

World of Warcraft Shaman Guide

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1. Introduction

In World of Warcraft there are many classes to choose from—each with their unique specialties and advantages. The Shaman is a class that combines key features of other classes and enhances them with its own special flavor. The Shaman is the true hybrid class—having access to melee enhancing abilities, elemental spell casting, and a bevy of healing techniques. How would you like to rush into battle cleaving effortlessly through your enemies while unleashing blasts of awe-inspiring elemental energies? Or perhaps your role on the battlefield is more cerebral? Surveying the battlefield, exploiting weaknesses of your foes from afar, you can keep a firm control of the conflict at hand while keeping your brethren ready for battle again and again.

The purpose of this guide is to show how you can mold your Shaman to fit your play-style, while maintaining optimal efficiency and effectiveness in all aspects of the game. Welcome to the world of the Shaman.

2. The First Steps

2.1. Alliance or Horde?

HA! Trick question. The only side of the conflict you'll be playing as a Shaman is the Horde. Don't let this detract from what you think of the Shaman, it's important to see both sides of a conflict after all. If your friends are playing Alliance, give it your best shot to convince them to convert. Tell them you want to try out a class that isn't even available to the Alliance, who knows they may want to try the Shaman class too. And don't let the thought of 5 Shamans grouping together bother you, seeing as how they can fit multiple roles simultaneously.

If your friends already play on the side of the Horde then you're already set. All you have to do now is pick a race to play and start moving on to the higher echelons of Shamanhood.

2.2. Selecting your Race...

There are 3 races that can choose to become a Shaman: The Orcs, The Trolls, and The Tauren. I will review their inherent abilities and how they benefit (or detract) from being a Shaman.

2.2.1. The Orcs

The Orc Racial Traits are as follows:

- **Blood Fury:** Activate to increase Attack Power by 25% for 15 seconds. When it fades, Attack Power is reduced by 25% for 45 seconds. 2 minute cool-down.
- **Hardiness:** +25% increased resistance to stun and knockout effects.
- **Command:** Pet melee damage increased by 5%.
- **Axe Specialization:** +5 to Axe skill.

The Orc has a few skills that benefit Shaman greatly: Blood Fury is risky but effective in dealing much needed damage in a short amount of time, Hardiness is an impressive boost to resist against stuns—a powerful tool available to many classes, Axe Specialization is like having an extra level in terms of attacking when you wield an axe. However, Command will serve no purpose for the Shaman, as Shaman do not have access to pets.

2.2.2. The Trolls

The Troll Racial Traits are as follows:

- **Berserking:** Activate whenever sustaining a critical hit to increase attack speed and casting speed by 25%. However your damage taken will be increased by 10% for the duration. Lasts 20 seconds. 2 minute cool-down.
- **Regeneration:** Health regeneration rates increased by 10%. 10% Health regeneration during combat.
- **Beast Slaying:** Increased damage bonus against beasts by 5%.
- **Throwing Weapon Specialization:** +5 to Throwing Weapon skill.

The Troll's skills for the most part are very unique and have the capability to be very effective in combat. Berserking is a little risky to use, increasing your damage intake can be a bad idea at times, but if you are a melee oriented Shaman, Berserking can be combined with certain talents to be very devastating (Flurry and Two-Handed Axes and Maces). Note: it would be unwise to activate Berserking if you are subject to a critical hit near the end of the battle, for the effects of Berserking to show their benefit it would have to be used relatively close to the beginning of the fight. Regeneration during combat is something no other race can do without the help of spells or equipment. This extra edge can be combined with certain talents (Combat Regeneration) to become even more effective. Beast Slaying is a passive ability that will make beasts that much easier to kill, making beasts a more efficient way to grind or farm (these terms will be discussed later). Sadly, the Throwing Weapon Specialization racial trait will come of no use—Shamans do not have access to any ranged weaponry whatsoever (why would they when they can toss lightning bolts?).

2.2.3. The Tauren

The Tauren Racial Traits are as follows:

- **War-Stomp:** Activate to stun enemies within 5 yards for 2 seconds. 0.5 sec cast-time. 2 minute cool-down.
- **Endurance:** +5% increase to Max Health.
- **Cultivation:** +15 skill bonus to Herbalism.
- **Nature Resistance:** +10 to Nature Resistance.

The Tauren have something of mixed batch of racial traits. The War-Stomp yields the only stun that can be accessible to Shamans. The stun being an ability that many strategies

can be based off of—as it gives you nearly 2 seconds of free time to make a critical move. Endurance is exactly what it states, it helps you outlast your opponent by being able to take that much more damage. At 60th level this can lead to a boost of 200+ health points. Cultivation is a nice touch story wise, but will only benefit you if you intend to take up the Herbalism profession. Nature Resistance is not exceptionally powerful but it gives protection where you would have none at low levels.

2.2.4. What to Choose?

There is no right answer; it all depends on your play-style and your tastes. However, I will discuss some of the strategies that will use some of the racial traits to your benefit. Note: these racial traits will not be pivotal for these strategies to work, but they will enhance their effectiveness greatly.

3. Ability Scores and Their Importance

As you rise higher in levels you will notice that items that you acquire will start having statistic adjustments built into their profile. This section will explain what statistics can be important in making your Shaman the most effective at certain aspects of combat.

Note: I must first explain that the rates and bonuses granted by these statistics are based off of a 60th level character. The effectiveness of ability scores scales down with your level as you progress to compensate for the bonuses granted by equipment.

3.1. Strength

Strength increases your Attack Power and increases the amount of damage blocked with a shield. You gain 2 Attack Power for every point of Strength. Attack Power raises your Damage per Second (DPS) by 1 for every 14 Attack power or 7 Strength. The amount of damage blocked depends on your level versus the level of the attacker and your Strength jointly with the overall damage reduction gained from your Armor Rating. Shamans who use a 1 handed weapon and a shield gain the most benefit from this stat versus other weapon/equipment variants.

3.2. Agility

Agility increases your chance to dodge attacks. Agility also increases your Armor Rating at a rate of 1 Armor for every point of Agility. Agility also affects your chance to score a critical hit. It increases this chance by 1% for every 25 Agility. Agility can be very effective, but it requires a lot of Agility heavy equipment to see any real effect on the Shaman. The Shaman stops receiving agility regularly every level after level 20 making it less and less effective. However, with the proper gear, Agility can propel the Shaman into unheard of levels of effectiveness in melee (more on this later).

3.3. Stamina

The simplest stat is by far Stamina. It does only one thing. It affects your health points (HP). You will always see the benefit of Stamina every time you put your cursor over your health bar. Stamina increases your HP at a rate of 10 per every point of Stamina. You can never go wrong with gear that has Stamina increases. More HP = more survivability.

3.4. Intellect

Intellect serves three purposes. Intellect increases your mana pool at a rate of 15 mana for every point of intellect. It also increases your chance to score a critical hit with spells. The rate at which you increase that chance is for every 100 intellect you gain 1% increase. Intellect also increases the rate at which you increase your skill with weapons. For the spell-casting heavy Shaman this stat will be very important as it will increase your mana pool, while increasing the chance to deal a devastating critical.

3.5. Spirit

An often forgotten stat, Spirit can be exceptionally useful for solo play and extended player versus player (PVP) combat. Spirit affects the health and mana regeneration rates. During combat Spirit will only affect your mana regeneration rate (unless you're a troll), and mana regeneration will only come into effect after no spells have been cast for 5 seconds. Out of combat your spirit can speed the time needed before you are ready to go back into the fray at full potential.

3.6. Controlling Statistics

It's important to understand that controlling critical chances and the like is in an offhand way like controlling luck. Even if you have 20% chance to critical with your melee attacks because of a high agility build *does not* mean that for every 5 swings you will *definitely* score a critical hit. It's possible that even in 20 swings you will not score a critical hit. On the other hand it is possible that you can score a critical hit 3 times in a row. Do not expect every fight to turn out the same way. There are many factors that affect the overall outcome of a battle.

4. Equipment

4.1. Weapons

Shamans are trained in the following weapons at the start of play:

- One Handed Maces
- Staves

Shamans can train in the following weapons once they have obtained 10 silver and have spoken to the appropriate Weapon Master.

- One Handed Axes
- Fist Weapons
- Daggers
- Two Handed Maces (with the appropriate talent)
- Two Handed Axes (with the appropriate talent)

You can find these Weapon Masters by speaking to a guard in each of the main cities of the Horde. The Weapons skills trainable at each of the cities are as follows: Orgrimmar- One Handed Axes, Two Handed Axes, and Fist Weapons, Undercity- Daggers, Thunder Bluff- Two Handed Maces.

The type of weapon you choose to employ depends greatly on your play-style, and some are of greater effect against certain opponents than others. Note that One Handed weapons such as the One Handed Mace, the One Handed Axe, the Fist Weapon, or the Dagger should always be used in tandem with a shield. One handed weapons will deal lesser damage per second than a two handed weapon of the same quality and level. Therefore to make up for the lesser damage of a one handed weapon, the shield can afford greater protection from melee damage. On the other hand the greatest damage per hit two handed weapons such as Staves, Two Handed Maces, and Two Handed Axes can be employed for those who choose to forgo greater protection for greater damage potential in melee.

In general one handed weapons will be faster than their two handed counterparts, this means that they won't be doing as much damage per hit but they will be hitting more frequently. When combating spell casters, frequent attacks will disrupt any spells that have a cast time, meaning that you will take less damage while still dealing damage. However, since spell-casters have the lowest armor rating and fewer HP than other classes they take more damage from a two-handed weapon than other classes. The other

upside to not using a shield against a caster is that your armor rating will not reduce magical damage. This type of theory can be applied to other class types, but this will be discussed later.

4.2. Armor

4.2.1. Proficiencies

Shamans start with proficiencies in the following armor types at the start of play:

- Cloth
- Leather
- Shields

For the first 39 levels you will be equipping yourself with primarily Leather items as they afford the greater protection from damage and generally have ability adjustments more complimentary to the Shaman class as well as other leather wearers. If your Shaman is not using Staves: then until level 20 at least, you will likely also be using Shields—which have the capability to double your protection at low levels.

Starting at level 40, the Mail armor proficiency becomes available. Mail armor will afford much greater protection than leather making the Shaman a more fearsome combatant due to greater resilience.

4.2.2. Effectiveness of your Armor Rating

The effectiveness of your Armor Rating at decreasing the amount of melee damage you take is dependant on your level. As you rise in level the Damage Reduction lowers.

For Example: At level 20 an Armor Rating of 1500 would yield a Damage Reduction of 41.7%. At Level 40 an Armor Rating of 1500 would yield a Damage Reduction of 28.3%. Therefore finding equipment that increases your Armor Rating by a substantial amount (such as shields) can be beneficial to decreasing the amount of damage you take.

4.3. Miscellaneous

As you rise in level, you will find Trinkets, Rings, and Necklaces to fill in those final 5 slots in your Character Equipment screen. These have a range of powers and ability

adjustments that can be built to your liking. Some of these items have abilities built into them allowing you to use their inherent powers that wouldn't normally be accessible to Shamans. This includes instant cast heals to area of effect blasts of energy to protective shields.

5. Skills

5.1. Overview of Skills

The Shaman has a broad range of skills to choose from at any given time. As you progress in levels it will become apparent what situations these skills will lend themselves to. You will also learn that the Shaman has access to abilities that can be used to turn any unfortunate situation into a promising one.

5.2. Totems

One of the distinguishing features of the Shaman class is the Totem; or rather Totems as the Shaman will gain access to many. Totems provide a range of bonuses or effects to the user and even to his/her party mates within a certain range. There are Totems for the four cardinal elements of Shamanistic lore: Earth, Fire, Water, and Wind. The Shaman will have access to a multitude of totems that will fall under one of these 4 categories. The catch is that you may only have one totem of each type out at a time.

5.3. The Three Skill Trees

This is how all the skills are separated in the game. Each tree has its own focus, and correlates with a Talent tree of the same name.

5.3.1. Enhancement

This is where all the melee related skills are placed. And aptly enough these skills are meant to *enhance* how the Shaman performs in close combat. These skills range from totems that raise your Strength/Agility to a number of weapon enhancing spells. The skills offer both defensive and offensive options to be utilized for either the Shaman's needs in close combat or to help out other party members in close combat.

5.3.2. Elemental

The elemental tree is where the number of spells available to the Shaman are listed. These skills are based around dealing damage directly. Either by area of effect totems or lightning bolts these abilities are excellent for delivering a boost of damage where needed or for pummeling the enemy from afar. These skills are primarily for the Shaman's benefit and party members will only indirectly receive benefit from these skills.

5.3.3. Restoration

These skills make up the healing and rejuvenating abilities of the Shaman. The direct healing spells are quite effective and can fulfil the needs of a party if a healing class is needed. The totems in this tree are subtle but helpful additions, however they are not efficient for solo purposes. The Shaman has the capability to revive fallen foes and even themselves if the need arises.

5.4. Skill Listing

The following section will list the skills by their associated tree. The skills will also be listed in order by level. Feel free to reference while you are playing to see what skills to look forward to as you gain levels. In addition I will be listing the costs of these skills so you know how much you need to save up for every two levels.

Level 1

<u>Name</u>	<u>Description</u>	<u>Mana</u>	<u>Cost</u>
Rockbiter Weapon (Rank 1)	Enhance the Shaman's Weapon with 26 extra attack power, increasing their -threat- towards monsters. Lasts 5 min.	30	10 CP
Healing Wave (Rank 1)	Heals a friendly target within 40 yards for 34 – 44. Cast time: 1.5 seconds.	30	N/A
Lightning Bolt (Rank 1)	Casts a Lightning Bolt at a target within 30 yards for 13 – 15 Nature damage. Cast time: 1.5 seconds.	30	N/A
Block	Requires Shield. Allows for a chance to reduce damage from an attack.	–	N/A

Level 4

<u>Name</u>	<u>Description</u>	<u>Mana</u>	<u>Cost</u>
Stoneskin Totem (Rank 1)	Summons a Stoneskin Totem that reduces melee damage taken by 3 for all party members within 20 yards for 45 seconds.	35	50 CP
Earth Shock (Rank 1)	Instantly shocks target within 20 yards for 17 – 19 Nature damage, increasing their -threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	30	50 CP

Level 6

Name	Description	Mana	Cost
Healing Wave (Rank 2)	Heals a friendly target within 40 yards for 64 – 78 Cast time: 2 seconds.	50	1 SP
Earthbind Totem	Summons an Earthbind Totem that slows enemies within 10 yards for 45 seconds.	40	1 SP

Level 8

Name	Description	Mana	Cost
Lightning Shield (Rank 1)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 13 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	45	2 SP
Rockbiter Weapon (Rank 2)	Enhance the Shaman's Weapon with 53 extra attack power, increasing their –threat- towards monsters. Lasts 5 min.	55	2 SP
Lightning Bolt (Rank 2)	Casts a Lightning Bolt at a target within 30 yards for 26 – 30 Nature damage. Cast time: 2 seconds.	35	2 SP
Earth Shock (Rank 2)	Instantly shocks target within 20 yards for 32 – 34 Nature damage, increasing their –threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	50	2 SP
Stoneclaw Totem (Rank 1)	Summons a Stoneclaw totem that taunts monsters within 8 yards to attack it. This totem has 50 health.	20	2 SP

Level 10

Name	Description	Mana	Cost
Strength of Earth Totem (Rank 1)	Summons a Strength of Earth Totem that increases the strength of party members within 20 yards by 10. Lasts 45 seconds.	30	4 SP
Flametongue Weapon (Rank 1)	Enhances the Shaman's weapon with fire. Each hit will add 3.8 – 11.8 Fire damage depending on the speed of the weapon. Slower weapons receive more added Fire damage. Lasts 5 min.	60	4 SP
Searing Totem (Rank 1)	Summons a Searing Totem that will attack an enemy within 20 yards for 9-11 Fire damage every 2 seconds. Lasts 30 Seconds.	30	4 SP
Flame Shock (Rank 1)	Instantly blasts the target within 20 yards with fire. Causing 21 Fire damage immediately and 24 over 12 seconds.	55	4 SP

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Level 12

Name	Description	Mana	Cost
Ancestral Spirit (Rank 1)	Restores a dead target to life with 65 health and 120 mana. <u>Cannot be cast during combat.</u>	45% of full	8 SP
Healing Wave (Rank 3)	Heals a friendly target within 40 yards for 129 – 155 <u>Cast time: 2.5 seconds.</u>	90	8 SP
Purge (Rank 1)	Removes 1 beneficial magic effect from the target.	45	8 SP
Fire Nova Totem (Rank 1)	Summons a Fire Nova Totem for 5 Seconds. Unless it is destroyed by enemies within 4 seconds it deals 48-56 Fire damage to all enemies within 10 yards.	115	8 SP

Level 14

Name	Description	Mana	Cost
Stoneskin Totem (Rank 2)	Summons a Stoneskin Totem that reduces melee damage taken by 6 for all party members within 20 yards for 45 seconds.	75	9 SP
Lightning Bolt (Rank 3)	Casts a Lightning Bolt at a target within 30 yards for 45 – 53 Nature damage. <u>Cast time: 2.5 seconds.</u>	55	9 SP
Earth Shock (Rank 3)	Instantly shocks target within 20 yards for 60 – 64 Nature damage, increasing their –threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	85	9 SP

Level 16

Name	Description	Mana	Cost
Rockbiter Weapon (Rank 3)	Enhance the Shaman's Weapon with 80 extra attack power, increasing their –threat- towards monsters. Lasts 5 min.	100	13 SP
Lightning Shield (Rank 2)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 29 Nature damage. Only 1 ball will be expended every few seconds. <u>Lasts for 10 minutes or until they are expended.</u>	80	13 SP
Cure Poison	Removes 1 poison effect from the target.	40	13 SP

Level 18

Name	Description	Mana	Cost
Flametongue Weapon (Rank 2)	Enhances the Shaman's weapon with fire. Each hit will add 5.6 – 17.4 Fire damage depending on the speed of the weapon. <u>Slower weapons receive more added Fire damage. Lasts 5 min.</u>	110	22 SP
Tremor Totem	Summons a Tremor Totem that removes Sleep, Fear, and Charm	75	22 SP

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	effects from party members within 20 yards. Lasts 1.5 minutes.		
Healing Wave (Rank 4)	Heals a friendly target within 40 yards for 268 – 316	170	22 SP
	Cast time: 3 seconds.		
Flame Shock (Rank 2)	Instantly blasts the target within 20 yards with fire. Causing 45	95	22 SP
	Fire damage immediately and 44 over 12 seconds.		
Stoneclaw Totem (Rank 2)	Summons a Stoneclaw totem that taunts monsters within 8 yards	40	22 SP
	to attack it. This totem has 150 health.		

Level 20

Name	Description	Mana	Cost
Ghost Wolf	Transforms you into a Ghost Wolf, granting you 40% increased movement speed. Only useable outdoors.	100	20.91 SP
Frostbrand Weapon (Rank 1)	Enhances the Shaman's weapon with frost, granting a chance to deal 32 Frost damage and slowing the enemy to 75% of their normal movement speed. Lasts for 5 min.	125	20.91 SP
Healing Steam Totem (Rank 1)	Summons a Healing Stream Totem that heals party members within 20 yards by 6 every 2 seconds for 1 min.	65	20.91 SP
Lesser Healing Wave (Rank 1)	Heals target for 162 – 186. Cast time: 1.5 seconds	105	20.91 SP
Lightning Bolt (Rank 4)	Casts a Lightning Bolt at a target within 30 yards for 83 – 95 Nature damage. Cast time: 3 seconds.	90	20.91 SP
Frost Shock (Rank 1)	Instantly shocks the target for 89 – 95 Frost damage and slows the target to 50% of their normal movement speed for 8 sec.	115	20.91 SP
Searing Totem (Rank 2)	Summons a Searing Totem that will attack an enemy within 20 yards for 13 – 17 Fire damage every 2 seconds. Lasts 30 Seconds.	65	20.91 SP

Level 22

Name	Description	Mana	Cost
Water Breathing	Allows the target to breath underwater for 10 minutes. Requires reagent: Shiny Fish Scales.	50	32.40 SP
Cure Disease	Removes 1 Disease effect from the target.	40	32.40 SP
Poison Cleansing Totem	Summons a Poison Cleansing Totem for 1.5 minutes. The totem attempts to remove 1 poison effect from all party members within 20 yards every 5 seconds.	75	32.40 SP
Fire Nova Totem (Rank 2)	Summons a Fire Nova Totem for 5 Seconds. Unless it is destroyed by enemies within 4 seconds it deals 102 – 116 Fire damage to all enemies within 10 yards.	210	32.40 SP

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Level 24

Name	Description	Mana	Cost
Frost Resistance Totem (Rank 1)	Summons a Frost Resistance Totem that grants party members within 20 yards 30 Frost Resistance for 1 minute.	90	37.80 SP
Strength of Earth Totem (Rank 2)	Summons a Strength of Earth Totem that increases the strength of party members within 20 yards by 20. Lasts 60 seconds.	80	37.80 SP
Stoneskin Totem (Rank 3)	Summons a Stoneskin Totem that reduces melee damage taken by 10 for all party members within 20 yards for 60 seconds.	110	37.80 SP
Lightning Shield (Rank 3)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 51 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	125	37.80 SP
Rockbiter Weapon (Rank 4)	Enhance the Shaman's Weapon with 117 extra attack power, increasing their -threat- towards monsters. Lasts 5 min.	145	37.80 SP
Ancestral Spirit (Rank 2)	Restores a dead target to life with 150 health and 260 mana. Cannot be cast during combat.	45% of full	37.80 SP
Healing Wave (Rank 5)	Heals a friendly target within 40 yards for 376 – 440 Cast time: 3 seconds.	220	37.80 SP
Earth Shock (Rank 4)	Instantly shocks target within 20 yards for 119 – 127 Nature damage, increasing their -threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	145	37.80 SP

Level 26

Name	Description	Mana	Cost
Flametongue Weapon (Rank 3)	Enhances the Shaman's weapon with fire. Each hit will add 8.5 – 26 Fire damage depending on the speed of the weapon. Slower weapons receive more added Fire damage. Lasts 5 min.	155	60.30 SP
Farsight	Changes caster's viewpoint to the targeted location. Only useable outdoors.	80	60.30 SP
Mana Spring Totem (Rank 1)	Summons a Mana Spring Totem that replenishes mana to party members within 20 yards by 4 every 2 seconds for 60 seconds.	120	60.30 SP
Lightning Bolt (Rank 5)	Casts a Lightning Bolt at a target within 30 yards for 125 – 143 Nature damage. Cast time: 3 seconds.	125	60.30 SP
Magma Totem (Rank 1)	Summons a Magma Totem that deals 22 Fire damage every 2 seconds to all enemies within 8 yards for 20 seconds.	285	60.30 SP

Level 28

Name	Description	Mana	Cost
Flametongue Totem (Rank 1)	Summons a Flametongue Totem that enhances all party	110	64.80 SP

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	members weapons within 20 yards with Fire. Granting them 6.4 – 19.6 extra Fire damage depending on speed. Slower weapons receive more extra Fire damage. Lasts 1.5 minutes.		
Water Walking	Allows the target to walk across water for 10 minutes. Any damage received cancels the effect.	95	64.80 SP
Fire Resistance Totem (Rank 1)	Summons a Fire Resistance Totem that grants party members within 20 yards 30 Fire Resistance for 1 minute.	90	64.80 SP
Frostbrand Weapon (Rank 2)	Enhances the Shaman's weapon with frost, granting a chance to deal 48 Frost damage and slowing the enemy to 75% of their normal movement speed. Lasts for 5 min.	170	64.80 SP
Lesser Healing Wave (Rank 2)	Heals target for 247 – 281. Cast time: 1.5 seconds	145	64.80 SP
Flame Shock (Rank 3)	Instantly blasts the target within 20 yards with fire. Causing 86 Fire damage immediately and 88 over 12 seconds.	165	64.80 SP
Stoneclaw Totem (Rank 3)	Summons a Stoneclaw totem that taunts monsters within 8 yards to attack it. This totem has 220 health.	65	64.80 SP

Level 30

Name	Description	Mana	Cost
Windfury Weapon (Rank 1)	Enhance the Shaman's Weapon with wind. Each hit has a 20% chance to grant 2 extra attacks at 91 increased attack power. Lasts for 5 minutes.	185	72 SP
Astral Recall	Transports the caster to their home location. Only castable every 15 minutes.	150	72 SP
Nature Resistance Totem (Rank 1)	Summons a Nature Resistance Totem that grants party members within 20 yards 30 Nature Resistance for 1 minute.	90	72 SP
Grounding Totem	Summons a Grounding Totem that absorbs one harmful spell for every party member every 10 seconds. Does not absorb Area of Effect spells. Lasts 45 seconds.	80	72 SP
Reincarnation	Allows the Shaman to resurrect themselves once per hour with 20% health and mana. Requires reagent: Ankh.	-	72 SP
Healing Steam Totem (Rank 2)	Summons a Healing Stream Totem that heals party members within 20 yards by 8 every 2 seconds for 1 min.	80	72 SP
Searing Totem (Rank 3)	Summons a Searing Totem that will attack an enemy within 20 yards for 19 – 25 Fire damage every 2 seconds. Lasts 30 Seconds.	110	72 SP

Level 32

Name	Description	Mana	Cost
Windfury Totem (Rank 1)	Summons a Windfury Totem that grants all party members within 20 yards a chance to receive 1 extra attack at 122	115	90 SP

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	Increased attack power. Lasts 1.5 minutes.		
Lightning Shield (Rank 4)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 80 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	180	90 SP
Healing Wave (Rank 6)	Heals a friendly target within 40 yards for 536 – 662 Cast time: 3 seconds.	290	90 SP
Chain Lightning (Rank 1)	Launches a bolt of lightning at a target for 191 – 217 Nature damage, then jumping to other nearby targets for 30% less damage for each jump. Affects 3 total targets. Cast time: 2.5 seconds.	280	90 SP
Lightning Bolt (Rank 6)	Casts a Lightning Bolt at a target within 30 yards for 172 – 194 Nature damage. Cast time: 3 seconds.	160	90 SP
Purge (Rank 2)	Removes 2 beneficial magic effects from the target.	75	90 SP
Fire Nova Totem (Rank 3)	Summons a Fire Nova Totem for 5 Seconds. Unless it is destroyed by enemies within 4 seconds it deals 184 – 208 Fire damage to all enemies within 10 yards.	345	90 SP

Level 34

Name	Description	Mana	Cost
Sentry Totem	Summons a Sentry Totem that grants the caster the viewpoint of it's summoned location. Right-click the buff icon to switch Between Sentry-sight and normal sight. This totem has 100 health and warns of attacking enemies. Lasts 5 minutes.	80	1.08 GP
Rockbiter Weapon (Rank 5)	Enhance the Shaman's Weapon with 192 extra attack power, increasing their threat towards monsters. Lasts 5 min.	220	1.08 GP
Stoneskin Totem (Rank 4)	Summons a Stoneskin Totem that reduces melee damage taken by 14 for all party members within 20 yards for 60 seconds.	140	1.08 GP
Frost Shock (Rank 2)	Instantly shocks the target for 206 – 220 Frost damage and slows the target to 50% of their normal movement speed for 8 sec.	225	1.08 GP

Level 36

Name	Description	Mana	Cost
Flametongue Weapon (Rank 4)	Enhances the Shaman's weapon with fire. Each hit will add 19.5 – 60 Fire damage depending on the speed of the weapon. Slower weapons receive more added fire damage. Lasts 5 min.	240	1.17 GP
Windwall Totem (Rank 1)	Summons a Windwall Totem that reduces ranged damage taken by 16 for all party members within 20 yards for 60 seconds.	140	1.17 GP
Mana Spring Totem (Rank 2)	Summons a Mana Spring Totem that replenishes mana to party members within 20 yards by 6 every 2 seconds for 60 seconds.	150	1.17 GP

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Ancestral Spirit (Rank 3)	Restores a dead target to life with 250 health and 420 mana. <u>Cannot be cast during combat.</u>	45% of full	1.17 GP
Lesser Healing Wave (Rank 3)	Heals target for 337 – 381. Cast time: 1.5 seconds	185	1.17 GP
Earth Shock (Rank 5)	Instantly shocks target within 20 yards for 225 – 239 Nature damage, increasing their –threat- towards monsters. Also interrupts the <u>targets spell being cast and all spells in that tree for 2 seconds.</u>	240	1.17 GP
Magma Totem (Rank 2)	Summons a Magma Totem that deals 37 Fire damage every 2 seconds to all enemies within 8 yards for 20 seconds.	445	1.17 GP

Level 38

Name	Description	Mana	Cost
Frost Resistance Totem (Rank 2)	Summons a Frost Resistance Totem that grants party members within 20 yards 45 Frost Resistance for 1 minute.	150	1.26 GP
Flametongue Totem (Rank 2)	Summons a Flametongue Totem that enhances all party members weapons within 20 yards with Fire. Granting them 9 – 27.9 extra Fire damage depending on speed. Slower weapons receive more extra Fire damage. Lasts 1.5 minutes.	170	1.26 GP
Frostbrand Weapon (Rank 3)	Enhances the Shaman's weapon with frost, granting a chance to deal 76 Frost damage and slowing the enemy to 75% of their normal movement speed. Lasts for 5 min.	255	1.26 GP
Strength of Earth Totem (Rank 3)	Summons a Strength of Earth Totem that increases the strength of party members within 20 yards by 36. Lasts 1.25 minutes.	155	1.26 GP
Disease Cleansing Totem	Summons a Disease Cleansing Totem for 1.5 minutes. The totem attempts to remove 1 disease effect from all party members within 20 yards every 5 seconds.	75	1.26 GP
Lightning Bolt (Rank 7)	Casts a Lightning Bolt at a target within 30 yards for 227 – 255 Nature damage. Cast time: 3 seconds.	200	1.26 GP
Stoneclaw Totem (Rank 4)	Summons a Stoneclaw totem that taunts monsters within 8 yards to attack it. This totem has 280 health.	95	1.26 GP

Level 40

Name	Description	Mana	Cost
Lightning Shield (Rank 5)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 114 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	240	1.35 GP
Windfury Weapon (Rank 2)	Enhance the Shaman's Weapon with wind. Each hit has a 20% chance to grant 2 extra attacks at 238 increased attack power. Lasts for 5 minutes.	280	1.35 GP

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Chain Heal (Rank 1)	Heals a target for 320 – 368 then jumps to additional targets healing 50% less each jump. Affects 3 total targets. Cast time: 2.5 seconds.	260	1.35 GP
Healing Steam Totem (Rank 3)	Summons a Healing Stream Totem that heals party members within 20 yards by 10 every 2 seconds for 1 min.	95	1.35 GP
Healing Wave (Rank 7)	Heals a friendly target within 40 yards for 740 – 854 Cast time: 3 seconds.	375	1.35 GP
Chain Lightning (Rank 2)	Launches a bolt of lightning at a target for 277 – 311 Nature damage, then jumping to other nearby targets for 30% less damage for each jump. Affects 3 total targets. Cast time: 2.5 seconds.	380	1.35 GP
Flame Shock (Rank 4)	Instantly blasts the target within 20 yards with fire. Causing 152 Fire damage immediately and 152 over 12 seconds.	260	1.35 GP
Searing Totem (Rank 4)	Summons a Searing Totem that will attack an enemy within 20 yards for 26 – 34 Fire damage every 2 seconds. Lasts 30 Seconds.	160	1.35 GP

Level 42

Name	Description	Mana	Cost
Windfury Totem (Rank 2)	Summons a Windfury Totem that grants all party members within 20 yards a chance to receive 1 extra attack at 229 Increased attack power. Lasts 1.5 minutes.	175	1.44 GP
Grace of Air Totem (Rank 1)	Summons a Grace of Air Totem that grants 43 Agility to all party members within 20 yards. Lasts 1.25 minutes.	190	1.44 GP
Fire Resistance Totem (Rank 2)	Summons a Fire Resistance Totem that grants party members within 20 yards 45 Fire Resistance for 1 minute.	150	1.44 GP
Fire Nova Totem (Rank 4)	Summons a Fire Nova Totem for 5 Seconds. Unless it is destroyed by enemies within 4 seconds it deals 281 – 317 Fire damage to all enemies within 10 yards.	490	1.44 GP

Level 44

Name	Description	Mana	Cost
Rockbiter Weapon (Rank 6)	Enhance the Shaman's Weapon with 357 extra attack power, increasing their –threat- towards monsters. Lasts 5 min.	325	1.62 GP
Stoneskin Totem (Rank 4)	Summons a Stoneskin Totem that reduces melee damage taken by 20 for all party members within 20 yards for 60 seconds.	195	1.62 GP
Nature Resistance Totem (Rank 2)	Summons a Nature Resistance Totem that grants party members within 20 yards 45 Nature Resistance for 1 minute.	150	1.62 GP
Lesser Healing Wave (Rank 4)	Heals target for 458 – 514. Cast time: 1.5 seconds	235	1.62 GP
Lightning Bolt (Rank 8)	Casts a Lightning Bolt at a target within 30 yards for 282 – 316 Nature damage. Cast time: 3 seconds.	235	1.62 GP

Level 46

Name	Description	Mana	Cost
Flametongue Weapon (Rank 5)	Enhances the Shaman's weapon with fire. Each hit will add 22.1 – 86.1 Fire damage depending on the speed of the weapon. Slower weapons receive more added fire damage. Lasts 5 min.	345	1.89 GP
Windwall Totem (Rank 2)	Summons a Windwall Totem that reduces ranged damage taken by 25 for all party members within 20 yards for 60 seconds.	210	1.89 GP
Chain Heal (Rank 2)	Heals a target for 405 – 465 then jumps to additional targets healing 50% less each jump. Affects 3 total targets. Cast time: 2.5 seconds.	315	1.89 GP
Mana Spring Totem (Rank 3)	Summons a Mana Spring Totem that replenishes mana to party members within 20 yards by 8 every 2 seconds for 60 seconds.	180	1.89 GP
Frost Shock (Rank 3)	Instantly shocks the target for 333 – 353 Frost damage and slows the target to 50% of their normal movement speed for 8 sec.	325	1.89 GP
Magma Totem (Rank 3)	Summons a Magma Totem that deals 54 Fire damage every 2 seconds to all enemies within 8 yards for 20 seconds.	615	1.89 GP

Level 48

Name	Description	Mana	Cost
Flametongue Totem (Rank 3)	Summons a Flametongue Totem that enhances all party members weapons within 20 yards with Fire. Granting them 12.3 – 37.9 extra Fire damage depending on speed. Slower weapons receive more extra Fire damage. Lasts 1.5 minutes.	250	2.25 GP
Frostbrand Weapon (Rank 4)	Enhances the Shaman's weapon with frost, granting a chance to deal 122 Frost damage and slowing the enemy to 75% of their normal movement speed. Lasts for 5 min.	370	2.25 GP
Lightning Shield (Rank 6)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 154 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	305	2.25 GP
Ancestral Spirit (Rank 4)	Restores a dead target to life with 400 health and 600 mana. Cannot be cast during combat.	45% of full	2.25 GP
Healing Wave (Rank 8)	Heals a friendly target within 40 yards for 1017 – 1167 Cast time: 3 seconds.	485	2.25 GP
Earth Shock (Rank 6)	Instantly shocks target within 20 yards for 359 – 381 Nature damage, increasing their –threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	345	2.25 GP
Stoneclaw Totem (Rank 5)	Summons a Stoneclaw totem that taunts monsters within 8 yards to attack it. This totem has 390 health.	130	2.25 GP
Chain Lightning (Rank 3)	Launches a bolt of lightning at a target for 378 – 424 Nature	490	2.25 GP

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damage, then jumping to other nearby targets for 30% less damage
for each jump. Affects 3 total targets. Cast time: 2.5 seconds.

Level 50

Name	Description	Mana	Cost
Windfury Weapon (Rank 2)	Enhance the Shaman's Weapon with wind. Each hit has a 20% chance to grant 2 extra attacks at 238 increased attack power. Lasts for 5 minutes.	395	2.16 GP
Healing Steam Totem (Rank 4)	Summons a Healing Stream Totem that heals party members within 20 yards by 12 every 2 seconds for 1 min.	110	2.16 GP
Lightning Bolt (Rank 9)	Casts a Lightning Bolt at a target within 30 yards for 347 – 389 Nature damage. Cast time: 3 seconds.	275	2.16 GP
Searing Totem (Rank 5)	Summons a Searing Totem that will attack an enemy within 20 yards for 33 – 45 Fire damage every 2 seconds. Lasts 30 Seconds.	210	2.16 GP

Level 52

Name	Description	Mana	Cost
Strength of Earth Totem (Rank 4)	Summons a Strength of Earth Totem that increases the strength of party members within 20 yards by 61. Lasts 1.5 minutes.	275	2.43 GP
Windfury Totem (Rank 3)	Summons a Windfury Totem that grants all party members within 20 yards a chance to receive 1 extra attack at 315 increased attack power. Lasts 1.5 minutes.	250	2.43 GP
Lesser Healing Wave (Rank 5)	Heals target for 631 – 705. Cast time: 1.5 seconds	305	2.43 GP
Flame Shock (Rank 5)	Instantly blasts the target within 20 yards with fire. Causing 230 Fire damage immediately and 232 over 12 seconds.	360	2.43 GP
Fire Nova Totem (Rank 5)	Summons a Fire Nova Totem for 5 Seconds. Unless it is destroyed by enemies within 4 seconds it deals 396 – 442 Fire damage to all enemies within 10 yards.	640	2.43 GP

Level 54

Name	Description	Mana	Cost
Rockbiter Weapon (Rank 7)	Enhance the Shaman's Weapon with 504 extra attack power, increasing their –threat- towards monsters. Lasts 5 min.	445	2.61 GP
Stoneskin Totem (Rank 5)	Summons a Stoneskin Totem that reduces melee damage taken by 27 for all party members within 20 yards for 60 seconds.	260	2.61 GP
Frost Resistance Totem (Rank 3)	Summons a Frost Resistance Totem that grants party members within 20 yards 60 Frost Resistance for 1 minute.	225	2.61 GP
Chain Heal (Rank 3)	Heals a target for 551 – 629 then jumps to additional targets healing 50% less each jump. Affects 3 total targets. Cast time:	405	2.61 GP

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2.5 seconds.

Level 56

Name	Description	Mana	Cost
Flametongue Weapon (Rank 6)	Enhances the Shaman's weapon with fire. Each hit will add 29.5 – 90.8 Fire damage depending on the speed of the weapon. Slower weapons receive more added fire damage. Lasts 5 min.	475	2.70 GP
Windwall Totem (Rank 3)	Summons a Windwall Totem that reduces ranged damage taken by 32 for all party members within 20 yards for 60 seconds.	280	2.70 GP
Grace of Air Totem (Rank 2)	Summons a Grace of Air Totem that grants 67 Agility to all party members within 20 yards. Lasts 1.5 minutes.	310	2.70 GP
Lightning Shield (Rank 7)	The caster is surrounded by 3 balls of lightning. When a melee or ranged attacker hits the caster, the attacker will be struck for 198 Nature damage. Only 1 ball will be expended every few seconds. Lasts for 10 minutes or until they are expended.	370	2.70 GP
Mana Spring Totem (Rank 4)	Summons a Mana Spring Totem that replenishes mana to party members within 20 yards by 10 every 2 seconds for 60 seconds.	205	2.70 GP
Healing Wave (Rank 9)	Heals a friendly target within 40 yards for 1367 – 1561 Cast time: 3 seconds.	615	2.70 GP
Lightning Bolt (Rank 10)	Casts a Lightning Bolt at a target within 30 yards for 419 – 467 Nature damage. Cast time: 3 seconds.	315	2.70 GP
Magma Totem (Rank 4)	Summons a Magma Totem that deals 75 Fire damage every 2 seconds to all enemies within 8 yards for 20 seconds.	805	2.70 GP
Chain Lightning (Rank 4)	Launches a bolt of lightning at a target for 493 – 551 Nature damage, then jumping to other nearby targets for 30% less damage for each jump. Affects 3 total targets. Cast time: 2.5 seconds.	605	2.70 GP

Level 58

Name	Description	Mana	Cost
Flametongue Totem (Rank 4)	Summons a Flametongue Totem that enhances all party members weapons within 20 yards with Fire. Granting them 15.8 – 48.7 extra Fire damage depending on speed. Slower weapons receive more extra Fire damage. Lasts 1.5 minutes.	340	2.88 GP
Frostbrand Weapon (Rank 5)	Enhances the Shaman's weapon with frost, granting a chance to deal 159 Frost damage and slowing the enemy to 75% of their normal movement speed. Lasts for 5 min.	500	2.88 GP
Fire Resistance Totem (Rank 3)	Summons a Fire Resistance Totem that grants party members within 20 yards 60 Fire Resistance for 1 minute.	225	2.88 GP
Frost Shock (Rank 4)	Instantly shocks the target for 486 – 514 Frost damage and slows the target to 50% of their normal movement speed for 8 sec.	430	2.88 GP

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Stoneclaw Totem (Rank 6)	Summons a Stoneclaw totem that taunts monsters within 8 yards to attack it. This totem has 480 health.	170	2.88 GP
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Level 60

<u>Name</u>	<u>Description</u>	<u>Mana</u>	<u>Cost</u>
Windfury Weapon (Rank 3)	Enhance the Shaman's Weapon with wind. Each hit has a 20% chance to grant 2 extra attacks at 665 increased attack power. Lasts for 5 minutes.	530	3.06 GP
Nature Resistance Totem (Rank 3)	Summons a Nature Resistance Totem that grants party members within 20 yards 60 Nature Resistance for 1 minute.	225	3.06 GP
Lesser Healing Wave (Rank 6)	Heals target for 832 – 928. Cast time: 1.5 seconds	380	3.06 GP
Ancestral Spirit (Rank 5)	Restores a dead target to life with 600 health and 800 mana. Cannot be cast during combat.	45% of full	3.06 GP
Healing Steam Totem (Rank 5)	Summons a Healing Stream Totem that heals party members within 20 yards by 14 every 2 seconds for 1 min.	125	3.06 GP
Earth Shock (Rank 7)	Instantly shocks target within 20 yards for 517 – 545 Nature damage, increasing their –threat- towards monsters. Also interrupts the targets spell being cast and all spells in that tree for 2 seconds.	450	3.06 GP
Searing Totem (Rank 6)	Summons a Searing Totem that will attack an enemy within 20 yards for 40 – 54 Fire damage every 2 seconds. Lasts 30 Seconds.	265	3.06 GP

5.5. Skills and How to Use Them

The following section will outline all the skills and I will show their uses in both Player Versus Enemy (PVE) and Player Versus Player (PVP). The defining feature of the Shaman is that they have skills that suit different situations to swing the battle into their favor. The skills will be listed alphabetically and will ignore their level based properties.

5.5.1. Ancestral Spirit

Other classes will love you for this spell. The ability to resurrect makes the Shaman a beloved member of any party. In PVE this skills finds most of its use in Instances or Dungeons. If things work out correctly all members of the party should never die. However, things don't always go according to plan. When things go awry this skill helps keep everyone moving if anyone dies. It's also important to note that after level 30 this skill will be used in conjunction with another. If everyone dies in the party, the Reincarnation skill will allow the Shaman to resurrect him/her-self, then work on resurrecting other healer types to help bring back everyone to fighting capacity. In PVP

this skill will find some use, by keeping the pressure on the enemy during a raid. Remember that Ancestral Spirit requires a massive amount of mana per use, so after resurrecting any other mana remaining will be needed for healing the newly resurrected to full capacity, leaving you without mana for the most part.

5.5.2. Chain Heal

This is another group situation only spell. This spell is primarily for support. If there is another healer in the group then this spell should be used to heal yourself while giving a small supportive heal to two other members of the group. In PVE, this means that while the main healer is keeping the main tank healed, the Shaman can keep all the other party members up and running. In PVP if you like playing a support role you can constantly keep all the members of a raid or party incrementally healed. Note that this skill will not heal any one that well and should be used in conjunction with other healing skills to maximize the healing potential.

5.5.3. Chain Lightning

This skill is potentially very devastating. Against more than 1 opponent this skill is well worth its mana cost. In PVE, if acting as a tank this skill should be your pull skill. You will immediately draw three enemies onto you while the main healer keeps you fighting. When Solo-ing this skill can help you fight more than one enemy effectively. In PVP this skill is one of the few spells that attack multiple targets simultaneously. However, the space between each target must be pretty close (Each target must be within approximately melee range from each other). Combined with certain talents this spell can be your most damaging skill available.

5.5.4. Cure Disease

This skill is somewhat unwieldy but fairly helpful. This skill will primarily only find use in PVE. At low levels this will be the only way to remove Diseases, which usually don't deal direct damage but can decrease your combat ability. At a very low mana cost this skill can be used at will for the most part, but if you are fighting monsters in Dungeons that are constantly causing diseases to you or your party you can save the mana and the time by putting down a Disease Cleansing Totem.

5.5.5. Cure Poison

This skill for the most part serves the same purpose as the Cure Disease skill; however it does have some uses in PVP. In PVE, a lot of Damage over Time (DoT) that monsters deal to the Shaman or the party of the Shaman can be averted by curing the poison. DoT is damage that no one notices but it does catch up to you. If you cure the poison before the duration runs out then the result will be little to no damage. In PVP this skill will be mostly used when fighting Rogues. Rogues can apply poison to their weapons which equates to more damage to the Shaman. If the Rogue is using a poison effect that either slows or damages over time then use the Cure Poison skill to remove the effect. If you find that you are curing poisons often then drop a Poison Cleansing totem to save time, mana, and effort.

5.5.6. Disease Cleansing Totem

This totem's uses were referenced earlier in the Cure Disease section (p.23). This skill should be a fall back if you find you are spending too much time curing diseases on your party members or yourself.

5.5.7. Earth Shock

This skill is the most damaging instant cast spell that the Shaman will have access to at Level 60. In PVE this skill should be used to disrupt an enemy spell caster from casting a spell or pulling a monster of another player that is receiving too much damage. To disrupt a spell caster, watch for the enemy to start a spell-casting animation. While they are casting, Earth Shock them to stop them from casting for 2 seconds from that spell-casting school (I.E. Shamans have 3 schools, Enhancement, Elemental, Restoration). The threat generation aspect of Earth Shock is especially helpful in Instance situations. Shamans will usually have more staying power than other casting classes due to higher hit-points and heavier armor than the pure casting classes, so keep monsters attention with Earth Shock. In PVP, this skill can be used either for its highly effective burst damage or to disrupt spellcasting. This skill is highly effective against caster-classes: Paladins, Warlocks, Priests, Druids, and Mages.

5.5.8. Earth Bind Totem

This skill is very helpful and for its relatively small mana cost it is very helpful. In PVE this should be used to keep monsters from fleeing. Most Humanoid monsters have some

sense of self-preservation and if they tend to run make sure to keep this totem out as often as possible. When a monster runs it usually runs to other nearby monsters for help. When Solo-ing this Totem can also be used to put some distance between the Shaman and the target mid-fight. Combined with Frost Shock, the target can be mostly immobilized while the Shaman can heal him/her-self or use ranged attacks to bring down the target. In PVP this skill can render opponents that rely on melee attacks to deal damage to deal very little in the course of a battle. Rogues, Warriors, and Paladins need to close the distance, so with the Earth Bind totem you can slow their progress and pepper them with ranged attacks while they struggle to reach you. This Strategy will be discussed in greater detail in a later section.

5.5.9. Far Sight

This skill is mostly for fun, but it does have some uses while the caster is outdoors. This skill is primarily for scouting and can cover a great distance if the Shaman is elevated. There is a trick to reaching even greater distances by linking 1 Farsight into another, but you have to be quick. If you have a free skill-slot with a key-binding you can cast another Farsight while under the effect of a former one. While under the effect of the first Farsight, put your cursor where you want the next Farsight to be cast, then hit the key-binding and it will bring your viewpoint to the new location. This process can be repeated as long as there is mana remaining. This can allow the Shaman to scout out areas while being safely guarded in a town.

5.5.10. Fire Nova Totem

This skill is a very mana intensive totem that has a devastating effect to multiple targets. In PVE this skill has to be used carefully. The problem with this totem is that most monsters will attack it if they see it being dropped. Making all the mana spent for nothing. The timing required to make this totem effective is key. It's also important to note that this skill should only be used to combat multiple enemies. As soon as you have selected your targets pull them to you with a ranged attack then immediately drop the totem. An alternate strategy is to start the fight not attacking the targets at all but dropping a Stoneclaw Totem to taunt them, then dropping the Fire Nova Totem while they attack the Stoneclaw Totem. In PVP the Fire Nova Totem is for all intents and purposes a time-bomb. Whenever any enemy players are not paying attention to you drop a Fire Nova Totem in the midst of them to disrupt them with a healthy portion of damage. It can also

be used to add damage to your target if they are following you and you are attempting to put some distance between you and the target.

5.5.11. Fire Resistance Totem

This totem is somewhat subversive in its uses. It affects the casters and his/her party mates Resistance chance against Fire spells. In PVE the desired effect is present but not exceptionally common. In conjunction with either Fire Resistance equipment or potions this totem can make the Shaman and his/her party mates virtually impenetrable to fire spells. This totem will find great use in a raid Instance known as the Molten Core. In PVP this skill will be very effective at keeping lower level Fire-Mages from affecting you, same level or higher Fire-Mages will notice their spells being resisted more often than never which is excellent especially if you happened to resist one of their higher damage spells. Warlocks who use immolate will also notice that their DoT will not do its usual full damage as the Shaman has a chance to resist each damage increment.

5.5.12. Flame Shock

Flame Shock on certain levels is more powerful than it's counterparts for dealing the most damage. However, in order for Flame Shock to be worth its mana cost it must be used at the right times. The beginning of a fight is usually a safe bet, as most fights last for at least 30-45 seconds. In PVE if you wish to not cause as much threat but still deal a lot of damage, Flame Shock is an excellent choice as most monsters do not react to DoT attacks as often as they do to direct damage attacks. In PVP this skill can be effective against Rogues. At high levels Rogues will have access to a mid-fight ability called Vanish that will enable them to return to stealth mode. However if the Rogue takes damage during stealth the effect is broken—rendering them vulnerable to attack once again. Therefore the DoT effect of Flame Shock comes into play. Cast Flame Shock every 12 seconds to guarantee that they will not Vanish.

5.5.13. Flametongue Totem

Flametongue Totem is primarily to grant other party members more damage in melee. For all other non-Shamans, this is very helpful. In PVE Instance situations where the Shaman has mostly close-combat oriented party-members the added damage from all the attackers can be quite impressive. Medium to Slow speed weapon users will gain the most benefit although dual-wielding Rogues will definitely see an improvement in damage output. This Totem will see little to no use in PVP as most battles are more fluid and rarely

stay within the realm of the 20 yard radius. Additionally this totem is mostly useless for Shamans for solo purposes as we have a better Flametongue enhancement to use on our own weapon.

5.5.14. Flametongue Weapon

This ability has similar effectiveness as other weapon enhancements but it is most effective against highly armored targets. Armor does not reduce damage from elemental attacks, so therefore to deal constant added damage this skill is fairly effective. It's uses are pretty much the same in PVP as they are in PVE. It's one of the 4 enhancements that are available to Shamans, and they are all for the most part equal in terms of effectiveness.

5.5.15. Frost Resistance Totem

This totem has similar properties to the Fire Resistance Totem (p. 25), except that it helps with resistance against frost spells. If you are fighting spellcasters that are primarily using frost related spells, this totem can help the Shaman from being slowed as well as resisting all damage that would be incurred. In PVP this totem will only see one use, and that's against Frost-Mages. Mages that use the slow effect from their Frost spells will try everything in their power to keep you from getting near them. Any chance you get to resist the Frost spell, means the Shaman closing the distance.

5.5.16. Frost Shock

Frost Shock is a very useful ability. It renders a target slowed on top of dealing a healthy portion of damage. Against close-combat-oriented targets that means more chances to blast them with elemental attacks before they make it to melee-range. Against spell-casters this spell can be used to slow their retreat, allowing the Shaman to close the distance. In PVE this spell won't see much use against spell-casters as they generally stay put and deal damage from afar. However, it can keep any monsters from fleeing as it slows them by a significant amount, allowing the Shaman to run them down for the kill. In PVP this skill will see a lot of use as it allows the Shaman to control the flow of the fight. In conjunction with the Earth Bind Totem this skill can slow the target to a halt allowing the Shaman to gain distance or close distance as he/she likes. Not to mention that this skill is also a quite damaging instant-cast spell. Frost Shock will yield diminishing returns each time it is cast on the same target within a 15 second time frame. That means that if you cast Frost Shock then after the cool down cast it again, the second Frost Shock will only

slow for 4 seconds instead of the full 8. The slowing effect will continue to halve until the target is immune to the effect.

5.5.17. Frostbrand Weapon

As one of the four Weapon Enhancements this particular ability can be effective at dealing impressive amounts of burst damage while simultaneously adding a slow effect on the target. The only drawback is that it relies on a chance for the effect to occur. Therefore this Weapon Enhancement is more effective when used with faster weapons. More attacks yields more chances for the effect to occur. Daggers and Fist Weapons make optimal choices for this Weapon Enhancement as they usually attack very often but yield less damage. With Frostbrand the burst damage and slow effect can afford the Shaman excellent effectiveness in close-combat.

5.5.18. Ghost Wolf

Ghost Wolf is a Shaman-unique spell that allows for greater land-transportation speed before level 40, and also allows for some interesting combat uses. At its starting cast speed of 3 seconds this skill's use in combat can be rather limited. But it can still be a means of escape or distance-control purposes. The further uses of this skill combined with talents will be discussed in a later section.

5.5.19. Grace of Air Totem

The Grace of Air Totem is a spectacular melee-related tool. At its highest level it affords 2.68% increased crit chance in melee and also increases Dodge chance. Because of the Totem's effective radius of 20 yards, this can be exceptionally helpful in PVE Instance situations. Rogues and Hunters in the party will great appreciate the use of this totem as it affords them greater attack power, dodge chance and crit chance—the main driving force of their classes. In PVP situations this totem can increase the Shaman's and any other melee classes' effectiveness in close combat. However remember that this totem will only effect members with in its radius so be mindful of the whereabouts of your party mates and try to stick together to maximize the effect of your totems.

5.5.20. Grounding Totem

The Grounding Totem is the Shaman's answer to spell-casters. In PVE it works in an unexpected way. Spell-casting monsters will generally attack the totem rather than let it

absorb one of the spells every 10 seconds. However through repeated use you can effectively exchange a moderate amount of mana on your part to take no spell-damage. In PVP this can be quite effective against spell-casters that don't know what it does. A smart spell caster will fire a single shot of their wand at it to destroy it however, if they don't know its purpose, the grounding totem can absorb a damaging spell every 10 seconds. The Shaman can choose to drop a new totem for every spell, but in order to defeat the enemy the Shaman must do more than just defending against attacks.

5.5.21. Healing Stream Totem

This totem is not exceptionally helpful during combat, but it can help the party as a whole recover from combat faster. In Instance situations, the Healing Steam Totem can provide supportive but not exceptionally helpful health regeneration during combat. After combat is over and the time of rest has come, the Healing Stream Totem and the Mana Spring Totem can be used in conjunction to help bring the party back up to fighting capacity faster. At the moment, this totem has no real use in PVP as it does not work very quickly. When used in Conjunction with Stoneskin totem, this totem will yield greater staying power to the party.

5.5.22. Healing Wave

This skill will see repeated use as it is the most effective Shaman heal. This skill will generally heal for half the casters full hit points and for other party members this skill will be the primary means for the Shaman to keep heavily damaged party members fighting. Remember however, that in PVE situations monsters will attack the caster of this spell after repeated uses (a.k.a. Threat). In conjunction with certain talents this skill can be used as a means of keeping the Shaman at fighting capacity in an instant.

5.5.23. Lesser Healing Wave

This skill is a great way for the Shaman to support the party or him/her-self. At a very brief cast time this spell can give small bursts of health to those who need it in a pinch. Because of the relatively small amount of health granted this skill can be used repeatedly to heal others or self without much threat generated by monsters. In PVP this skill will be a good way to help keep you fighting mid battle without having to dedicate a lot of time to casting. Remember that cast-times are lengthened whenever the caster takes damage (with exception to the benefit granted by the talent: Improved Lesser Healing Wave).

5.5.24. Lightning Bolt

The bread and butter ranged damage dealing spell is Lightning Bolt. The best skill to use to get a single target to attack you, usually allowing for 2-3 uses before the monster actually closes range. In PVE, this skill should be used at the beginning of the fight and only at the very end if the monster runs away. Because of its cast time it is more mana efficient than the instant cast shocks. The damage output from this spell rivals that of the shocks, but it does have a greater range with which to attack. At range this skill comes to use especially when your shocks are on recast timers (or cooldown). In PVP this skill should be used at the maximum range of 30 yards. Warriors will subvert it's effectiveness by Charging but after gaining distance between the Warrior through any means this skill may come into play mid-battle.

5.5.25. Lightning Shield

Lightning Shield is an excellent skill to be used in any situation. In PVE this skill damages the target at greater mana efficiency and damage potential than all the shocks or lightning bolt (not counting critical hits). If you know a battle is going to occur within 10 minutes then cast it. It's that simple. You don't have to do anything for it's effectiveness to shine. The same goes for PVP this skill is equally effective at combating enemies of all classes. A good tip to remember is that if you are running low on mana and you aren't in combat then cast Lightning Shield before you drink water or a mana potion to restore your mana. Another thing to remember is that for melee oriented Shamans this skill has no cool-down so as soon as the 3 charges are used up recast it. When fighting monsters you will find that this isn't terribly mana efficient if the battle takes a long time but it can be quite devastating for as little effort that it requires.

5.5.26. Magma Totem

The Magma Totem is one of the 3 offensive area of effect abilities that the Shaman has access to. Because of its high mana cost, it should only be used to combat multiple targets. It's also important to note that this totem requires 20 seconds for its full effect to be realized. Therefore be sure that the battle will last that long in order for the effect to be fully realized. One problem with this totem is that it accrues threat after two bursts of its effect. Be sure that when fighting more than one monster that you have struck all the targets that will be affected with a shock or more than 1 melee attack so that they will not attack the totem. The Rockbiter weapon enhancement is a good choice to use in

conjunction with this totem as you accrue more threat with Rockbiter. Be mindful of the mana cost however; to reduce down-time use this totem sparingly if possible. In PVP this totem serves similar purposes to the Fire Nova Totem, but because it only affects such a small radius it will most likely not realize its full damage potential. If you are paired with a Mage, when and if they ever use Frost Nova (an ability that freezes enemies in a radius into place) drop the magma totem at the same time in the area of those affected to get more use out of the totem than usual.

5.5.27. Mana Spring Totem

The uses of this totem are fairly negligible and have been discussed somewhat in the Healing Stream Totem section (p.28). However there is one additional use to this totem. In PVE, if the spell-casters or you are running very low on mana, this totem can be used to help replenish mana while regenerating during battle. This totem can also be used to help replenish mana at the conclusion of a fight.

5.5.28. Nature Resistance Totem

Like the other Resistance Totems this totem can be used to help the user subvert the effects of Nature damage. In PVE Nature damage primarily comes in the form of lightning damage or poison damage. Since Shaman's have the Cure Poison ability, this Totem will only be used to reduce the effectiveness of monsters that rely on nature related spell-casting. In PVP Druids are the primary sources of nature related damage. To reduce the effect of a couple of their spells this totem might come into play. However, for the most part this totem isn't very useful.

5.5.29. Poison Cleansing Totem

As referenced earlier in the Cure Poison section (p. 23) this totem should be used if you find that you are curing poisons left and right. If poison is coming up a lot during a fight then summon the Poison Cleansing Totem. It won't instantly remove the effect but it will allow the curing of poisons to everyone in the party at minimal effort and allowing the Shaman to concentrate on other aspects of the battle. In PVP if you are fighting a Rogue or Hunter that are using poison effects, drop this totem to reduce the effect of the poisons without needing to cast Cure Poison constantly.

5.5.30. Purge

This skill is another exceptionally helpful skill available to Shamans. It allows the Shaman to remove beneficial magic abilities from their target. In PVE this means that when fighting a monster that casts a protective buff on itself before any fight the Shaman should purge the effect. You can tell when a buff is being cast as an icon will appear above or around the target's head. In PVP, every fight you participate in should begin with the Shaman Purging the beneficial buffs on their target. On casters this is especially effective as they generally begin battle with buffs being a strong point in their defense or offense. The effectiveness of this skill is shown by decreasing the fighting capacity of the target.

5.5.31. Reincarnation

This skill unique to Shamans requires a reagent to be used. Reincarnation finds uses both in PVE and PVP. In PVE this skill can be used to cut down travel time to recover their corpse or alternately can be used to recover from a total party kill in an Instance. In conjunction with Ancestral Spirit, the Shaman can help bring back a party to life at the area where they died. Removing the difficulty of having to fight back to the point where the party died. In PVP this skill can be used to allow the Shaman to return to life much faster (almost instantly) than without it. This means that if the enemy is now concentrating on new targets that the Shaman can return to life and heal him/her-self and return to the fray or return to safety as needed. Note: This skill can only be used once per hour (more frequently with the talent: Improved Reincarnation).

5.5.32. Rockbiter Weapon

This Weapon Enhancement is the standard, allowing for basic and reliable increased melee damage. This Ability is a good fall-back if you find that the other Weapon Enhancements aren't working very well. This will be the first Weapon Enhancement you learn and it will be upgraded to be pretty effective in combat with all weapon combinations. In PVE this weapon enhancement is ideal when the Shaman is called on to be a secondary tank. With the added threat generated by this weapon enhancement the Shaman can keep the attention of the monster and keep it away from vulnerable party members. Another interesting note about Rockbiter Weapon is that it seems to affect hit chance. It seems that with this Weapon Enhancement the Shaman is more likely to score hits. Which can lead to increased dps—due to hitting more often over all.

5.5.33. Searing Totem

The Searing Totem is quite effective at fighting a single target adding that extra increment of damage. If you enjoy watching numbers constantly flying off the target use this totem, Flametongue Weapon and Flame Shock. In PVE this skill is great for adding that extra increment of damage. But remember to put this totem down at the beginning of the fight to get its full effect. In PVP if you are fighting a melee class and you want to duke it out with them use this totem to sear them while you pummel them with melee attacks. Very mana efficient for the damage output.

5.5.34. Sentry Totem

The Sentry Totem is another skill that has a limited but amusing purpose. I'd say its only purpose is for PVP. For example, say there is a constant battle being waged between two nearby conflicting towns. The sentry totem can be placed at the entrance to the town you are defending while you leave and fight the enemy, so you can be warned if your town is under attack while you were off attacking. Another possibility is to drop the totem behind you while you are headed somewhere. The totem can warn you if you are being followed.

5.5.35. Stoneclaw Totem

The Stoneclaw Totem will only see use in PVE as its taunt effect does not attract players to attack it. Its uses are primarily to allow the Shaman to escape a lethal situation or to relieve pressure off the Shaman if fighting more than one enemy at a time. The drawback is that any damage done to the target being taunted will basically make the Stoneclaw Totem wasted. The other Drawback is that the Totem has very few hitpoints, so it can only keep the attention of an extra enemy as long as it still stands. As referenced earlier this totem can be used to allow the Fire Nova Totem to have a use in PVE. This totem can also help serve the Magma Totem in a similar manner, although not to the same extent.

5.5.36. Stoneskin Totem

The Stoneskin Totem is an excellent defensive totem. In PVE the Stoneskin Totem yields a bonus that every class can enjoy the benefits of. When facing a melee oriented opponent this totem can reduce the amount of damage they deal by a high amount. Against opponents that attack quickly or seemingly constantly this can almost halve their damage output since this totem reduces damage from all attacks. This totem is not as useful against opponents that don't attack as often but attack for great amounts of

damage. This totem is useless against spell casters for the most part. In PVP the Stoneskin Totem will be beneficial against classes that attack in melee more often. For example if you see that the attacker is using a one handed weapon and a shield or 2 one handed weapons this totem can be summoned to reduce their effectiveness in close-combat.

5.5.37. Strength of Earth Totem

This totem is beneficial in many ways to melee aspects of combat for the Shaman and his/her party. In PVE in situations where the Shaman or party members want to do more damage in close combat then this totem should be deployed. For shield users this totem also helps in the reduction of damage when blocking. In PVP this totem serves similar purposes as it does in PVE.

5.5.38. Tremor Totem

The Tremor Totem is a lifesaver in both PVE and PVP situations. In PVE this totem should be used if any party members or yourself will be under the effect of Fear, Sleep, or Charm effects. When fighting a monster for the first time you will learn if they cast Fear, Sleep or Charm effects on any of the party members. If you aren't the one being Feared, etc. then you can summon the Tremor Totem to bring the party member back into the fight. If you aren't that lucky then the next time you encounter the enemy you will be prepared and will summon the totem at the start of the fight. In PVP this totem will find it's use against Warlocks and Priests primarily. Summon this totem mid fight as they usually do not rely on their Fear effects unless they are in dire straits. Be sure to summon the totem once you have closed the distance some—if you are outside it's effective radius it's useless. This totem will allow you to break free of the effect and rush the caster while they believe they have time to recuperate.

5.5.39. Water Breathing

This totem is another fun skill that is very useful when doing underwater quests or for taking an enemy by surprise. It requires a reagent so use it sparingly or when necessary. In PVP this ability can also be used as a means of escape or surprise. If fighting near a body of water the caster can submerge themselves out of the range of their attacker. If the attacker is a melee oriented combatant then they have no choice but to give up or follow. If they follow they have a somewhat brief period of time to kill you before they run out of

breath. As for surprise this technique can be used to launch attacks from water catch the enemy totally unawares as it is very hard to see anyone if they are submerged in water.

5.5.40. Water Walking

This ability is as amusing as it is useful. When near water this skill can allow the caster and any other friendly targets to walk across water. This skill also requires a reagent to use. In PVP, enemy units cannot traverse water as quickly as the Shaman or his/her allies can with this ability; therefore a hasty retreat can be made or a unorthodox attack method may be employed. Be mindful that any damage taken will negate the effect of this skill.

5.5.41. Windfury Totem

This totem is very beneficial to party members that excel in close-combat. Any time they can get extra attacks is especially helpful. This Totem is especially helpful for any attackers that use slow 2 handed weapons as it allows them to attack incredibly quickly. In PVP this totem serves the same purpose as it does in PVE but like all totems it is only effective within its radius. It's important to note that the effects of the totem do not stack with your current weapon enhancement.

5.5.42. Windfury Weapon

The final of the 4 Weapon Enhancements is quite powerful despite it's reliance on chance. In any weapon combination the 2 attacks granted at increased attack power is quite devastating. This Enhancement is especially potent when used in conjunction with 2 handed weapons. Due to their slow speed the chances for this effect are not high, but when it does happen it will utterly destroy enemies as 4 attacks will go off in 6 seconds. This weapon enhancement is also quite effective when used with a 1 handed weapon, but its effect is astounding with 2 handers.

5.5.43. Windwall Totem

This totem serves similar purposes as the Stoneskin Totem except that it concerns ranged attackers. Meaning attackers who use throwing weapons, guns or bows will have their damage reduced by this totem. The primary use for this totem in PVE is allowing the party to concentrate on a melee combatant while this totem reduces ranged damage from another attacker. In PVP this totem will serve little use. Shamans who fight Hunters should

concentrate on closing the distance, as Shamans are more effective than Hunters in close combat.

6. PVP Shaman Strategies

This section will cover the skill combinations that make the Shaman most effective in combat against each player class. These strategies will work regardless of the talent builds that a Shaman may be working with. I will discuss Talent Build Specific Strategies in a later section.

6.1. Shaman versus Warrior

Most warriors will begin a fight regardless of their preferred stance with Charge. This skill closes the distance between the Warrior and the Shaman in a very short amount of time. At the conclusion of the charge the Shaman will also be stunned for 1 second. After the stun is completed the Shaman must quickly work to stay out of melee range with the warrior. The drawback to charge is that it may not be used during battle. So this means that if the Shaman initiates the fight that the Warrior will not get a chance to Charge. This can be done simply by Purging the target at maximum range of 30 yards, 5 yards outside their charge distance. From this distance the Shaman has a decided advantage.

If the Charge succeeded, most smart Warriors will use the skill hamstringing immediately to slow the Shaman's movement speed. Aside from starting melee combat with the Warrior, the first thing a Shaman must do is drop an Earthbind Totem and Frostshock the Warrior. Immediately you will notice that you can move more freely than the Warrior. Now you must attempt to gain distance from the Warrior. Once distance is gained cast Lightning Bolt. Followed by another Frost Shock to keep the Warrior from closing the distance. If the cooldown on the Earthbind totem has finished drop another in front of you to slow their progress. At this time the Warrior may employ the Intercept ability, which works much like Charge except that it may be used mid-battle. Intercept however stuns for 3 seconds, but doesn't generate any rage for the Warrior. Repeat the above process to escape the Warrior's melee range.

During the battle, the Shaman must either use Frost Shock or Earthbind w/ Earth Shock not only to slow the Warrior but to deal burst damage, which is key to victory. The Searing Totem is a nice compliment as well since its damage ignores their high armor and it has a high effective range. Whenever the Warrior regains melee range, the Shaman can still be a fierce enemy, Lightning Shield and the Shaman's melee attacks can be quite devastating when used in conjunction. On a fast weapon, the Frostbrand Weapon

Enhancement can be very capable at dealing large amounts of damage as well as slowing the Warrior even more.

Another often overlooked skill to be used mid-battle is Ghost Wolf. Without talents (Improved Ghost Wolf) this skill is not as useful as its cast-time is quite long, even longer while subject to melee interruption; however the speed increase can quickly get the Shaman out of Melee range without great difficulty. When used after Frost Shock and Earthbind this skill can get the Shaman to an effective long range quickly, granting excellent advantage over the Warrior. Keep these tactics in mind when combating a Warrior. Victory is not assured, but these techniques can swing the advantage to the Shaman.

6.2. Shaman versus Rogue

Fighting a Rogue can be a very disorienting event as they will be the ones starting the fight. With exception to duels, you won't be seeing the Rogue's initial attack coming. I'm going to treat these strategies as a true PVP situation. A duel negates the Rogue's advantage of surprise, so the Shaman can prepare much easier.

The first strike from a Rogue may range from a number of stealth moves. Cheap Shot will stun the Shaman for 4 seconds which is the skill most Rogues choose to employ. This gives you 4 seconds to regain composure. The other skills the Rogue may choose to employ may still be surprising as they will deal a great amount of damage, but they do not render the Shaman incapable of response. The first key to reacting to a Rogue's initial attack is to begin fighting as soon as possible. The longer it takes the Shaman to recover from the shock of the first strike the longer the Rogue has to attack at will.

If the Rogue is using poisons that have a duration, the Shaman must first Cure Poison on him/her-self or summon a Poison Cleansing Totem to remove the effects. From there, a similar tactic to fighting a Warrior must be employed. Using the Earthbind Totem and Frost Shock-ing the opponent to slow their movement is priority. The Rogue may use many skills to render the Shaman incapable of doing much to respond, however the Rogue must be within Melee range to do any of this.

Flame Shock is also a good choice of spells to employ as its DoT effect renders their Vanish ability nearly unusable. If the Shaman is beginning to gain the upper hand and the

Rogue is nearing death is when Flame Shock should be used. Rogues will only Vanish if they don't think they will win at the current rate of the battle.

Frostbrand is also helpful when fighting Rogues, the burst damage and slowing element of this weapon enhancement can help stop the Rogue from keeping the Shaman within melee range. But other weapon enhancements can be just as effective.

Most Rogues' will press their advantage even further by attacking the Shaman while the Shaman is fighting a monster in PVE. This underhanded technique can lead to a 2v1 situation; to solve this you must remove yourself from the fight with the original target I.E. the monster. Drop the Earth Bind Totem to slow both the monster and the Rogue, and then use Ghost Wolf to make a speedy escape. This is not cowardice, this is common sense. As soon as the monster has stopped pursuing, leave Ghost Wolf form and heal yourself to even the playing field. Now you can fight the Rogue unobstructed by attacks from outsiders.

If you are aware that a Rogue is coming, (I.E. they stealth right in front of you) immediately drop an Earthbind or Magma Totem to disrupt their stealth. This will make the first few seconds of battle very crippling for a rogue since they rely greatly on their opening moves.

6.3. Shaman versus Paladin

The Paladin is a very difficult opponent to kill. Having numerous abilities to negate damage of all kinds can make them impenetrable to attack for brief periods of time. Their damage output can not compete with the Shaman so you will have to fight smart. Most Paladins will choose their talents for increased melee-potential than to give them a ranged attack at all. So therefore maintaining distance is also important when fighting a Paladin. The Shaman's ability to bestow powerful ranged attacks can deal a deadly amount of damage to a melee combatant so keep that in mind. But be mindful of your mana status as even when the Paladin is near death, the Shaman must save mana for what will inevitably occur.

When a Paladin nears death, they will most likely raise a shield to negate damage of all kinds for 8 seconds. They will most likely not attack during this time in favor of healing themselves. During this time, use whatever remaining mana to heal yourself. With any

remaining time gain as much distance between the Paladin and yourself. Starting the next fight at a distance will give the Shaman an upper hand. An alternative to healing with spells is to heal with bandages learned from First Aid. This method takes longer to heal (up to 8 seconds) however; no mana will be spent so you can save it for blasting the Paladin with shocks.

An important thing to remember is that Paladins rely on Seals and Auras to make them a fiercer combatant. The Shaman can simply Purge these Seals to make them significantly weaker. If they recast the Seals then simply Purge again. Their mana expenditure will outweigh that of the very mana-efficient Purge, and it is definitely worth it.

Frostbrand is an excellent choice when using 1 handers against this heavily armored opponent. Their Plate armor makes most melee attacks very inefficient against them, but elemental attacks can be very devastating since they are unaffected by Armor reduction.

6.4. Shaman Versus Priest

The Priest can be a surprisingly very difficult opponent to combat. Since the Priest has a bevy of healing abilities at their disposal they can keep themselves healed throughout the battle. The first thing the Shaman must do is Purge the Priests beneficial buffs. This will often times reduce their hitpoints by a significant amount since they rely on their Power Word: Fortitude to grant them a significant number of hitpoints. Secondly the Shaman must keep them within melee range. To do so the Earthbind Totem can be quite effective for short periods of time. As soon as the initial distance is closed either by Frost Shock to slow them or Ghost Wolf to speed yourself, summon the Earthbind Totem to keep them within the reach of your melee strikes. This is one situation where a 2 handed weapon can be more efficient. The greater damage potential is more beneficial than the damage reduction afforded by a shield (as it isn't applied against spells).

Priests deal most of their damage via DoT attacks and other spells. The Grounding Totem is quite useful against Priests as it will absorb a spell once every 10 seconds. Allow the first spell to be absorbed and then the next spell they cast that has a cast-time use Earth Shock to interrupt it and keep them from casting from that school for 2 seconds (against Shadowformed Priests this will negate their damage dealing opportunities briefly). Use this time to close the distance if necessary.

Another skill the Priest will use is Power Word: Shield which will absorb a flat amount of damage for a period of time. Purge the shield as soon as it goes up. You may encounter a “Absorbed” message but don’t let that keep you from trying again. It may take more than one cast of Purge but it is worth it. Have your Earth Shock ready as they tend to heal themselves after casting Power Word: Shield.

Keep the Lightning Shield spell effect up at all times because if the Priest so chooses they can Silence the Shaman to keep him/her from casting Shocks. With Lightning Shield they will still take additional damage.

Remember that the Priest is only effective as long as they have mana remaining. As soon as they are out of mana they are dead in the water. If they attempt to heal, heal yourself at the same time. Even with no mana the Shaman can still destroy a Priest with no mana in close combat.

If they are near death (or if they feel like controlling the distance at the beginning of the fight) they may use Mind Control or Cause Fear to push you farther away. As soon as you close the distance counter this with a Tremor Totem or Grounding Totem to shorten (or negate) the time your Shaman runs away or is being controlled by the Priest.

6.5. Shaman versus Warlock

The first thing you will notice when fighting a Warlock is that they do not deal direct damage much at all. They rely almost solely on DoT attacks against the Shaman (as anything else is as good as Earth Shocked) so in order for them to win they want the fight to last as long as it has to. They are also extremely susceptible to melee attacks—because of this make sure you close the distance right away.

Purge will also play a part in defeating a Warlock. Their beneficial buffs make up a grand portion of their defense so removing it quickly and decisively is key. One of these (Soul-Link) transfers 50% of their taken damage to their pet. If they have a Void-Walker or Fel-Hunter out, be mindful that you may have to Purge multiple times to keep your damage potential high.

Another thing to remember is that you should for the most part ignore their pet. The pet will be attacking you but as soon as the Warlock dies, the pet will be unsummoned. If they have no pet visible they may be using a Succubus that is hiding in stealth. The succubus doesn't deal great damage but can Seduce to keep the Shaman out of the fight so long as he/she is not taking damage.

The Felhunter is most likely the most trouble-some pet for the Shaman as it tends to remove beneficial buffs from the Shaman, as well as blocking a spell-casting school for up to 8 seconds. During this time, be sure to transform into Ghost Wolf to at least maintain distance control while the silence is still active. Remember that in Ghost Wolf form you attack in the same manner as in your normal state, except you move faster.

Use Frost shock to keep the Warlock within melee range and keep Lightning Shield cast on yourself to deal damage each time you take damage from each of the Warlock's attacks. Grounding Totem and Tremor Totem can be used in the same way as when combating Priests, as the Warlock also has a Cause Fear ability.

Use Rockbiter or Windfury to really press the melee advantage as they have the most effect against lightly armored targets. 2 handed weapons work well against Warlocks especially because of the higher damage per hit.

6.6. Shaman versus Mage

The Mage is a very deadly opponent if they know what they are doing. As one of the highest damage dealing classes in the game they have access to a repertoire of spells and effects to deal maximum amounts of damage in a short period of time.

Most mages will start a fight with Polymorph. Your mighty Shaman will be transformed into a puny sheep while they begin casting one of their more powerful damage spells. This will be a free hit on their part that will leave them temporarily ahead of the game. As soon as you've taken the hit, close the distance. Summoning a Grounding Totem before they get the chance to cast can absorb the polymorph spell so if they are taking the time to cast the powerful Pyroblast spell you will have them at your mercy if they don't move to interrupt their spell-casting.

As soon as you're within range of Earth Shock and they are casting a spell... Use It. In those 2 seconds where they aren't casting spells, Purge their beneficial buffs and close the remaining distance. At this time they will likely Frost Nova you into place. Immediately begin casting Lightning Bolt while they back away. By the time they've begun casting another damage spell you've hit them with a bolt of lightning and your cooldown for Earth Shock is over. If they are still casting then Earth Shock them to interrupt. If you are still frozen into place then cast Lightning Bolt again. If they managed to get their spell off before the Earth Shock it will usually free you from the rooting effect. Note: at this time they may choose to cast Improved Counterspell to keep you silenced for 4 seconds. This will result in a free hit on their part. Again... close the distance. Use Ghost Wolf if necessary. Once you regain melee range begin attacking as soon as you can. Use Earth Bind to slow them if they are retreating.

If they wish to escape melee range yet again, they will Blink 20 yards in the direction they are facing. Be mindful. If they disappear while they are facing you: that means that they are behind you casting a spell. Earth Shock or summon a Grounding Totem again if you can, if not keep applying pressure by moving closer. As soon as you regain melee range they will have no more options of escape available due to cooldowns. In this time they will most likely use their mana-inefficient but powerful Area of Effect spells. If you can manage one more Shock before taking too much damage the fight will usually be over.

When you near low health (around 20%) take the time to heal yourself. The Shaman's heals can outweigh the damage dealt by one of their spells, even if interrupted slightly, it's worth the mana and the time.

6.7. Shaman versus Hunter

The Hunter is a ranged-based class so maintaining melee range is important. The Hunter has skills useable in melee but they don't have near the damage output that they do at a distance. They have a number of skills to keep from gaining that distance but don't stop trying. Use Ghost Wolf to rapidly close the gap and you can begin wailing on the Hunter. The Hunter also has a pet to annoy you with along the way. Don't pay any attention to it as damage dealt to it is not damage dealt to the Hunter. As soon as the Hunter is dead the pet will be unsummoned. Also, make sure to Purge the Hunter's Aspect and if they use it—their Trueshot Aura. Those combined will make their effectiveness at range quite high; removing them is incredibly important to reducing your taken damage at range.

Using a shield and one handed weapon is an excellent choice against a Hunter as they are unable to use shields. Reducing their effect in melee even greater is very important to the survival in melee. They will likely use Wing Clip to slow your advance—return the favor by Frost Shocking them to keep them at the same speed as yourself.

Two skills if used by a wise Hunter are Frost Trap and Scatter-shot. Frost Trap works in the same way as Frost Nova except that it renders the captured unable to do anything until they take damage. They will always use this time to gain distance. Scatter shot works in a similar manner except that it makes you wander randomly for 4 seconds. Again the hunter will usually use this time to escape to greater range.

One other skill is surprising in its utility. Feign Death can be used carefully if the Hunter is near death to make it look like they actually died. This brings them out of combat and it can trick both players and monsters alike. They can even lay a Frost Trap down as the enemy nears to trap them and bring themselves back into combat. If you see that a Hunter has died in front of you, be sure to double check by Shocking their 'corpse' to see if they actually died. Watch for your Honor Reward after slaying a Hunter. If it doesn't come up that means they aren't actually dead.

Any weapon enhancement can work well against the Hunter, but be sure that you keep Lightning Shield cast to damage them each time they attack.

One of their damaging skills can be made useless. Viper Sting is a poison attack that damages over time. This can be easily subverted by Cure Poison.

6.8. Shaman versus Druid

Fighting a Druid is like fighting a Warrior, Rogue, and a Priest at the same time. The thing is that they can only be one thing at a time. As a fellow hybrid class the Druid can adapt to situations much like the Shaman can. However the Druid can only take one form at a time, whereas the Shaman can adapt at will.

When the Druid is in cat form, treat fighting it the same way you would as if you were combating a Rogue. Keep them out of melee range and damage them from afar. They

don't have nearly the same damage potential as Rogues do in that form but it is more effective than the Shaman's melee capability.

When the Druid is in Bear or Dire Bear form they are very hard to damage. But keeping them out of melee range is very important as it renders them nothing more than a giant pile of hit points. Treat fighting a Druid in this form as you would fighting a Warrior. Use Frost Shock and Earthbind Totem accordingly. The only difference is that they can heal in this form as well through Frenzied Regeneration. Once you see this go into effect Purge it to keep it from healing any more.

In their normal humanoid form they have access to a few damaging ranged spells, in this aspect their ability to heal themselves then return to their other forms is very powerful. They will usually use this form to cast one of their DoT effects as well as Entangling roots to keep you from gaining distance from them in their melee-oriented animal forms. They will also usually use one or both of their Healing over Time abilities. The drawback to these abilities is that they can be purged. Recognize the green flare of leaves that denotes Regrowth or Rejuvenate and purge their Healing over Time effects before they change forms.

The correct weapon enhancement to use is hard to place because of their changing forms. However, any weapon enhancement you choose to use will serve its purpose to increase your melee potential.

Because you are fighting a healing foe, any time you can spare to heal yourself quickly with Lesser Healing Wave will counter the moderate damage that the Druid deals.

6.9. Shaman versus Shaman

In a duel scenario fighting a fellow Shaman is mostly a battle of attrition and luck. Two smart Shaman can counter each others every move. I can however provide tips to help your efficiency.

1. Don't bother casting Lightning Shield. It can be, and will be Purged. Save your mana. Similarly if the opponent tries to use Lightning Shield then Purge it to remind them who they're fighting.

2. Wait for the other Shaman to place their Totems first. And use yours accordingly. If they use Grounding Totem, summon a Searing Totem to use up the first absorbed spell and to damage them simultaneously. If they use Strength of Earth Totem, use Stoneskin Totem to negate their added melee damage by a comparable amount. Use common sense to counteract totem combinations.
3. Wait until directly after they shock to heal yourself. Otherwise as soon as they see the casting animation they will just Earth Shock to counteract the effect.
4. If you are using a fast weapon, take the time to attack their totems. It will only take 1 attack to take them down and you can most likely spare the time to reduce their effectiveness by a small amount. Don't spend the whole battle destroying their totems however. The time lost not attacking them adds up.
5. Don't bother trying to gain or lose distance. If the other Shaman is silly enough to try to fight at range then just Frost Shock and Earth Bind them to keep them reigned in.

6.10. The Honor System

There are quite a few excellent rewards for participating in PvP regularly. To reap the greatest rewards this means competing with other players of your faction for the greatest amount of contribution points per week. To gain contribution points you must either deal damage to a target that eventually dies or heal a friendly player engaged in combat with an opposing faction player. Greater damage dealt results in higher accrument of points than slightly damaging a number of enemies. Healing is nearly as effective at gaining contribution as dealing damage, so your personal play-style may play a part in how you wish to gain these points.

Be mindful that on a PvP server every contested area is a potential danger zone. You are more frequently prone to being attacked due to the possible rewards of the Honor System. Because of this, should you be killed you may be 'corpse-camped' to reap an extra free kill of your weakened resurrected state. After repeated kills this will result in lesser amount of points over time, but whenever little effort is required to reap benefits...they will be exploited.

As far as the rewards possible I will list them in the Equipment to Watch Out For section.

7. Shaman Talents

There are 3 Talent Trees that a Shaman can invest points into that can bolster his or her abilities in Spellcasting, Close-Combat, and Healing. Those trees are Elemental, Enhancement, and Restoration. Starting at level 10 the Shaman begins to accrue points until level 60, meaning that there will be 51 points to distribute into the 3 trees. In the following section I will outline all the talents available, as well as provide strategies and talent combinations that are the most worth the points. I will also describe the utility and usefulness of each of the Talents and give tips on whether they are worth the points or not. At the end of this section I will list a few Talent builds that are efficient and powerful for different styles of play.

7.1. A Quick Note About Talent Organization

Talents are organized in trees or Tiers. In order to get higher more powerful talents the Shaman must first put points into lower Tiers to gain access to the higher Tiers. This is done in multiples of 5, meaning that 5 points into the first Tier will grant the Shaman access to the second and so on. In each tree I will define what the highest Rank of each Talent will grant the Shaman as well as list any requirements it may have from previous Tiers.

7.2. The Elemental Tree

Tier 1

Concussion 5/5 – Increases the damage of your Shocks by 5%

As a first Tier talent this can be very helpful at high levels as it increases the damage on your shocks by up to 40 damage or so, which is even more when a critical hit is scored. Also a requirement to getting more important shock talents, so might be worth planning ahead.

Improved Lightning Bolt 5/5 – Reduces the Mana Cost of your Lightning Bolt spell by 15%.

If you plan to invest points in to Lightning Mastery, this talent can go a long way to making your Lightning Bolt spell very efficient at high levels. If you want to spend more of your time at ranged fighting in Instances, these can be 5 points well spent.

Tier 2– Requires 5 points in Elemental Talents

Call of Flame 5/5 – Increases the damage of your Fire Totems by 10%

This can be helpful if you intend to use your Fire Totems often. For the most part points are better spent elsewhere as the Shaman has more efficient means of dealing damage to singular targets which will be most of the Shaman's career.

Convection 5/5 – Reduces the Mana Cost of your Shocks by 10%

Requirements: 5/5 Concussion

Another talent in the Shock line, this one can be very helpful for maintaining efficiency at high levels. Since you will be Shocking more than once during a fight, saving that much more mana for other abilities or totems can be very good.

Improved Searing Totem 2/2 – Increases the duration of your Searing Totem by 20%

For soloing this Talent is not exceptionally useful. As most fights will only last its starting duration, adding more time to its presence is not integral as you can always summon another one if the first one runs out. This can be helpful during instances as some fights can last more than a minute due to the high health of the elite monsters you fight. Not a terrible investment, but not altogether helpful.

Improved Stoneclaw Totem 5/5 – Increases the health of your Stoneclaw Totem by 25%

The health rating of the current Stoneclaw Totem is negligible. In instances it will usually only last through 2-3 hits and then finished. Granting it more health for 1-2 more hits is not a good investment for 5 talent points.

Tier 3– Requires 10 points in Elemental Talents

Call of Thunder 5/5 – Increases your chance to score a critical hit with your Lightning Spells by 5%.

Being a prerequisite for Elemental Fury some say that if you want to go farther than the 4th Tier this Talent is a necessity. It also grants a respectable bonus to critical chance, which leads to more fights starting with a pretty devastating blow. If you wish to do a lot of ranged fighting with Lightning spells then this Talent is very helpful.

Elemental Focus 1/1 – Grants a 10% chance to enter a clear casting state after casting any Fire, Frost, or Nature damage spell. This clear casting state reduces the mana cost for any damage spell by 100%.

This Talent is one of the best available to the Shaman. In PVE and PVP this can lead to chains of free mana cost spells. Which is especially helpful. This talent sounds like it should be once every 10 casts, but in actuality it barely occurs that often. It will most often

happen 2-3 times in one fight at some times. And others it won't occur at all for multiple fights in a row. Very good for grinding and steady amounts of Shock Damage when fighting high-hitpoint elite monsters. Keep in mind that if you are in a party can your clear casting state starts at the end of the fight, DO NOT search out the next fight unless everyone is ready. It is better to let it go than start a fight that won't be won.

Reverberation 5/5 – Reduces the cooldown of your shocks by 1 second.

Requirements: 5/5 Convection

This may not seem like much, but in actuality it leads to more constant DPS as well as allowing the Shaman to better take advantage of Elemental Focus when ever it occurs. Reducing cool-downs on your best supply of burst damage is a good thing.

Tier 4– Requires 15 points in Elemental Talents

Improved Fire Nova Totem 2/2 – Reduces the time it takes the Fire Nova Totem to go off by 2 seconds.

If you intend to use the Fire Nova Totem effectively against monsters this Talent is a must have. With out it, it will give the monster 4 seconds to attack it before it goes off. With it there is only 2 seconds. To disrupt both monsters and players alike from getting a chance to attack it, this Talent in conjunction with the Tauren War Stomp ability is priceless. Summon the Totem, War Stomp and watch the Fire fly!

Tier 5– Requires 20 points in Elemental Talents

Elemental Fury 1/1 – Increases the critical damage bonus of your Fire, Frost and Nature damage spells to 100%

Requirements: 5/5 Call of Thunder

If you intend to move this high in the Talent tree you must at least get this Talent. Also as a prerequisite to the highest talent in the Elemental Tree you must get this talent in order to get Elemental Mastery. This talent makes each spell critical hit especially potent. Most direct damage from other spell casters can critical for only 1.5 times the normal damage. The Shaman can double their normal damage with a critical hit.

Improved Magma Totem 2/2 – Reduces the Mana Cost of your Magma Totem by 20%.

This talent is helpful for reducing the mana inefficiency of the powerful Magam Totem. 20% is an awesome reduction, and for something as mana intensive as Magma Totem this talent can be a good use of 2 points for filler in this tree.

Tier 6– Requires 25 points in Elemental Talents

Improved Chain Lightning 2/2 – Increases the damage of your Chain Lightning Spell by 10%

As a 6th tier Talent this talent is good, but not exceptionally powerful. It increases the capability of the Chain Lightning Spell to allow for quite powerful critical damage, but in this Tier it's not the best use of Talent points.

Lightning Mastery 5/5 – Reduces the Cast Time of your Chain Lightning and Lightning Bolt spells by 1 second.

For the 6th Tier and 1 step away from Elemental Mastery this talent is excellent. Reducing the cast time of Lightning Bolt to 2 seconds is invaluable for PVE and helpful for PVP. The fact that it reduces the cast time for Chain Lightning to a miniscule 1.5 seconds, is reason enough to pick up this Talent.

Tier 7 – Requires 30 points in Elemental Talents

Elemental Mastery 1/1 – Activate to increase the chance to score a critical hit with your next Fire, Frost or Nature damage spell to 100%.

Requirements: 1/1 Elemental Fury

As the most powerful final tier talent, Elemental Mastery in conjunction with Elemental Fury can lead to spectacular burst damage when the situation calls for it. In PVP use this talent to finish off the enemy before they get a chance to run away or heal themselves. When fighting Paladins use this talent and a Shock to deal the finishing blow before they raise a protective shield. Against Warriors, Rogues, Mages, or Hunters use this skill to deal an extra load of direct damage at the beginning of a fight.

7.2.1. Elemental Tree Overview

The Elemental Tree can be very powerful for PVP. At the highest rank with Elemental Mastery a Shaman can shock for 1100+ damage in an instant. The most beneficial Talents to invest in are Concussion, Convection, Reverberation, Call of Thunder, Elemental Focus, Elemental Fury, Lightning Mastery and finally Elemental Mastery. With these and 3 points to be spent below Tier 6 in the Elemental Tree can result in a higher damage output when the situation calls for it. Elemental Fury means that all spells can crit for double their usual damage which can lead to very high amounts of burst damage for no cast time. When used in conjunction with Elemental Mastery the Shaman can designate critical hits when needed. This is especially potent when combined with Chain-

Lightning. Since each jump is treated as a separate spell but occurs at the same time as the first—all jumps receive the benefit of Elemental Mastery. Leading to truly staggering amounts of damage to 3 different targets.

Reverberation is also very helpful as it leads to causing burst damage every 5 seconds instead of every 6 raising your damage per second considerably over the course of a battle.

Call of Thunder and Lightning Mastery help the pulling aspect of fighting monsters in PVE as well. Allowing for a higher chance to score a critical hit and also decreasing cast time which leads to more casts before entering melee.

7.3. The Enhancement Talent Tree

Tier 1

Ancestral Knowledge 5/5 – Increases total Mana Pool by 5%.

This talent is especially not useful at low levels. At high levels this talent can serve some use if your Shaman is more caster oriented as you will likely be working towards a high Intellect build. However it will only amount to a small amount of mana even with the proper equipment. If you are certain you won't be using Shields at any time then use this talent, other wise just use Shield Specialization.

Shield Specialization 5/5 – Increases chance to block with a shield by 5%

For most Shamans both caster or melee oriented this Talent can be well worth the points. Increasing the chance to block is making the shield all that much more helpful for keeping the Shaman from taking too much damage. A very good Talent to invest points into.

Tier 2 – Requires 5 points in Enhancement Tree

Improved Ghost Wolf 2/2 – Reduces cast time of the Ghost Wolf ability by 2 seconds.

For PVE and PVP this talent is invaluable. Reducing the cast time to a very quick 1 second, is a good way to keep Ghost Wolf a useable skill in battle. Without this talent Ghost Wolf is almost nothing more than a travel form.

Improved Lightning Shield 3/3 – Increases the damage each Lightning Shield orb deals by 15%

This Talent is very helpful at high levels—which means it's an excellent use of points. Increasing the damage potential of a very easy to use and mana-efficient skill, this talent can allow the Shaman to deal an extra 90 points of damage at max level which is helpful considering the Shaman doesn't have to do anything.

Improved Stoneskin Totem 3/3 – Increases the amount reduced by the Stoneskin Totem by 20%

This Talent isn't the best use of points. At the highest level this talent will only afford an extra 5 reduced damage. True it adds up, but in the end, since the Shaman can heal, these 3 points are better spent elsewhere.

Thundering Strikes 5/5 – Increases the chance to score a critical hit in close combat by 5%

The reason this talent is a prerequisite to Flurry is both in form and function. Increasing your chance to score a critical hit in melee is very helpful. This Talent at it's highest level is like gaining an extra 100 agility for purposes of calculating critical chances. With this talent in mind, Flurry becomes all that more effective and commonplace.

Tier 3 – Requires 10 points in Enhancement Tree

Anticipation 5/5 – Increases your Defense skill by 10

Anticipation affects your Shaman's ability to dodge, parry and be missed from enemy attacks. For a shield bearing Shaman this talent can be all that much more helpful for making the Shaman hard to take down. Not a terrible investment but there are other talents that are more effective for the points.

Improved Strength of Earth Totem 3/3 – Increases the amount of strength granted by the Strength of Earth Totem by 15%

At low levels this Talent is not exceptionally helpful. At high levels it can grant an extra 1 DPS to the party's weapon attacks, while also improving the amount of damage blocked by shields. Overall not a terrible investment if you plan to play a supportive Shaman to a party of close combat oriented players.

Two Handed Axes and Maces 1/1 – Allows you to use Two Handed Axes and Maces.

Although the Shaman already has access to the two handed weapon the Staff, this talent allows the Shaman to find 2 handed weapons that are more suited to close combat. As a matter of preference for 1 point, if you think 2 handed axes or maces just look cooler and you want to deal more damage per hit with your melee attacks, this talent can be worth the single point investment. Be mindful that, you will be competing with warriors for 2 handed weapons more often in Instance situations.

Tier 4 – Requires 15 points in Enhancement Tree

Flurry 5/5 – Whenever a critical hit is scored in melee, the next 3 swings will have reduced attack speed by 30%.

Requirements: 5/5 Thundering Strikes

This is one of the most powerful talents in the Enhancement tree. Critical hits should occur at least once to twice per fight so this means that 3-6 attacks will be going off quite quickly. With two handed weapons this effect is especially noticeable since the high damage per hit allows for some very devastating results. When combined with Windfury this results in a veritable barrage of devastating proportions.

Improved Rockbiter Weapon 2/2 – Increases the Attack Power granted by the Rockbiter Weapon Enhancement by 10%

Rockbiter is a good standby for all situations due to it's constant usability. Increasing it's Attack Power granted is helpful but not overall noticeable in effectiveness. It usually only equates to a couple points of damage increase per hit even at it's highest level. Not a Terrible investment but at this Tier, Flurry is the obvious choice.

Tier 5 – Requires 20 points in Enhancement Tree

Improved Flametongue Weapon 2/2 – Increases the damage dealt by the Flametongue Weapon Enhancement by 10%

This weapon enhancement is basically on par with Rockbiter as far as extra damage dealt. Putting points into this Talent is basically like putting points into Rockbiter. At this Tier there are better point investments to be considered.

Improved Frostbrand Weapon 2/2 – Increases the damage dealt by the Frostbrand Weapon Enhancement by 10%

Frostbrand on its own does a respectable amount of burst damage. With this talent it can do more for each time it goes into effect. At its highest level this Talent will allow the Frostbrand effect to deal 175 damage each time it goes off. For fast 1 handed weapon users this Talent can be worth the 2 point investment.

Improved Windfury 2/2 – Increases the Attack Power granted by the Windfury Weapon Enhancement by 22%.

Windfury can be quite devastating on it's own. Increasing the power of the 2 extra granted attacks can lead to incredible amounts of damage. Especially when one of those attacks score a critical hit. When this talent is used with a high level Two Handed weapon those

crits can reach up to around 1100 damage. For a melee attack that occurs instantly that's the best you can get. This can even happen multiple times in a fight, making this talent well worth the 2 point investment.

Parry 1/1 – Grants a chance to Parry enemy attacks.

This Talent is exceptionally helpful for melee-oriented Shaman, as it allows the Shaman to parry at all, making them at least on par with other melee classes on the defense aspect of things. For Shield users and 2 handed weapon users this is very helpful for that extra edge in close combat.

Tier 6 – Requires 25 points in Enhancement Tree

Improved Grounding Totem 2/2 – Increases the frequency that the Grounding Totem will absorb spells by 4 seconds.

Bringing the frequency down to 6 seconds this can usually mean that every 3 spells or so will be absorbed, making this totem very effective against caster classes. If you are going this far down the Enhancement tree this can be very helpful when combatting spell casters making the Totem very beneficial for a party as well as the Shaman in PVP.

Toughness 5/5 – Increases the amount of armor bestowed by equipment by 10%.

Requirements: 1/1 Parry

For a Shield using Shaman this talent is well worth the investment as it makes Mail Armor and the Shield very effective in the damage reduction department. For high level gear this can allow the Shaman to reach up to 5000 Armor Rating which is excellent for a hybrid class.

Tier 7 – Requires 30 points in Enhancement Tree

Stormstrike 1/1 – Activate to receive an extra instant attack as well as bestowing 20% increased damage for the next two sources of Nature damage. Lasts 12 seconds.

This Talent is not the most powerful available to the Shaman, however the ability to bestow an extra attack when needed can be very helpful with Flurry and Windfury alike. The bonus damage granted is best used with Earth Shock for a melee fighter as the cast times are far too long for the lightning spells. Not a terrible investment if you have invested 30 points in Enhancement already, but it will not make the Shaman.

Improved Grace of Air Totem 3/3 – Increases the amount of agility bestowed by the Grace of Air Totem by 15%

This Totem is very helpful to the Flurry specced Shaman and can also help any other melee combatants with their crit chances. If your Melee Shaman is very party oriented this final Tier Talent is not a bad option for bestowing a great amount of Agility to all the party members. Rogues in your party will love this Totem, so if you pair with a Rogue often this talent can make both of you very powerful in melee.

7.3.1. Enhancement Tree Overview

The Enhancement Tree affords a Shaman an improved effectiveness in close combat, which is helpful in both PVE and PVP. Enhancement combinations that work especially well are Two Handed Axes and Maces, Improved Windfury Weapon, Flurry, and Thundering Strikes. Two Handed weapons are inherently slower than other weapons but they have a very high damage per hit. When the Windfury effect goes off, the wielder will gain 2 instant attacks with a slow weapon which on its own can be very devastating. The increased attack power is icing on the cake. Flurry can make these slow weapons work wonders when and if a critical hit is scored. Allowing the wielder to swing the weapon as fast as most one handed weapons. Combining the effects of Flurry and Windfury can lead to a barrage of high damage hits in a short amount of time. Although this tactic relies on chance, the inevitable truth is that when it does happen it will be very satisfying as your Shaman tears the opposition to shreds in only a few seconds.

Other talents in this tree are almost a must have for all Shamans. Those being Improved Lightning Shield, Ghost Wolf, and Shield Specialization. Lightning Shield is a skill that every Shaman should use due to its ease of use and powerful effect. With this talent at max level, the Shaman can deal an extra 680+ damage by doing nothing except be attacked. Improved Ghost Wolf reduces the cast time to 1 second making it invaluable to reaching the enemy quicker during battle or to make a quick getaway. Shield Specialization is great for all shield users, which should be every Shaman in earlier levels as it affords greater chance to reduce melee damage by a significant amount.

The final talent in this tree, Stormstrike, can be helpful but not right-away devastating. The most helpful aspect of this ability is granting an extra attack—for 2 handed weapons this alone can be worth the mana cost, however the final point spent here can be used for other talents in other trees. The alternative is the improved Grace of Air Totem which can grant an exceptional amount of extra agility, amounting to an equivalent 3% improved critical chance with this talent—not to mention improved dodge chance.

7.4. The Restoration Talent Tree

Tier 1

Improved Healing Wave 5/5 – Reduces the cast time of your Healing Wave spell by 0.5 seconds.

If you intend to play a more supportive role this talent can be worth the points. Faster heals is the Shaman's strong point. Increasing the frequency of these heals can lead to increased threat generation so be careful with chaining Healing Wave followed directly with another. For the role of Main Healer or Supportive Healer this talent can definitely be worth the points.

Tidal Focus 5/5 – Reduces the Mana Cost of your healing spells by 5%

The Healing spells of the Shaman can be some of the most mana intensive spells in the Shamans repertoire so decreasing their mana cost can improve mana efficiency. This Talent is both helpful for Solo and Group situations.

Tier 2 – Requires 5 points in Restoration Tree

Ancestral Healing 5/5 – Increases your targets armor from equipment by 25% after getting a critical healing effect on them.

If you are running a high Intellect build and intend to go further down the Restoration tree, this talent can be very helpful. It is only helpful in conjunction with a high spell crit chance. Overall this talent's usefulness is not especially common unless you plan to be a supportive healer at all times.

Improved Reincarnation 2/2 – Decreases the Cooldown of your Reincarnation ability by 20 minutes.

Reincarnation is a helpful ability in Instances especially when a Total Party Kill occurs. But if a Total Party Kill occurs more than once, the party may not be up to par as far as using their skills correctly or being the appropriate level for the instance. Ideally a Total Party Kill should never occur in an instance if everyone is fulfilling their role and is of the appropriate level so investing points in this talent is only for those who are very unsure of their parties abilities. Not entirely the best investment in this tree.

Totemic Focus 5/5 – Reduces the mana cost of your Totems by 10%

This can be a very beneficial Talent to invest in for a supportive Shaman, Totems are what keep a party fighting at optimal levels, and decreasing their mana cost can improve the Shaman's efficiency and decreases downtime overall. Probably the best second Tier Talent to invest in.

Tier 3 – Requires 10 points in Restoration Tree

Combat Endurance 1/1 – Allows 10% of health regeneration to work while in combat.

This talent is pretty handy actually. True this does not grant a large amount of regeneration during combat, but it does provide some where there was none before. Trolls benefit even greater with this talent as it affords them a total of 20% combat health regeneration when combined with their racial trait. For Trolls definitely worth the investment.

Eventide 5/5 – Increases the duration of the Mana Spring and Healing Stream Totems by 10 seconds.

Since those totems are not outright helpful, this can be a partial waste of points. However, if you intend to get the Mana Tide Totem at the top tier of the Restoration tree, this talent is a prerequisite.

Improved Lesser Healing Wave 5/5 – Has a 75% chance to make Lesser Healing Wave uninterruptible.

This is one of the best Talents in the Restoration tree. With this talent it allows the Shaman to heal quickly while in close combat which is very beneficial against fast attacking foes. It is not 100% effective, but any chance to make it uninterruptible is a heaven-send for PVE or PVP alike.

Tier 4 – Requires 15 points in Restoration Tree

Improved Healing Stream Totem 5/5 – Increases the effect of the Healing Stream Totem by 20%.

Requirements: 5/5 Eventide

This Talent is mostly unnecessary as the Shaman can better heal multiple targets with Chain Heal albeit at a greater mana cost it is far more effective. For the most part this talent is a waste of points.

Tidal Mastery 5/5 –Increases the critical effect chance of your lightning and healing spells by 5%.

As a prerequisite to Nature's Swiftess, this talent is a must have. Not only does it improve critical chance for the Shaman's healing spells, it also grants an improved critical chance for the lightning spells. When combined with Call of Thunder in the Elemental tree this can lead to 10% base critical chance which is nothing to sneer at.

Tier 5 – Requires 20 points in Restoration Tree

Improved Mana Spring Totem 5/5 – Increases the effect of the Mana Spring Totem by 25%.

Requirements: 5/5 Eventide

If you intend to go for the Mana Tide Totem this Talent is required, it also benefits casters better for in combat mana regeneration. Overall this talent isn't worth the investment if you don't intend to go all the way to the 7th Tier.

Nature's Swifttness 1/1 – Activate to make your next spell with a cast time less than 10 seconds instant cast.

Requirements: 5/5 Tidal Mastery

Nature's Swifttness is by far and away the best Talent to pick up in the Restoration Tree. Both applicable in PVP and PVE this talent can save the Shaman or his party members. Reducing the cast time to 0 on a healing spell can help bring the Shaman from near death to a respectable amount of health. When the main Healer is having a hard time keeping others well healed this talent can be used to help a party mate from death. Additionally this can be used to cast Lightning Bolt or Chain Lightning as fast as your shocks allowing for an impressive boost to burst damage. Well worth the investment overall.

Tier 6 – Requires 25 points in Restoration Tree

Purification 5/5 – Increases the effect of your healing spells by 10%

This talent combined with other healing improving talents can make the Shaman a very capable supportive or even primary healer. When used with Improved Lesser Healing Wave this talent can make for quick and efficient heals in the midst of battle.

Tier 7 – Requires 30 points in Restoration Tree

Mana Tide Totem 1/1 – Activate to Summon a Mana Tide Totem that restores mana every 3 seconds for 12 seconds.

Rank 1: Restores 140 Mana every 3 seconds (Obtained at 40)

Rank 2: Restores 155 Mana every 3 seconds (Obtained at 48)

Rank 3: Restores 240 Mana every 3 seconds (Obtained at 58)

This final Tier talent can be very helpful to both the Shaman for PVE grinding and Instance situations. In a party full of casters this Totem can save the party, allowing for more spells to be cast if party mates are running out too soon. Keep in mind that the totem

needs 12 seconds for the full effect to be realized. Don't use this totem as a last ditch effort to replenish mana, use it when the casters are nearing 20% remaining mana to help keep them into manageable levels. For most pure casters the effect of this totem will usually replenish 20% of their Mana Pool. For a Support role Shaman this talent is very helpful overall.

7.4.1. Restoration Talent Tree Overview

The Restoration tree is a very handy tree to invest talent points into. It's effects help the staying power of the Shaman in PVP and PVE. It also allows the Shaman to better play a support role in a party. The talents that are most helpful are: Improved Healing Wave, Totemic Focus, Improved Lesser Healing Wave, Tidal Mastery, Nature's Swiftness and the Mana Tide Totem. Improving both the Healing Wave and Lesser Healing Wave is invaluable to keeping both yourself and your party mates fighting. Lesser Healing Wave especially so, since it grants 75% chance of being uninterruptible. Totemic Focus allows the Shaman to use more totems without worrying about the expenditure of too much mana which is ever beneficial to a party. Tidal Mastery is helpful but also necessary for the all important Nature's Swiftness. Nature's Swiftness is an excellent talent that allows the user to cast a big heal instantly or call forth a lightning bolt or chain lightning at no cast time. An invaluable skill that can save the Shaman and other party members alike.

The Mana Tide Totem requires points to be invested in Eventide and Improved Mana Spring Totem which isn't the best investment, but the Mana Tide Totem can make up for wasted points. Being able to grant the party Mana when everyone is running out at the end of a pitched battle can keep heals coming and damage going out. Casters in your party will love you for this totem as it can lengthen their capability to fill their role. True it does not grant enough Mana to be of too much significance to pure casters, it can save the party if people are low on health and mana.

7.5. Example Talent Builds

In the following section I will share a few Talent builds that are effective for certain purposes. I will show where the Talents are invested and why, and also give tips on how to operate with each build as you play.

7.5.1. Close Combat Healer (PVP/PVE)

Enhancement

Shield Specialization 5/5

Thundering Strikes 5/5

Anticipation 5/5

Flurry 5/5

Parry 1/1

Improved Windfury Weapon 2/2

Improved Frostbrand 2/2

Toughness 5/5

Restoration

Tidal Focus 5/5

Totemic Focus 5/5

Lesser Healing Wave 5/5

Tidal Mastery 5/5

Nature's Swiftiness 1/1

With this talent build, the Shaman will be spending as much time as possible in Close Combat, healing him/her-self when needed without being interrupted. When the situation calls for it, Nature's Swiftiness can be used to Heal party mates or the Shaman in an instant. This makes for a very hard to kill Shaman that has increased capability in Close Combat. This build is also best suited for Shamans who use a fast one handed weapon and a Shield. With Parry, Toughness and Anticipation the Shaman has better than average protection in close combat and can survive for extended periods of time.

For Solo-ing this build is excellent as it allows the Shaman to rely on his/her melee capabilities and heal him/her-self when fighting very difficult enemies. The support capabilities of this build also rank high as the Shaman can support heal while simultaneously acting as a secondary tank. Additionally summoning beneficial totems in the midst of battle to keep all the party mates fighting hard.

This build is also ideal for grinding, as it affords the Shaman less reliance on mana. The Shaman can still deal good damage in Close Combat and can keep him/her-self healed.

7.5.2. Ranged/Support Shaman (PVE)

Elemental

Improved Lightning Bolt 5/5

Concussion 5/5

Convection 5/5

Elemental Focus 1/1

Call of Thunder 5/5

Elemental Fury 1/1

Enhancement

Shield Specialization 5/5

Improved Ghost Wolf 2/2

Restoration

Improved Healing Wave 5/5

Totemic Focus 5/5

Combat Endurance 1/1

Lesser Healing Wave 5/5

Tidal Mastery 5/5

Nature's Swiftness 1/1

This build is very effective for fulfilling the role of support caster/healer in a group. When Soloing, the ideal for this type of Shaman is to keep the battle outside melee range. This build requires a large Mana Pool to maintain it's effectiveness over the course of a battle so a high intellect build is very important. Lightning Bolt will be your primary means of attack for moderate damage but high crit chance and good mana efficiency. Use Ghost Wolf to stay out of melee range to increase the effectiveness of your healing spells and to allow your Lightning spells to be uninterrupted.

Combat Endurance and Shield Specialization can help to keep you better than pure casters on the defense side of things, so be sure to wield one handed weapons and a shield with this build.

One of the bonuses of employing high Intellect equipment with this build is that the cost of party beneficial totems is measly compared to the cost of your spells so keep as many out as possible.

This build is ideal for Instances and grouping as it allows the Shaman to deal moderate damage and heal from afar while bestowing beneficial effects onto the party. This build is decent against melee opponents in PVP, however it will require a lot of use of Ghost Wolf to allow the Shaman time to deal damage from afar. Healing will play a big part to the Shaman's survival in PVP with this build as well.

7.5.3. Melee/Caster (PVP)

Elemental

Concussion 5/5

Convection 5/5

Reverberation 5/5

Elemental Focus 1/1

Call of Thunder 5/5

Improved Fire Nova Totem 2/2

Improved Magma Totem 1/2

Elemental Fury 1/1

Lightning Mastery 5/5

Elemental Mastery 1/1

Enhancement

Shield Specialization 5/5

Improved Ghost Wolf 2/2

Improved Lightning Shield 2/3

Thundering Strikes 5/5

Two Handed Axes and Maces 1/1

Flurry 5/5

The theory behind this build is that of maximizing damage output. Combining the effects of Windfury/Flurry with a Two Handed weapon in Close combat while maximizing the effect of the shocks to be used intermittently between attacks. Elemental Mastery used on a

Shock for great burst damage combined with one or two Windfury effects can reduce the enemy to rubble.

The problem with this build is that it does not offer any defense whatsoever. So the Shaman will have to be clever when deciding when and how to heal efficiently during battle. This build relies on equipment above all else. A rare or better quality 2 handed weapon is very beneficial as well as items that grant high Stamina/Agility/Intellect. Gear that also bestows +% chance to crit is also very important to allow Flurry to occur more often.

In group PVP with another healer this build can be exceptionally potent as the Shaman doesn't have to be mindful of his own health pool. The damage output granted by this build is higher than any other at the cost of a low defense rating.

As discussed earlier, Shield Specialization was selected for this build to offer the Shaman an alternative if a situation calls for a higher defense. Especially since Ancestral Knowledge is for the most part a waste of points.

7.5.4. Full Support (PVE)

Enhancement

Shield Specialization 5/5

Improved Ghost Wolf 2/2

Improved Lightning Shield 3/3

Improved Stoneskin Totem 3/3

Restoration

Tidal Focus 5/5

Totemic Focus 5/5

Improved Lesser Healing Wave 5/5

Tidal Mastery 5/5

Eventide 5/5

Nature's Swiftiness 1/1

Improved Mana Spring Totem 5/5

Mana Tide Totem 1/1

This build is ideal for playing a support role in a party. Being able to restore mana every 5 minutes can decrease down-time and also allow the casters to replenish faster during battle. Using Totems and Healing party members will be what takes up all of the Shaman's time with this build.

When solo-ing in this build the Mana Tide Totem can help decrease down time as well as allow the Shaman to heal themselves when out of mana.

Since for the most part this build doesn't add anything to the offense side of things this build can have a hard time standing up to other classes very well in PVP. However in group PVP this build can show the merit of having a support player to keep everyone in the party at full potential.

8. Leveling your Shaman

The next section will be concentrating on how to maximize your leveling time, through means of grinding, questing and instance grouping. I will give tips to save downtime, and provide items to look out for as you progress in levels. I will also give information for the Shaman specific quests for the Totems you will acquire at levels 4, 10, 20 and 30. As a final contribution I will give solo strategies specific to the Shaman.

8.1. Questing

Questing is an excellent way to level efficiently for earlier levels, to maximize efficiency try to get as many quests in the same area. Do one after another until they are all completed or your bags are full of looted items. Whenever your bags are full be sure to return to a town to unload and repair your equipment. The idea behind quests is to give a goal to remove the boring aspects of grinding. The incentive is to get a small reward either of money or items on top of a lump sum of experience for the completion. If you are in a hurry to get to 60 doing quests and instance runs are the easiest and is probably the quickest way to gain levels. This is all at the cost of not having a high income. This can be counter-balanced by having a lucrative profession to help support your costs. Below I will list the best areas to quest for the appropriate levels in order. I will also list specific areas that have a large number of quests that can be done simultaneously. Note: Questing above level 25 will almost certainly take you into Contested Zones. On a PvP server this may require you to group with a full party to all knock out the quest at the same time. This will make the quest quicker at the cost of less experience gain. However, solo-ing quests will make you a favorable target of higher players seeking an easy kill.

Camp Narache/Valley of Trials (1-5)

Bloodhoof Village/Razor Hill (6-10)

Sen'jin Village (11-12)

The Barrens/Silverpine Forest (12-20)

Stonetalon Mountains (15-25)

Southern Barrens (20-25) There are 3 easy quests that can be done at level 20 at Camp Taurahe for very quick experience gain.

Hillsbrad Foothills (20-30) There's a string of quests called Battle for Hillsbrad that all take place in the same area. With a group at level 25 you can take all these quests out very quickly.

Thousand Needles (25-30) → Shimmering Flats (30-35)

At level 30 Shimmering Flats has 6 quests that can be done in rapid succession while hunting in the same area near the border of Thousand Needles and The Shimmering Flats. This is especially helpful as at level 30 after gaining the Wind Totem a beneficial buff is provided that can make the Shaman very powerful in close-combat. Take advantage of this time since you're in the area anyways and pick up the quests at the Raceway in the center of the flats. Try to do as much of them as you can while the buff lasts (1 hour).

Desolace/Arathi Highlands (30-40)

Alternating between these two areas is a good idea. After the flats go to Desolace and gain at least another level before tackling the Arathi Highlands.

Dustwallow Marsh/The Badlands/Swamp of Sorrows (35-45)

Dustwallow Marsh has a few quests that can be done around level 35, after that it might be suggested to start grinding to save up money for a mount. I will go over this in a later section. After attaining level 40, The Badlands has a number of quests in Kargath that can be done by hunting in the same general area. Swamp of Sorrows has quite a few quests also, but being level 42 is better as you will have access to them all more easily.

Feralas/Tanaris/Searing Gorge (40-50)

Feralas has a lot more quests than the Searing Gorge, but Feralas shouldn't really be attempted till level 42 or 43 to get the most of your time there. Tanaris is a very good place to do questing. However, the town where you get the quests (Gadgetzan) is shared by both Alliance and Horde. So be mindful of players who stand on the rooftops (safe from the guards) and pick away at you and other players from above.

Azshara/Blasted Lands (45-55)

Un'Goro Crater/Felwood/Western Plaguelands (48-55)

Un'Goro Crater has a ridiculous number of quests (12-13) to be done in the early 50s. Once you get to level 50 or 51 gather a party and you will likely gain a level just by hunting animals and the numerous collection quests available. Felwood also has a number of fairly easy hunting quests that can be started at 48. Western Plaguelands shouldn't really start to be attempted until level 51 or 52.

Burning Steppes/Eastern Plaguelands (53-60)

Burning Steppes has very few quests to be done in the actual zone. Mostly all are geared towards Blackrock Depths and/or Blackrock Spire. Eastern Plaguelands has a number of quests that must be done in a party. These quests are generally very difficult.

Winterspring (55-60)]

Winterspring has quite a few quests that can be done fairly easily, and especially so with a partner. In order to do as many as you can at first, try to be level 56 before attempting. Also know that in order to get there at all you must go through a cave that is guarded by a lot of Furlbolgs that are level 53-54. In one particular area there are 4 that can attack you simultaneously if you are not careful.

Keep in mind that starting at level 15 or so, quests will be harder to complete on your own. From that point on it's an excellent choice for experience gain purposes to work with one other player. When working in pairs most quests can be completed with relative ease. There will also be quests where a full party may be required to deal with large numbers of enemies or higher level bosses.

If you play on a Normal Server, the following areas are also good for questing:

Ashenvale (18-30)

The quests available initially are very few but Zoram Strand on the far west side of Ashenvale is a good place to do 3 or 4 quests in the same area. Keep in mind it is best to do these at approximately level 20 or 21.

Stranglethorn Vale (30-45)

This area is loaded with quests. A number of quests from Desolace at Shadowprey Village direct the player here. Mid 30s is a good time to venture here as there are quite a few

quests that start in Grom'gol Base Camp. This place can be a good intermediary when trying to find quests between Dustwallow Marsh, Desolace, Arathi Highlands, and Feralas.

The only reason I didn't list these areas in the previous list is because on a PVP server these areas are usually PVP hotzones. Hillsbrad can also become a hotzone to a lesser extent. True, PVP is an excellent feature of World of Warcraft (and with the Honor System a very lucrative one), but the inevitable truth is that participating in PVP prior to 60th level is time spent not leveling which should take priority for gaining better equipment and more powerful skills. For the purpose of this section in order to quest efficiently you need to be in areas that are less densely populated.

Another note for questing is that it is best to attempt quests that are within your level requirement. As a rule, you should be fighting enemies that are between 2 levels above you and 2 levels beneath you. At low levels it is best to fight enemies that are higher than you for better experience gain. At high levels a Shaman can usually combat a monster that is 3 levels higher but it will usually require a lot of effort and preparation. To fight multiple enemies that are 3 levels higher will usually result in death for the Shaman, unless in a group with a very capable healer this is usually a waste of time and effort for the Shaman.

8.2. Instance Grouping

Instances are easily the best means of getting good equipment and experience reliably. You will be fighting monsters that are very difficult to combat on your own. Ideally your party will be able to take 2-3 of these monsters at a time. Any more will require a lot of effort and may result in a death or more in the party. In this section I will list Instances that are beneficial for certain level brackets and I will also go over the usual roles that a Shaman will play and how to manage Instances as a Shaman. Note: on a PvP server, running instances is the safest way to gain experience efficiently.

8.2.1. List of Instances

Rage Fire Chasm (14-16) Ogrimmar-Cleft of Shadow

Wailing Caverns (20-24) The Barrens

Shadowfang Keep (24-26) Silverpine Forest

Black Fathom Depths (20-27) Ashenvale

Razorfen Kraul (30-34) The Southern Barrens
Razorfen Depths (38-42) The Southern Barrens
Scarlet Monestary (38-42) Tirisfal Glades
Uldamaan (40-45) The Badlands
Zul'Farrak (44-46) Tanaris
Mauradon (50-52) Desolace
Temple of Atal'Hakkar (50-55) Swamp of Sorrows
Blackrock Depths (52-58) Burning Steppes
Dire Maul (56-60) Feralas
Blackrock Spire (58-60) Burning Steppes
Strathholme (60) Western Plaguelands
Scholomance (60) South of Plaguelands

Note that certain portions of Blackrock Spire, Strathholme, and Scholomance may require a raid group to complete efficiently. These are very difficult instances that require a lot of skill and team-work to complete correctly.

Even after attaining level 60 to acquire the best equipment these instances will be the best reliable source to get rare or epic quality equipment. For end-game purposes for raid encounters such as Molten Core, Azuregos, Lord Kazzak, or Onyxia's Lair having epic and rare quality equipment is essential and is a gateway to getting even more epic quality equipment from these raid-encounters.

8.2.2. The Shaman's Role in an Instance

General Strategy

The ideal party will contain a Main Healer such as a Priest or Druid, a Tank a.k.a. Warrior, a damage dealer such as a Rogue or Mage and two other party members. A Shaman is an ideal class to fill one of those extra slots. A fight will ideally go down like this:

The Warrior or puller (Rogue/Hunter/Mage) will attack a pair of enemies with a weak attack and pull them towards the Warrior. For a Rogue, to reduce the number of attackers the party has to fight at one time, they will Sap if it's humanoid. A Hunter will usually drop a frost trap and shoot one of the enemies so they charge into the trap. A mage will

polymorph one of the monsters into a harmless sheep, effectively taking it out of the fight for approximately 45 seconds.

At this point select your totems for this encounter and summon them before the monsters enter the effective range of the Warrior. From here the Warrior will attract the attention of the two enemies and concentrate his/her damage onto the main monster. The damage dealer will do the same. Concentrating damage on the main enemy until too much threat is generated. If the Warrior knows his role well, he/she will taunt to maintain aggro. Most damage-dealers will opt for DoT attacks or attacks that don't deal great burst damage but instead steady moderate damage to keep their threat-generation low.

The Shaman's job is to concentrate on the main enemy with melee and flame-shock until the monster starts to attack the damage dealer or any party member aside from the tank. At this point the Shaman must up the damage output onto that target and increase threat generation by using Earth Shock. This way the attention will be brought around to the Shaman. The Shaman must continue to attack in melee but stop using shocks to allow the Warrior to regain the attention of the enemy. The Main Healer will also be generating threat should the Tank be healed significantly. Treat this in the same manner as you would for getting the monster off the damage dealer. Alternately to generate threat the Shaman can help heal party mates to get the attention of the enemy for short periods of time. After the first monster is killed start work on the next. Repeat the above process to finish off the enemy.

Alternatively at mid battle the Shaman may have to act as a secondary tank. The second monster will likely attack the Main Healer or Damage Dealer. Use a 1 handed weapon, Shield and Rockbiter Weapon to maintain control on this second monster until the first is killed.

In a situation where the party must face 3 or more enemies simultaneously prepare for the worst and don't hold back. Ideally the party will have some form of Crowd Control (CC), that is—a way to make one of the enemies out of the fight for a certain duration. Rogues can Sap, Mages can Polymorph, and Warlocks above 26th level can have their pet Seduce humanoids or against demons or elementals they can Banish at 28th level. These can allow the party to operate in the above described manner. Without a CC element in the party, things can get a bit messy. This can be countered with increased damage output and an increase of supportive heals on the part of the Shaman. Area of Effect skills should be used sparingly but may be essential to victory when nearing the end of the conflict.

Another thing a Shaman can assist with in an instance situation against Humanoids is to control *runners*. Humanoid targets in Instances will usually run after their health is depleted to 10%. At this point it is best for the Shaman to Frost Shock the target or to summon an Earth Bind Totem to slow their escape. The reason you want to do this is to keep each fight separate. *Runners* can reach other groups of monsters and bring them to the first fight, making for a 5 versus 5 conflict which can be exceptionally difficult to survive.

If other party members are not being mindful of stopping runners with their own abilities, pick up the slack for them.

Different Roles for Different Builds

Melee/Healer

You may opt to be a secondary tank full time. With the proper talents you can hold the attention of one of the monsters to take the heat off the Tank. Lesser Healing Wave will save you in this particular setup. Healing yourself when necessary can help you survive while the rest of the party is taking care of the first monster. This should only be attempted with a shield. This method will be useful for most of the instances earlier on. Starting at around 50+ instances, this method will have decreasing effectiveness. At 60th level the next method should be applied instead.

As a melee/healer you can stand right next to the warrior and deal regular damage while the warrior takes the hits. In relative safety you can heal party mates as needed. As you will be right next to the Warrior, should you attract too much attention, the warrior won't have to run after the enemies it has been trying to maintain. This works very well with a dedicated healer to help keep the Warrior going.

Caster/Healer

You will need a large mana pool to make this effective over a long period of time. With this method you can keep tabs on the Main Healer while you cast Lightning Bolt at range. Whenever the main healer has attracted too much attention, you will have to Earth Shock the oncoming monster so you can switch to secondary tank temporarily until the warrior regains control. At the same time you can heal the healer so he/she can concentrate on healing the rest of the party instead of saving his/her own skin.

Melee/Caster

If you have more than one healer aside from yourself then you may have to make up for lost ground by becoming a back-up damage dealer. This means, using Frost Shock and Flame Shock to deal damage and keep them from running, while attacking in melee. At higher levels this works better as you will gain access to better armor (mail) and superior shields or weapons. Don't use Rockbiter or Earth Shock as they add more threat generation. You will be doing enough damage if you are using Flame Shock and Frost Shock at alternating intervals after every cooldown. The Frost Shock will also allow the Warrior to keep the monster reigned in and away from other more fragile members of the party.

8.3. Molten Core/Onyxia

These instances are for one difficult to get to. For Onyxia you must complete a quest in Upper Black Rock Spire to get your key. For Molten Core you must complete a quest in Blackrock Mountain near the Blackrock Depths entrance.

After gaining access to these instances you will need to find a full raid group to accomplish anything. This means getting a rounded group of warriors, healers, damage-dealers and support classes. This group must reach the maximum cap of 40 players.

While inside it would be best to recognize that you will be primarily keeping tabs on all the other players' health and support healing for most of the duration of the fight. Supplying beneficial totems is also important. The Fire Resistance Totem and Grounding Totem are necessary to lessen the overall damage taken.

If the tanks are properly directing the Area of Effect spells that the monsters are using away from the rest of the raid most of the damage will be concentrated on the Warriors allowing the main healers to concentrate on healing the tanks and the Shaman(s) to concentrate on healing the other members of the raid. This includes healing the Main Healer(s). Without them the tanks may die, and any time the Main Healer is using to heal him/herself is time not spent on healing others.

- These instances are very difficult if not approached properly, and deaths will inevitably occur.
- Be prepared to set aside a large amount of time for Molten Core in particular. This instance is very large and each fight is very difficult.
- Remember to be flexible as things can change very rapidly. You may be called on to heal the Tank at times.

8.4. A Quick Note on Instance Loot Etiquette

Instances can be an excellent way to find exceptional equipment for your level. Be mindful of other players needs as well. A new feature in World of Warcraft allows all the players to roll on loot above a certain quality threshold. This is the desired method of distributing loot fairly. Never roll on something that you can't use. This may seem logical but there are players out there where greed controls everything. If more than one player can use the item in question, discuss who will roll for the item before anyone rolls at all. Also, do not loot during battle. Keep your mind at the task at hand, instead of what new equipment you may find.

In High Level instances certain weapons or equipment will be more important to other classes than the Shaman. Weapons in particular are very important to Rogues and Warriors as it is their means of dealing damage. Weapons are also important for Melee Shamans and be sure to let everyone know if you are going to be rolling on Weapons. Daggers can be good for a Shaman but Rogues favor their use by far. Staves may also be suited best for pure casters, so if you are using a Staff purely for it's melee damage output, but mindful that Intellect or Stamina buffs on a looted staff may be very beneficial for a pure caster class.

Mail armor at high levels will be something a Hunter and a Shaman will fight over, in a party with both: be mindful that Agility buffs are more beneficial to a Hunter than they are to a Shaman. Whereas Intellect buffs are far more helpful to a Shaman.

Selecting the Two Handed Axes and Maces talent, means that your Shaman will be competing with Warriors for exceptional quality 2 Handed weapons with exception to swords. Be mindful that in a large group with multiple warriors it is probably more polite to

not roll on a 2 Handed weapon of Epic quality. Warriors that use 2 handed weapons rely on the best equipment they can find.

8.5. Grinding

Grinding can be something of a necessary evil. Grinding is exactly as it sounds, there is no guaranteed reward except that over time your monetary gain is higher than simply questing. Grinding can be a means of gaining experience in a steady manner and can lead to the collection of a large number of sellable items. Be sure your bags are entirely empty of unneeded items before starting a grinding session. Store all your quest items and excess equipment in the bank. To grind, find an area that you can kill monsters your level or below easily and so that you never run out of enemies to fight. Humanoids can be especially lucrative for this purpose as they usually drop both money and items to sell. If you stay in one area, you will quickly get used to patrol patterns and strategies to fight a set of monsters. If you can find an area to grind that has a treasure chest, then opt for that. Treasure chests usually are worth the loot of 5-10 monsters and generally at least have 1 uncommon quality weapon or piece of equipment each time they are opened.

Another good thing about grinding humanoids is that they drop cloth. For First Aid using Shamans this can help decrease downtime by using First Aid to heal versus mana-expenditure. Although this comes at a price since cloth can usually sell for more on Auction Houses than the vendor buying price.

Grinding is meant to be done as a solo experience, it both helps experience gain and monetary gain for lower levels and at 60 it is the primary means of acquiring money aside from Instances. Doing this with a partner in a high level area is not as beneficial if you are in the same party. Having someone in the same area that can help you should you end up in a fight you can't win can save a significant amount of down time. This also extends the same benefit to them as well. However this may mean that you will run out of monsters faster than you would if you were grinding alone. If you trust a partner to join you in grinding then you can tear through enemies faster and will lead to less downtime, however your monetary gain will be somewhat lower.

8.5.1. Specific Areas to Grind

Mid-Teens

The Kolkar Centaurs in the Barrens are a good choice, if pulled carefully you can pull the melee monsters away from the casters. The Stormers cast a Lightning Storm effect that is very damaging, but all you have to do is leave the effective area to be unharmed. That or counter every spell they attempt to cast with Earth Shock. Hold onto any Kolkar Booty Keys you may find so that you can unlock their chests found in their larger tent complexes.

Mid-20s

The Farms in Hillsbrad Foothills are a great choice for grinding. Stay to the northern side at first because of easier mobs and venture south as you rise in level. There are a lot of them so clear out the perimeter so that you can pull single ones away from the rest and away from patrols. As mentioned earlier there are quite a few quests that can be done while in this area.

Upper-20s

The Galak Centaurs are a fine choice; they have a large camp that has more than one chest usually. And they can be pulled one by one with relative ease. Try to stay near the cliff walls so you can always see when patrols are coming. Pull them out of the range of detection by just walking backwards.

The Harpies in the Charred Vale near Sun Rock Retreat in the Stonetalon Mountains can be good because there is a constant supply. Pull carefully so you only get one at a time, but they reliably drop stackable feathers and money. There is a single quest that can be collected in Sun Rock Retreat for the extermination of these harpies. The next quest will require a group to finish as it requires the extermination of an elite monster.

Low-30s

In the Arathi Highlands there is a quest received at Hammerfall that leads you to Northfold Manor which is a farmstead for syndicate humanoids. This area is just east of the entrance to Hillsbrad Foothills and the monsters range from 31-33. They are for the most part exceptionally easy to defeat and pull. All the monsters here are easy to pull and they reliably drop money and cloth. You can also pick up your quest items the easiest by

hunting the Syndicate Rogues that patrol the edge of the farm in stealth. It's a good place to hunt as everything can be pulled without attracting others nearby,

The Lordamere Internment camp on the west side of the Alterac Mountains near Dalaran is also a decent place to hunt humanoids. For the most part the Dalarans near the ruins are an easier target as they are spaced far apart. However be mindful of the Earth Elementals as they are immune to Nature damage and take a long time to destroy. There are also a couple quests that can be picked up in Tarren Mill that require you to hunt these monsters as well.

Mid-30s

The Magram Village in Desolace has a number of easy to defeat centaurs that walk in paths not very close to one another. They drop both silk and money primarily as well as a number of sellable items. There is also a Gelkis Quest found in Ghost Walker Post in the center of Desolace that requires you to slay Magrams in order to raise your faction with the Gelkis. This is especially nice as when you are done grinding Magrams you can go collect a lump sum of experience and a few more quests at the Gelkis leader just northwest of Shadowprey Village.

There are also Ogres in Alterac Mountains (just north of Hillsbrad Foothills) that have very few hit points and can be killed in quick succession. This can make for some quick experience gain and decent humanoid loot.

Upper-30s

In Stranglethorn Vale, there are a ton of humanoids, to the north west of the top of the zone, there are ruins that contain quite a few well spaced Bloodscalp Trolls. These trolls are fairly easy to combat and there is a nearly endless supply of them in this corner of Stranglethorn Vale.

The Witherbark Village just south of Hammerfall in the Arathi Highlands is also a good place to hunt humanoids. They do cast curses, but for the most part they are fairly easy to defeat. Their tents nested in the mountains usually have a few chests that can be looted as well. A quest for these Trolls can be picked up in Hammerfall as well.

Low-40s

The Badlands is a great place to hunt. There are quite a few collection quests that can be picked up in Kargath that lead you to hunt basically all the wildlife in the Badlands. There

are also a couple to be picked up in the Valley of Fangs near the center of the zone. Coyotes don't have any special abilities whatsoever so they can be easy to defeat repeatedly since there are fields of at least 40 at a time that walk in paths that don't intermingle too much. The Ridge Stalker Patriarchs are exceptionally easy to defeat as a Shaman. Their attacks can be reduced to almost nothing with the help of Stoneskin Totem. The only bad part is that there is moderate Alliance presence, and there is a 55 elite giant buzzard that wanders the middle section of the Badlands.

Also in the Badlands are the Ogres which are like every other ogre everywhere. The only easy humanoids to grind in the Badlands however and they aren't a terrible choice for their humanoid drops. They also don't flee when they near low health which is a plus. There is also a wandering pack of ogres led by Boss Thog'run. Just move out of the way if you happen to run into them.

In Feralas not far from Camp Mojache there is a Woodpaw Gnoll camp. This area is very spread out and you will never run out of monsters to fight. One thing of note is that you should probably not venture too close to the tents or camp-fires as there are usually 3-4 mobs around them that will aggro at the same time. For the most part, the gnolls are easy to defeat, but they run. Be mindful and drop an Earthbind near 30% of their health. They also have a high nature resistance so don't rely on Earth Shock as a damage source versus spell interruption. There is a quest string that requires you to hunt these gnolls but after the first quest you will likely need a party to get any farther. You can get these quests at Camp Mojache.

Mid-40s

In Tanaris there is a large section devoted to the Wastewander Bandits. They are for the most part very low armor and easy to defeat. Their camp is rather sprawling and you can hunt each monster without having too much trouble with others interfering. There are stealthed patrollers that should be swept out first before moving onto the others. There is also a quest to slay different types of Wastewanders as well as collect their waterskins. These waterskins are stackable and can be turned in repeatedly for "care-packages" and a small increment of experience.

Upper-40s

In Tanaris there is an Ogre infested area called Dunemaul Compound that has perfectly spaced Ogres that can be pulled without alerting any others nearby. This area also has 1-2 chests that can yield great loot. They hit harder than most monsters so they might be

tricky to take down in succession. They drop Mageweave regularly however, so you can cut back on downtime by using First Aid. In Gadgetzan you can collect a single quest to complete while you are slaying the Ogres.

On a Normal Server, then Hinterlands can be a good place to grind as well. There are a ton of trolls here that reliably drop a number of stackable items. The spell-casters are the easiest for the Shaman to take down due to Earth Shock and our melee ability. If you are trying to find a place to mine or gather herbs then the Hinterlands is also a good place to gather while grinding.

Low-50s

In Western Plaguelands, the first farm known as Felstone Field has very reliable monsters that always spawn in the same areas. In time, this area can be an excellent place to farm experience and money. If you are working on raising your Reputation with the Argent Dawn: you can farm Minion's Scourgestones very quickly by defeating the monsters here. Be mindful that you must always pull the melee-oriented mobs first before the caster-oriented ones. The caster ones will reliably stay in one place until they are out of mana. As you gain in level you can also move on to Dalson's Tears and Writhing Haunt which are very similar but contain higher level monsters. There is a chain of quests that can be accomplished while you hunt that start at the Bulwark at the border of Tirisfal Glades and the Eastern Plaguelands.

In Felwood, the Jaedenar complex is ideal. There are a lot of humanoid targets that can be pulled singularly, and they are primarily casters which Shamans have an easier time dealing with than some classes. The underground areas are mostly double aggro, so these should not be attempted solo for maximum efficiency. This area is on the west central portion of Felwood, and you can pick up a number of quests here from the Emerald Sanctuary to the south near Ashenvale.

Alternately there are also the Jadedfire Satyrs. Be careful however, there are stealthed units that patrol regularly. Try to pull all the non-stealthed ones separately, then meander in slowly until one of the sneaking ones jumps you. Keep your Poison cleansing totem handy, these mobs use a slowing poison very often. If you happen to have a Demonslaying enchant on your weapon these mobs may be a better target as you would make short work of them. There are also 2 quests to be done here from Bloodvenom Post, on the far west side at the end of the river running through the middle of Felwood.

Upper-50s

In Winterspring there is a frozen lake where there are a number of monsters that are spaced far apart that can be defeated while going in a circle around the lake. At an even pace you will never run out of monsters to fight in this way.

8.6. Equipment to Watch Out For

This section is dedicated to the equipment that can be acquired that is beneficial to the Shaman. Below level 20 for the most part whatever equipment you can find will do. Equipment is important but it scales up in effectiveness later on in the progression. Especially since the first 20 levels are very easy to attain compared to the final 20. I will mostly be listing items of Rare and Epic quality as those items will generally last you longer than most. Additionally I will list the rewards available to those who rank higher in the PvP-oriented Honor System.

8.6.1. Level 20+

Stinging Viper – 1H mace (15.5 dps + chance to poison on hit) Lord Pythas in Wailing Caverns

Odo's Ley Staff – Staff (21.7 dps + 5 stamina, 12 spirit) Odo the Blindwatcher in Blackfathom Depths

Embrace of the Viper (Leather Set from Wailing Caverns)

Kresh's Back – Shield (441 armor +9 defense) Kresh in Wailing Caverns

Commander's Crest – Shield (623 Armor + 3 spirit, 3 stamina, 6 strength) Commander Springvale in Shadowfang Keep

8.6.2. Level 30+

Heart of Agameggon – Shield (776 Armor + 8 spirit, 7 stamina) Charlga Razorflank in Razorfen Kraul

Illusionary Rod – Staff (34.7 dps + 15 intellect, 10 spirit, 7 stamina) Arcanist Doan in Scarlet Monestary

8.6.3. Level 40+

Aegis of the Scarlet Commander – Shield (1548 armor + 7 spirit, 8 stamina, 7 strength) Scarlet Commander Mograine in Scarlet Monestary

Herod's Shoulder – Shoulders (196 Armor + 15 stamina, 6 strength) Herod in the Scarlet Monestary

Chain of the Scarlet Crusade – Mail Armor Set found in Scarlet Monestary. Mostly geared towards Melee oriented stat adjustments.

Dragonscale Gauntlets – Gloves (171 Armor + 7 stamina, 6 spirit + 1% crit chance in melee) Craftable by Dragonscale Leatherworkers

Dragonscale Breastplate – Chest (306 Armor + 10 stamina, 13 Fire Resist, 13 Frost Resist, 12 Shadow Resist, Use: absorb 600 magical damage) Craftable by Dragonscale Leatherworkers

Ghaz'rilla Scale Armor – Chest (290 Armor + 10 stamina, 23 spirit) Ghaz'rilla in Zul'Farrak

The Shatterer – 1H Mace (31.7 dps + Chance to Disarm target for 10 sec) Craftable by Blacksmiths

Hand of Righteousness – 1H Mace (29.8 dps + 8 spirit, + 14 to healing spells and effects)

Zum'rah's Vexing Cane – Staff (40.9 dps + 10 stamina, 10 intellect, +12 to healing spells and effects) Witch Doctor Zum'rah in Zul'Farrak

Chief's Enforcer – Staff (43.5 dps + chance to stun for 3 seconds) Chief Ukorz Sandscalp in Zul'Farrak

8.6.4. Level 50-60

Might of Hakkar – 1H Mace (35.8 dps + 11 stamina, 5 strength) Avatar of Hakkar in Temple of Atal'Hakkar

Masterwork Stormhammer – 1H Mace (41.5 dps + chance to deal 105-145 Nature damage to 3 targets) Craftable by Master Hammersmith Blacksmiths

Rockgrip Gauntlets – Gloves (198 Armor +10 stamina, 10 intellect, +28 attack power) Landslide in Mauradon

Deathdealer Breastplate – Chest (338 Armor +8 strength, 8 stamina, +2% crit chance) Treasure Chest of the Seven in Blackrock Depths

The Elements – Mail Armor Set (Dropped off bosses in Blackrock Depths, Blackrock Spire, Strathholme and Scholomance) This set is the easiest set to acquire for the Shaman class. It is also easily identified as a Shaman set. (Full set details listed below.)

The Elements

2097 Armor, +43 Strength, +15 Agility, +79 Stamina, +110 Intellect, +108 Spirit

+5 Fire Resist, +5 Frost Resist, +5 Nature Resist

+44 to Healing spells

+2% chance to score a critical hit with Nature damage spells

Denwatcher's Shoulders – Shoulders (266 armor +10 stamina, 10 intellect, 10 spirit, +10 to healing spells and effects) Gaurd Mol'dar or Slip'kik in Dire Maul

Ogre Forged Hauberk – Chest (365 Armor +8 strength, 20 agility, 13 stamina, 8 intellect, +1% crit chance) Gordok Tribute Chest – Dire Maul

Leggings of Destruction – Legs (324 Armor +14 agility, 20 stamina, 13 intellect, +1% crit chance) King Gordok in Dire Maul

8.6.5. The Earthfury

Mail Armor Shaman Set (Found off monsters and bosses in MC) This set is very hard to get in full. Most Shaman will be lucky to get 1 piece for each Molten Core run. One plus is that only Shaman will roll on this item as it is Shaman specific. (See full set details below.)

The Earthfury

2427 Armor, +38 Strength, +25 Agility, +96 Stamina, +114 Intellect, +124 Spirit

+32 Fire Resist, +15 Frost Resist, +17 Nature Resist, +15 Shadow Resist, +15 Arcane Resist

+133 to Healing Spells and Effects

+56 damage to Nature spells

+35 damage to Frost spells

+35 damage to Fire spells

+5 yards to the radius of your totems that affect friendly targets

+5 to Strength of Earth and Grace of Air totem effects.

8.6.6. The Ten Storms

Mail Armor Shaman Set (Found off monsters and bosses in MC) This set is very hard to get in full. Like the Earthfury set in difficulty to collect, however if you find a piece of one set you should concentrate on that set and ignore the other to help the chances of another Shaman from getting a full set of one or the other first.) (See full set details below.)

The Ten Storms

2773 armor, +69 Strength, +25 Agility, +102 Stamina, +114 Intellect, +148 Spirit
+21 Fire Resist, +14 Nature Resist, +15 Frost Resist, +12 Shadow Resist, +6 Arcane Resist
+121 to healing spells and effects
+62 damage to Nature spells
+41 damage to Frost spells
+41 damage to Fire spells

All targets of Chain Heal beyond the first are healed an additional 10%.
2% improved chance to score a critical hit with Nature damage spells.

8.6.7. Honor System Rewards

For clarity I will list the available rewards for each ranking level in ascending order.

Rank 1: Scout

Scout Tabard

Rank 2: Grunt

Trinket to remove Stun/Immobilizing effects.

Rank 3: Sergeant

Rare-quality Cloak purchasable from a vendor outside the Officer's Barracks in Orgrimmar. As well as a 10% discount off all vendor-bought items or repairs from your faction NPCs.

Rank 4: Senior Sergeant

Rare-quality necklace purchasable from same vendor above.

Rank 5: First Sergeant

Rare-quality bracers purchasable from vendor.

Rank 6: Stone Guard

Access to Officer's Barracks in Orgrimmar. Purchasable Officer's Tabard and access to potion vendor.

Rank 7: Blood Guard

Purchasable Shaman specific rare-quality Boots and Gloves of the Champion's Earthshaker armor set (listed below).

Rank 8: Legionnaire

Purchasable Shaman specific rare-quality Chest Armor and Leggings of the Champion's Earthshaker armor set (listed below).

Rank 9: Centurion

Purchasable Battle-Standard. Battle-Standard Effect: Summons a Battle-Standard with 1500 health for 2 minutes. Raises all same faction players health by 15% for all those who stay within 45 yards.

Rank 10: Champion

Purchasable Shaman specific rare-quality Helm and Shoulders of the Champion's Earthshaker armor set (listed below).

Rank 11: Lieutenant General

Purchasable Epic Commander's Mount. (90% cheaper than normal Epic Mount).

Rank 12: General

Purchasable Shaman specific epic-quality Boots, Leggings, and Chest Armor of the Warlord's Earthshaker armor set (listed below).

Rank 13: Warlord

Purchasable Shaman specific epic-quality Shoulders, Helm, and Gloves of the Warlord's Earthshaker armor set (listed below).

Rank 14: High Warlord

Purchasable Epic-quality weapon and/or shield (basic stats of useable weapons and shield listed below)

Champion's Earthshaker Set

1759 Armor

+19 Strength

+10 Agility

+130 Stamina

+80 Intellect

Equip Bonuses:

- +2% Melee Critical Hit Chance
- +2% Shock Spell Critical Chance
- +38 to healing or damage spell effects
- +15% to speed in Ghost Wolf form.
- +40 Attack Power

Warlord's Earthshaker Set

1976 Armor

+32 Strength

+23 Agility

+161 Stamina

+99 Intellect

Equip Bonuses:

- +2% Melee Critical Hit Chance
- +2% Shock Spell Critical Chance
- +76 to healing or damage spell effects
- +15% to speed in Ghost Wolf form.
- +40 Attack Power

High Warlord's Weapons/Shield

1-handed Weapons:

49.7 DPS - +6 Stamina, +1% Critical Hit Chance, +12 Attack Power

2-handed Axe/Mace

64.6 DPS - +36 Stamina, +20 Strength, +1% Critical Hit Chance

Staff

54.7 DPS - +36 Stamina, +20 Intellect, +15 Spirit, +44 to healing and damage spell effects

Shield

2468 Armor - +7 Strength, +18 Stamina, 5% chance when struck to deal 35-65 Nature damage to the attacker.

8.7. Shaman Specific Quests

The Shaman doesn't always have access to all the Totems, in fact they must be quested for. These Quests are essential and can't be skipped, unless you simply want your Shaman to be terrible. In the following section I will describe the 4 totem quests and give tips on how to finish them without much effort.

8.7.1. Earth Totem Quest

For Tauren this quest is attained at level 4 and requires the Tauren to kill Bristleback Shaman to acquire 2 Ritual Salve for an Earth Sapta. Find Kodo Rock just Northwest of Bramblescar Ravine, and drink the Sapta. Talk to the Minor Manifestation of Rock with the yellow question mark over it's head. After that return to Seer Ravenfeather to receive your Totem.

For Trolls and Orcs the quest is very similar in it's ease. Travel to the north into the cave and seek out Felstalkers for 2 hooves to return to Canaga Earthcaller. Then after receiving the Earth Sapta find the Hidden Path to the southwest of the den. In your map mode go to coordinates 44,76 to find the entrance. Follow the path to find the Spirit Rock and drink the Sapta. After that it is pretty much the same. Speak to the minor manifestation of earth and then return to Canaga Earthcaller. Then the totem is yours!

8.7.2. Fire Totem Quest

This quest you will receive from your Shaman trainer at level 10. This quest requires a little bit of legwork. You will have to find Kranal Fiss in the Barrens, he is just north east of the Crossroads in the Barrens near mountains. He will be standing in front of his house. He will then direct you to find Telf Joolam in Durotar. To find him just cross the bridge from the Barrens and then head directly south along the river. At the base of the mountains you will see a path marked by a stone with runes on it. Take this path until it leads you to the top. He will instruct you to bring him ingredients to make the Fire Sapta. While you are in Durotar go to Razor Hill. From there head due east out of the town and then immediately due north. Head north until you see a cave guarded by Burning Blade Cultists. Acquire the Reagent Pouch after a few Cultist kills. From there head back to the Barrens. As soon as you reach the top of the hill after crossing the river head south and seek out the Razormane Geomancers for Fire Tar. Once you have both these items return to Telf Joolam. From here it's relatively easy. Drink the sapta at the runed stone near Telf and then head up the small trail to the peak of the mountain. Slay the Fire Elemental and take

the Glowing Ember from it's remains. Go to the brazier nearby to finish this part of the quest. Then return to Kranal Fiss for your Fire Totem.

8.7.3. Water Totem Quest

This quest requires a significant amount of running. Once again this quest will be attained by your Shaman Trainer at level 20. Thankfully you will have Spirit Wolf to help cut down on the time it takes to go from place to place. It will tell you to seek out Brine in the Southern Barrens. In the Field of Giants near a pool of water on the western side. You will see a hill with a hut at the top. That is her hill. Her exact coordinates are 43,77 on your map. She will first tell you to fill a pouch at the pool of water at the foot of the hill. Easy. The next part is a little trickier. Hearthstone back to your home location. To save time think ahead and bind to Ogrimmar. From there take the Zeppelin to Undercity on the Eastern Kingdoms continent. As soon as you exit the tower head to Undercity and fly to Sepulcher to save time. If you haven't been to Sepulcher yet, then start running from Tirisfall all the way to Tarren Mill. The path headed west will eventually turn south. When you near Sepulcher go get the flight path from undercity to save time later. The path then leads east towards Hillsbrad Foothills. If you are level 20 you will have to run past enemies you will not easily be able to defeat. In Ghost Wolf form you should be able to out run them with relative ease however. Upon reaching Tarren Mill, find the well in the center of town and fill the waterskin. You can either hearthstone back to Ogrimmar or you can take the Giant Bat back to Undercity and take the Zeppelin back. From there make your way back to Brine in the Southern Barrens. Sadly this isn't the last part. Brine will ask you to head to Ashenvale to get your next waterskin filled. To save time and threat of being killed (by monsters in the area surrounding it or by other players) do not take the path suggested by the quest. Go to Stonetalon Mountains and take the path from Windshear Crag into Ashenvale. This is a lot easier to navigate and you end up right next to the Ruins of Stardust. You may need help with this quest as there are a lot of elementals guarding the small island. The fountain is in the epicenter of 4 columns and is faintly glowing green. Fill the Waterskin there and then return to Brine once more. Head north and then east towards Ratchet for the next objective. Islan Waterseer is south of Ratchet on small cleft just behind the first freebooter tents. Swim around to reach her. She will ask you to head to Silverpine forest and seek out the Water Shrine on the coast. After doing this, Hearthstone back to Ogrimmar and make your way back to the Eastern Kingdoms. Head into UC and take the flightpath to the Sepulcher. There is actually an easy path from Sepulcher to the shrine. Head directly west and you will see an opening. Take the path down the hill to the beach and head just a little bit to the south. Once at the shrine drink

the sapta and kill the Corrupt Manifestation of Water. Do not lose this fight. Bring a friend to heal you or a potion to restore your health if necessary. Once defeated bring the bracers it drops back to Islen Waterseer south of Ratchet to receive your totem.

8.7.4. Air Totem Quest

This is by far the easiest and effortless totem quest of them all. All you have to do is find one NPC to turn in the quest. You receive the quest near or at your Shaman Trainers, from there travel to Thousand Needles. Once there go to the coordinates: 53,43. She is at the top of a hill marked with torches. The hill is marked by a cave on the map, and is on the northeastern face of this valley. Once finding Prate Cloudseer, you receive your totem and a very beneficial buff that lasts for 1 hour. The buff will increase your attack speed and movement speed by 30%. You can use this time to go to Shimmering Flats just east of where you turned in the quest to grind or do the numerous Shimmering Flats quests available at level 30.

8.8. Solo-ing Strategies

In this section I will outline some basic principles of solo strategy for Shamans. This includes fighting melee monsters, fighting casting monsters, and fighting multiple monsters.

8.8.1. Combating the Melee Monster

Fighting these monsters isn't generally hard as they don't have many surprises. But they can withstand more damage than casters so be prepared for a longer fight. Start off the fight with a Lightning Bolt from maximum range to pull them to you. Shock them once they reach 20 yards and then put down any totems you wish to use. Having Lightning Shield cast prior to the battle even starting is preferable and will quicken the process. On Totems, if the mob wields 2 weapons that means they attack fast, so summon a Stoneskin Totem. If they are armed with a weapon and a shield then drop a Searing Totem and/or Strength of the Earth Totem. Then start hacking away. Keep their total hitpoint percentage below yours at all times. With Earth Shock or Frost Shock you can burst damage them to maintain the upper hand. If fighting a humanoid, then make sure they don't run by either Frost Shocking them when they are near death or summoning an Earth Bind Totem near the end of the battle. Heal up at the end of the fight and you're ready to go at it again. Using First Aid can keep battles like this going on continually. Try to keep down on your

mana-usage unless totally necessary. If you have a high spirit and intellect then you may opt to use more spell-casting throughout the battle. Just remember that at some point you will likely have to sit down to drink. If you find that this particular monster likes to call for help when near death, then save yourself the trouble and Ghost Wolf out of there. That doesn't mean giving up; it just means that you will have to pull them outside the *hearing distance* of his allies. Once you've cast Lightning Bolt for the first time use Frost Shock and back up as far as you can with the monster still following. Once you are 50 yards away from his companions they will not come to his rescue. If you had not done this you would be fighting an endless chain of enemies if you tried to fight them in close proximity. Generally speaking most beasts will fall into this category except for those that have the uncanny ability to spit lightning.

8.8.2. Combating the Caster Monster

In most cases casting monsters only have one *school* of magic so pulling them to you can be accomplished fairly easily. Move into range of your Earth Shock to begin with (20 yards). Cast Lightning Bolt and as soon as they turn to you and start casting their spell Earth Shock them to interrupt. They will then come running to you. Drop a Grounding Totem while they cover the distance and move in a couple yards to make sure they initiate melee. Usually casters won't cast for 5 seconds at least since the last interruption, so you have time to let your cooldown on Earth Shock run out. In melee these monsters generally are terrible, so you can make quick work of them. As soon as they attempt to cast in close-combat then reward them with yet another Earth Shock. This way they will never really use their full damage potential and you will have a very one-sided fight on your hands. As they tend to run when nearly dead, you should summon an Earth Bind just to make sure their doom is sealed. In the rare case that a caster has more than one school of magic the above pulling process will not work. It is the same with ranged attackers that don't use mana (a.k.a. rock throwers). You will have to move up to 5-8 yards away to initiate melee with them. Earth Shock one school of magic and drop a Grounding Totem for the other. Usually the Grounding Totem will be directly targeted but it still saves you from taking the larger direct damage of the spells. Once in melee pull them back slowly to make sure they have to run farther to get help. Once they are depleted, snare them and finish them with an Earth Shock. Also be mindful that most caster monsters have beneficial buffs on themselves that can be Purged. They will try to raise these buffs multiple times in a fight, but if you keep Purging then they will be wasting mana, making them resort to melee when they run out of mana. Overall, caster monsters are exceptionally easy for a Shaman to defeat.

8.8.3. Combating Multiple Monsters

Some single pull situations turn into multiple monster encounters. When situations like this come up then you will have to resort to a number of skills available to the Shaman. Focus your melee and shocks on one target for most of the fight. If you see two or more coming for you prepare with a Chain Lightning (with Elemental Mastery if possible) targeted on your primary monster. As soon as they've closed the distance summon a Magma Totem to damage them for the next 20 seconds. Meanwhile throw everything you have at the first monster. Direct damage is best, as DoTs may be inefficient if their duration isn't fully realized. Save some mana for the remaining however... After the first dies you will be getting rather low on health. Initiate auto attack on your second target and heal yourself with Lesser Healing Wave. Do this with your remaining mana until you have none left. Attack in melee and let your -in combat- mana regeneration do its thing. Once you have enough to cast Lesser Healing Wave again, do so. After the second dies you may have to resort to potions to survive the third. The third will most likely have near 80% health and you will have 30% and no mana. A mana potion is best so that you can heal yourself and Shock the monster so you can start to even the playing field. Pray for the best from here as you may not win still. If things are looking like you may not pull through then Summon an Earth Bind and Ghost Wolf out of range. As far as which target to fight first if it is mixed casters and melee's then go for the caster first. They die faster and their damage potential is higher. For the most survivability a one-handed weapon and a shield is best for these tactics.

9. Making Money

Since everything is driven by money in this game, you will need as much as you can get. I will go over tradeskills in this section as they can be an excellent way of making money. I will also go over Auction House market manipulation. Finally I will go over specific hunting areas that reap the most money at higher levels (40+).

9.1. Tradeskills

9.1.1. Gathering Professions

Skinning

Skinning is a very easy tradeskill to do and is necessary for Leatherworking. Any beast or animal can be skinned. This can be a great money-maker as well as gathering skill for Leatherworking. Through the Auction House the selling of tradeskill items can lead to great profit, as there are some players that rely on the Auction House for the materials they need. Most players like to get the items they need as soon as possibly versus going out and hunting for them. Immediately after looting the corpse check to see if it can be skinned, you may be surprised what can be skinnable.

Aside from Leatherworking, a lot of the crafting professions require skinned items to make items worth selling. Tailors who sell bags regularly require leather as do Weaponsmiths.

At low levels the Barrens is an excellent place to find animals to hunt. Between all the named locations there are lions, plainstriders, and raptors that all can be skinned.

At high levels the hardest thing to come by are dragon scales. Thus they are worth quite a bit on the Auction House. This will vary depending on the overall supply, but they will always be in demand for the lazy Leatherworker.

Mining

Mining is a skill that is a requirement for Blacksmithing and Engineering. Because it is a skill that can be gathered while doing quests and others it is easy to get minerals while you quest or hunt. After smelting the ore, you can either use it for Blacksmithing/Engineering or you can opt to sell it via Auction House. Since Blacksmithing requires a lot of minerals to skill up efficiently these items will sell reliably.

Blacksmithing easily requires the most materials to make items with. Those that mine specifically for profit can make a lot more than other gathering professions. Each mineral deposit usually allows for the collection of 2-5 of that ore. Thus a lot must be gathered in order to make a full stack of 20 to be sold on the AH.

Another interesting aspect of mining is that you have a chance to dig up jewels or crystals that crafters need to make higher quality items. These on their own can be sold singularly for 4-5 times their vendor price. Of these the rarest is the Arcane Crystal. Which Blacksmiths and Engineers require to make Arcanite: the highest grade metal. Each Arcane Crystal can sell for 25-35g apiece. They are quite rarely found in Rich Thorium Veins but they are very valuable and can be found far easier and reliably than some other items.

Generally as a rule, minerals only spawn on mountainsides or in dominantly rocky terrain. At high levels a miner can turn on Find Minerals and mount up for speedy collection.

Herbalism

Herbalism is necessary for Alchemy. Because Alchemy is not necessarily profitable until high levels, Herbalism is not especially lucrative at low levels. It is however very easy to do as materials can be gathered basically anywhere where there are plants. This is basically everywhere. For Tauren Shaman, this skill is also at 15 skill above other beginning Herbalists.

Herbalism isn't the most profitable market except for a few choice herbs. At max Alchemy extreme numbers of Dreamfoil or Ice Cap are required to make very potent flasks. And as an added bonus these flasks are for a limited duration. SO there will always be a demand for these herbs. Ice Caps are generally found in Winterspring, whereas Dreamfoil is found most commonly in Un'Goro Crater.

9.1.2. Crafting Professions

Blacksmithing

This tradeskill is for the most part useless to the Shaman at low levels with exception to the ability to craft weapons for him/her-self. Aside from that the Shaman can sell these

items to other players via Auction House. At high-levels, Blacksmithing can be one of the most lucrative professions to do. Weaponsmithing is at the moment far more lucrative than Blacksmithing. Although the items needed to craft these weapons can be hard to come by, the Weaponsmith can sell these items on the Auction House for quite a bit of money. Additionally these weapons can be easier to make than it takes for the Shaman to find an appropriate level weapon.

Additionally the Blacksmith can craft a few items that can be attached to weapons or armor that confer very helpful bonuses to certain classes. The Weapon-Chain is very helpful for Warriors as it makes them immune to disarm. When you live and die by the sword, being disarmed can be devastating. A blacksmith can mass produce these types of items and attach them to people's armor or weapons for a moderate fee of 1g apiece. Not an astounding amount of money, but for as few ingredients as it requires it can be a good source of income for downtime in main cities.

Leatherworking

This tradeskill can be very beneficial at low levels as the Shaman can craft items to wear far easier than it takes to find. At high levels there is only one path that the Shaman should take for the most part, and that's Dragonscale Leatherworking. There are very few recipes that are worthwhile, and they can be very difficult to gather for, but it is an option available. Some items sell quite well on the Auction House, but for the most part the bonuses granted on these items is not especially impressive when compared to the Mail quality items that can be found in Instances.

Currently for a merchant's point of view, Dragonscale Leatherworking produces more valuable items for higher levels than the other Leatherworking paths. The Blue Dragonscale Shoulders sell for a very high price on Auction Houses because of their difficulty of creation. However, when each one pulls in 30-60g apiece then it's certainly worth the time.

Engineering

This tradeskill is by far and away the PVP oriented tradeskill. Most of the items in this Profession are limited to the Engineer only, and the abilities they confer have the potential to be very powerful in PVP. At high levels as a Shaman you may have to make a choice between Gnomish and Goblin Engineering. Gnomish Engineering's best items are trinkets

that allow the user to trap the target with a net (rooting them) or a shrink-ray that decreases their attack power, to other items that allow the user to do...*strange* things. The problem with these items is that they have a chance to backfire and confer their effect onto the user which can be a rather unfortunate event. Goblin Engineering is a good source of damage. Mortars, Grenades, Sticks of Dynamite, etc. These can be great mana-free items that can deal area of effect damage and even daze opponents in a radius for a short amount of time.

Selling Engineering items is currently only for one main venue: Hunters. Engineers can manufacture Firearms. Although these weapons currently do not have comparable stat adjustments to other weapons found in instances, these weapons can be a good stand-by. Alternately the Engineer can make items that other Engineers can use, but when you think about it, it's rather silly to sell an item that only someone of that profession can use. Overall not the best choice for money-making. However, for PVP, this profession is definitely the best.

Tailoring

This tradeskill doesn't require a supporting gathering class to function. To get the items needed all you must do is hunt humanoids for their cloth loot. Aside from Bag crafting this skill leads to little personal use and means that the Shaman can either sell the items or use them for Enchanting....

This tradeskill is probably the worst choice for a Shaman. They get very little benefit out of the crafted items, but for a merchants standpoint the items can be sold to cloth-wearers and to those who need bigger bags alike. Some of the higher recipes are very high to find and manufacture but can yield a fair amount of coin for requiring no actual gathering profession to support it.

Enchanting

This tradeskill is very expensive over the long run and is hard to control. The user of this tradeskill must disenchant items in order to confer magical abilities on weapons and armor. Some enchants are very powerful but require a number of hard to find or acquire items. For getting a higher skill for this tradeskill, Tailoring items then disenchanting them is an easy way to get the materials needed. Note that this means that the user won't be

getting any money for the Tailor crafted items, so the Enchanter must rely on selling Enchants for extra income.

The hardest enchants to make sell for quite a lot for a weapon adjustment. They confer powerful abilities on to people's weapons, but there are almost as much a fashion statement as they are for utility. Lifestealing and Crusader enchants for weapons can sell for up to 100g apiece. Since the required materials are hard to come by this price can be negotiated if some of the materials are provided.

Alchemy

This tradeskill can be hard to predict but easy to raise skill in. You will always be finding materials. However finding materials for potions that you want to use or sell may be harder to come by. Alchemy can be a great source of relatively free buffs for yourself on a regular basis which gives you a leg up on others in PVP and PVE alike. The potions range from stat-increases, to invisibility potions, to health restoring potions. All can be especially helpful for times where the Shaman needs that extra boost.

Alchemy has a pretty good market for the most part. Healing Potions and Mana Potions are excellent help in both PvE and PvP situations. There are certain potions that some swear by like Swiftess Potions to escape any ensnarement they may have encountered. Rogues love the Elixir of the Mongoose which confers 25 agility and +2% chance to crit for 1 hour. There are even the powerful and long lasting Flasks that can make the wielders rather unstoppable for 2 hours at a time. These high-level Elixirs or Flasks are immune to purging effects due to their potency as well. Since the potions prepared can help the maker as much as the would-be purchaser, make sure you wouldn't actually want to use the potion yourself instead.

9.1.3. A Quick Note on Professions

It is the easiest to start your professions at the beginning of your leveling career as it is easier to increase your rank with your level. Also note that it's very easy to skill-up the gathering skills whereas it is more difficult to raise skill in the crafting professions, so if you don't want to invest the extra effort, just pick up two gathering skills and sell what you get for added income.

9.2. Auction House Manipulation

At higher levels this method of making money will be a little easier as you will have an extra pool of money that you can use at your will. With this money you can do something like stock trading in order to raise your cash with minimal effort.

9.2.1. When Selling Found Items

There are certain items with stat configurations that are especially helpful to certain classes. I will list them below.

Cloth – Intellect/Stamina

Leather – Intellect/Stamina or Agility/Stamina

Mail – Intellect/Stamina or Agility/Stamina

Plate – Strength/Stamina

These are usually items that will sell on the Auction House, if you happen to find an item with these configurations then list them on the auction house for 3-4 times the vendor buy price and you will make a significant profit if done repeatedly.

9.2.2. When Selling Gathered Materials

If you are selling a gathered material, keep in mind that you will be competing with others on prices. Do a search on the items you intend to buy. If you find a seller that is selling at a significantly lower price than the others then buy their item up and list it and your items at a slightly lower price than other sellers. This can be done on a large scale if you have a lot of money on hand. You can buy up everybody's items of the same type as what you want to sell and list everything at a slightly higher price. Those who need it will pay the price if need be.

9.2.3. Setting Buyout Prices

All Auction-goers will be checking buyout prices first. Whenever somebody wants something they want it then and there. Remember this when setting a buyout price on any of your items. Most people don't want to be chained to the Auction House if they need a particular item. Most are willing to just pay the extra price to get it then and there. Always put the buyout price to 5 or 6 times the vendor sell price. On Rare items set the buyout to

approximately 8 or 9 times the vendor sell price, and on Epic items set the buyout price to 30-40 times the vendor sell price.

9.3. Hunting Guide for Money

9.3.1. Levels 20-30

In the Low 20s, the Venture Co. goblins in Stonetalon Mountains are a good choice they are very spread out and there is basically an unlimited supply. They usually drop wool and money along with various other sellable items. The Razormanes in the Southern Barrens are also a fine choice, they usually are found in camps along the hills and there are also a multitude of mineral deposits in their area as well. They also drop money and wool primarily. In the Mid to Upper 20s the Dalaran wizards in the Alterac Mountains are easy to defeat due to their caster sub-type and drop good money and cloth.

9.3.2. Levels 30-40

In the Low 30s the Northfold Manor in Arathi Highlands is a good choice, they humanoids there usually drop silk and money and they generally have few hitpoints. They are all melee-oriented so using Stoneskin Totem as defense is very beneficial.

In the Mid to Upper 30s, the Witherbark Trolls in Arathi Highlands or the Ogres of the Alterac Mountains are excellent choices. The Ogres especially, due to their low number of hitpoints. Hunting these monsters will generally net you at least 5g per hour, not counting the random possibility of a rare item drop.

9.3.3. Levels 40-50

Around 40th level you will want to gain a lot of money before you can go buy yourself a mount. This is necessary for shortening downtime later on. There are certain areas that lead to the best money gain per hour at level 40 and beyond. Around level 40 you will want to hunt the Woodpaw Gnolls near Camp Mojache as they are near your level and are fairly easy to kill. Stay away from the hills as they are generally higher level. They will drop money and Mageweave often, and for the purposes of making money save up your Mageweave in stacks of 20 so that you can sell them on the Auction House for 2-3g a stack. You should be able to easily get 2-3 stacks of Mageweave in an hour of constant grinding. To save you money for a grinding session: ask a friend that's a Mage to conjure you food and water. Since it only takes them a few seconds they should do this for free. At

the same time you will be gaining silver pieces from the Gnolls. In an hour you will likely accumulate approximately 1-2 gold just from collecting their loot. Not counting any other items that may drop you can gain about 8-11 gold an hour in this fashion. After a couple hours and waiting for your Auctions to sell you will make approximately 20-30g for only playing 2-3 hours.

After you've gained a couple levels head to Tanaris and hunt the Wastewanders there. They have a slightly higher drop chance than the Woodpaws so around levels 42-43 this area is ideal.

As you head into the mid-40s, there is something of a dead-zone for reliable and/or easy monsters to grind for money. This time should be used going on instance runs. Razorfen Downs, Scarlet Monestary and Zul'Farrak are good instances to frequent as there is a better chance for useable equipment to drop as well as uncommon "vendor-ware" that everyone will want to sell either on the Auction House or to city vendors.

Upper-40s yield a lot more places to go to grind for money, the Trolls in the Hinterlands or the Dunemaul Ogres of Tanaris are both good choices. The Trolls drop stackable necklaces that can be sold in bulk after long grinding sessions for more money than the Ogres are worth, however the Hinterlands is a very Alliance friendly zone so there may be a lot of enemy presence there.

9.3.4. Levels 50-60

At the very brink of level 50 you should probably head to Un'goro to work on the numerous quests there and hunt the animals for their decent drops. The Mauradon instance is also a good place to head to as it has a lot of good Shaman oriented gear to get as well as decent experience gain. At levels 51-52 Felstone Field in the Western Plaguelands is a great place to grind for money. The monsters regularly drop Runecloth as well as money and from time to time potions. They uncommon items that these monsters drop even if useless to most classes can be sold to a vendor for 1-2g apiece. Every hour you should have found at least 2-3 uncommon quality items as well as accumulated quite a bit of Runecloth and if you are working for the Argent Dawn you will likely also have 2 stacks of 20 Scourgesones to use to raise your reputation with the Argent Dawn.

At mid-50s you should be heading to Blackrock Depths and Sunken Temple for the quest items and rare quality loot to be had in these areas. Both of these instances can take a long time to complete and you should put aside plenty of time to finish these instances.

Upper-50s you should head into Winterspring for the high level mobs that inhabit the zone. The frozen lake known as Lake Kel'Therill, has ghosts that surround the perimeter are easily slain and can yield good loot for their level.

Also near Blackrock Mountain in the Burning Steppes are a number of spell casting orcs that are easily dealt with. They are quite high level, but they are defeated fairly quickly. You can reap a lot of rewards from them just by grinding them for a couple hours.

Also as you near level 60 Blackrock Spire is a great place to go in raids to attain great loot and money.

10. Conclusion

I hope this guide has provided some benefit to you. But don't be afraid to try things out for yourself. Strive to be the best at your class and you will be recognized for it. The Shaman is a hard class to play as it requires the player to be mindful of a lot of things at once. I hope with the help of this guide you can be better prepared to serve yourself and others in the very enjoyable game: World of Warcraft.

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