

RAID HEALING SHAMAN

5 ELEMENTAL

5 ENHANCEMENT

41 RESTORATION

This build is about one thing and one thing only: healing in raids. It offers nothing in the way of damage dealing, or even survivability, but it boosts your healing prowess considerably, making you a valuable asset in end game raid groups. This is not a build for PVP, so stick to small group and end game instances if you choose to go this route.

ELEMENTAL TREE



CONVECTION

5/5



Even though you spend the vast majority of your time healing, there are occasional situations where you may need to cast a few damage spells here and there. Pick up convection to ensure that when those situations do arise, you won't be crippling your mana pool by chipping in a little DPS.

RESTORATION TREE



ENHANCEMENT TREE



ANCESTRAL KNOWLEDGE

5/5



Most of your gear should have a large amount of intellect on it; however, there is no such thing as too much mana. This talent increases your maximum mana by 5%, which may allow you to search out rings or necklaces with other stats, such as +healing or restore mana over time, as opposed to feeling the need to find +Intellect on every piece of gear.

TIDAL FOCUS

5/5



When you run out of mana, you aren't much use to your raid until you are able to regenerate some. You want to avoid this scenario at all costs, so pick up Tidal Focus to decrease the mana cost of healing spells and stay in the fight.

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IMPROVED HEALING WAVE 5/5



Lesser Healing Wave is the healing spell used most in end game raids because boss mobs are capable of doing large amounts of damage to your tank in one or two hits. As a result, it can become difficult to cast a longer spell and still get it off before your tank dies. However, Healing Wave takes full advantage of +healing gear, and is more mana friendly than casting multiple lesser healing wave spells, so knocking half a second off the cast time is a nice way to make it more usable, even when up against bosses who hit like a truck.

REQUIRES 5 POINT IN RESTORATION TALENTS

ANCESTRAL HEALING 3/3



Despite the fact that critical heals aren't necessarily the best thing, due to increased aggro generation, they do happen. Picking up Ancestral Healing will make the best of those situations by boosting your target's armor by 25 percent for 15 seconds upon landing a crit heal. Against bosses who do heavy melee damage to your tank, extra armor can be a handy thing to have.

TOTEMIC FOCUS 5/5



Much like Tidal Focus, the purpose of this talent is to minimize the mana cost of spells used frequently. Since you use totems at the start of every fight, and must recast them at least once on longer boss fights, the 25% mana reduction is useful.

REQUIRES 10 POINTS IN RESTORATION TALENTS

HEALING FOCUS 5/5



While it's rare to pull aggro off a good tank, several bosses and trash mobs have AoE attacks. In those cases, avoiding interruption to your casting time can be the difference between a dead tank and a live tank. Also, there are encounters such as Razorgor in Blackwing Lair where there are so many mobs on screen at once, one will undoubtedly end up attacking you at some point.

HEALING GRACE 3/3



Managing your threat as a healer usually isn't a problem, since the tanks and damage dealers will generate far more threat over the course of a battle. However, if a tank takes a large chunk of damage right after the pull, a few heals are capable of taking aggro off the tank. Healing Grace, combined with Tranquil Air Totem, makes that situation occur far less frequently.

REQUIRES 15 POINTS IN RESTORATION TALENTS

RESTORATIVE TOTEMS 5/5



It is the prerequisite for Mana Tide Totem. Expect to have Mana Spring Totem down at almost all times, so boosting its effectiveness by 25% is nothing to dismiss. In the event you are healing a Rogue or Warrior group, Healing Stream Totem can help make your job easier. It's important to note is that Healing Stream Totem benefits from +healing gear, which you should collect with this build. When combined with Restorative Totems, it can act as a nice heal over time spell for your party mates.

REQUIRES 20 POINTS IN RESTORATION TALENTS

HEALING WAY 3/3



Because most of the healing spells you cast will be Lesser Healing Wave, on the surface Healing Way doesn't seem all that great. However, a rank 1 Healing Wave spell could apply the buff to your target, and you don't need to be in combat for it to work. That means you can cast 3 rank 1 Healing Wave spells on the main tank before the fight begins, and at that point, any Healing Wave spell any of your raid group's Shaman cast on the tank is improved by 18%.

NATURE'S SWIFTNES 1/1



This is perhaps the best talent available in the Restoration tree, and no healing Shaman should be without it. When Nature's Swiftness is activated, your next Nature spell becomes an instant cast. This is extremely useful for getting off a Healing Wave if your tank suffers a large critical hit, or for healing members of another group quickly between heals on the tank. This talent is only on a 3 minute cooldown, so don't hesitate to use it when the need arises. A must have.

REQUIRES 25 POINTS IN RESTORATION TALENTS

PURIFICATION 5/5



This is the talent that really makes a Restoration Spec Shaman stand out from Elemental and Enhancement counterparts. Even though it is useful from the first time you set foot in a raid instance, it becomes even stronger as you start to stack more and more +healing gear. This talent allows your lower rank healing spells to be just as effective as those of higher ranks would be without it. For fights where bosses do large amounts of damage, Purification allows your highest rank spells to restore your tank's health that much faster, which is always a good thing.

REQUIRES 30 POINTS IN RESTORATION TALENTS

MANA TIDE TOTEM 1/1



The Shaman's answer to Innervate; Priests will always love you if you have Mana Tide Totem in your arsenal and having it may sway leaders when they are choosing who to take on the next raid. At its highest rank, using this spell restores 1160 mana to all party members over the course of 12 seconds. While 1160 mana doesn't seem like all that much once your raid group starts getting geared up, it can be combined with an Innervate and a mana potion to restore the vast majority of your priest's mana, in addition to allowing the Shaman to continue casting spells.



STRENGTHS OF THIS TEMPLATE

Healing is what Shaman do best in end game raid instances, and this spec maximizes your healing potential and mana efficiency while also improving your support capabilities with the addition of Mana Tide Totem. The sole purpose of such a Restoration-heavy build is to make you the best healer possible in raids.

In a smaller instance, this allows you to be the primary healer for your group, while in raid instances you are just a small step below Priests and Restoration spec Druids. If end game raiding is your focus, this is definitely the way to go, since most of the gear acquired during these instances is designed for Restoration Shaman. Just don't forget, with this build you are a healer, and a healer only, so don't stray too far from that role or you become far less useful.

ROOM FOR FLEXIBILITY

If you have any interest in spending some time in PVP, some alterations must be made to this build. Take 10 points or so out of the Restoration Tree (starting with Improved Healing Wave and Healing Grace, but adjust that based on what benefits you most) and put them into one of the other trees. Because most of the raid sets for Shaman improve their casting skills, the Elemental tree is probably the way to go. Take the 5 points out of Ancestral Knowledge as well, and rely on gear to provide mana.

CONCUSSION 5/5



Some of your gear should have +damage/healing to spells on it; however, most of it will only have +healing. Picking up Concussion allows you to see more damage from Elemental spells without forcing you make many gear changes when you step into a PVP environment.

CALL OF FLAME 3/3



Since fire totems benefit from +damage gear, an additional 15% damage should make them an effective weapon. Especially when combined with Improved Fire Nova Totem, Fire Nova Totems become a legitimate source of AoE damage, which is always handy in PVP.

CALL OF THUNDER 5/5



Most of the damage dealt from this build comes from range, which means lightning spells. Upping the critical chance of those spells by 6% provides a reliable way to do significant damage while spending little mana.

IMPROVED FIRE NOVA TOTEM 2/2



Coupled with Call of Flame, Elemental Fury, and a good amount of +dmg gear, this talent makes your Fire Nova Totem a deadly weapon. Because it will detonate just 2 seconds after you plant it, it will rarely be destroyed before it can go off. When it does, it is capable of critical hits of over 1000 damage to anyone in its range, making it a reliable source of AoE damage.

ELEMENTAL FURY 1/1



An outstanding talent in PVP, Elemental Fury will make your critical hits with spells and totems even more devastating. This talent can allow you to stay at range and see Lightning Bolts, Chain Lightning, and shock spells all crit for over 1000 damage, while also making fire totems that much more effective. If you plan on PVPing, this is a must have talent for an Elemental/Restoration Shaman.

TIDAL MASTERY 5/5



The greatest shift in focus between PVE and PVP is controlled damage and healing versus burst damage and healing. Tidal Mastery increases the critical chance of healing spells and lightning spells, the latter of which works well in combination with Elemental Fury.

EQUIPMENT

For this build, the most important stats to focus on are Intellect, +healing, and gear that restores mana over time (Spirit becomes secondary to this gear due to the fact that it only works 5 seconds after the last spell cast). Stamina is a nice stat to have, but you shouldn't take much damage in a raid setting most of the time. Fortunately, your job of acquiring gear with the proper stats is made much easier if you are a full Restoration Shaman who is raiding because all the class sets focus on these stats. Either a full set, or combination of two sets, is an excellent choice. Both for the stats they provide and the powerful set bonuses from having multiple pieces of the same set. As far as weaponry goes, there are some options. You can opt for a one handed weapon and shield, however the shield is not necessary if you are not taking damage, and should only be used if it provides you with stats that you covet. A one handed weapon and off hand item, or a staff, are viable alternatives to a shield since they often provide more stats than a shield.

FINAL NOTES

Remember why you chose this type of spec, and stick to what you're built to do. Once you have acquired the proper gear, you have the option of casting lower rank heals for far less mana cost, and they remain effective enough in most situations. While other Shaman still require use of all Shaman skills to preserve versatility, this one does not. It is meant solely to make you an effective healer. If you attempt to stray from that task, you become less useful to your group. Your job is to keep people alive. Do this, and do it well, and you will be seen as an invaluable asset to your raid group, and you should never have problems getting an invite to your guild's next raid.

