

# ELEMENTAL SHAMAN

31 ELEMENTAL

20 RESTORATION

This build allows you to spend most of your time at range, dealing damage with spells while also allowing you to be a competent healer. Even though most of your time is spent away from the front lines dealing damage to opponents with lightning and shock spells, this build also provides added survivability when melee damage can't be avoided. It also allows you to heal your group effectively when necessary. This is a good build for both PVP and PVE, including all instances and even end game raiding. Because elemental damage is much more controlled than the burst damage the Enhancement tree provides, you are able to do damage in most group instance settings without fear of pulling mobs off the tank. However, melee damage is very minimal with this build, so managing your mana is extremely important. Once you run out of mana, you aren't left with many options.

## ELEMENTAL TREE



### CONVECTION

5/5



Because almost everything you do with this build requires the use of mana, this talent is extremely useful. While a 10% mana cost reduction may not seem all that significant, it certainly adds up over the course of a battle.

### CONCUSSION

5/5



Lightning spells and shocks are your bread and butter with this build, so increasing their damage output is an obvious choice. Like Convection, the 5% boost may not seem like much on the surface, but it adds up, especially when you start to crit with Elemental Fury and a +damage trinket.

### REQUIRES 10 POINTS IN ELEMENTAL TALENTS

#### ELEMENTAL FOCUS

1/1



Mana usage is intense as you cast as many spells as possible, so when this procs, make the most of it. A chain lightning for 0 mana can definitely turn the tide of battle in your favor. Also, you can proc the Clearcasting state with a rank one spell, so if you're low on mana, try a rank 1 Earthshock or Lightning Bolt and hope for the best.

### REVERBERATION

5/5



One second off a six second cooldown for shocks means you can get off an extra spell here and there for added damage. More importantly, it shortens the time between spell interruptions via Earthshock, allowing you to interrupt healers and casters more frequently.

### CALL OF THUNDER

5/5



Call of Thunder is an extremely powerful talent for this build, and also the prerequisite for Lightning Mastery. You use Lightning Bolts not only to pull, but also as your primary source of damage in group play and solo play. An added 6% chance to crit ups your damage significantly, specifically when coupled with Elemental Fury and Lightning Mastery. A must have talent.

### REQUIRES 15 POINTS IN ELEMENTAL TALENTS

#### IMPROVED FIRE NOVA TOTEM

1/2



This is a case of having an extra point to spend, more than anything. However, taking one second off the delay of a Fire Nova Totem allows you to plant it as you pull and hit the mob as it runs to you. Fire Nova Totems have an expensive mana cost, so it should only be used when absolutely necessary.

### REQUIRES 20 POINTS IN ELEMENTAL TALENTS

#### STORM REACH

2/2



The added range on lightning spells not only allows you to pull mobs from further away, but also allows you to cast an extra Lightning Bolt before they get in range to damage you. This talent is also excellent in PVP, where Shaman are normally forced to get closer to opponents than other caster classes in order to do damage.

### ELEMENTAL FURY

1/1



The Elemental Shaman's best friend. At level 60, Elemental Fury allows even an under-geared Shaman to see lightning and shock spells crit for well over 1000 damage. With the proper gear, expect to see Chain Lightning damage approach double that. No Elemental Shaman should be without this talent; it truly is a monster.



## REQUIRES 25 POINTS IN ELEMENTAL TALENTS

### LIGHTNING MASTERY

5/5



This is an exceptional talent, allowing you to cast Lightning Bolts in rapid succession, and also affording you the luxury of casting Chain Lightning even while getting attacked. While it doesn't give you an increase in the amount of damage dealt with each spell, it provides a large boost to damage output over the course of a fight.

## REQUIRES 30 POINTS IN ELEMENTAL TALENTS

### ELEMENTAL MASTERY

1/1



A devastating talent; when activated, not only are you assured the next damage spell is a critical strike, it also costs no mana. Considering this ability is only on a 3 minute cooldown, it allows you to control how and when you do your largest bursts of damage. More importantly, especially for PVP, it ensures all three targets of a Chain Lightning spell will be struck with critical hits. Try throwing a Lightning Bolt, popping Elemental Mastery for a Chain Lightning, then using a shock spell. The burst of damage that combination provides will not go unnoticed by your victim.



# ELEMENTAL SHAMAN

## RESTORATION TREE



5/5



5/5



5/5



5/5

### IMPROVED HEALING WAVE

5/5



While most of your mana will be allocated to doing damage, the need to heal yourself and others will undoubtedly arise. Reducing the casting time of your strongest healing spell by half a second is useful, and should grant you added survivability in the battle field.

### TIDAL FOCUS

5/5



This one is really a matter of personal preference. If you find yourself casting more healing spells than totems, stick with Tidal Focus. If you find yourself using totems but going lighter on heals, you may want to try Totemic Focus instead. Either way, you are spending 5 points to reduce the mana spent between damage spells.

## REQUIRES 10 POINTS IN RESTORATION TALENTS

### HEALING FOCUS

5/5



This is the most important restoration talent this build uses that actually boosts damage output. Because you aren't capable of doing much melee damage, you are extremely vulnerable when being attacked by a rogue or warrior type mobs. What this talent allows you to do is take some hits, but keep yourself alive. Because you won't suffer interruptions to your casting time while being attacked, you can quickly top off your health and try to get out of range of your foe, so you can get back to nuking in safety.

### TIDAL MASTERY

5/5



This is the only Restoration talent this build uses that actually boosts damage output. Combined with Call of Thunder, you now have a whopping +11% critical chance on lightning spells, just from talents alone. With Lightning Mastery and Elemental Fury already in the fold, your lightning spells become truly devastating. The +5% chance to crit on your healing spells is the icing on the cake, since a critical heal usually means you don't need to cast a second healing spell, and you can save that mana for more damage spells.



## STRENGTHS OF THIS TEMPLATE

This build affords you many options while keeping the versatility of Shaman intact, but allows you to focus primarily on damage dealing. Lightning spells are your greatest asset, since they have increased range, damage, critical chance, and critical damage output with decreased mana cost and casting time. In a solo environment, you deal a large chunk of damage before the mob you are fighting starts attacking; once it does attack, you still have enough healing power to keep yourself alive. In a group environment, you can stay at maximum range and deal large amounts of damage without pulling mobs off your tank. When needed, you can switch to healing mode and keep everyone alive. In PVP, you have the added survivability provided by Healing Focus, and the controlled nuking provided by Elemental Mastery. Even in end game raiding, there is a good balance between dealing damage and healing that makes you an asset to raid groups. The only thing this build doesn't allow you to do is melee damage; spend as much time as possible away from the front lines. This build burns through mana, so expect some downtime and bring plenty of items that restore mana (being friends with a mage is a big help here).

## ROOM FOR FLEXIBILITY

While this build does offer a good amount of survivability, it still leaves you quite vulnerable to melee attackers. If you are willing to give up Elemental Mastery, you can pick up Nature's Swiftiness instead, which makes you far tougher to kill. If your focus is still damage dealing, this switch should only be made once you have acquired multiple pieces +spell crit gear and boosted your mana pool to the point where one mana-free spell won't be such a big factor. Also, if you do more end game raiding than PVP, Elemental Mastery starts to lose some its luster, so you may consider Nature's Swiftiness a more viable option for keeping your tanks alive.

### NATURE'S SWIFTNESS

1/1



When this spell is activated, it makes your next Nature spell an instant cast. In PVP, you can ignore your health until it starts to get low, then pop Nature's Swiftiness and cast a healing wave. This is essentially granting yourself an extra life. In PVE, this spell gives you some room for error when healing your tank. In a raid situation, many bosses are capable of landing critical strikes on even the best geared tanks that put the outcome of the fight in jeopardy. This talent is an excellent way to attempt to counter the damage from those attacks, and keep the battle from ending on a bad note.

## EQUIPMENT

For this build, there are three stats you should be looking to build up: Intellect (to boost your mana pool); +spell damage (to get the most out of your lightning spells); and +spell crit (to maximize the effectiveness of Elemental Fury). Fortunately, these three stats are most often found on the same pieces of gear, which should make your job much easier. For flat damage increases, especially in burst, pick up a +damage trinket like a Talisman of Ephemeral Power or Zandalarian Hero Charm. Once you have stacked those stats satisfactorily, your play style determines what to focus on next. If you like to PVP, Stamina is a good choice for added survivability, especially against melee damage dealers. If you focus more on the PVE side of things, focus more on gear with mana regeneration or Spirit, to give you more staying power in those long fights. What you decide to spend more of your time doing also dictates what type of weapons you should seek. PVP requires survivability, so a shield and dagger or mace combination is your best bet. In PVE, an Elemental Shaman should never really be taking damage, so the shield becomes less important. In that case, go with a staff, or even a dagger/mace and offhand item to stack more stats and enhance your strengths. Also, try to find some +chance to hit with spell gear, as it reduces the likeliness that your spells are resisted, either fully or partially. This is especially handy in end game raiding, where the mobs are normally two or three levels higher than you, increasing their chance to resist your spells.

## FINAL NOTES

While this build primarily focuses ranged damage, it is important to note that it also allows you to be a strong healer. Regardless of which build you play, Shaman remain a versatile class, and it is important to take advantage of that, especially when in group settings. Never get too focused on one aspect of this build, as doing so lowers your value to the group. Even if you are a primary healer, that doesn't mean you must heal non-stop, especially in smaller instances. Don't be afraid to toss some Lightning Bolts if your group members' health looks good, just don't drain your mana too much in the process. If you are grouped with another healer, don't assume you are never expected or required to heal. In PVP situations, combine a few spells to ensure you are doing the most damage in as short a time as possible. Throw a Lightning Bolt, then a Chain Lightning, and follow it with a shock. You have the potential to do upwards of 4000 damage in under 5 seconds if you have the correct gear. As with any spec, finding the balance between dealing damage and healing that works for you is the key, although damage should remain your primary focus with this build.

