back. Don't purge their water shield. I recommend you have a staff with windfury on it to add to your damage. Earth shock their heals and if you can, purge their nature's swiftness. Also, throw lightning bolt rank one at their mana tide totem when you see it come up.

Group PvP

A shaman's versatility can greatly aid a group in the PvP setting. Save your teammate with a quick heal. Do a massive windfury critical hit that your opponent is not expecting. Or, stand back and throw lightning bolts like Zeus himself. The opposite side of the coin is that you are expected to use all those abilities to help the group out. You should be throwing heals when you can, or when it is an emergency.

You should be countering spell casters with earth shock. Remember, shamans are true jacks of all trades. Even an enhancement shaman can do some amount of healing.

Healing and Support

Shamans are in a group for support. They many be the main person dealing damage with spells, but you are still expected to help out with heals when you get a chance, or with emergency heals. You are also expected to use your totems when needed. Watch your teammates. If you are not the main healer, I would talk to the main healer when he starts to heal team members. This way, if someone gets too low on health, you know to throw a lesser healing wave. Also, talk to your group about what totems they have used in the past, and what totems you think should be used. Learn to compromise sometimes. Explain to your teammates why you use certain totems and ask them to explain their reasons to you.

Using Your Totems

In PvP you really need to feel out your opponents. Shamans can have a hard time if all they do is drop totems that get attacked right away and killed. Talk to your group about totems. They will have preferences, and you need to use your totem to your

group's best interest. Totems that buff the party are only good to party members who are within 20 yards of it. This can be extended to 30 yards with a talent point.

Gear

PvP gear is different from most PvE gear. Resilience and stamina is where the big difference arises. In most PvP settings, you will not need to worry about regenerating your mana. It will be more important to have a large mana pool you can use. Also, most PvP gear has a large amount of stamina. You trade stamina for intelligence and spirit on PvP gear. I recommend having two sets of gear: one for when you are out PvE killing, and one for when you are looking for a PvP fight. You should also carry a one handed weapon, a shield, and a two handed weapon. Enhancement shamans should carry one more one handed weapon for dual-wielding purposes.

Battleground Tactics

The following are some tips and information for the battlegrounds that you might want to consider doing in the game. This is a good way for you to get PvP experience if you are not on a PvP server.

Warsong Gulch

Warsong Gulch is the first battleground that you can enter. It has the following brackets:

10-19

20-29

30-39

40-49

50-59

60-69

70

Your best bet is to always be at the top of the bracket before going in. It will make the battle that much easier for you. The battle is at least 5 vs 5 with the ability to have up to 10 people on a side.

The goal of Warsong Gulch is to get your opponents flag back to your base where your flag is at. You can only score points if your flag is back in your base also. Shamans excel at low level Warsong because of ghost wolf. You can shift into ghostwolf after you get the flag and still be able to carry it. This helps out because no one else has a mount yet. Rogues still get sprint, and hunters have cheetah, but shamans are still sitting pretty good with ghost wolf.

Arathi Basin

Arathi Basin is the second battleground you can enter. It has the following brackets.

20-29
30-39
40-49
50-59
60-69
70

Arathi Basin is a 15 man battle over five resource nodes. Once a node is captured, it begins to tick resources into your side. The side that reaches 2000 resources first wins. The trick to Arathi Basin is to grab as many nodes as you can in the beginning, and then work on slowly pushing against your opponents nodes hoping to over take them. Arathi Basin needs to be coordinated. If one of your nodes gets captured, or is under attack, talk about who is going to help out so your whole team doesn't show up and leave your other nodes undefended. Your goal is always to maintain 3 nodes. If you can push your opponent so that you get all 5, the game will be over quickly.

Alterac Valley

Alterac Valley is the third battleground you can enter. It has the following brackets.

51-60
61-70

Alterac Valley is a massive 40 versus 40 PvP event. The battle is won when the opposing general is killed. Alterac Valley can take 20 minutes, or it can take two hours or more. Alterac Valley has many quests you can do to strengthen your side's NPCs. Most of the time, these quests are not even touched. It is normally a simple rush game. To maximize your honor and tickets from Alterac Valley, a rush is the best. It will take about 15 players to kill the general on their own. If all 40 players rush the opponent and kill as they go, it will be a shorter battle. This is an epic battle though. Don't expect it to be a walk in the park to the target general. Also, the way the board is set up, the Hordes do have a disadvantage.

Eye of the Storm

Eye of the Storm is the highest level battleground. It has the following brackets:

61-69

70

Eye of the Storm is a 15 person event. It is a combination of Arathi basin and Warsong Gulch. There are four towers that need to be captured to gain resources. Then there is a flag in the middle that can be returned to a tower occupied by your side for 75 additional points. The first team to 2000 points is the winner. The strategy for Eye of the Storm is about getting towers, and then defending them while you send a small group of yours to grab the flag and run it back to your tower. This battleground, just like all the others, is about communicating with your group. Know where you are needed and what needs to be done.

Arena

Arena fighting is last man standing. You go in with your team, they come in with theirs. The match lasts until only one team is left alive. All cool downs that are longer than 15 minutes are not usable. Arena fights are not always against opposing faction members. You can end up fighting a team from your same faction. All consumables that are not summoned cannot be used. After the

battle, the team will receive an arena point adjustment. Every Tuesday at midnight, all members of a team that were in at least 10 matches, and members who were active in 30% of the matches receive arena points depending on the team rating.

Teams can consist of 2 vs 2, 3 vs 3, or 5 vs 5 teams. You can be in one team of each type. You must be level 70 to be on a team, and to receive arena points. Anyone of any level can play in a skirmish to just test themselves. Also, all teams can have twice the number of players required on it. So you can have four players on a 2 vs 2 team, six on a 3 vs 3 and 10 on a 5 vs 5 team.

There are also 3 different arena settings. The Ring of Trials in Nagrand, Circle of Blood in Blade's Edge Mountains, and Ruins of Lordaeron in Tirisfal Glades.

2 vs 2

A shaman is probably going to want a warrior partner, or another shaman. Warlocks are also a good choice, but they do not complement each other like the other classes do. Elemental shamans might work with a mage to do long distance attack together. Enhancement shamans might work out well with a paladin, or a priest.

As a shaman, you are going to want to be using your grounding totem and helping your partner out. Coordinate attacks, and remove either the healer, or the high DPS member of the other group. A shaman is commonly going to be the focus of the other team. They will want to remove you first due to your versatility. Make life hard on them, and just switch into survival mode. Keep healing yourself, and hope your partner is taking care of them. Remember to use tremor totems to break fear effects.

3 vs 3

Shamans are going to want to maintain the same classes they had in a 2 vs 2 team, but they can add one more. Go with a class that adds to your team. If you are enhancement and you have a warrior with you, get a priest, or a paladin. If you are elemental and have a mage, get a warrior who can draw the fire at first. This gives your team a chance to take out one of their guys before they realize you got two heavy hitting casters. Even 3 man shaman teams can work out. Have at least one restoration shaman, and one enhancement shaman, and the third can be whatever. Two restoration shamans with one enhancement shaman can be a strong combo with the totems being all over sucking up spells and healing everyone. Two earth shields being active on the group, and the

ability to cast earth shock and lock down a spell caster can be crazy. Also, think about laying 3 tremor totems in different spots because this means more likely it would break a fear. This is a strong combo that is seldom come across.

5 vs 5

This is where you are going to want to start looking for a balanced group. Just like when you are doing high end instances, you want a group that is well balanced and can deal with any situation. Crowd control is very important in 5 vs 5 battles. If a team can control 2 or 3 of their opponents while their team has gone without any crowd control it will be a much faster fight. Because of the importance of crowd control, you will seldom see more than one shaman on a team. Shamans can kite people, but have no way of removing them from the fight. 5 vs 5 teams provide the highest amount of arena points at any given ranking. If you can get a solid group together to do a 5 vs 5 arena team, you are well on your way to getting your arena gear.

WEAPONS



hamans are often confused on what kind of weapons to use. As elemental or Restoration, you have very few choices on what kind of weapons you want to use. Shamans can use one-handed and two-handed maces, staves, one-handed and two-handed axes, and daggers. Draenei can also train fist weapons.

What Type Of Weapon To Use?

When you are using weapons with an elemental shaman or restoration shaman, it is important to carry a one-handed weapon and shield, along with a two-handed weapon, either staff, axe, or mace. What type of weapon you use doesn't matter most of the time. If your opponent has low armor, and you don't require high armor, use your staff. If your opponent has high armor, or you need that added armor, equip your shield and one-handed weapon. A lot of elemental shamans and restoration shamans who have high plus spell damage use fast daggers with flametongue. Due to flametongue gaining the spell damage and it not being reduced by the speed, it is very

efficient damage wise. Enhancement shamans are going to run into carrying three sets of weapons. Enhancement shamans will use a one-handed weapon and shield only when he is fighting an opponent that he really needs the armor, or sometimes when he is tanking instances.

Enhancement shamans should dual wield two slow weapons with windfury on both of them. Weapons that are 2.8 are the recommended speed of weapons. The reason being that you want windfury to go off with the main hand weapon, and the slower the weapon, the higher the base damage is when you compare to a fast weapon of similar DPS. Two-handed weapons are used against other players. The massive damage from a two-handed windfury critical hit combo can be insane and catch players off guard when their hit points drop from 50% down to 20%, or worse, in one simple attack.

ARMOR



Armor is used to reduce the damage taken from a physical attack. It also has statistic modifiers on it that further enhance the character. What type of armor to wear depends on what you are trying to make the character into.

Elemental shamans and restoration shamans will commonly switch to this better piece of armor giving up the actual armor attribute for these other pluses. Enhancement shamans should never “down-grade” armor. Enhancement shamans are constantly being hit by opponents and need all the armor they can get. Considering that enhancement shamans seldom use their shields, they don't get that added armor class, thus good mail armor is important.

Cloth, Leather, Or Mail

Shamans have the ability to wear cloth or leather armor right away. At level 40 they can train to use mail armor. At low levels, you are going to want to use leather armor whenever you can. Once you hit level 40 and can use mail, you should move up to mail armor for all your armor. Once you get to level 58-60 you should start considering where you want your shaman to end up. This is when “down-grading” to a lower armor type will begin to happen. There are times that a cloth piece of armor will have better plus to spell damage, or plus to healing than a piece of mail armor does.

EQUIPMENT BY LEVEL

Here is a list of some of the nicer items that can help out shamans. This section is not a tell all on what equipment to get, but it gives a good guide on what to look for.

Level 1-15

The equipment you are going to get at this level are grays and whites. You go through these level so quickly that any money spent buying equipment at this level is a total waste. Even vendor armor is not worth it. Keep doing quests and use the equipment that drops from mobs.

Level 15-20

Blackened Defias Armor

(<http://www.wowhead.com/?item=10399>)

the whole set is great for a enhancement shaman. It can be hard for horde shamans to get.

Armor of the Fang

(<http://www.wowhead.com/?item=6473>)

the whole set is great for restoration and elemental shamans. It can be hard for alliance shamans to get.

Skeletal Club

(<http://www.wowhead.com/?item=2256>)

A good one handed mace for low levels.

Stinging Viper

(<http://www.wowhead.com/?item=6472>)

Another solid one handed mace that can be picked up while you level.

Level 20-25

Killmaim

(<http://www.wowhead.com/?item=13016>)

is a solid two-handed axe for enhancement shamans.

Slaghammer

(<http://www.wowhead.com/?item=1976>)

a good two-handed mace for enhancement shamans.

Rod of the Sleepwalker

(<http://www.wowhead.com/?item=1155>)

A good staff for elemental and restoration shamans.

Meteor Shard

(<http://www.wowhead.com/?item=6220>)

A good dagger weapon for all shamans.

Warsong Boots

(<http://www.wowhead.com/?item=16977>)

Good boots for horde side enhancement shamans.

Silver-Lined Belt

(<http://www.wowhead.com/?item=13011>)

Belt for elemental and Restoration shamans.

Level 25-30

Enduring Cap

(<http://www.wowhead.com/?item=3020>)

Great restoration and elemental shaman head piece.

Spirewind Fetter

(<http://www.wowhead.com/?item=9406>)

Great all around chest piece for shamans at this level.

Barbaric Bracers

(<http://www.wowhead.com/?item=18948>)

Good enhancement shaman bracers.

Burning War Axe

(<http://www.wowhead.com/?item=2299>)

Good two-handed axe for enhancement shamans.

Cobalt Crusher

(<http://www.wowhead.com/?item=7730>)

Good two-handed mace for enhancement shamans.

Advisor's Gnarled Staff

(<http://www.wowhead.com/?item=19569>)

Good staff for restoration or elemental shamans who have been doing Warsong gulch.

Level 30-35

Fiery War Axe

(<http://www.wowhead.com/?item=870>)

Is a great two-handed axe for enhancement shamans.

Staff of Jordan

(<http://www.wowhead.com/?item=873>)

Great staff for elemental and restoration shamans.

Wolffear Harness

(<http://www.wowhead.com/?item=13110>)

Good enhancement shaman chest piece.

Briar Tredders

(<http://www.wowhead.com/?item=10582>)

Good elemental and restoration shaman shoes.

Level 35-40

Sheepshear Mantle

(<http://www.wowhead.com/?item=13115>)

Good elemental and restoration shaman shoulder piece.

Basilisk Hide Pants

(<http://www.wowhead.com/?item=1718>)

Good enhancement shaman pants.

Pendulum of Doom

(<http://www.wowhead.com/?item=9425>)

Great two-handed axe for enhancement shamans.

Lorekeeper's Staff

(<http://www.wowhead.com/?item=19572>)

Good staff for elemental and restoration shamans.

Level 40-45

Kang the Decapitator

(<http://www.wowhead.com/?item=2291>)

Solid two-handed axe for enhancement shaman

The Chief's Enforcer

(<http://www.wowhead.com/?item=9477>)

Good weapon for all shamans with the stun effect.

Eleven Chain Boots

(<http://www.wowhead.com/?item=13125>)

Good boots for enhancement shamans.

High Bergg Helm

(<http://www.wowhead.com/?item=13128>)

Good elemental and restoration shaman helm.

Level 45-50

Stonerender Gauntlet

(<http://www.wowhead.com/?item=17007>)

Good hand piece for elemental and restoration shamans.

Windforged Leggings

(<http://www.wowhead.com/?item=30070>)

Good pair of leggings for enhancement shamans

Glowing Brightwood Staff

(<http://www.wowhead.com/?item=812>)

Good elemental and restoration shaman staff.

Hammer of the Northern Wind

(<http://www.wowhead.com/?item=810>)

Good hammer for enhancement shamans in their main hand.

Level 50-55

The Nicker

(<http://www.wowhead.com/?item=13285#comments>)

Good two-handed axe for enhancement shamans.

Amethyst War Staff

(<http://www.wowhead.com/?item=20654>)

Good staff for elemental and restoration shamans. Hard to get at this level range though

Demonfork

(<http://www.wowhead.com/?item=12621>)

Good one-handed axe for Enhancement shamans.

Savage Gladiator Chain

(<http://www.wowhead.com/?item=11726>)

Get the whole set for an enhancement shaman.

Verek's Leash

(<http://www.wowhead.com/?item=22242>)

Good waist piece for elemental and restoration shamans.

Level 55-60

From level 55+ you should be doing Blackrock Depths, Blackrock Spire, Dire Maul, and Stratholme for decent gear. Stuff that drops here is what you are going to want to equip.

Level 58-70

From this point on you can fight stuff in outlands. Most of the quest blues are better than old world purples. Use the equipment you come across through leveling.

Type Of Equipment

The following is what type of equipment you are going to want depending on your build.

Enhancement

Enhancement shamans are looking for plus to agility, then stamina, and then strength. This is what type of equipment you want at lower levels. Once you get 50+ you are going to want to start looking for equipment that adds to your critical hit chance and your hit chance.

Elemental

Elemental shamans are looking for plus to intelligence, then stamina, and then spirit. This is the type of equipment you want at lower levels. Once you hit 50+ you are going to want to start getting plus to spell damage and plus to spell critical hit. Then you are looking for Mp5 equipment for longer fights.

Restoration


Restoration shamans are looking for plus to intelligence, then stamina, and then spirit. This is the type of equipment you want at lower levels. Once you hit 50+ you are going

to want to watch for plus to healing and Mp5 gear. You then want plus to spell critical hits, so you can get that super heal off.

Totems

There are currently 31 different totems in the game. Totems are kind of like extra trinkets that augment shaman abilities. They are gained through raids, quests and two of them can be acquired as PvP rewards. You are almost always going to have to go get these yourself. Only one of the totems can be bought at the auction house and it is seldom sold. The other 19 are all bind on pick up. Here is a link to all 20 totems (<http://www.wowhead.com/?items=4.9#0+1-2>). When you pick up a totem, it is pretty obvious what any one is used for. Most shaman switch these around depending on the upcoming fight.

MACROS AND ADD-ONS

acros and add-ons are not required to play. They are meant to help with the gaming experience. The following are some basic Macros for shamans, and some very useful add-ons.

Macros

Macros are found in your options menu. You can only make 18 amount of macros for each character and then you can make 18 amount of macros that are common for all your characters on a realm. You can name the macro whatever you want, and then type the macro. I also recommend you go to the World of Warcraft forum and learn about how macros work. They can help you out greatly. The website is

<http://forums.worldofwarcraft.com/board.html?sid=1&forumId=11114>

Smart Healing

This macro is designed to help with healing. It will heal your target first if it is friendly. It will then heal your target's target if that is friendly. And lastly, if none of the

other criteria work, it heals the shaman casting it. You can replace Healing Wave, with Lesser Healing Wave, Chain Heal, Cure Poison, or Cure Disease.

```
#showtooltip Healing Wave  
/cast [help] Healing Wave;  
[target=targettarget, help] Healing Wave;  
[target=player] Healing Wave.
```

Ghost Wolf/Mount/Flying Mount

This macro is designed to use Ghostwolf if you are in combat, and then your regular mount if you are in old world, or your flying mount if you are in outlands, with another click it also dismounts you.

```
#showtooltip  
/cast [stance] [combat, nomounted] Ghost  
Wolf  
/use [nostance, nocombat, nomounted,  
flyable] <flying mounts name>  
/use [nostance, nocombat, nomounted]  
<mounts name>  
/dismount [mounted]
```


Add-ons

Add-ons are files that you use for all kinds of things. Below I am going to list what I consider some of the basic and most useful add-ons I have come across.

Auctioneer/ Gatherer

Auctioneer is an add-on designed to help with pricing of items in the auction house. Auctioneer is by no means a tell all. You have to scan the auction house and gain a data base before it become useful at all. Read the web page and learn the ins and outs of it before you use it. A lot of people don't know how to use auctioneer and just have it because they have heard how good of an add-on it is. The main page for Auctioneer is <http://www.auctioneeraddon.com/?p=home>

Gatherer is an add-on that is designed for Mining and herbalism. It keeps track of where nodes were found in the past, and what you got out of the node. This is useful for finding a node of a particular kind after you have already gone past it. You can also download data bases that have collected data from other people. The web page for gatherer is

<http://gathereraddon.com/>

WoW Ace

WoW Ace is a program that helps you maintain add-ons from their website. WoW Ace is an outlet for add-ons that are not always 100% finished or polished up. This means using WoW Ace add-ons will occasionally cause errors. The website is kind of bare bones, but it does give you a place to see a lot of interesting add-ons. The WoW Ace Updater allows you to maintain the newest version of the add-ons you are using. WoW Ace's web page is

http://www.wowace.com/wiki/Main_Page

Totem Timers

Totem Timers is a great add-on that gives you four buttons, one for each of the elemental totems. Under each button you can set an order for totems of the same elemental type. This also creates a quick key that you can push and cast your favorite totem of each element without any work at all. Totem timers also gives you three more keys on a separate movable spot that are set up to show you your weapon buff, elemental shield buff, and resurrection timer and ankh count. The web page to get information on it and download it is

[http://www.wowinterface.com/downloads/
info6521-TotemTimers.html](http://www.wowinterface.com/downloads/info6521-TotemTimers.html) .



LEVELING GUIDE

This is a simple guide designed to tell you where optimal places are for leveling. Leveling in World of Warcraft is a lot simpler than what veteran MMO players know as “grinding”. Grinding is where you find NPCs that are optimal for killing, they have low hit points, low armor, no trick up their sleeves, but they give good experience. You would then just kill these NPCs until you went up in level. World of Warcraft has put a huge emphasis on questing, which is going through the game and seeing stories unfold. The best way to level is to get all the quests from an area of your level, and then go out and do them. Make the targets of your quest your killing. This way you explore the zone better and get a bonus for killing said NPC. By no means do you have to complete every quest in a given zone, but you should watch for quests that give equipment that is beneficial.

Horde Leveling

Horde leveling is going to differ from leveling as a Draenei for the first couple of brackets.

Level 1-10

Your first 10 levels should be doing the beginning quests. If you complete all the quests in the starting area, it should put you around level 5, and you should then move to the next town over. For Trolls and Orcs, this should be both Sen’ Jin village and Razor hill.

Level 11-15

You should continue with quests in your second area and move on to your major city. Your major city will also be filled with lower level quests. These quests will help direct you around your area to help you learn it. Some of the quests have very interesting story lines. I recommend that you always read the text and wait around for a few seconds after doing turn ins. This will result in some funny things happening on occasion. You should move to The Barrens and start questing in your teens. The Barrens is located east of Mulgore and west of Durotar. If you can get a group together, your first dungeon experience can happen right inside of Orgrimmar. Ragefire Chasm is recommended for a level 13-16 group.

Level 16-20

You will have lots of quests still in The Barrens still even at this level. You can expand your horizons though, and take the zeppelin located just outside of Orgrimmar and go over to the undead starting zone of Tirisfal Glades. Then head south into Silverpine forest where it will be more level appropriate. If you want to do another dungeon with a group, I would suggest Wailing Caverns located in The Barrens. In your upper teens you can move to Stonetalon Mountains. Just before level 20 you can go into Ashenvale and explore the woods there. Ashenvale will probably be your first experience with PvP if you are on a PvP server, or were not at The Crossroads when alliance attacked.

Level 21-25

At this point, you should be finishing up in The Barrens. If you want a calmer leveling experience, do the questing in Stonetalon Mountains more. If you are liking the excitement of Ashenvale, it has some very good quest rewards. If you are feeling ready to do another dungeon, I would suggest Blackfathom Deep. Blackfathom Deep is located off the west shore of Ashenvale. With a solid group of level 25s, you might be able

to take the final bosses, but it will be a matter of working together well. Remember when doing dungeons to get the quests for the dungeon before you go through them. It is bonus experience for doing the dungeon.

Level 26-30

This is where a lot of PvP happens on PvP servers. If you want to participate in PvP battles and have lots of Alliance running around, I recommend leveling in Hillsbrad. Hillsbrad is located just south of silverpine forest. This zone is notorious for the PvP battles that take place between Tarren Mill, the Horde town, and Southshore, the Alliance town. If you are looking for a quieter leveling experience, I recommend 1,000 Needles. 1K Needles is located south of The Barrens. 1K Needles is normally a quiet zone with few Alliance interruptions. If you are looking for a dungeon of this level range, you are going to want to go to Razorfen Kraul, commonly known as RfK. This dungeon is located in the southern part of The Barrens, by the great lift into 1k Needles.

Level 31-35

The best zone to continue with PvP fighting and the ability to level while doing it has to be Stranglethorn Vale. This zone has the neutral town of Booty Bay on the southern tip. This zone is filled with quests to do and can be reached through a zeppelin, or a boat from Ratchet. If you want a quieter more solo adventuring time, head to Desolace. This zone is some quiet experience. The hardest part is getting to the horde village of Shadowprey. There is no new dungeon for this level range.

Level 36-40

At this level you can continue with the same zone as the 31-35 range. Stranglethorn Vale has lots of quests available to level with. A lot of people finally go to Stranglethorn Vale at this level, versus at the lower levels, because they can better defend themselves. A new zone to maybe check out is Dustwallow March. This zone is located just off to the south east of The Barrens. You can also look into going to Badlands. You have to go through the dwarf zone of Loch Modan to get to it though, so it can sometimes be a rough time. Good dungeons for this level range are Razorfen Downs, and Scarlet Monastery.

Draenei Leveling

As a Draenei shaman you will be starting in Azuremyst Isle. Draenei start a long distance from most other alliance. The night elves are not really far away, but it takes two boat rides to get to them.

Level 1-10

You are going to want to do the quests available to you from the start. Every level go back to Ammen Vale and get any new ones. You should be getting new quests every level. Around level 5, you should be done with the Ammen Vale and should be moving on to Azure Watch. Continue doing the quests that you can get - you shouldn't run out of quests when you level.

Level 11-15

You should head to The Exodar. The Exodar has some fun quests. Do these, along with finishing up the quests from Azure Watch, and you should be level 15 before you know it. In your teens you can head to Bloodmyst Isle.

Level 16-20

Most of your leveling should be in Bloodmyst Isle. It is easier to level here due to the lower concentration of players, which means you are more likely to find quest drops. You won't run across the Horde at all over here, unless it is some high level Horde who is very bored. At your upper teens you might start getting bored, if this happens time to move on. Take the boat to Darkshore. Be level 20 before continuing on to Ashenvale if you on a PvP server for sure. If you want to make the run, or can get a teleport to Stormwind, you can do the dungeon The Deadmines.

Level 21-25

You are going to want to level in Ashenvale at this level. If you are on a PvP server, this will be your first PvP experiences most likely. The zone otherwise is pretty straight forward, and a simple zone to level in quickly. Another good zone to level in at this level is Stonetalon Mountains. With a group, you should be able to do the dungeon Blackfathom Depth.

Level 26-30

At this point, you are going to want to head to where all the alliance hang out. Ashenvale is good for night elves and Draenei for a little while, but seeing Horde all the time can get old. Your best bet is to head to Darkshore and take the boat to Wetlands. Most of the quests in Wetlands are going to be lower level than you, but that means quick easy experience. You can risk a run through Arathi Highlands and get to Hillsbrad if you want more PvP action around your level while leveling. Your other option is a long run to Ironforge. You then want to jump on the tram to Stormwind, then run through Elwynn Forest into Duskwood. Duskwood is a good zone to level in, but it is a long run for a Draenei. If you do get to Stormwind, The Stockades in Stormwind is a good dungeon to try out.

Level 31-35

If you want more PvP action continue through Duskwood into Strangethorn Vale. A quieter zone for leveling is Arathi Highlands in between Wetlands and Hillsbrad. This zone has plenty of quests to keep you

occupied, and will still have some Horde run ins. You can start doing Gnomeregan out of Dun Morogh in your upper 20's and through 35. It is a good dungeon to run around in.

Level 36-40

Head back to Ironforge, and go through Dun Morogh and Loch Mordan to get to Badlands. This zone is pretty quiet and allows for solid leveling. Scarlet Monastery is the dungeon for this level. If you want to go back to Kalimdor, go through Wetlands and catch a boat to Dustwallow Marsh. This is another zone that is great for leveling. Be careful though, because it is hard to see very far in the marsh.

General Leveling

At this point I am going to combine the leveling paths simply because there are not Horde/Alliance lines anymore. If you are on a PvP server, this means a slow down of leveling. You will have to fight some players, while other players will leave you alone if you leave them alone.

If you run across someone of higher level and they decide to kill you, and then wait near your body for you to reappear, and then kill you over and over, this is known as

“camping”. On PvP servers this needs to continue for many hours before it is against any rules. Your best bet is to call in friends to help out. If no one is on who can help you, your best bet is to simply log out and do something else for an hour or two. If you have to play, I recommend an alternative character. Play that character for an hour or two, then switch back to your shaman.

If you are playing on a “normal” server make sure you keep your PvP flag off if you want to level. Having your PvP flag active on a normal server is asking for problems.

Level 41-45

You can continue to level in Badlands if you are already here. This zone is viable for experience until just after level 45. Your other option to look for leveling is Feralas. Feralas is located between Desolace and 1k Needles. This zone is great for herbalists to level up. Tanaris is another great zone to level in. It is south of 1k Needles. This zone is wide open and has an entrance to Zul'Farrak. A good dungeon to do while in this level range is Uldaman, located inside Badlands.

Level 46-50

You can go to Zul'Farrak at this point in your leveling career. Maraudon is another well traveled dungeon for this level range. Maraudon is located in Desolace. Zones to level are many at this level range. The Hinterlands is a great zone to level in, and if you are on a PvP server, this will bring back your days at Hillsbrad. Un'Goro Crater is another good zone to level in. Located between Tanaris and Silithus, this zone is pretty quiet most of the time, and has a very Jurassic Park feel to it. Felwood is the last zone I will mention for level. This zone is very busy with people going through it. There are other zones to level in, these are just the best in my experience.

Level 51-55

For miners of this level, Burning Steppes is the "have to" experience. Burning Steppes has some good quests going on. It has more Alliance quests than Horde, but has enough for both sides. Your other option for leveling effectively at this level range is Western Plaguelands. This land has a lot of Warcraft history in it. It has lots of quests that go along with it. Sunken Temple is the dungeon of choice at this level.

Level 56-60

The first zone that you should check out during this level range is Winterspring. This zone is great for herbalists, and has some good quests that turn out great rewards. Silithus is another good zone. Being out of the way, it is normally pretty barren of other players. The big reason to be leveling in Silithus is to gain Cenarion Circle faction. The final zone of great interest is Eastern Plaguelands. Eastern Plaguelands is full of quests to do. Also, the four towers in the zone add more fun to the game. There are numerous dungeons at this level. The Savage Gladiator's set can be found in Blackrock Depths.

Level 58-70

At level 58 you are able to access Outlands without having someone summon you, or a mage teleport you. You can go to Blasted Lands next to Swamp of Sorrows. In Blasted Lands you can enter through the Dark Portal, and enter into Hellfire Peninsula. Below level 60, you need to be careful leveling in Outlands because mobs are stronger than normal mobs of "old world". The plus is that mobs in Outlands provide more experience per kill. The drops from mobs, and the

rewards from quests will quickly replace all your other equipment that you had. So, while it will be tough going at first, it is well worth it.

The first zone you are going to want to level in is Hellfire Peninsula. Hellfire Peninsula offers lots of quests and good experience. Something to note is that Fel Reaver walks around the zone. He is a level 70 elite that catches people unaware all the time. Keep an eye out for him when you are killing in Hellfire Peninsula.

Once you are about level 60, you can move into Zangarmarsh. Zangarmarsh is a great spot for herbalists. Zangarmarsh has a lot of faction drops that can be sold to other players once you have your faction where you want it. This zone also has two towers that can be captured by either the Horde, or the Alliance, and the graveyard can be captured with a flag from your town. This causes all damage by your faction to go up 5% in the zone.

Around level 62 you can start leveling in Terokkar Forest. This is the zone with Shattrath City in it. Terokkar Forest also has a PvP tower system. If your faction captures all five towers, you will have an increase in both

damage and experience. This zone has lots of quests available to it. In addition, there are quests that start in Shattrath City to help the leveling experience.

Nagrand will seem almost out of place when compared to the other zones of Outlands you have experience. I recommend you be level 64 before you start to level here. Halaa is a very interesting and fun PvP target for Nagrand. It is a town that switches factions on who it is friendly for. To capture Halaa for your faction, you have to capture one of the flying towers, and then make bombing runs on the guards in town. Once all the guards are dead, you need to occupy it until it switches over to your faction. This gives your faction the standard 5% damage buff in the zone.

Around level 65 you can head to Blade's Edge Mountains. This zone has plenty of quests for you to continue leveling with. This is a great zone for miners to gather outland ores. This zone is much easier to get around when you get your level 70 flying mount though.

You can kill mobs in Netherstorm starting around level 67. Netherstorm is very broken up into individual islands. This means without a flying mount, you will have to run to specific spots to cross. This can make the experience in this zone slow down. The main city of Area 52 is something you have to see.

The last zone in Outlands is Shadowmoon Valley. You are going to want to be level 67 or higher before you come here to level of the NPCs. This is where the Black Temple resides. At level 70 you will be able to purchase your flying mount. For the Horde, your trainer and seller are located in Shadowmoon Village. Alliance, your trainer and seller are located in Wildhammer Stronghold. This zone is where you can easily end your leveling career with lots of mobs to kill, and lots of experience in quests.

Shaman Quests

Shamans do not have many quests compared to some classes, but they do have to quest for each of their totems.

Call of Earth

This quest is for your earth totem, and it is first available at level 4. You talk to your trainer and they will send you on the quest.

Troll & Orcs

The quest starts with Canaga Earthcaller, located in the valley of trials. He will ask you to bring two Felstalker hooves to him. These drop from the felstalkers inside of the northern cave. He gives you an Earth Sapta. Go to the hidden path located around 41,73. Follow it to 44,76, once there, drink the Earth Sapta and talk to the earth elemental that you see. He will give you a rock to return to Canaga. You will then receive your first totem.

Tauren

Your quest starts with Seer Ravenfeather located at camp Narache. You will be sent to gather two ritual salves that drop off the bristleback shamans. You will be given an Earth Sapta that you need to drink at the Kodo rock located at 53,80. You will then see an earth elemental that you need to talk to. Take the stone back to Seer Ravenfeather, and you will get your earth totem.

Draenei

Your quest begins with Firmanvaar. He gives you the quest to Spirit of the Vale located at 72.0, 40.6. Talk to the Spirit of Vale and he asks you to kill 4 restless spirits of earth. After killing these, Spirit of the Vale will give you a stone to return to Firmanvaar. Firmanvaar will then give you your earth totem.

Call of Fire

This quest can be started at level 10. This is to obtain your fire totem.

Horde

You start this quest by talking to your class trainer in your major city. You are told to seek out Kranal Fiss. Kranal Fiss is located at 56,20 in The Barrens. Kranal will send you to find Telf Joolam who is in Durotar. The path up to Telf can be hard to find, it is around 36.5, 57.0. You should see a black rock marking the way up to him. Telf will send you to gather Fire Tar, and a Regent pouch. The Fire tar drops off the razormane casters in The Barrens located east of Crossroads. The Regent pouch is dropped by Burning Blade Cultists located in Durotar in side a cave at 52, 29. After getting both of these, run back to Telf. He will give you a Fire Sapta. After drinking the Sapta, you go up the

trail a little farther to see an fire elemental; kill him, and then place the glowing ember you loot in the brazier, then light your torch and return with the Torch of the eternal flame to Kranal Fiss.

Alliance

Sulaa in Exodar will send you to speak with Tuluun in Azure Watch. Tuluun will then send you north to approximately 59,17 to talk to the fire spirit named Temper. Temper will send you to the west to kill Crazy Wildkin to find a Ritual Torch. Return to Temper with the torch. You then need to run to 11,82 approximately. Kill the surrounding owlbeasts, and then use the torch to light the effigy. Kill Hauteur and take his ashes back to Temper. Use the orb Temper gives you to port directly to him. Temper will send you back to Tuluun. Tuluun will then send you to Prophet Velen in Exodar. Prophet Velen will then give you your fire totem.

Call of Water

This is the quest for the water totem. You can first get it at level 20.

Horde

You get this quest from your major cities shaman trainer. You will be sent to find Islen Waterseer in The Barrens. Islen is located just south east of Ratchet off just off the shore. Her coordinates are aproximitly 65.8, 43.8. Islen will send you to find Brine. Brine is located in southernThe Barrens at 43.4, 77.4. Brine's first task is to simply fill the waterskin she gives you with water from the pool at the base of the hill she is on. The next step is to fill a waterskin with water from Tauren Mills in Hillsbrad. This is a long run. Once done bring it back to Brine. Brine now wants another waterskin filled from a shrine in Ashenvale. The shrine is located around 33,67. It is surrounded by water elementals. Just take your time killing them and then fill the waterskin. Brine will then send you back to Islen with a Vial of purest water. Islen will give you a Water Spata. Take the Water Spata and head to Silverpine forest. Go to The Sepulcher. You can find a way through the mountains behind it to the shrine located at 38,44. Once at the shrine drink the Spata and kill the water elemental that is there. Take the bracer and put it on the shrine.

Follow that up with using the vial of purest water on the bracer. Make sure you wait and talk to the elemental that appears. Take the Shard of water and head back to Islen. She will give you your long sought after water totem.

Alliance

Your trainer should tell you to seek out Farseer Nobundo in The Exodar. Nobundo send you to find Aqueous. Aqueous is located off the north coast of Bloodmyst Isle at 31.7, 16.1. Once you get to the location dive straight down. You can use the water potion that was given to you or you can dive right down and use the fissure that is right next to Aqueous to breathe. Aqueous wants to you travel south west to the foul pool and kill Fouled Water Spirits until you have six Foul Essence. Aqueous wants you to now fill a bota bag with water from a well in Ashenvale. The shrine is located at 33, 67. It is surrounded by water elementals that you need to be careful killing. They are all around level 23 and can be hard to kill sometimes. Once your bag is filled head back to Aqueous. Now you need to go kill Tel'athion the Impure. To get Tel'athion to spawn you need to use the water on the barrels at 25.6, 41. This will bring Tel'athion out, it will also spawn some water elementals who will help you kill him. He is a caster and

is a pretty quick kill with the elemental help. Return to Aqueous with his head. Aqueous is done with you and will send you back to Farseer Nobundo. Farseer Nobundo will reward you with your water totem.

cave called Susurrus. Susurrus gives you a Whorl of air to bring back to Nobundo in Exodar. Give Nobundo the Whorl and he will give you your air totem.

Call of Air

This is your final totem quest. You can start it at level 30.

Horde

The quest starts with the shaman trainer Searn Firewarder in Orgrimmar, inside Thrall's chambers. Searn will send you to find Prate Cloudseer in 1k Needles. In 1k Needles go to approximately 54, 44 and you should see a path up to a cave on the side wall. Inside you will find Prate Cloudseer. Talk to Prate and she will give you your Air totem. Yes, it is that simple.

Alliance

You have to talk to Farseer Nobundo after talking to your other alliance trainer. Nobundo will send you to talk to Velaada who is just north of Exodar. Take the path that starts at 26,26 to get to Velaada. Velaada has you talk to the air elemental outside her



TALENTS



ou start getting talent points at level 10. From that point on, you get one every level. How you use these talents should reflect how you want to play your character. These are just as important as your equipment. Talents are broken up into 3 different trees. It takes points to climb the trees. The stronger talents need so many points already spent earlier in the tree and some require you spent points in a specific talent before you can get it. The three trees that Shamans have are Elemental, Enhancement, and Restoration. A lot of people will ask you where you spent most of your points to know what style of shaman you are.

Elemental

This tree is designed to augment your offensive spells. This tree focuses on shocks, lightning, and fire totem type spells. This tree is commonly used for players who want be long range fighters. Throwing lightning bolts at enemies and then running away as you frost shock them to gain ground and do it all over again. Elemental is the tree for casters.

Convection

Description. Reduces the mana cost of your Shock, Lightning Bolt and Chain Lightning spells.

Ranks.

Rank 1	by 2%
Rank 2	by 4%
Rank 3	by 6%
Rank 4	by 8%
Rank 5	by 10%

Commentary. This spell is very useful if you are going to be using your spells as the main way to do damage. This spell will reduce your down time and your need to drink. This will also extend how many damage spells you can cast in a raid per potion.

Concussion

Description. Increases the damage done by your Lightning Bolt, Chain Lightning and Shock spells

Ranks.

Rank 1	by 1%
Rank 2	by 2%
Rank 3	by 3%
Rank 4	by 4%
Rank 5	by 5%

Commentary. This is an increase to your spell damage. This is very important to damage casters. This increase is much more noticeable the further along in the game you get.

Earth's Grasp

Description. Increases the health of your Stoneclaw Totem by XX and the radius of your Earthbind Totem by XX

Ranks.

Rank 1	health of Stoneclaw by 25% radius of Earthbind by 10%
Rank 2	health of stoneclaw by 50%, radius of Earthbind by 20%

Commentary. The increase to Stoneclaw allows for an additional hit or two. The radius increase of Earthbind is only 1 yard per rank. Both of these increases are not commonly considered worth using a talent point on. Other increases are more noticeable.

Elemental Warding

Description. Reduces damage taken from Fire, Frost and Nature effects

Ranks.

Rank 1	by 4%
Rank 2	by 7%
Rank 3	by 10%

Commentary: Has a small amount of use in raiding. The real place this talent shines is in PvP combat. Three ranks of this ability negates 5 Ranks of convection from a fellow shaman. It has minimal use elsewhere.

Call of Flame

Description: Increases the damage done by your Fire Totems

Ranks. Rank 1 by 5%
Rank 2 by 10%
Rank 3 by 15%

Commentary: A lot of shamans neglect the steady damage that fire totems can do in a fight. 15% is a large increase to damage and can really shine with your area of effect totems that you have. Good talent as long as you are going to use your fire totems most fights.

Elemental Focus

Description: After landing a critical strike with a Fire, Frost, or Nature damage spell, you enter a Clearcasting state. The Clearcasting state reduces the mana cost of your next damage spell by 60%

Ranks. Rank 1 full effect

Commentary: This is a must have talent if you are going to play an elemental shaman of any type. With a high critical hit chance with your spells you can get a lot of spells for cheap.

Reverberation

Description. Reduces the cooldown of your Shock spells

Ranks. Rank 1 by 0.2 seconds
Rank 2 by 0.4 seconds
Rank 3 by 0.6 seconds
Rank 4 by 0.8 seconds
Rank 5 by 1.0 seconds

Commentary. This talent is very useful for shamans who are going this deep into the elemental tree. The ability to Earth shock and interrupt a caster and 1 second faster do it again is great. The ability to reapply frost shock if it gets resisted faster is a great thing. Flame shock doesn't gain much from this ability, but the other two's gain more than makes up for it.

Call of Thunder

Description. Increases the critical strike chance of your Lightning Bolt and Chain Lightning spells

Ranks. Rank 1 by 1%
Rank 2 by 2%
Rank 3 by 3%
Rank 4 by 4%
Rank 5 by 6%

Commentary. This ability is very important if you are casting lightning bolts as your main damage spell. In conjunction with elemental focus helps out your damage and your mana efficiency greatly. The added jump from 4% to 6% is a good reason to max this talent out.

Improved Fire Nova Totem

Description. Reduces the delay before your Fire Nova Totem activates by X seconds and decreases the threat generated by your Magma Totem by X

Ranks. Rank 1 delay decreased by 1 second, threat reduced by 25%
Rank 2 delay decreased by 2 seconds, threat reduced by 50%

Commentary. This talent makes it so that Fire Nova totem will go off in a mere two seconds. What it doesn't do though is reduce the cooldown. A shaman who knows how to use his fire nova totem also knows how to manage the threat it causes. This negates the usefulness of that part of the totem. The usefulness of Magma totem is for many mobs at one time. This seldom is what is happening. So the reduction of threat again is not worth it because of how seldom this totem is used.

Eye of the Storm

Description. Gives you a XX% chance to gain the Focused Casting effect that lasts for 6 sec after being the victim of a melee or ranged critical strike. The Focused Casting effect prevents you from losing casting time on Shaman spells when taking damage.

Ranks. Rank 1 gives 33% chance
Rank 2 gives 66% chance
Rank 3 gives 100% chance

Commentary. This talent is great in the PvP environment, and has little use in PvE environment. NPC characters and mobs do not critically hit often enough on a pure caster to make this worth the talent points while leveling.

Elemental Devastation

Description. Your offensive spell crits will increase your chance to get a critical strike with melee attacks by X% for 10 sec.

Ranks. Rank 1 by 3%
Rank 2 by 6%
Rank 3 by 9%

Commentary. This talent should only be trained if you are splitting points between elemental and enhancement trees. A lot of full elemental shamans never get up in melee

range, so this would be useless for them. This talent is one of those ones that if you are meeting the requirements just right, it is well worth it.

Storm Reach

Description. Increases the range of your Lightning Bolt and Chain Lightning spells

Ranks. Rank 1 by 3 yards
Rank 2 by 6 yards

Commentary. This spell adds to the range you are able to cast. As a casting class you want to stay as far away from your target as you can. This is a great talent to add distance. This also helps with kiting targets around you can get further away before turning around and starting your spell casting.

Elemental Fury

Description. Increases the critical strike damage bonus of your Searing, Magma, and Fire Nova Totems and your Fire, Frost, and Nature spells by 100%.

Ranks. Rank 1 Full effect

Commentary. Basic critical hits with spells are only 150% of the damage. With this makes it so when you critically hit with a spell you do 200% of the damage. This is a

huge boost to damage due to spell casters focusing on how often they critically hit. Have to have talent if you are playing an elemental shaman.

Unrelenting Storm

Description. Regenerate mana equal to X% of your Intellect every 5 sec, even while casting.

Ranks.

- Rank 1 to 2%
- Rank 2 to 4%
- Rank 3 to 6%
- Rank 4 to 8%
- Rank 5 to 10%

Commentary. This talent allows you to regenerate mana within the 5 second rule where you can not regenerate mana while casting/channeling and for 5 seconds after you finish casting/channeling. This will help maintain your mana levels and if you are casting spells back to back to back you will never regenerate mana without this. Okay skill, must have for raiding shamans.

Elemental Precision

Description. Increases your chance to hit with Fire, Frost and Nature spells by X% and reduces the threat caused by Fire, Frost and Nature spells by X%.

Ranks.

- Rank 1 chance to hit increased by 2%, reduces threat by 4%
- Rank 2 chance to hit increased by 4%, reduces threat by 7%
- Rank 3 chance to hit increased by 6%, reduces threat by 10%

Commentary. This talent is designed for raiding shamans who are casting on mobs higher in level then themselves. There is a small gain in PvP where characters have added benefits to get around spells, but the primary reason still sits in the realm of raiding. The added threat reduction is so that you can cast more often without getting to the top of the threat meter. This talent is for raiding shamans and should not be taken be for you are doing high end instances or raids.

Lightning Mastery

Description. Reduces the cast time of your Lightning Bolt and Chain Lightning spells

Ranks.

Rank 1	by 0.1 seconds
Rank 2	by 0.2 seconds
Rank 3	by 0.3 seconds
Rank 4	by 0.4 seconds
Rank 5	by 0.5 seconds

Commentary. This talent will speed up your casting of your primary damage dealing spells. This means more damage per second. This decreased cast time means less time for your opponent to interrupts or silence you while you are casting. Good talent all around and a have to have for elemental shamans.

Elemental Mastery

Description. Your next Fire, Frost, or Nature damage spell has its mana cost reduced by 100% and is guaranteed a critical strike.

Ranks. Rank 1 give the full effect

Commentary. This talent gives you a free critical hit with you next damaging spell. All you have to provide is the cast time. This talent is a must have for any elemental build. The ability to cast a chain lightning mana free and have a guaranteed critical hit is something that can not be passed by.

Elemental Shields

Description. Reduces the chance you will be critically hit by melee and ranged attacks

Ranks.

Rank 1	by 2%
Rank 2	by 4%
Rank 3	by 6%

Commentary. This is a good talent for PvP. The down side is it doesn't reduce the chance to get hit by a critical spell. This is like a watered down version of resilience. Shamans have other places they could place talent points. This should only be taken by the PvP purest.

Lightning Overload

Description. Gives your Lightning Bolt and Chain Lightning spells a X% chance to cast a second, similar spell on the same target at no additional cost that causes half damage and no threat.

Ranks.

Rank 1	gives a 4%
Rank 2	gives a 8%
Rank 3	gives a 12%
Rank 4	gives a 16%
Rank 5	gives a 20%

Commentary. Lightning overload is a needed talent for Totem of Wrath the 41 point talent in the elemental tree. Lightning Overload itself is effective for adding damage. The 20% chance for it to proc on both lightning and chain lightning is decent.

It can not proc off itself, but the ability to get another chain lightning bolt is huge when taking on a lot of mobs. Since the follow up spell is only at half damage it is more like getting a critical hit with your first spell. Lightning Overload can be a critical hit.

Totem of Wrath

Description. Summons a Totem of Wrath with 5 health at the feet of the caster. The totem increases the chance to hit and critically strike with spells by 3% for all party members within 20 yards. Lasts 2 min

Ranks. Rank 1 is full effect

Commentary. This is the 41 point talent for the elemental tree. This totem is arguably a great totem or a waste of a skill point. It really comes down to what you are doing with your shaman. If you are PvPing a lot with you shaman this is not worth the talent point. The totem is too easily destroyed and they battles move around a lot. If you are doing instances or raiding this is a great totem. The added 3% is a lot of extra damage if you are placed in a group with other casters. This totem is also one of the few that stack with others of the same kind. So

two shamans in the same group drop two Totems of Wrath and everyone in the group has 6% increased chance to hit and critically strike with their spells.

Enhancement

The enhancement tree is designed to help out shamans who want to get closer to the action. Those shamans who want to be in doing melee damage. The enhancement tree also augments shock spells with the thought that enhancement shamans should be using them for utility and for added damage.

Ancestral Knowledge

Description. Increases your maximum mana

Ranks.

Rank 1 by 1%
Rank 2 by 2%
Rank 3 by 3%
Rank 4 by 4%
Rank 5 by 5%

Commentary. This talent doesn't produce much for extra mana. 5% is simply not much to look at. The big plus of this is that it is a small gain and it is commonly taken over Shield specialization because most shaman do not use shield specialization and even a little more mana is better than totally wasting the 5 talent points.

Shield Specialization

Description. Increases your chance to block attacks with a shield by X% and increases the amount blocked by X%

Ranks. Rank 1 chance to block by 1%, amount blocked by 5%
Rank 2 chance to block by 2%, amount blocked by 10%
Rank 3 chance to block by 3%, amount blocked by 15%
Rank 4 chance to block by 4%, amount blocked by 20%
Rank 5 chance to block by 5%, amount blocked by 25%

Commentary. This talent is seldom worth taking. If you are using a shield and tanking for some reason then it might be worth taking. The ability to block with a shield does not happen if you are casting. Enhancement shamans will primarily be casting and kiting. Restoration shamans will be casting lots of heals. Enhancement shamans will normally have either a two-handed weapon or be dual-wielding. That makes increase chance to block and increased damage absorbed useless.

Guardian Totems

Description. Increases the amount of damage reduced by your Stoneskin Totem and Windwall Totem by XX% and reduces the cooldown of your Grounding Totem.

Ranks. Rank 1 damage reduced by 10%, cooldown reduced by 1 second
Rank 2 damage reduced by 20%, cooldown reduced by 2 seconds

Commentary. The Guardian Totems talent is most useful in PvP battles, because of the reduction in Grounding Totem. The increase to Stoneskin and Windwall totem is useful when you are using said totems a lot. This talent is more dependent on the style of play.

Thundering Strikes

Description. Improves your chance to get a critical strike with your weapon attacks

Ranks. Rank 1 by 1%
Rank 2 by 2%
Rank 3 by 3%
Rank 4 by 4%
Rank 5 by 5%

Commentary. If you are playing an enhancement shaman this is a have to have talent. The added chance to get a critical hit is great amount of damage. This talent is also a prerequisite for Flurry another important enhancement shaman talent.

Improved Ghost Wolf

Description. Reduces the cast time of your Ghost Wolf spell

Ranks. Rank 1 by 1 second
Rank 2 by 2 seconds

Commentary. This talent is useful for reducing down time. Two seconds does not seem like much, but the number of times you will use the Ghost Wolf spell throughout your time playing is a lot of time saved. With two ranks of Improved Ghost Wolf, it makes the Ghost Wolf spell only a 1 second cast time. That makes Ghost wolf a spell that is commonly used to get away from an enemy. This is considered an okay filler talent if needed to get deeper in the enhancement tree.

Improved Lightning Shield

Description. Increases the damage done by your Lightning Shield orbs

Ranks. Rank 1 by 5%
Rank 2 by 10%

Rank 3 by 15%

Commentary. Lightning Shield is by far one of the most effective and mana efficient spells as it is. This talent furthers how effective and efficient this spell is. The down side of this is that for it to be useful you need to be getting hit. If you are an elemental or restoration shaman this talent is not worth the points at all. If you are leveling as enhancement you should consider this a have to talent.

Enhancing Totems

Description. Increases the effect of your Strength of Earth and Grace of Air Totems

Ranks. Rank 1 by 8%
Rank 2 by 15%

Commentary. This talent will increase max rank Strength of Earth Totem by 13 and max rank Grace of Air Totem by 12. This talent is for a more group based player. The bonus is not worth it for a solo player. At higher levels you will be using other totems that won't allow you to use Strength of Earth, or Grace of Air totem. This is good for group leveling and maybe for a filler talent if needed to get to higher tiers of the enhancement tree.

Shamanistic Focus

Description. After landing a melee critical strike, you enter a Focused state. The Focused state reduces the mana cost of your next Shock spell by 60%.

Ranks. Rank 1 give the full effect.

Commentary. This talent is very useful to enhancement shamans who are focusing on their chance to get a critical hit with melee weapons. This makes it so the shaman can add to their damage without the mana commitment. This will help your DPS in all situations.

Anticipation

Description. Increases your chance to dodge

Ranks. Rank 1 by 1%
Rank 2 by 2 %
Rank 3 by 3%
Rank 4 by 4%
Rank 5 by 5%

Commentary. The increase to dodge that Anticipation provides is not significant enough to use the five talent points required. There are better places in the enhancement tree to use 5 talent points. If you have spare points and are doing a heavy amount of tanking this will help augment the damage you take.

Flurry

Description. Increases your attack speed by XX% for your next 3 swings after dealing a critical strike.

Ranks. Rank 1 by 10%
Rank 2 by 15%
Rank 3 by 20%
Rank 4 by 25%
Rank 5 by 30%

Commentary. Flurry is a have to have talent for enhancement shamans. The ability to get a haste boost every time you get a critical hit is a huge increase to your damage per encounter. This ability procs off of any critical melee hit or critical spell proc from the weapon.

Toughness

Description. Increases your armor value from items

Ranks. Rank 1 by 2%
Rank 2 by 4%
Rank 3 by 6%
Rank 4 by 8%
Rank 5 by 10%

Commentary. This talent can make a mail wearing shaman even closer to the armor that plate wearers sport. This added defense is useful for shamans that off tank. Otherwise this talent is not worth the five talent points.

Improved Weapon Totems

Description. Increases the melee attack power bonus of your Windfury Totem by XX% and increases the damage caused by your Flametongue Totem by X%.

Ranks. Rank 1 Windfury totem by 15%, Flametongue Totem by 6%
Rank 2 Windfury totem by 30%, Flametongue Totem by 12%

Commentary. This is a talent used by raiding shamans and shamans who are in groups a lot. The reason being that shaman's personal buffs are better than the buffs that come from the totems. The increase to damage is very nice when you are in a group that has a decent amount of melee DPS.

Spirit Weapons

Description. Gives a chance to parry enemy melee attacks and reduces the threat generated by your melee attacks by 30%.

Ranks. Rank 1 give the full effect

Commentary. This talent gives you a chance to parry with your weapon. This is a nice new way for your shaman who is melee the mob to augment their ability to take some hits. This talent is also needed to later on get

Dual Wield. The threat reduction is very helpful for shamans who are in a group as DPS. This way you are less likely to pull the mob away from the plate wearing, shield bearing warrior.

Elemental Weapons

Description. Increases the damage caused by your Rockbiter Weapon by X%, your Windfury Weapon effect by XX% and increases the damage caused by your Flametongue Weapon and Frostbrand Weapon by X%.

Ranks. Rank 1 Rockbiter by 7%, Windfury by 13%, and Flametongue/Frostbrand by 5%
Rank 2 Rockbiter by 14%, Windfury by 27%, and Flametongue/Frostbrand by 10%
Rank 3 Rockbiter by 20%, Windfury by 40%, and Flametongue/Frostbrand by 15%

Commentary. This talent makes your self weapon buffs much stronger. If you are going to be doing a lot of tanking or soloing with your shaman this will help your damage output greatly.

Mental Quickness

Description. Reduces the mana cost of your instant cast spells by X% and increases your spell damage and healing by an amount equal to XX% of your attack power

Ranks. Rank 1 mana cost reduced by 2%, an amount equal to 10%
Rank 2 mana cost reduced by 4%, an amount equal to 20%
Rank 3 mana cost reduced by 6%, an amount equal to 30%

Commentary. Mental Quickness is a great talent for those shamans who are hybrids of enhancement and elemental. This works out very well then. This talent is otherwise commonly looked over. With the increase in the use of shocks by enhancement shamans this talent could be come even stronger.

Weapon Mastery

Description. Increases the damage you deal with all weapons

Ranks. Rank 1 by 2%
Rank 2 by 4%
Rank 3 by 6%
Rank 4 by 8%
Rank 5 by 10%

Commentary. Very good talent point for enhancement shamans or any other shaman who is using their weapon for their main damage. This is a great talent.

Dual Wield

Description. Allows one-hand and off-hand weapons to be equipped in the off-hand.

Ranks. Rank 1 full effect.

Commentary. Dual wielding will increase your overall damage output. This is a have to for deep enhancement shamans. This makes storm strike an even stronger talent.

Dual Wield Specialization

Description. Increases your chance to hit while dual wielding

Ranks. Rank 1 by 2 %
Rank 2 by 4%
Rank 3 by 6%

Commentary. This will increase your hit chance. This is a great talent. It is needed to help hit NPCs. This will help your damage throughout.

Stormstrike

Description. Instantly attack with both weapons. In addition, the next 2 sources of Nature damage dealt to the target are increased by 20%. Lasts 12 sec.

Ranks. Rank 1 gives full effect

Commentary. This is a have to have for enhancement shamans. This adds an extra immediate attack that can proc Windfury. If dual wielding you attack with both weapons. It then adds a debuff that makes your nature spells do 20% more damage. This is a great talent to spend a talent point on.

Unleashed Rage

Description. Causes your critical hits with melee attacks to increase all party members' melee attack power by X% if within 20 yards of the Shaman. Lasts 10 sec.

Ranks. Rank 1 by 2%
Rank 2 by 4%
Rank 3 by 6%
Rank 4 by 8%
Rank 5 by 10%

Commentary. This talent further plays on enhancement shamans having a high chance to critically hit. This talent raises the damage that melee group member will deal during the buff. This adds up quickly and is why enhancement shamans are placed in groups with other mlee DPS personal.

Shamanistic Rage

Description. Reduces all damage taken by 30% and gives your successful melee attacks a chance to regenerate mana equal to 15% of your attack power. Lasts 30 sec.

Ranks. Rank 1 gives the full effect

Commentary. This talent is great for a 41 talent. It gives a great way to regenerate your mana. The damage reduction is very useful in situations where you get to the top of a high end mob's threat list and get attacked. Throw this up and you bought yourself some time.

less time for the heal to happen. While 0.5 seconds doesn't appear to be a whole lot at first, it is a big difference as you play. Have to have for a main healer shaman.

Restoration

Restoration tree is all about your utility to a group and self as a healer. This tree helps heal more efficiently, and gives more ways to accomplish that goal. The restoration tree has some of the most highly regarded talents in the game. This tree makes shamans one of the best raid healers in the game.

Improved Healing Wave

Description. Reduces the casting time of your Healing Wave spell

Ranks.

- Rank 1 by 0.1 seconds
- Rank 2 by 0.2 seconds
- Rank 3 by 0.3 seconds
- Rank 4 by 0.4 seconds
- Rank 5 by 0.5 seconds

Commentary. This talent saves a lot of time when casting your Healing Wave. This reduction of time makes it so there is less time for the spell to be interrupted, and also

Tidal Focus

Description. Reduces the mana cost of your healing spells

Ranks.	Rank 1 by 1 %
	Rank 2 by 2%
	Rank 3 by 3%
	Rank 4 by 4%
	Rank 5 by 5%

Commentary. This talent allows a shaman to heal that much longer. With max rank every 20th spell cast is effectively free. This is a have to have talent for raid healing shamans. It will help out with downtime on any shaman though.

Improved Reincarnation

Description. Reduces the cooldown of your Reincarnation spell by XX min and increases the amount of health and mana you reincarnate with by an additional XX%

Ranks.	Rank 1 cooldown reduced by 10 minutes, reincarnated with an additional 10%
	Rank 2 cooldown reduced by 20 minutes, reincarnated with an additional 20%

Commentary. Reincarnation is an ability that shouldn't be use more than once an hour. You shouldn't be dying that often. The exception to this is on PvP servers you might be attacked without notice until it is too late. This is a useful talent for when you are close to finishing off your opponent and they get that lucky break to kill you. You die, you can then Reincarnate right next to them with 40% of your life and mana if you have this talent maxed out. Many times you can catch unknowing players off guard by reincarnating next to them when they thought you were dead.

Ancestral Healing

Description. Increases your target's armor value by X% for 15 sec after getting a critical effect from one of your healing spells

Ranks.	Rank 1 by 8%
	Rank 2 by 16%
	Rank 3 by 25%

Commentary. When you are healing during a raid, or during a boss fight within a group, the chance for you to critically hit and give a boost to the individual's armor class is very helpful. It means less healing needed during that time. This is a have to have for raiding healing shamans.

Totemic Focus

Description. Reduces the mana cost of your totems

Ranks. Rank 1 by 5%
Rank 2 by 10%
Rank 3 by 15%
Rank 4 by 20%
Rank 5 by 25%

Commentary. This talent is useful to any shaman who uses his totem regularly. Some solo shamans don't use their totems very often due to the mana cost. This talent might change that attitude around. This totem is a must have for grouping shamans and/or raiding shamans.

Healing Grace

Description. Reduces the threat generated by your healing spells

Ranks. Rank 1 by 5%
Rank 2 by 10%
Rank 3 by 15%

Commentary. This talent is depending on skill of both the shaman and the group that you are part of. Shamans who do not over heal will seldom get to the top of the threat list in boss/raid fights. If you have an under geared tank you might get to the top of the threat list. This talent is designed to keep you low on the threat list. This is a talent most shaman will skip over, shaman will learn how to heal as they play and avoid getting to the top of the threat list.

Restorative Totems

Description. Increases the effect of your Mana Spring and Healing Stream Totems

Ranks. Rank 1 by 5%
Rank 2 by 10%
Rank 3 by 15%
Rank 4 by 20%
Rank 5 by 25%

Commentary. This talent makes the two totems even more powerful. You should already have one of the two down, this just makes them work even better.

Tidal Mastery

Description. Increases the critical effect chance of your healing and lightning spells

Ranks. Rank 1 by 1%
Rank 2 by 2%
Rank 3 by 3%
Rank 4 by 4%
Rank 5 by 5%

Commentary. This talent works well because it effects two different aspects of the class. This works well with other talents in all talent trees. Might not be a "get as soon as possible" talent, but you should come back to this one if you have to skip it.

Healing Way

Description. Your Healing Wave spells have a XX% chance to increase the effect of subsequent Healing Wave spells on that target by 6% for 15 sec. This effect will stack up to 3 times.

Ranks. Rank 1 has a 33% chance
Rank 2 has a 66% chance
Rank 3 has a 100% chance

Commentary. This talent adds a buff to the target of your Healing Wave that makes it so further Healing Waves do more healing. This can stack up to 3 times, making your Healing wave spells do 18% more Healing. This is a must have for main healers in both groups and raid situations.

Nature's Swiftiness

Description. When activated, your next Nature spell with a casting time less than 10 sec. becomes an instant cast spell

Ranks. Rank 1 give the full effect

Commentary. This talent is a have to have as soon as possible for healing shamans. It makes your next healing spell instant cast. This can also be used with lightning bolts and chain lightning. This has saved many shamans and their groups. One of the best talents a shaman has.

Focused Mind

Description. Reduces the duration of any Silence or Interrupt effects used against the Shaman by XX%. This effect does not stack with other similar effects.

Ranks. Rank 1 by 10%
Rank 2 by 20%
Rank 3 by 30%

Commentary. This Talent reduces the duration of silence and interrupt effect. On occasion while leveling, you will run across silencing effects and while raid you will also. But, the biggest place where you run into silencing effect is in PvP. This talent is important to PvP shamans having the ability to get out quicker is very important. To the other type of shamans it is not nearly as important and seldom worth the talent points.

Purification

Description. Increases the effectiveness of your healing spells

Ranks.

- Rank 1 by 2%
- Rank 2 by 4%
- Rank 3 by 6%
- Rank 4 by 8%
- Rank 5 by 10%

Commentary. This talent makes all your healing spells more effective. This is an important talent for shamans that make their living as a healer. This talent makes it so you have to heal less often and you can wait a little longer until you have to heal. This is a great talent.

Mana Tide Totem

Description. Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 6% of total mana every 3 seconds to group members within 20 yards.

Ranks. Rank 1 gives the full effect

Commentary. This is one of the most highly regarded shaman talents by casters in the game. This produces a totem that heals 24% of your mana in 12 seconds. This totem should be used as often as you can, and you should use your talent point from level 40 to get this talent.

Nature's Guardian

Description. Whenever a damaging attack is taken that reduces you below 30% health, you have a XX% chance to heal 10% of your total health and reduce your threat level on that target. 5 second cooldown.

Ranks.

- Rank 1 has a 10% chance
- Rank 2 has a 20% chance
- Rank 3 has a 30% chance
- Rank 4 has a 40% chance
- Rank 5 has a 50% chance

Commentary. This Talent is useful for when you do over pull threat. If the opponent does enough damage to drop you below 30% you have a chance to heal 10%. With NPCs you also reduce your threat. This will help with the NPC attacking someone besides you.

Nature's Blessing

Description. Increases your spell damage and healing by an amount equal to XX% of your Intellect.

Ranks. Rank 1 equal to 10%
Rank 2 equal to 20%
Rank 3 equal to 30%

Commentary. This spell is simple and straight forward. The more intelligence you have, the more healing and spell damage you get. This talent helps out a healer greatly. This talent is also a prerequisite for one of shamans strongest talents.

Improved Chain Healing

Description. Increases the amount healed by your Chain Heal spell by XX%.

Ranks. Rank 1 by 10%
Rank 2 by 20%

Commentary. This spell makes Chain Healing even stronger. This is a have to have talent for raid healing shamans. This talent can help maximize your healing. This talent is useful when ever you are healing multiple people.

Earth Shield

Description. Protects the target with an earthen shield, giving a 30% chance of ignoring spell interruption when damaged and causing attacks to heal the shielded target for 150. This effect can only occur once every few seconds. 10 charges. Lasts 10 min. Earth Shield can only be placed on one target at a time and only one Elemental Shield can be active on a target at a time.

Ranks. Rank 1 give the full effect

Commentary. This talent is one of the strongest talents that shamans have access to. This can make you significantly harder to kill in PvP settings. This talent also is very useful for raid tanks making them heal themselves with the charges. This talent is one you should get when you hit level 50.

TALENT BUILDS

Talent builds are a collection of how to distribute your talent points. Talent builds are based on a level 70 characters. These are builds that have worked for other shamans. They like how the build feels and goes with it. Some people will claim they have the best build. All builds need to be designed for the individual. The build really says who you are. Some people use combinations that other people never consider and come up with some powerful combinations this way. Use the below builds as rough sketches. You can go with exactly how they are set up or you can change them to your style.

Zeus

Description.

This talent build is to maximize your lightning bolt potential. This build also gives you the ability to back up heal for emergencies. This build goes in on raids and PvP as a ranged DPS build. You throw around Lightning Bolts, and Chain Lightning to do most of your damage. And if needed you can heal as a back up. This kind of shaman wants to maximize intellect and spell damage. MP5 is a must for long fights.

Usefulness.

Totem or Wrath makes this lean more to raiding than PvP. If you take the point spent on Totem of Wrath and put it in Nature's Swiftiness it will produce a better PvP build.

Talent Point distribution.

<http://www.wowhead.com/?talent=hEOzqcMsAotZE0x00x>

or

<http://www.wowhead.com/?talent=hEOzqcMsAoxZE0x00xo>

The Rage Shaman

Description.

This talent build is for a Enhancement shaman who wants to augment their DPS with shocks. Normally very expensive, this shaman uses them after critically hitting and getting a good mana reduction and increased damage. This build only uses 59 talent points. This talent wants to focus on Agility, + to critical hit, Strength, Stamina, + to hit gear (until you hit the cap) and intelligence.

Usefulness.

Experimental due to this being based on patch 2.3 that recently came out. It is designed to be a good PvE grinding build. And also has potential for large burst damage in PvP. Last two points can be used in Improved Ghost Wolf if you do a lot of Warsong Gulch battlegrounds. In Improved weapon Totems if you are going to be grouping with other melee and using the associated totems. Or you can place them in Elemental Warding if you are doing PvP a lot and could use the extra resistance to spells.

Talent Point distribution.

<http://www.wowhead.com/?talent=hE00xZxVcdVOsAugo>

Helpful Warrior

Description.

This Talent build is about being an asset to the group with your totems and back up healing ability. This shaman lays the best totems down for the group and heals everyone but the main tank, who the primary healer is taking care of. A well played Helpful Warrior is commonly asked back into groups because of how useful he is. The equipment this shaman is looking for is stamina, intelligence, strength, + to healing gear is a nice addition.

Usefulness.

This build is very useful for PvE and PvP settings. The usefulness in a raid is smaller. The ability to be a strong melee type and still throw around some decent heals is very useful when teamed up with other melee types in PvP. Switching to Nature's Swiftness instead of Shamanistic Rage will reduce your mana regeneration ability but will allow for instant heals.

Talent Point distribution

<http://www.wowhead.com/?talent=hZxiOdVMsuuqEOxOV> or
<http://www.wowhead.com/?talent=hZxiOdVMsuuqZE0x0V0o>

Raid Healer

Description.

This shaman is in on raid a lot. His main roll is healing the whole raid. While a strong single target healer, his ability to heal a lot of the raid is very helpful. The equipment this shaman is looking for is + to healing gear, MP5, and intelligence.

Usefulness.

This is for shamans who want to be on the top of raid healing charts. The shamans is all about healing. This is a very focused shaman and he can also help out in PvP settings. The larger the group and more spread out the damage the better this shaman shines. Dropping healing totems and chain healing are his specialty.

Talent Point distribution.

<http://www.wowhead.com/?talent=hZhZEcxtAeoted>

The Survivalist

Description.

This shaman is about staying alive. This shaman keeps himself alive foremost and his friends after. This shaman is a hard shaman to kill. The lack of DPS though makes this shaman slow to kill enemies though. This shaman is about patience. Slow and steady win the race. Equipment should focus on + to healing, intelligence, MP5, and stamina.


Usefulness.

This shaman is about PvE and PvP survival. They keep themselves and their party alive. This shaman should be played by those who are okay with doing low damage and being a support class. Leveling with this type of build will be slow. With this build you should be able to bore another player or get away from them in PvP.

Talent Point distribution.

<http://www.wowhead.com/?talent=hZxObZEfxxVeotez>

SHAMAN PROFESSIONS

ou are able to have up to two professions. If you get bored with one of your professions, you can drop it for a new one. In doing this though, you lose all of your recipes. This means if you come back to the original profession, you still have to retrain all your recipes, and get the dropped recipes all over again. Professions are expensive, and in most cases will be a hole in your money bag long before it starts to fill it up. It is common practice to have two gathering skills until level 35 or higher before you switch to another profession. The reason most people wait until 35 is because at level 35 you can get your skill up to 300. At 300 you will start to make products that will sell for profit. People who wait until level 50+ are doing it so they can quickly level up the skill and farm whatever they cannot find, or don't want to pay for, at the auction house.

Alchemy

Alchemy, the art making potions and elixirs that help the imburer out in many ways. With skill you can learn how to change base materials into other base materials, making iron into gold for example. This profession gives a shaman the ability to further augment his skills. The ability to make your own healing and mana potions can save you a lot of money, and earn you decent money. The ability to drink a potion and get stronger and/or faster is always a plus. The down side to Alchemy is most components are gotten through Herbalism. This means without Herbalism, this is a very spendy profession. Alchemy requires lot of different herbs, and at times, lots of an individual herb. Alchemy is a great profession to skill up while you level if you are the one harvesting all the herbs. Shamans should not pick this skill up at lower levels if they do not want to pick up Herbalism.

Blacksmithing

Blacksmithing is working metal bars into weapons and armor. This skill requires lots of ore, so if you are considering it, you should pair it with mining. This way you are able to save 75% of the costs by farming the materials yourself. Shamans can gain armor and weapons with Blacksmithing; weapons and armor that drop at lower level will always replace blacksmithed items until higher levels. Shamans should not take blacksmithing until they are above level 50 and are able to go through those lower levels of making stuff quickly. Once you are able to make some of the better weapons, it might be worth blacksmithing.

Blacksmithing at higher levels allows you to specialize in either Armorsmithing or Weaponsmithing. Weaponsmithing further specializes to Axesmithing, Hammersmithing, or Swordsmithing. By specializing, you are allowed to make and wield powerful weapons and armor. For this reason, Shamans should never specialize in Swordsmithing.

Enchanting

Enchanting is the ability to give extra abilities to items, and to take an item and remove all the enchantments on it to get regents to enchant something else. This is not a profession to take if you do not have some money laying around. If this is your first character, it may sound like enchanting is a good profession, but it is a total money sink until late in the game. This profession has no companion skill that works out to reduce the cost significantly. The best that people have come up with is partnering it with tailoring due to some tailoring items being cheap to create, and then you can disenchant them. You might want to consider partnering this with mining, or herbalism. You can sell what you harvest to offset the price of enchanting. The huge plus to enchanting is you can enchant your own rings, but no one else's. The enchants for rings are some powerful enchants.

Engineering

Engineering is the profession of making some really incredible items. They can make items that produce effects similar to most spells in game. The down side is that you have to be an engineer skill close to the level

to produce the item to use it. This means you will seldom be able to sell items as an engineer. Most engineers will simply make the item for themselves. One of the strongest profession that you can partner engineering with is mining. Mining will off set a large amount of your cost.

At 200 skill you are able to specialize in either goblin engineering or gnomish engineering. The differences are reliability vs brute force. Gnomish engineering makes some versatile and more reliable items. Goblin engineering makes some big explosives and also items that have a more extreme result than the normal or gnomish version. The Goblin versions also are more likely to explode or backfire.

Herbalism

Herbalism is the ability to gather the various herbs that grow throughout the world of Azeroth and in Outlands. Herbalism is pretty straight forward. it gathers different herbs. When you activate it, it will send up yellow dots on your mini map when you get close to one. You can gather herbs with minimal requirements for how low your skill can be and you can still harvest the herb. If you gather herbs as you level, you should seldom run into an herb you can not harvest. You can then sell these herbs on the AH for

decent money. Once you start harvesting in Outlands you will find sometimes you will get a buff from harvesting a plant. Just another bonus to harvesting herbs.

Jewel Crafting

Jewel Crafting makes different gems, rings, amulets, and a couple other miscellaneous things. This craft can be very expensive due to the fact that the materials needed are used by other professions. The best profession that jewel crafting can be paired with has to be mining. This gives you the ability to use the ores, and you can also prospect the ore to have a chance at getting a gem. This profession is expensive until you get higher in level. With this profession you also have to make sure you don't flood the market with your products. Only put up a few at a time for sale.

Leather Working

Leather working is the ability to make skins, scales, and other animal parts into armor. The use of leather makes this profession best paired with skinning. Skinning will save you a lot of money. Leather working is a decent profession for a

shaman to pick up. They can make armor for themselves, and as they get higher in leather working skill they can make mail armor. This also allows you to make armor kits that further your armor class.

Later on, you can specialize in Dragon scale, Elemental, or Tribal armor. Tribal armor is great for Elemental or Restoration shamans who want the hit points. Elemental armor is great for Enhancement shamans.

Mining

Mining works very similar to Herbalism. You find mining nodes and harvest them. When harvesting mining nodes you can find ore, stones, and gems. Mining products are used with a lot of other professions. This means you will have a good buyer's market for your products. If you are not going to use the products of mining, sell them off and make some decent money.

Skinning

Skinning is exactly what it sounds like. You collect hides, leather, and scales. Leather products are gathered from beasts primarily, once in a while you will find other mobs that you can skin. The products that you collect

should be used for your own professions, or sold. The market for skinning products is not nearly as good as mining or alchemy, but you should be able to sell your products.

Tailoring

Tailoring is making products with cloth. Tailoring for shamans is seldom done due to the fact that shamans normally wear heavier armor. The reason some shamans pick up tailoring though, is because of the ability to make bags. While Horde, leather making can make a single bag. Tailors can make a variety of bags. The largest bag can be made by a high-end tailor. There is always a market for bags. The higher end bags can bring in decent amounts of money.

At high skill you are able to specialize in a specific type of cloth. Primal Mooncloth, Shadoweave, or Spellfire are your choices. All three of these cloths can be made by any type of tailor, but if you specialize you can make two times the amount. If a shaman is going to do tailoring, he should specialize in Primal Mooncloth, this being the type that makes the largest bags, and it can make some good healing gear for a restoration shaman.

Secondary Professions

These professions are in the game that everyone can get and they do not count towards your two profession limit. I recommend that shamans keep all of these skills up because they will make your life easier if you have them skilled up as you level.

Cooking

Cooking: you take raw and other ingredients and add them together to create a better product. Foods when you get higher can give you a "well feed" buff. This a buff that stacks with other buffs and is just an added benefit. The most common is increased stamina and spirit. This means more hit points and faster regeneration of both health and mana. This is cheap to level up as long as you gather the materials yourself.

First Aid

This skill allows you to turn the different cloths that drop from humanoid NPCs into bandages that you can use to heal yourself. You can also make some anti-poisons, but the anti-poisons don't keep pace though. I know that you are probably thinking "I can heal, so what do I need bandages for?" The

great thing is you don't use mana to use bandages. You can save it for later on. Now, if you are full mana and you are not going to fight for a while, go ahead and use your healing spell. But, if you are raiding and in a brief pause before the next pull, you can heal yourself and others without any mana by using bandages.

Fishing

Again, this is a pretty straight forward skill. You fish and catch fish to skill up. You cast by hitting the fishing button with a fishing pole equipped in your main hand. Then when the bobber goes down in the water and you hear a noise, you right click the bobber. You can catch a variety of fish this way. You can also catch other things, including boxes that you can open up and get a variety of things. Use the raw fish to level up your cooking. If the fish says Raw in the beginning, then you can cook it with the right recipe.

MONEY MAKING AS A SHAMAN

There are a number of ways to make money in World of Warcraft. Shamans are one of the most expensive classes to level due to having to change armor types at 40 and the large number of skills you have to train in. And the most important reason to make money in the endgame is to gain access to your epic flying mount, which costs a total of 5,200gp – 5,000g for the training and 200g for your mount. After that, the only major expense you will face is if you decide to buy epic items on the auction hall. It isn't too difficult to reach this amount – all it takes is time and focus.

Shamans do not have any exciting ways to making extra money like a few of the classes do. I will just have to give you some of the tips that work out for most classes to gain some extra money.

Questing

The first way to make money is to complete quests. Once you reach level 70, the Outlands quests tend to reward 10 or more gold for turnin, in addition to any items and vendor trash you pick up off of enemies. In addition, if these are done before you begin to collect a lot of gear from dungeons, you can pick up some free equipment upgrades from the quest rewards. As long as you also use your gathering skills at the same time, you can easily make a great deal of money in a short amount of time. The other side of questing to make money is daily repeatable quests from the Skyguard and Ogr'i'la factions. These quest do not take a great deal of time to complete, although the Ogr'i'la faction does have several boss-level quest encounters to begin their quest chains. Both these factions do require you to have your regular flying mount, but as long as you save your money while you are leveling, this should not be a major problem. Completing the daily quests give about 10g per quest, and you can complete up to 10 daily quests a day. Realistically though, until you have access to the Netherwing daily quests (which require an epic flying mount), you won't have ten daily quests available each day.

Gathering Skills

The second way to make money is through your gathering skills. If you have skinning, mining, or herbalism, the materials you collect tend to end up being worth a fair amount on the auction house to people who don't want to spend the time collecting these resources, or find themselves short on one or another. While you're leveling, don't go out of your way to spend a lot of time running around trying to find mines and herbs... but if you see them on your minimap, feel free to make a detour to pick them up. WoW tends to stick at least one enemy peacefully admiring the shine of the ore or the serenity of the flower you want to pick, so it's a good way to gain some extra experience while also making a bit of money. Once you have a stack of material, look on the auction hall and sell your materials for a little under the lowest price for another full stack. After a while you'll get a sense of how much certain materials are worth, so if you see the price is much lower then you expected, hold on to your materials and sell them another time.

For finding materials, most zones have their own advantages, and many zones also have enemies that can be farmed for motes of mana, fire, life and so on, which are also a good source of income, especially if you do

not possess other gathering skills. You can generally farm 4-8 primals an hour, depending on the area, but generally you should be able to make 100-120g an hour farming primals, and a similar amount when collecting minerals or herbs.

Hellfire Peninsula

Mining. Fel Iron deposits, rare Khorium deposits run along the mountains that border the edges of the zone, be careful in the northwest corner where elite mobs roam. Khorium sometimes spawns in place of other minerals, and requires max mining skill (375) to mine. It's very profitable if you do not require it yourself, and goes for about 5g per unit.

Herbalism. Felweed, Dreaming Glory, Golden Sansam, Dreamfoil, Mountain Silversage. Like mining, check along the mountain edges for most of these herbs, and also check in the desert basin to the southwest of Honor Hold.

Primal Shadow. The void walkers that spawn in the southeast of the zone can drop Motes of Shadow, and are easy to farm to make Primal Shadow, although the drop rate is somewhat low.

Zangermarsh

Mining. Fel Iron, Adamantite, Khorium. Fel Iron is more common than Adamantite in this zone, but staying along the zone edges near the mountains is the fastest way to find minerals here. Deposits might also show up near Coilfang Reservoir, but are inconvenient to reach due to the swimming requirements.

Herbalism. Felweed, Dreaming Glory, Ragveil, Blindweed, Flame Cap. The entire swamp contains locations for these herbs, so there's no one path that nets you the most herbs. Despite the looks of it, don't ignore the Dead Mire in the northeast however – it contains a number of herb locations, despite its blasted appearance. Also, don't mind fighting the bog giants that roam in the southwest and northeast, since they can be herbed and occasionally produce motes of life from doing so.

Primal Life. Even if you aren't an herbalist, the bog giants in the southwest Spawning Glen or the northeast Dead Mire have a chance to drop Motes of Life when slain.

Terokkar Forest

Mining. Fel Iron, Adamantite, Khorium. As always, run along the edges of the zone and keep an eye on your radar. Fel Iron tends to spawn in the south and north where the land gives way to the twisting nether, but can also be found elsewhere. Adamantite is more often found near the mountain ranges.

Herbalism. Felweed, Dreaming Glory, Terocone, Mana Thistle. Felweed can be found everywhere in the zone, while Dreaming Glory is found near the mountains and Terocone exclusively in the green areas of the map. There's no one place that's perfect in this zone, so wander around and see what you can find. Mana Thistle can only be found with a flying mount on the plateau to the northwest of Shattrath or in Skettis, to the southeast corner of the zone. Both areas have level 70+ enemies, including elites, so be careful when attempting to farm this herb. Skettis also has flying enemies who can attack you, so make sure to keep an eye out above you as well as around you.

Primal Water. Directly to the east of Shattrath, the lake here is a great place to farm motes of water– the fish are easy to defeat and have a high respawn rate, making them perfect for farming.

Nagrand

Mining. Fel Iron, Adamantite, Rich Adamantite, Khorium. Search the valleys in the center of this zone, as they have the best chances of having spawn points, but also look at the mountains to the north and east, which have a fair chance of mining spots. Rich Adamantite veins sometimes spawn instead of regular ones, and can be mined twice as much, while also tending to provide more motes of earth.

Herbalism. Felweed, Dreaming Glory, Mana Thistle. Nagrand doesn't provide any unique herbs, so search near the mountains for Dreaming Glory, and in the green plains for Felweed. Often you can look elsewhere and pick up some rarer herbs at the same time, however. Mana Thistle can possibly be found to the far west of the zone, past the Forge Camps. There is a path up to this secluded valley you can travel on foot, but with patrolling elites (including a quest boss) in that area, it's better to wait until you have a flying mount and see if you can swoop in, recover the herb, and fly out rather than try on foot.

Skinning. The clefthoof bulls that wander through the center and northern area of the zone have a higher chance to drop Clefthoof Leather, which is required for Clefthide Armor Kits. The secluded vale in the far west is home to various snakes who drop Cobra Scales, another somewhat rare item required for various leatherworking recipes.

Primal Earth, Air, Fire and Water. Many earth and air elementals roam the plains of Nagrand, but there is also an area in the northeast that can only be reached by a flying mount that contains level 72 versions of most elementals. It's heavily farmed, so you might have trouble getting your own kills, but it does contain plenty of elementals of all types.

Blade's Edge Mountains

Mining. Fel Iron, Admanatite, Khorium. Blade's Edge Mountains doesn't provide the best environment for mindlessly gathering resources. Portions of the map are inaccessible except by flying mount, and the entire zone is sub-divided by the mountain ranges into smaller zones. Due to the number of enemies you encounter in this zone, and the zone layout, grinding for resources is too inefficient to recommend here – it's better to stay in a more open zone such as Nagrand or Terokkar Forest. One note is that after you complete the quests to allow you to begin Ogr'i'la quests, many of the ogre tribes become neutral to you – which makes this one of the safer zones to mine in, if you stick to their parts of the zone at least.

Herbalism. Felweed, Dreaming Glory, Mana Thistle. Like with mining, the zone layout makes it difficult to herb efficiently in this zone. Like with mining, if the ogres are neutral it's one of the safest places to pick up Felweed. Mana Thistle can be found in the forge camps on the western plateau, or among the crystals of the northern plateau, which is a better place to look for it. Both of these areas require a flying mount to reach, however.

Skinning. The netherwing dragons in the southeast crystal fields drop Netherscales, for Dragonscale leatherworking.

Primal Fire. To the north of Toshley Station is a scorched area, filled with fire elementals and imps. Killing the elementals tends to yield Motes of Fire, making it a good place to farm for Primal Fire.

Primal Shadow. On the western plateau, the imps and other demons of the southern Legion camp have a fair chance of dropping motes of shadow. They're equal level, so they aren't the easiest enemies to farm, but they do have a better chance of dropping motes of shadow than do the void walkers in Hellfire Peninsula.

Netherstorm

Mining. Fel Iron, Adamantite, Rich Adamantite, Khorium. Like Blade's Edge, the layout of this zone makes it difficult to grind mines efficiently without a fast flying mount. Adamantite is a lot more prevalent here than Fel Iron, since Fel Iron is mostly found in the Legion camps on the northern island. Search along the edges of the islands, but be careful due to the number of enemies that exist along these areas, including powerful giants and mana-draining creatures.

Herbalism. Dreaming Glory, Mana Thistle, Netherbloom. Netherbloom is the primary crop of this zone, since it is unique to Netherstorm. Dreaming Glory can be found here and there along the ridges that dot the islands, while Netherbloom is found mostly along the edges of the islands. Mana Thistle can be found on the small floating island above the area in the northwest, but again caution is warranted, due to the presence of Socrethar, a difficult 5-man quest boss. Still, you should be able to herb without making friends with him, and the other demons on the island aren't too difficult.

Skinning. On the eastern island, the dragons in the crystal area are a prime spot to farm Netherscales.

Primal Mana. The mana-draining fish that float in from the void tend to drop Motes of Mana, and can be farmed for them. This is a difficult task on a mana-using class, but it can still be done, though you will have to drink more often.

Shadowmoon Valley

Mining. Fel Iron, Adamantite, Rich Adamantite, Khorium, Nethercite. Fel Iron can be found here and there near the lava flows and the Legion camps. Adamantite has a nice cluster of possible points to the northwest of the Altar of the Sha'tar. Nethercite can be found at Netherwing Ledge, and is used for faction with Netherwing. The nice thing about Nethercite deposits is that they also have a good chance to contain motes of earth and fire. However, without having started the Netherwing quests at Netherwing Ledge, you will be hostile to the 3-5 peons nearby, and therefore these are fairly difficult to get to before you've acquired your epic mount. Also be aware of the roving elites, who remain hostile even when you appear to be a fel orc.

Herbalism. Felweed, Dreaming Glory, Mana Thistle, Nightmare Vine, Netherdust Bush. Nightmare Vine happens to be the unique herb of this zone, and can be found almost everywhere, though the area northeast of the volcano in the center of the zone has many possible spawning locations. Felweed is also possible to find just about anywhere, while Dreaming Glory is found around the volcano for the most part. Mana Thistle and Netherdust Bushes can be found

at Netherwing Ledge, though the same warning applies when all enemies are still hostile. However, the herbs tend not to spawn directly next to peons, but instead in the middle of the various paths in Netherwing Ledge, so they are more collectible. Netherdust bushes occasionally drop Motes of Mana in addition to Netherdust Pollen, which is turned in for Netherwing faction.

Primal Air. The air elementals to the south of the crystal fields in the southeast corner are good to farm for motes of air – they're found all along the ledge that runs along the edge of the void.

Auction House

Make sure that you try to sell most green items on the Auction House first. The exception to this of items of Spirit – while you can find buyers for Strength, Stamina, Agility and Intellect, very few people will take a look at items that provide only a Spirit bonus. Items that provide odd combinations such as of the Wolf (Agility and Spirit) also tend not to sell well, and can be safely vendored or disenchanting without attempting to sell it on the Auction House.

For everything else, it's worth making at least one attempt to sell your green items on the auction house. The first step is to look in two or three levels above and below the level of your item in its category – for example, you'd want to look at plate helmets in a level range of 48 to 52 if you have a helmet that requires level 50 to use. Take a look at what other people are selling their items for and price accordingly to be just under a similar green item.

Blue items are an exception – here it's a good idea to look at a database like Wowhead and find out roughly how much your item should be going for – if it sells for a too little compared to that price, make a decision – usually waiting until the ones being sold too cheaply are off the market doesn't take more than a day or so. If you are lucky enough to find a world drop purple item and you decide not to use it, spend a moment finding out how much it should sell for, and don't be discouraged if it takes a few tries. Items like the [Ancient Scepter of Sue-Min](#) can take a couple tries to sell before someone with the money to buy it will come along and take it. Once it does sell, you'll be much closer to buying your epic flying mount.

You can also turn your trade skills to make a profit. However, this is where you have to be careful in what you make. Service skills, like enchanting and jewelcrafting have the least chance of losing money – someone asks you for a type of cut for a gem or an enchant, and if you have it, you make a profit from their tip. However, this does have a great deal of time overhead, both in collecting the enchants or jewelcrafting patterns (Which generally require visiting dungeons and hoping for a very rare drop for the best ones), as well as advertising your skills in the trade channels in a city like Shattrath.

Other skills, such as leatherworking or tailoring can also make a profit, but before you go to create an item for sale on the auction hall, take a look at what that type of item is currently going for, and price out what it would cost to make the item if you had bought all the materials off of the auction hall. If the number you calculate is higher then what you want to sell your item for, it's a better idea to sell the materials themselves to other crafters and make a higher profit that way.

The final way to make money with your trade skill is if you happen to have hard to find patterns – as long as others are willing to collect the materials, you can ask for a tip and create the item for them, saving you the time and effort of collecting materials.