

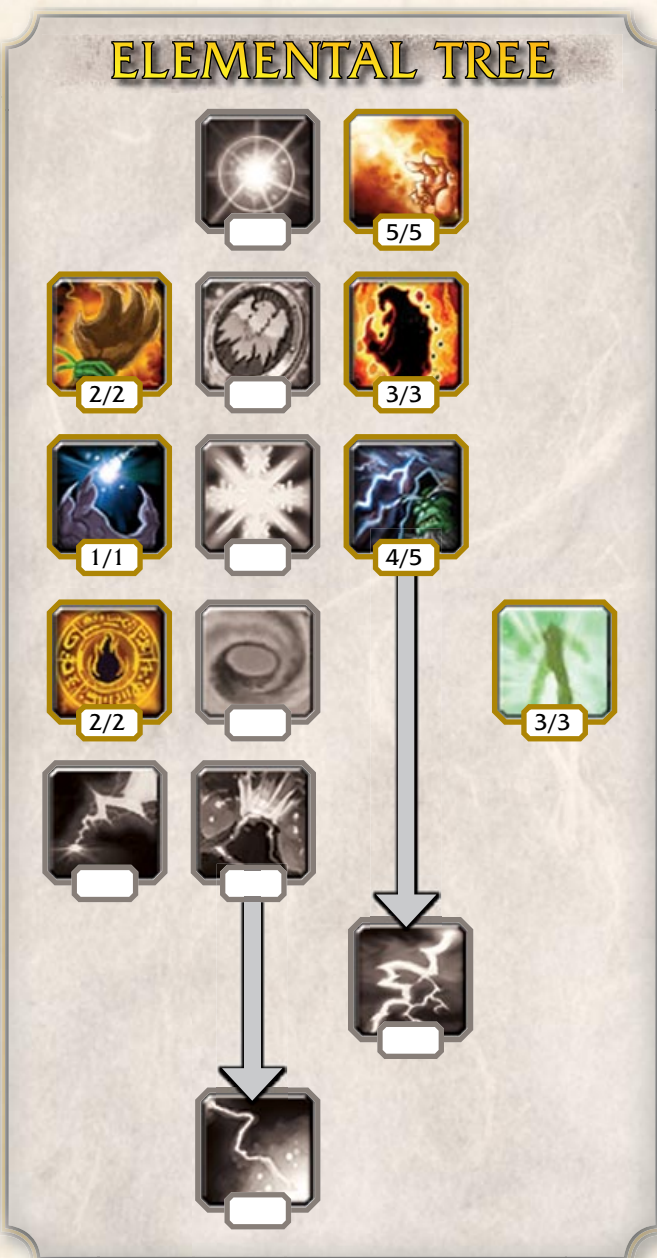
MELEE SHAMAN

20 ELEMENTAL

31 ENHANCEMENT

This build allows you to be up on the frontlines, doing most of your damage with melee abilities. Even though the bulk of your damage comes from up close, it is complemented nicely by Elemental talents, which boost the damage done by shock spells, lightning spells, and fire totems. Some Elemental talents also add to your melee skills. This build is excellent for PVP, solo grinding, and small group instancing. However, it is somewhat gear dependant, and since a large portion of your damage comes from Windfury, a strong, slow, two-handed weapon is a must. Also, it can be difficult, though not impossible, to raid with this build, because the large burst damage it provides will also make aggro management difficult.

ELEMENTAL TREE



20 ELEMENTAL • 31 ENHANCEMENT

CONCUSSION 5/5



Because Enhancement Shaman don't rely heavily on mana, Concussion gets the nod over Convection. 5% more damage on lightning and shock spells helps flesh out your damage options between melee swings.

REQUIRES 5 POINTS IN ELEMENTAL TALENTS

CALL OF FLAME 3/3



Not a strong talent in end game raiding, but extremely useful for leveling to 60. Searing Totem becomes an excellent option for extra damage at a low mana cost, and Magma and Fire Nova Totems become more reliable sources of AoE damage in a pinch.

EARTH'S GRASP 2/2



While almost useless in a raid environment, or any battles against elite NPCs, this talent is extremely useful for solo leveling. The HP bonus to your Stoneclaw Totem allows it to hold aggro on one mob for an extended period of time, allowing you to take on two mobs at once with little fear. The extended radius of Earthbind makes escaping from sticky situations much easier to boot.

REQUIRES 10 POINTS IN ELEMENTAL TALENTS

ELEMENTAL FOCUS 1/1



A mana-free damage spell is a nice bonus when a fight starts to go longer than expected. While the 10 percent chance to proc may not seem reliable, this talent can turn the tide of a battle, especially if it procs multiple times. Also, note that the Clearcasting state can be activated by any rank of a damage spell. If you run out of mana, try casting a rank one shock spell and hope for the best.

CALL OF THUNDER 4/5



With this build, spell crits are your best friend, and an extra 4% chance is nothing to sneeze at. While you won't rely on lightning spells as a main source of damage, Lightning Bolt is often used to pull the mobs you fight. A crit to start of a battle is always nice, and also allows you to start the fight with Elemental Devastation already active.

REQUIRES 20 POINTS IN ELEMENTAL TALENTS

ELEMENTAL DEVASTATION 3/3



This talent is the reason to put 20 talents in the Elemental Tree. This is the Enhancement Shaman's best friend. Elemental Devastation is an extremely powerful talent, granting 9% extra melee crit chance when active. This makes the odds of seeing a double or triple crit Windfury much better, and means flurry will be active more often. Another talent that can be activated using low rank spells, which means you don't need to dump mana in an attempt to activate it. A must have.

IMPROVED FIRE NOVA TOTEM 2/2



Because Shaman have no real AoE spells aside from totems, this can be a useful talent when attacking multiple mobs. A Fire Nova Totem can be planted right after a pull, and detonates before the mobs have a chance to destroy it. Also, the threat reduction on Magma Totem allows you to do sufficient damage to the mobs early in a fight to prevent them from destroying the totem. It's another talent that isn't all that strong at level 60, but makes getting there much easier.

ENHANCEMENT TREE



ANCESTRAL KNOWLEDGE 5/5



A flat boost to your mana pool. Because itemization for Enhancement Shaman usually lacks Intellect, this is a nice way to achieve greater mana without sacrificing other stats.

REQUIRES 5 POINTS IN ENHANCEMENT TALENTS THUNDERING STRIKES 5/5



The staples of Enhancement Shaman are Attack Power and melee crits, so this one is a no-brainer. A 5% bonus to your melee crit chance, and also the pre-requisite for Flurry, which is a must have.

IMPROVED GHOST WOLF 2/2



While being useless in almost all instance settings, Improved Ghost Wolf can be invaluable while leveling. A one second cast time means you can shift into Ghost Wolf if the battle is not going your way, and escape death the majority of the time. Combined with Earthbind Totem, Improved Ghost Wolf will save you many corpse runs on the road to level 60.

REQUIRES 10 POINTS IN ENHANCEMENT TALENTS

TWO-HANDED AXES AND MACES 1/1



Because Windfury is best used with a two-handed weapon, and the only two-handed weapon a Shaman can naturally equip is a staff, this talent is a necessity. Axes and maces traditionally have much more melee damage than staves.

ENHANCING TOTEMS 2/2



The only way a Shaman has to self-buff in battle is totems. Grace of Air and Strength of Earth are two of the best totems. Again, attack power and crit chance are an Enhancement Shaman's best friends, and these two totems provide just that. 15% more of a good thing is, well, a good thing.

REQUIRES 15 POINTS IN ENHANCEMENT TALENTS

FLURRY 5/5



Flurry is one of the strongest talents available to a Melee Shaman. Because slower weapons give more damage on Windfury procs than faster weapons, you often must wait for your next swing. With Flurry activated, that wait is decreased. It also procs off of Windfury crits, and swings during Windfury won't consume charges on Flurry. A great talent, and the cornerstone of any Enhancement build.

REQUIRES 20 POINTS IN ENHANCEMENT TALENTS

ELEMENTAL WEAPONS 3/3



A Melee Shaman should always have one weapon enhancement spell applied to his or her weapon at all times, and this talent increases the damage output of all of them. While Windfury Weapon is what you should normally use, Rockbiter and Flametongue have their uses as well. A must have talent for maximizing melee damage.

IMPROVED WEAPON TOTEMS 1/2



Because weapon enhancements don't stack with the totems, this talent is only beneficial to a group. However, Warriors always appreciate Windfury totems being used, and you must put 1 more point somewhere to get to the next tier of talents, so this is as good a place as any to put it.

PARRY 1/1



An excellent talent, especially considering how much time you spend up close and personal with mobs. An extra 5% chance to avoid taking melee damage adds a great deal of survivability.

REQUIRES 25 POINTS IN ENHANCEMENT TALENTS

WEAPON MASTERY 5/5



A must have if you want to do melee damage. This talent shows its usefulness with every swing of your weapon. A flat 10% damage boost to all melee attacks, the importance of this talent cannot be overstated. This will truly make you feared when you get in close to opponents.

REQUIRES 30 POINTS IN ENHANCEMENT TALENTS

STORMSTRIKE 1/1



This is a potentially devastating ability. When the 20% nature damage debuff is applied to a target, Earthshock and lightning spells become even more deadly. More importantly, Stormstrike does not reset your swing timer, meaning it can be used directly before or after a regular melee attack, granting you two swings almost instantly. The reason this is so key is because either, or both, of those swings can proc Windfury, and the Stormstrike itself also provides melee damage. What this means is you can get a Windfury proc, then immediately use Stormstrike, which could produce another windfury proc. While this is not a common occurrence, it results in 7 swings of your melee weapon in a matter of two seconds. Needless to say, the potential burst damage is incredibly powerful, and can allow you to cripple your foes in PVP and PVE alike at little cost of mana.

STRENGTHS OF THIS TEMPLATE

Burst damage, burst damage, and more burst damage. While this build does lack somewhat in terms of survivability and consistency, it provides Shaman with unparalleled damage potential, mainly provided by the use of Windfury Weapon. While this is deadly in PVP situations, it is equally useful while leveling, allowing you to go from one mob to the next with little or no downtime. This build also strengthens your damage and buffing totems, which provide an extra boost to your overall performance for a small amount of mana. While melee damage is what this build excels at, your casting damage is also given some nice boosts, allowing you to do damage from range when needed. What this build lacks in healing effectiveness is more than made up for in damage output. The whole point of this type of spec is to kill opponents quickly, allowing for fast quest completion, little downtime, and the use of as little mana as possible. While not the best spec for end game raiding, this spec does allow you to be a serious force in PVP at level 60 as well.

ROOM FOR FLEXIBILITY

This build centers on doing as much damage as possible in a short period of time. However, it doesn't always work, since much of the damage is based off getting Windfury to proc. If you feel you are dying too quickly when the burst damage isn't there, there are a few alterations that can be made to boost your survivability. Also, you may find you burn through your mana faster than would like, so here a few options to remedy both issues.

CONVECTION 5/5



While 10% is not a huge reduction, it adds up over time. This talent decreases the down time between battles, and allows you to use a few more damage spells here and there without draining your mana pool.

EYE OF THE STORM 3/3



When activated, you do not suffer interruptions to spell casting while taking damage. This allows you to recover from a critical hit by healing yourself, or a group mate, without needing to separate yourself from the mob or player you are fighting.

TOUGHNESS 3/5



While more armor may not sound like all that much, every little bit of damage mitigation helps, specifically when fighting against rogue or warrior type mobs. While this armor boost won't quite make up for the lack of a shield while using a two handed weapon, it does provide a little extra protection against melee damage.

EQUIPMENT

For this spec, you have some freedom as to what gear to go for. On the damage side of things, Attack Power (gained from +Attack Power and/or +Strength gear) should be your focus. Gear with +crit chance, or Agility, is the next best thing. Most of the time, these two stats appear on the same pieces of gear, making your job a little bit easier. As for which of the two to focus on more, it's really a matter of personal preference. Attack Power results in more consistent damage, and provides bigger critical hits. Agility or +crit gear allows for crits more often, which is great for Flurry, but without a decent amount of Attack Power to back it up, those crits won't be as big as you would like. Stamina is the stat you must focus after Attack Power and crit. Expect to take some damage with this spec, and it can be tough to heal yourself when you're up on the front lines, so a good amount of Stamina is required to stay alive. The most important thing for this spec is a good two handed axe or mace. Look for something with high top end damage as this allows you to make the most of Windfury procs and Stormstrike hits.

FINAL NOTES

While this spec centers on dealing melee damage, you can't forget that you do zero damage if you're dead. Have a shield and one handed weapon handy, and be ready to switch to them if you are taking too much melee damage. Don't be afraid to drop an Earthbind Totem, and create some space between you and the mob you're fighting in order to give yourself a chance to heal. Also, keep in mind that in a group, you must use all your skills to be most effective. That means you need to know how and when to use all totems, and you must be able to manage your aggro to avoid pulling mobs off of the tank. Just because you have no points in Restoration, that doesn't mean you can't heal. In group play especially, you must find a balance between doing damage, buffing with totems, and healing to most effective.

THE SOLO ROAD TO LEVEL 60

The talents mentioned here are covered in detail in the above template. While you will undoubtedly spend time in groups, this spec allows you to work through the levels solo as quickly as possible. Regardless of which spec you go with, you can always find a way to play in a group, or alone, and make it work. If you are mainly grinding your way to level 60 solo, talent points should be allocated as follows:

TALENTS TAKEN BY LEVEL 20

- 5/5 Ancestral Knowledge
- 5/5 Thundering Strikes
- 1/1 Two Handed Axes and Maces

TALENTS TAKEN LEVELS 21-30

- 2/2 Improved Ghostwolf
- 2/2 Enhancing Totems
- 5/5 Flurry
- 1/1 Parry

TALENTS TAKEN LEVEL 31-40

- 5/5 Concussion
- 3/3 Call of Flame
- 2/2 Earth's Grasp

TALENTS TAKEN LEVELS 41-50

- 1/1 Elemental Focus
- 3/3 Elemental Weapons
- 1/2 Toughness
- 5/5 Weapon Mastery

TALENTS TAKEN LEVELS 51-60

- 1/1 Stormstrike
- 4/5 Call of Thunder
- 3/3 Elemental Devastation
- 2/2 Improved Fire Nova Totem