



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR



SHAMAN

The heart and soul of the Horde centers around its naturalistic Shaman. These mystic people are able to fight for the Horde, cast elemental spells, heal the wounded, and drop totems of great power to wound and confuse enemies and buff allies. Shaman are able to fill many roles and may seem similar to Druids at first; yet, the differences between these classes grow with each level as the Druid becomes better able to focus on any single role at a time and the Shaman becomes more of a blend. Later on, the Shaman wears heavier armor (Chain), casts well at range, and gains substantial heals. All this takes a ton of training, practice, and careful planning, but it's worth the trouble many times over.

A SHAMAN'S RETRIBUTION

I asked the Earthmother for strength as I looked over the bodies of fallen Tauren, Dwarves, and Goblins. A tremendous battle between the fair people of Blood Hoof Village and the defilers of Venture Company had taken place near some of the eastern mines. I was returning to Thunder Bluff at the time, but I heard of the battle from several young Warriors who were resting, hoping to make another run at the remaining Venture Company workers.

I had gone to the mines alone, seething with anger, and now the dead were my companions. Begging the grace of the spirits of the world, I brought the Tauren back to themselves and bid them leave. "Return later and cleanse the place of any foulness that remains," I spoke. They must have seen something in my eyes, for it is rarely the place of our people to walk away when the land is ravaged, but they obeyed my order (still shaken from the return to their bodies).

I gripped my axe and shield tightly and ran into the mines. The workers of Venture Company looked far less than beasts to me; given the gift of thought and will, yet choosing to twist it against the earth. At first I fought like a brave Warrior, blocking their attacks and hacking into flesh and bone with the strength of my arms. Yet more of the workers came, and their supervisors followed. Though tested by hundreds of battles, I was not immune to their push. I threw down a Totem of Stoneskin and felt my body harden against the enemy's blows.

Their push failed, and I had a moment's respite. I used this to heal my wounds and charge my weapon with the power of Rock! The next Goblin who came forward was bitten foully by my axe's swing and fell to the ground. Still more followed, and I felt that my anger had gotten me into a place from which I could no longer retreat. If this was my death, so be it, but the mine would be cleared of its darkness.

Then, as I saw at least six more of the enemies come out from the final room of the mines, I heard steps behind me and knew that I would be lost if they were Venture Company reinforcements. Yet, it was my people. They had ignored my words after all; bellowing like a storm, they crashed into the room and devoured the Goblins with fast and ferocious swings. When all was done, the mine was clear. The younger Tauren searched the bodies of the Goblins and found whatever they sought. They seemed happy to be alive, and honored to have saved a small corner of our land from harm.

I too was warmed by our victory. There is a greater joy in serving the world; it was too bad the people of Venture Company had turned their eyes from such beauty.



INTRODUCTION TO PLAYING

RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Orc	22	22	20	22	23
Tauren	23	23	19	22	22
Troll	21	22	20	22	24

ATTRIBUTES APPLIED

Strength	Increases Melee Damage and Chance to Block
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Melee Critical Hit and Dodge
Intellect	Improved Mana Pool, Higher Chance for a Spell Critical, Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point and Mana Recovery, Raises Chance for Weapon Procs to Enact

ITEMS AND EQUIPMENT

Shaman have plenty of needs when it comes to equipment. Because Shaman are so versatile, they need gear that holds up to many tests. High armor, a good shield, substantial DPS from a relatively fast weapon, and multiple attribute bonuses are desirable. Simply put, equipment is going to take most of your time and money to keep up-to-date, but saves you from almost any problem if maintained.



For melee, a good shield and solid armor pieces make a huge difference. Because Shaman are limited to Leather armor during the lower levels, it's hard to survive major aggro (this improves later on by learning how to wear Mail at Level 40). The good news and bad news is that it isn't hard to find attributes you need; the bad news is that you need almost everything.

Until you have enough bag space to carry multiple armor sets, pieces of equipment with Strength and Agility are useful, but they are secondary to Intellect, Stamina, and Spirit. Work on getting the best bonuses in your three primary stats while leveling and try not to focus too much on which of the three you are getting from a given item. Look for the best total bonuses to the three and let that guide you in item selection. When you start to collect sets of armor, put together sets that complement the role you assume in groups. For example, a healing set with Intellect saves groups on a daily basis. However, if you're fortunate enough to group with a Priest consistently, you want a set that enhances your damage since healing becomes a secondary role for you.



CHOOSING YOUR PROFESSION

Alchemy and Herbalism are good professions for a Shaman. Having constant access to various attribute buffs, extra defense, and a supply of Health/Mana potions can turn the tide of many battles.

If you already have friends who are heavily into Alchemy, Enchanting is a great profession for a Shaman to master. Being able to customize your equipment without the massive expense of going to other players can help direct your finances toward higher-end gear.

Secondary skills don't come into play as often with Shaman as they do with non-magic classes. Having the ability to heal makes First Aid and Cooking a bit less impressive, but Fishing has a few useful ingredients for some potions. If you find yourself soloing, take Cooking and decide whether the others are good for you.



CLASS ABILITIES

Shaman have three central lines of spells that they use to flow into combat. Elemental Combat is a straight-forward damage line that has a ranged interrupt, a variety of means to damage targets, and some damage-centered totems. Enhancement is better for aiding groups because it has totems for resisting various damage forms. That line also aids a Shaman's ability to melee effectively. Restoration is the final line, covering various cast-time healing spells, the ability to Resurrect dead allies, and cure poison/disease.

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Rockbiter Weapon	1	1	Enhancement	Earth Shock	4	24	Elemental	Magma Totem	2	36	Elemental	Mana Tide Totem	2	48	Restoration
Earth Shock	1	4	Elemental	Frost Resistance Totem	1	24	Enhancement	Mana Spring Totem	2	36	Restoration	Stoneclaw Totem	5	48	Elemental
Stoneskin Totem	1	4	Enhancement	Healing Wave	5	24	Restoration	Windwall Totem	1	36	Enhancement	Healing Stream Totem	4	50	Restoration
Earthbind Totem	1	6	Elemental	Lightning Shield	3	24	Enhancement	Disease Cleansing Totem	N/A	38	Restoration	Lightning Bolt	9	50	Elemental
Healing Wave	2	6	Restoration	Rockbiter Weapon	4	24	Enhancement	Flametongue Totem	2	38	Enhancement	Searing Totem	5	50	Elemental
Earth Shock	2	8	Elemental	Stoneskin Totem	3	24	Enhancement	Frost Resistance Totem	2	38	Enhancement	Tranquil Air Totem	N/A	50	Restoration
Lightning Bolt	2	8	Elemental	Strength of Earth Totem	2	24	Enhancement	Frostbrand Weapon	3	38	Enhancement	Windfury Weapon	3	50	Enhancement
Lightning Shield	1	8	Enhancement	Fur Sight	N/A	26	Enhancement	Lightning Bolt	7	38	Elemental	Fire Nova Totem	5	52	Elemental
Rockbiter Weapon	2	8	Enhancement	Flametongue Weapon	3	26	Enhancement	Stoneclaw Totem	4	38	Elemental	Flame Shock	5	52	Elemental
Stoneclaw Totem	1	8	Elemental	Lightning Bolt	5	26	Elemental	Strength of Earth Totem	3	38	Enhancement	Lesser Healing Wave	5	52	Restoration
Flame Shock	1	10	Elemental	Magma Totem	1	26	Elemental	Chain Heal	1	40	Restoration	Strength of Earth Totem	4	52	Enhancement
Flametongue Weapon	1	10	Enhancement	Mana Spring Totem	1	26	Restoration	Chain Lightning	2	40	Elemental	Windfury Totem	3	52	Enhancement
Searing Totem	1	10	Elemental	Fire Resistance Totem	1	28	Enhancement	Flame Shock	4	40	Elemental	Chain Heal	4	40	Elemental
Strength of Earth Totem	1	10	Enhancement	Flame Shock	3	28	Elemental	Healing Stream Totem	3	40	Restoration	Frost Resistance Totem	3	54	Enhancement
Fire Nova Totem	1	12	Elemental	Flametongue Totem	1	28	Enhancement	Healing Wave	7	40	Restoration	Rockbiter Weapon	7	54	Enhancement
Healing Wave	3	12	Restoration	Frostbrand Weapon	2	28	Enhancement	Lightning Shield	5	40	Enhancement	Stoneskin Totem	6	54	Restoration
Purge	1	12	Elemental	Lesser Healing Wave	2	28	Restoration	Mail	N/A	40	General	Chain Lightning	4	56	Elemental
Ancestral Spirit	1	12	Restoration	Stoneclaw Totem	3	28	Elemental	Searing Totem	4	40	Elemental	Flametongue Weapon	6	56	Enhancement
Earth Shock	3	14	Elemental	Water Walking	N/A	28	Enhancement	Windfury Weapon	2	40	Enhancement	Grace of Air Totem	2	56	Enhancement
Lightning Bolt	3	14	Elemental	Astral Recall	N/A	30	Enhancement	Fire Nova Totem	4	42	Elemental	Healing Wave	9	56	Restoration
Stoneskin Totem	2	14	Enhancement	Grounding Totem	N/A	30	Enhancement	Fire Resistance Totem	2	42	Enhancement	Lightning Bolt	10	56	Elemental
Cure Poison	1	16	Restoration	Healing Stream Totem	2	30	Restoration	Grace of Air Totem	1	42	Enhancement	Lightning Shield	7	56	Enhancement
Lightning Shield	2	16	Enhancement	Nature Resistance Totem	1	30	Enhancement	Windfury Totem	2	42	Enhancement	Magma Totem	4	56	Elemental
Rockbiter Weapon	3	16	Enhancement	Resurrection	N/A	30	Restoration	Lesser Healing Wave	4	44	Restoration	Mana Spring Totem	4	56	Restoration
Flame Shock	2	18	Elemental	Searing Totem	3	30	Elemental	Lightning Bolt	8	44	Elemental	Windwall Totem	3	56	Enhancement
Flametongue Weapon	2	18	Enhancement	Windfury Weapon	1	30	Enhancement	Nature Resistance Totem	2	44	Enhancement	Fire Resistance Totem	3	58	Enhancement
Healing Wave	4	18	Restoration	Chain Lightning	1	32	Elemental	Rockbiter Weapon	6	44	Enhancement	Flametongue Totem	4	58	Enhancement
Stoneclaw Totem	2	18	Elemental	Fire Nova Totem	3	32	Elemental	Stoneskin Totem	5	44	Enhancement	Frost Shock	4	58	Elemental
Tremor Totem	N/A	18	Restoration	Healing Wave	6	32	Restoration	Chain Heal	2	46	Restoration	Frostbrand Weapon	5	58	Enhancement
Frost Shock	1	20	Elemental	Lightning Bolt	6	32	Elemental	Flametongue Weapon	5	46	Enhancement	Mana Spring Totem	3	58	Restoration
Frostbrand Weapon	1	20	Enhancement	Lightning Shield	4	32	Enhancement	Frost Shock	3	46	Elemental	Stoneclaw Totem	6	58	Elemental
Ghost Wolf	1	20	Enhancement	Purge	2	32	Elemental	Magma Totem	3	46	Elemental	Ancestral Spirit	5	60	Restoration
Healing Stream Totem	1	20	Restoration	Windfury Totem	1	32	Enhancement	Mana Spring Totem	3	46	Restoration	Earth Shock	7	60	Elemental
Lesser Healing Wave	1	20	Restoration	Frost Shock	2	34	Elemental	Windwall Totem	2	46	Enhancement	Grace of Air Totem	3	60	Enhancement
Lightning Bolt	4	20	Elemental	Rockbiter Weapon	5	34	Enhancement	Ancestral Spirit	4	48	Restoration	Healing Stream Totem	5	60	Restoration
Searing Totem	2	20	Elemental	Sentry Totem	N/A	34	Enhancement	Chain Lightning	3	48	Elemental	Healing Wave	10	60	Restoration
Cure Disease	1	22	Restoration	Stoneskin Totem	4	34	Enhancement	Earth Shock	6	48	Elemental	Lesser Healing Wave	6	60	Restoration
Fire Nova Totem	2	22	Elemental	Ancestral Spirit	3	34	Restoration	Flametongue Totem	3	48	Enhancement	Nature Resistance Totem	3	60	Enhancement
Poison Cleansing Totem	N/A	22	Restoration	Earth Shock	5	36	Elemental	Frostbrand Weapon	4	48	Enhancement	Searing Totem	6	60	Elemental
Water Breathing	N/A	22	Enhancement	Flametongue Weapon	4	36	Enhancement	Healing Wave	8	48	Restoration	Strength of Earth Totem	5	60	Enhancement
Ancestral Spirit	2	24	Restoration	Lesser Healing Wave	3	36	Restoration	Lightning Shield	6	48	Enhancement	Windfury Weapon	4	60	Enhancement

MAIL

RANK	LEVEL	COST TO TRAIN	EFFECT
N/A	40	1 20	Armor Proficiency

ELEMENTAL COMBAT

Elemental Combat offers the teeth in a Shaman's spell line. These abilities deal direct damage through nukes, DoTs, and AoE totems. The Shaman's primary interrupt is here (Earth Shock) to instantly damage and interrupt casters. Chain Lightning offers the ability to slam several enemies at once, and Stoneclaw Totems can be dropped to Taunt enemies away from you or allies.



CHAIN LIGHTNING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	280	30 yd	2.5 sec	6 seconds	80 ●	Hurls a lightning bolt at the enemy, dealing 220 to 227 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
2	40	380	30 yd	2.5 sec	6 seconds	1 ● 20 ●	Hurls a lightning bolt at the enemy, dealing 288 to 323 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
3	48	490	30 yd	2.5 sec	6 seconds	2 ● 20 ●	Hurls a lightning bolt at the enemy, dealing 391 to 438 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
4	56	605	30 yd	2.5 sec	6 seconds	3 ●	Hurls a lightning bolt at the enemy, dealing 493 to 551 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.



EARTH SHOCK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	30	20 yd	IC	6 seconds	1 ●	Instantly shocks the target with concussive force, causing 19 to 22 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
2	8	50	20 yd	IC	6 seconds	1 ●	Instantly shocks the target with concussive force, causing 35 to 38 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
3	14	85	20 yd	IC	6 seconds	9 ●	Instantly shocks the target with concussive force, causing 60 to 65 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
4	24	145	20 yd	IC	6 seconds	35 ●	Instantly shocks the target with concussive force, causing 126 to 134 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
5	36	240	20 yd	IC	6 seconds	1 ●	Instantly shocks the target with concussive force, causing 235 to 249 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
6	48	345	20 yd	IC	6 seconds	2 ● 20 ●	Instantly shocks the target with concussive force, causing 390 to 414 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
7	60	450	20 yd	IC	6 seconds	3 ● 40 ●	Instantly shocks the target with concussive force, causing 517 to 545 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.



EARTHBIND TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	86	—	IC	15 seconds	1 ●	Summons an Earthbind Totem with 5 health at the feet of the caster for 45 sec that slows the movement speed of enemies within 10 yards.



FIRE NOVA TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	90	—	IC	15 seconds	8 ●	Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 53 to 62 fire damage to enemies within 10 yd.
2	22	151	—	IC	15 seconds	30 ●	Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 110 to 124 fire damage to enemies within 10 yd.
3	32	266	—	IC	15 seconds	80 ●	Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 195 to 219 fire damage to enemies within 10 yd.
4	42	375	—	IC	15 seconds	1 ● 60 ●	Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 295 to 331 fire damage to enemies within 10 yd.
5	52	494	—	IC	15 seconds	2 ● 70 ●	Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 413 to 459 fire damage to enemies within 10 yd.



FLAME SHOCK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	55	20 yd	IC	6 seconds	4 ●	Instantly sears the target with fire, causing 25 Fire damage immediately and 28 Fire damage over 12 sec.
2	18	95	20 yd	IC	6 seconds	20 ●	Instantly sears the target with fire, causing 51 Fire damage immediately and 48 Fire damage over 12 sec.
3	28	160	20 yd	IC	6 seconds	60 ●	Instantly sears the target with fire, causing 94 to 95 Fire damage immediately and 96 Fire damage over 12 sec.
4	40	250	20 yd	IC	6 seconds	1 ● 20 ●	Instantly sears the target with fire, causing 163 to 164 Fire damage immediately and 168 Fire damage over 12 sec.



FROST SHOCK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	115	20 yd	IC	6 seconds	22 ●	Instantly shocks the target with frost, causing 95 to 101 Frost damage and slowing movement speed to 50% of normal. Lasts 8 sec.
2	34	225	20 yd	IC	6 seconds	90 ●	Instantly shocks the target with frost, causing 215 to 230 Frost damage and slowing movement speed to 50% of normal. Lasts 8 sec.
3	46	325	20 yd	IC	6 seconds	2 ●	Instantly shocks the target with frost, causing 345 to 366 Frost damage and slowing movement speed to 50% of normal. Lasts 8 sec.
4	58	430	20 yd	IC	6 seconds	3 ● 20 ●	Instantly shocks the target with frost, causing 486 to 514 Frost damage and slowing movement speed to 50% of normal. Lasts 8 sec.



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LIGHTNING BOLT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	15	30 yd	1.5 sec	—	—	Casts a bolt of lightning at the target for 15 to 17 Nature damage.
2	8	30	30 yd	2 sec	—	1 ●	Casts a bolt of lightning at the target for 28 to 33 Nature damage.
3	14	45	30 yd	2.5 sec	—	9 ●	Casts a bolt of lightning at the target for 48 to 57 Nature damage.
4	20	75	30 yd	3 sec	—	22 ●	Casts a bolt of lightning at the target for 88 to 100 Nature damage.
5	26	105	30 yd	3 sec	—	40 ●	Casts a bolt of lightning at the target for 131 to 149 Nature damage.
6	32	135	30 yd	3 sec	—	80 ●	Casts a bolt of lightning at the target for 172 to 194 damage.
7	38	165	30 yd	3 sec	—	1 ● 10 ●	Casts a bolt of lightning at the target for 235 to 264 Nature damage.
8	44	195	30 yd	3 sec	—	1 ● 80 ●	Casts a bolt of lightning at the target for 291 to 326 Nature damage.
9	50	230	30 yd	3 sec	—	2 ● 40 ●	Casts a bolt of lightning at the target for 357 to 400 damage.



MAGMA TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	230	—	IC	—	40 ●	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 22 Fire damage to creatures within 8 yards every 2 seconds.
2	36	360	—	IC	—	1 ●	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 37 Fire damage to creatures within 8 yards every 2 seconds.
3	46	500	—	IC	—	2 ●	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 54 Fire damage to creatures within 8 yards every 2 seconds.
4	56	650	—	IC	—	3 ●	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 75 Fire damage to creatures within 8 yards every 2 seconds.



PURGE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	10% of base	30 yd	IC	—	8 ●	Purges the enemy target, removing 1 magic effect.
2	32	10% of base	30 yd	IC	—	80 ●	Purges the enemy target, removing 2 magic effects.



SEARING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	25	—	IC	—	—	Summons a Searing Totem with 5 health at your feet for 30 sec that repeatedly attacks an enemy within 20 yds for 9 to 11 Fire damage.
2	20	45	—	IC	—	22 ●	Summons a Searing Totem with 5 health at your feet for 35 sec that attacks an enemy within 20 yards for 13 to 17 Fire damage.
3	30	75	—	IC	—	70 ●	Summons a Searing Totem with 5 health at your feet for 40 sec that attacks an enemy within 20 yards for 19 to 25 Fire damage.
4	40	110	—	IC	—	1 ● 20 ●	Summons a Searing Totem with 5 health at your feet for 45 sec that attacks an enemy within 20 yards for 26 to 34 Fire damage.
5	50	145	—	IC	—	2 ● 40 ●	Summons a Searing Totem with 5 health at your feet for 50 sec that attacks an enemy within 20 yards for 33 to 45 Fire damage.
6	60	170	—	IC	—	3 ● 40 ●	Summons a Searing Totem with 5 health at your feet for 55 sec that attacks an enemy within 20 yards for 40 to 54 Fire damage.



STONECLAW TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	15	—	IC	30 seconds	1 ●	Summons a Stoneclaw Totem with 50 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.
2	18	30	—	IC	30 seconds	20 ●	Summons a Stoneclaw Totem with 150 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.
3	28	55	—	IC	30 seconds	60 ●	Summons a Stoneclaw Totem with 220 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.
4	38	75	—	IC	30 seconds	1 ● 10 ●	Summons a Stoneclaw Totem with 280 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.
5	48	105	—	IC	30 seconds	2 ● 20 ●	Summons a Stoneclaw Totem with 390 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.
6	58	140	—	IC	30 seconds	3 ● 20 ●	Summons a Stoneclaw Totem with 480 health at the feet of the caster for 15 sec that taunts creatures within 8 yards to attack it.

SKILLS LEARNED FROM THE ELEMENTAL TALENT TREE



ELEMENTAL MASTERY

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	—	—	IC	3 minutes	—	When activated, this spell gives your next Fire, Frost, or Nature damage spell a 100% critical strike chance and reduces the mana cost by 100%.

ENHANCEMENT

The Enhancement line builds on a Shaman's ability to deal damage indirectly while resisting the attacks of foes. A good number of weapon procs are found here; damage shields can be summoned instantly and with high mana efficiency; totems add resistances to melee, ranged, and magical damage. There are also additional totems to add to a party's attributes. This line also has Astral Recall and Ghost Wolf to help travel time, and Water Breathing and Water Walking to aid with those pesky underwater quests.



ASTRAL RECALL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	150	—	10 sec	15 minutes	70 ●	Yanks the caster through the twisting nether back to his home location.



FAR SIGHT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	80	50000	2 sec	—	40 ●	Changes the caster's viewpoint to the targeted location. Lasts 60 seconds. Only useable outdoors.



FIRE RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	75	—	IC	—	60 ●	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 30.
2	42	120	—	IC	—	1 ● 60 ●	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 45.
3	58	180	—	IC	—	3 ● 20 ●	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 60.



FLAMETONGUE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	90	—	IC	—	60 ●	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' main-hand weapons with fire if they are within 20 yards. Each hit causes 6.4 to 19.6 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 2 min.
2	38	140	—	IC	—	1 ● 10 ●	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' main-hand weapons with fire if they are within 20 yards. Each hit causes 9 to 27.9 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 2 min.
3	48	200	—	IC	—	2 ● 20 ●	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' main-hand weapons with fire if they are within 20 yards. Each hit causes 12.3 to 37.9 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 2 min.
4	58	275	—	IC	—	3 ● 20 ●	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' main-hand weapons with fire if they are within 20 yards. Each hit causes 15.8 to 48.7 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 2 min.



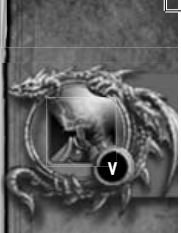
FLAMETONGUE WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	30	—	IC	—	4 ●	Imbue the Shaman's weapon with fire. Each hit causes 4.2 to 13 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
2	18	55	—	IC	—	22 ●	Imbue the Shaman's weapon with fire. Each hit causes 6.2 to 19.2 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
3	26	80	—	IC	—	40 ●	Imbue the Shaman's weapon with fire. Each hit causes 9.3 to 28.6 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
4	36	105	—	IC	—	1 ●	Imbue the Shaman's weapon with fire. Each hit causes 14.9 to 45.8 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
5	46	130	—	IC	—	2 ●	Imbue the Shaman's weapon with fire. Each hit causes 24.4 to 75 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
6	56	155	—	IC	—	3 ●	Imbue the Shaman's weapon with fire. Each hit causes 32.4 to 99.9 additional Fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.



FROST RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	75	—	IC	—	35 ●	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 30, if within 20 yards.
2	38	150	—	IC	—	1 ● 10 ●	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 45, if within 20 yards.
3	54	180	—	IC	—	2 ● 90 ●	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 60, if within 20 yards.



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- PRIEST
- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR



FROSTBRAND WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	60	—	IC	—	22 ●	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 35 additional Frost damage and slowing the target's movement speed by 25% for 8 sec. Lasts for 5 minutes.
2	28	85	—	IC	—	60 ●	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 53 additional Frost damage and slowing the target's movement speed by 25% for 8 sec. Lasts for 5 minutes.
3	38	110	—	IC	—	1 ● 10 ●	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 84 additional Frost damage and slowing the target's movement speed by 25% for 8 sec. Lasts for 5 minutes.
4	48	135	—	IC	—	2 ● 20 ●	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 134 additional Frost damage and slowing the target's movement speed by 25% for 8 sec. Lasts for 5 minutes.
5	58	160	—	IC	—	3 ● 20 ●	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 175 additional Frost damage and slowing the target's movement speed by 25% for 8 sec. Lasts for 5 minutes.



GHOST WOLF

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	20	100	—	3 sec	—	22 ●	Turns the shaman into a Ghost Wolf, increasing speed by 40%. Only useable outdoors.



GRACE OF AIR TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	42	155	—	IC	—	1 ● 60 ●	Summons a Grace of Air Totem with 5 health at the feet of the caster. The totem increases the agility of party members within 20 yards by 43. Lasts 1.25 min.
2	56	250	—	IC	—	3 ●	Summons a Grace of Air Totem with 5 health at the feet of the caster. The totem increases the agility of party members within 20 yards by 67. Lasts 1.50 min.
3	60	310	—	IC	—	—	Summons a Grace of Air Totem with 5 health at the feet of the caster. The totem increases the agility of party members within 20 yds by 77. Lasts 2 min.



GROUNDING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	6% of base	—	IC	15 seconds	70 ●	Summons a Grounding Totem with 5 health at the feet of the caster that will redirect one harmful spell cast on a nearby party member to itself every 10 seconds. Will not redirect area of effect spells. Lasts 45 secs.



LIGHTNING SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	45	—	IC	—	1 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
2	16	80	—	IC	—	18 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 29 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
3	24	125	—	IC	—	35 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 51 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
4	32	180	—	IC	—	80 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 80 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
5	40	240	—	IC	—	1 ● 20 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 114 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
6	48	305	—	IC	—	2 ● 20 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 154 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
7	56	370	—	IC	—	3 ●	The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 198 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.



NATURE RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	75	—	IC	—	70 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 30.
2	44	120	—	IC	—	1 ● 80 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 45.
3	60	180	—	IC	—	3 ● 40 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 60.



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ROCKBITER WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	15	—	IC	—	10 ●	Imbue the Shaman's weapon, increasing attack power by 29 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
2	8	25	—	IC	—	1 ●	Imbue the Shaman's weapon, increasing attack power by 38 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
3	16	50	—	IC	—	18 ●	Imbue the Shaman's weapon, increasing attack power by 88 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
4	24	75	—	IC	—	35 ●	Imbue the Shaman's weapon, increasing attack power by 129 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
5	34	100	—	IC	—	90 ●	Imbue the Shaman's weapon, increasing attack power by 211 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
6	44	125	—	IC	—	1 ● 80 ●	Imbue the Shaman's weapon, increasing attack power by 393 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.
7	54	150	—	IC	—	2 ● 90 ●	Imbue the Shaman's weapon, increasing attack power by 554 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.

SENTRY TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	34	65	—	IC	—	90 ●	Summons an immobile Sentry Totem with 100 health at your feet for 5 min that allows vision of nearby area and warns of enemies that attack it. Right-click on buff to switch back and forth between totem sight and Shaman sight.

STONESKIN TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	30	—	IC	—	—	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 4. Lasts 45 sec.
2	14	60	—	IC	—	9 ●	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 7. Lasts 1 min.
3	24	90	—	IC	—	35 ●	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 11. Lasts 1 min.
4	34	115	—	IC	—	90 ●	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 16. Lasts 1 min.
5	44	160	—	IC	—	1 ● 80 ●	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 22. Lasts 1 min.
6	54	210	—	IC	—	2 ● 90 ●	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 30. Lasts 1 min.

STRENGTH OF EARTH TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	25	—	IC	—	4 ●	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 10. Lasts 2 min.
2	24	65	—	IC	—	35 ●	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 20. Lasts 2 min.
3	38	155	—	IC	—	1 ● 10 ●	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 36. Lasts 2 min.
4	52	275	—	IC	—	2 ● 70 ●	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 61. Lasts 2 min.
5	60	340	—	IC	—	—	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 77. Lasts 2 min.

WATER BREATHING

RANK	LEVEL	MANA	REAGENT	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	50	Shiny Fish Scales	30	IC	—	30 ●	Allows the target to breath underwater for 10 min.

WATER WALKING

RANK	LEVEL	MANA	REAGENT	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	28	95	Fish Oil	30	IC	—	60 ●	Allows the friendly target to walk across water for 10 min. Any damage caused will cancel the effect.

WINDFURY TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	115	—	IC	—	80 ●	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 122 extra attack power. Lasts 2 min.
2	42	175	—	IC	—	1 ● 60 ●	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 229 extra attack power. Lasts 2 min.
3	52	250	—	IC	—	2 ● 70 ●	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 315 extra attack power. Lasts 2 min.





WINDFURY WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	90	—	IC	—	70 ●	Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 46 extra attack power. Lasts for 5 minutes.
2	40	115	—	IC	—	1 ● 20 ●	Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 119 extra attack power. Lasts for 5 minutes.
3	50	140	—	IC	—	2 ● 40 ●	Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 249 extra attack power. Lasts for 5 minutes.
4	60	165	—	IC	—	3 ● 40 ●	Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 333 extra attack power. Lasts for 5 minutes.



WINDWALL TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	36	115	—	IC	—	1 ●	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 32. Lasts 2 mins.
2	46	170	—	IC	—	2 ●	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 50. Lasts 2 mins.
3	56	225	—	IC	—	3 ●	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 64. Lasts 2 mins.

SKILLS LEARNED FROM THE ENHANCEMENT TALENT TREE



PARRY

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	—	—	—	—	—	Gives a chance to parry enemy melee attacks.



STORMSTRIKE

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	204	9 yd	IC	20 seconds	—	Gives you an extra attack. In addition, the next 2 sources of Nature damage dealt to the target are increased by 20%. Lasts 12 sec.



TWO-HANDED AXES AND MACES

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	—	—	—	—	—	Allows you to use Two-Handed Axes and Two-Handed Maces.

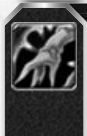
RESTORATION

The Restoration line of spells is what Shaman use to keep their allies, and themselves, alive during harsh battles. These spells turn the Shaman into a powerful secondary healer, ready to aid Priests and save Warriors from going down. In the worst events, the Shaman is ready to Resurrect the fallen and keep the group going even after near wipeouts.



ANCESTRAL SPIRIT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	90% of base	30 yd	10 sec	—	8 ●	Returns the spirit to the body, restoring a dead target to life with 65 health and 120 mana. Cannot be cast when in combat.
2	24	90% of base	30 yd	10 sec	—	35 ●	Returns the spirit to the body, restoring a dead target to life with 150 health and 260 mana. Cannot be cast when in combat.
3	36	90% of base	30 yd	10 sec	—	1 ●	Returns the spirit to the body, restoring a dead target to life with 250 health and 420 mana. Cannot be cast when in combat.
4	48	90% of base	30 yd	10 sec	—	2 ● 20 ●	Returns the spirit to the body, restoring a dead target to life with 400 health and 600 mana. Cannot be cast when in combat.
5	60	90% of base	30 yd	10 sec	—	3 ● 40 ●	Returns the spirit to the body, restoring a dead target to life with 600 health and 800 mana. Cannot be cast when in combat.



CHAIN HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	260	40 yd	2.5 sec	—	1 ● 20 ●	Heals the friendly target for 320 to 368, then jumps to heal additional nearby targets. If cast on a party member, the heal will only jump to other party members. Each jump reduces the effectiveness of the heal by 50%. Heals 3 ranged targets.
2	46	315	40 yd	2.5 sec	—	2 ●	Heals the friendly target for 405 to 465, then jumps to heal additional nearby targets. If cast on a party member, the heal will only jump to other party members. Each jump reduces the effectiveness of the heal by 50%. Heals 3 ranged targets.
3	54	405	40 yd	2.5 sec	—	2 ● 90 ●	Heals the friendly target for 551 to 629, then jumps to heal additional nearby targets. If cast on a party member, the heal will only jump to other party members. Each jump reduces the effectiveness of the heal by 50%. Heals 3 ranged targets.



CURE DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	9% of base	30 yd	IC	—	30 ●	Cures 1 disease on the target.



CURE POISON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	9% of base	30 yd	IC	—	18 ●	Cures 1 poison effect on the target.



DISEASE CLEANSING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	38	10% of base	—	IC	—	1 ● 10 ●	Summons a Disease Cleansing Totem with 5 health at the feet of the caster that attempts to remove 1 disease effect from party members within 20 yards every 5 seconds. Lasts 2 mins.



HEALING STREAM TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	40	—	IC	—	—	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 6 every 2 sec.
2	30	50	—	IC	—	70 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 8 every 2 seconds.
3	40	60	—	IC	—	1 ● 20 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 10 every 2 seconds.
4	50	70	—	IC	—	2 ● 40 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 12 every 2 seconds.
5	60	80	—	IC	—	3 ● 40 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 14 every 2 seconds.



HEALING WAVE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	25	40 yd	1.5 sec	—	—	Heals a friendly target for 34 to 44.
2	6	45	40 yd	2 sec	—	1 ●	Heals a friendly target for 64 to 78.
3	12	80	40 yd	2.5 sec	—	8 ●	Heals a friendly target for 129 to 155.
4	18	155	40 yd	3 sec	—	20 ●	Heals a friendly target for 268 to 316.
5	24	200	40 yd	3 sec	—	35 ●	Heals a friendly target for 376 to 440.
6	32	265	40 yd	3 sec	—	80 ●	Heals a friendly target for 536 to 622.
7	40	340	40 yd	3 sec	—	1 ● 20 ●	Heals a friendly target for 740 to 854.
8	48	440	40 yd	3 sec	—	2 ● 20 ●	Heals a friendly target for 1017 to 1167.
9	56	560	40 yd	3 sec	—	3 ●	Heals a friendly target for 1367 to 1561.
10	60	620	40 yd	3 sec	—	—	Heals a friendly target for 1620 to 1850.



LESSER HEALING WAVE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	105	40 yd	1.5 sec	—	22 ●	Heals a friendly target for 162 to 186.
2	28	145	40 yd	1.5 sec	—	60 ●	Heals a friendly target for 247 to 281.
3	36	185	40 yd	1.5 sec	—	1 ●	Heals a friendly target for 337 to 381.
4	44	235	40 yd	1.5 sec	—	1 ● 80 ●	Heals a friendly target for 458 to 514.
5	52	305	40 yd	1.5 sec	—	2 ● 70 ●	Heals a friendly target for 631 to 705.
6	60	380	40 yd	1.5 sec	—	3 ● 40 ●	Heals a friendly target for 832 to 928.



MANA SPRING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	40	—	IC	—	40 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 4 mana every 2 seconds to group members within 20 yards.
2	36	60	—	IC	—	1 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 6 mana every 2 seconds to group members within 20 yards.
3	46	80	—	IC	—	2 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 8 mana every 2 seconds to group members within 20 yards.
4	56	100	—	IC	—	3 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 10 mana every 2 seconds to group members within 20 yards.



POISON CLEANSING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	10% of base	—	IC	—	30 ●	Summons a Poison Cleansing Totem with 5 Health at the feet of the caster that attempts to remove 1 poison effect from party members within 20 yards every 5 seconds. Lasts 2 mins.



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PRIEST

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WARRIOR



REINCARNATION

RANK	LEVEL	REAGENT	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	Ankh	Self	1C	1 hour	70	Allows you to resurrect yourself upon death with 20% health and mana. Useable once per hour.



TRANQUIL AIR TOTEM

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	50	8% of base	—	1C	—	2 40	Summons a Tranquil Air Totem with 5 health at the feet of the caster. The totem reduces the threat caused by all party members within 20 yards by 20%. Lasts 2 mins.



TREMOR TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	18	75	—	1C	—	20	Summons a Tremor Totem with 5 health at the feet of the caster that shakes the ground around it, removing Fear, Charm, and Sleep effects from party members within 20 yards. Lasts 1.5 min.

SKILLS LEARNED FROM THE RESTORATION TALENT TREE



MANA TIDE TOTEM

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	20	—	1C	5 minutes	—	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 170 mana every 3 seconds to group members within 20 yards.
2	48	40	—	1C	5 minutes	55	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 230 mana every 3 seconds to group members within 20 yards.
3	58	60	—	1C	5 minutes	80	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 290 mana every 3 seconds to group members within 20 yards.



NATURE'S SWIFTNESS

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	—	—	1C	5 minutes	—	When activated, your next Nature spell with a casting time less than 10 sec becomes an instant cast spell.

TALENTS

The Shaman Talent system closely follows the spell lines of this class. The Elemental line takes a Shaman closer toward the damage end of their spell-casting abilities. Enhancement improves a Shaman's melee damage and survivability; it also improves on several of the group-enhancing totems that Shaman are loved for using. Restoration dramatically raises the ability of a Shaman to be a group healer, and even adds a totem that restores group mana.



ELEMENTAL COMBAT

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Convection	5	None	Reduces the Mana cost of your Shock, Lightning Bolt and Chain Lightning spells by 2% (Per Rank).
Concussion	5	None	Increases the damage done by your Lightning Bolt, Chain Lightning and Shock spells by 1% (Per Rank).
Earth's Grasp	2	5 Points in Elemental	Increases the Health of your Stoneclaw Totem by 25% (Per Rank) and your Earthbind Totem by 10% (Per Rank).
Elemental Warding	3	5 Points in Elemental	Reduces damage taken from Fire, Frost and Nature effects by 4%. Progression 4/7/10.
Call of Flame	3	5 Points in Elemental	Increases the damage done by your Fire Totems by 5% (Per Rank).
Elemental Focus	1	10 Points in Elemental	Gives you a 10% chance to enter a Clearcasting state after casting any Fire, Frost, or Nature damage spell. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
Reverberation	5	10 Points in Elemental	Reduces the cooldown of your Shock spells by 0.2 sec (Per Rank).
Call of Thunder	5	10 Points in Elemental	Increases the critical strike chance of your Lightning Bolt and Chain Lightning spells by 1%. (Progression: 1/2/3/4/6).
Improved Fire Nova Totem	2	15 Points in Elemental	Reduces the delay before your Fire Nova Totem activates by 1 sec. (Per Rank) and decreases the threat generated by your Magma Totem by 25% (Per Rank).
Eye of the Storm	3	15 Points in Elemental	Gives you a 33% chance to gain the Focused Casting effect that lasts for 6 sec after being the victim of a melee or ranged critical strike. The Focused Casting effect prevents you from losing casting time when taking damage. Progression 33/66/100.
Elemental Devastation	3	15 Points in Elemental	Your offensive spell crits will increase your chance to get a critical strike with melee attacks by 3% (Per Rank) for 10 sec.
Storm Reach	2	20 Points in Elemental	Increases the range of your Lightning Bolt and Chain Lightning spells by 3 yards (Per Rank).
Elemental Fury	1	20 Points in Elemental	Increases the critical strike damage bonus of your Searing, Magma, and Fire Nova Totems and your Fire, Frost, and Nature spells by 100%.
Lightning Mastery	5	5 Points in Call of Thunder, 25 Points in Elemental	Reduces the cast time of your Lightning Bolt and Chain Lightning spells by 0.2 sec (Per Rank).
Elemental Mastery	1	1 Point in Elemental Fury, 30 Points in Elemental	When activated, this spell gives your next Fire, Frost, or Nature damage spell a 100% critical strike chance and reduces the mana cost by 100%.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

ENHANCEMENT	TALENT NAME	RANKS	PREREQUISITES	EFFECTS
	Ancestral Knowledge	5	None	Increases your maximum Mana by 1% (Per Rank).
	Shield Specialization	5	None	Increases your chance to block attacks with a shield by 1% (Per Rank) and increases the amount blocked by 5% (Per Rank).
	Guardian Totems	2	5 Points in Enhancement	Increases the amount of damage reduced by your Stoneskin Totem and Windwall Totem by 10% (Per Rank) and the cooldown of your Grounding Totem by 1 sec. (Per Rank).
	Thundering Strikes	5	5 Points in Enhancement	Improves your chance to get a critical strike with your weapon attacks by 1% (Per Rank).
	Improved Ghost Wolf	2	5 Points in Enhancement	Reduces the cast time of your Ghost Wolf spell by 1 sec (Per Rank).
	Improved Lightning Shield	3	5 Points in Enhancement	Increases the damage done by your Lightning Shield orbs by 5% (Per Rank).
	Enhancing Totems	2	10 Points in Enhancement	Increases the effect of your Strength of Earth and Grace of Air Totems by 8%. (Progression: 8/15).
	Two-Handed Axes and Maces	1	10 Points in Enhancement	Allows you to use Two-Handed Axes and Two-Handed Maces.
	Anticipation	5	10 Points in Enhancement	Increases your chance to dodge by an additional 1% (Per Rank).
	Flurry	5	5 Points in Thundering Strikes, 15 Points in Enhancement	Increases your attack speed by 10% for your next 3 swings after dealing a critical strike. (Progression: 10%/15%/20%/25%/30%).
	Toughness	5	15 Points in Enhancement	Increases your armor value from items by 2% (Per Rank).
	Improved Weapon Totems	2	20 Points in Enhancement	Increases the melee attack power bonus of your Windfury Totem by 15% (Per Rank) and increases the damage caused by your Flametongue Totem by 6% (Per Rank).
	Elemental Weapons	3	20 Points in Enhancement	Increases the melee attack power bonus of your Rockbiter Weapon by 7% (Progression: 7/14/20), your Windfury Weapon effect by 13% (Progression: 13/27/40) and increases the damage caused by your Flametongue Weapon and Frostbrand Weapon by 5% (Per Rank).
	Parry	1	20 Points in Enhancement	Gives a chance to parry enemy melee attacks.
	Weapon Mastery	5	25 Points in Enhancement	Increases the damage you deal with all weapons by 2% (Per Rank).
	Stormstrike	1	30 Points in Enhancement	Gives you an extra attack. In addition, the next 2 sources of Nature damage dealt to the target are increased by 20%. Lasts 12 secs.

RESTORATION	TALENT NAME	RANKS	PREREQUISITES	EFFECTS
	Improved Healing Wave	5	None	Reduces the casting time of your Healing Wave spell by 0.1 sec (Per Rank).
	Tidal Focus	5	None	Reduces the Mana cost of your healing spells by 1% (Per Rank).
	Improved Reincarnation	2	5 Points in Restoration	Reduces the cooldown of your Reincarnation spell by 10 min (Per Rank) and increases the amount of health and mana you reincarnate with by an additional 10% (Per Rank).
	Ancestral Healing	3	5 Points in Restoration	Increases your target's armor value from items by 8% (Progression: 8/16/25) for 15 sec after getting a critical effect from one of your healing spells.
	Totemic Focus	5	5 Points in Restoration	Reduces the Mana cost of your totems by 5% (Per Rank).
	Nature's Guidance	3	10 Points in Restoration	Increases your chance to hit with melee attacks and spells by 1% (Per Rank).
	Healing Focus	5	10 Points in Restoration	Gives you a 14% chance (Per Rank) to avoid interruption caused by damage while casting any healing spell.
	Totemic Mastery	1	10 Points in Restoration	The radius of your totems that affect friendly targets is increased to 30 yd.
	Healing Grace	3	10 Points in Restoration	Reduces the threat generated by your healing spells by 5% (Per Rank).
	Restorative Totems	5	15 Points in Restoration	Increases the effect of your Mana Spring and Healing Stream Totems by 5% (Per Rank).
	Tidal Mastery	5	15 Points in Restoration	Increases the critical effect chance of your healing and lightning spells by 1% (Per Rank).
	Healing Way	3	20 Points in Restoration	Your Healing Wave spells have a 33% (Progression: 33/66/100) chance to increase the subsequent Healing Wave spells on that target by 6% for 15 sec. This effect will stack up to 3 times.
	Nature's Swiftress	1	5 Points in Tidal Mastery, 20 Points in Restoration	When activated your next Nature spell with a casting time less than 10 sec becomes an instant cast spell.
	Purification	5	25 Points in Restoration	Increases the effectiveness of your healing spells by 2% (Per Rank).
	Mana Tide Totem	1	5 Points in Restorative Totems, 30 Points in Restoration	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 170 mana every 3 seconds to group members within 20 yards.

STRATEGIES

The primary factor in determining Shaman strategy rests on the duration of an upcoming fight. In longer fights, Shaman bring more and more interesting things to a group (and even to some extent gain this complexity when soloing). Shaman are most efficient and exciting when pressured into using many of their special AoE totems, which are pivotal in distinguishing this class from its rivals.

SURVIVAL

When you and your group are threatened, the class has many tricks to come out on top. In battles where there is risk to the party and a powerful monster (or a number of lesser foes), it's amazing to see what the totems can accomplish over time. Drop your Stoneskin totem and reduce incoming damage right off the bat! The effect of this totem belies the modest numbers on its description.

Reducing each enemy attack by six points (for example), adds up to hundreds of saved mana in healing when a group goes through 15 to 20 rounds of attacks against multiple foes. Considering that this totem lasts for an entire minute, those numbers are entirely legitimate. Add that this totem costs less than equivalent healing for that Shaman's level and it becomes even more beneficial!



The same math applies to the Healing Stream Totems. Though each tick seems like a trivial sum of health to restore, these powerhouses of HOT efficiency costs very little to drop, take no time to prepare, and account for about an entire Lesser Healing Wave worth of health to each member of the party who is damage during the next minute. You just can't beat efficiency like that, even if only one or two party members are taking damage.



BACKUP HEALING

Shaman have the ability to fight up close and do magical damage, so there are times when it doesn't seem like it is a Shaman's "duty" to heal. This is a complex issue, and a great deal of personal decisions enter into it, but there are a few important points to make.

Shaman have the ability to save lives, as do all healing classes. Dealing damage saves lives when the damage brings down a target that is threatening the group. Healing saves a life when it restores a person who would have fallen before the attacking enemies were slain. If you are in a group that is about to lose a member due to an attack, it is your responsibility to drop into healing duties for a time. Even in a selfish sense, everyone benefits from keeping each member alive during a fight because losing a person leads to major downtime. From a mana perspective, it costs much more to bring someone back from the dead than it does to give them a bit of healing.



Looked at from a different angle, there is a great deal of good to be done by a secondary healer. Shaman have much better armor than Priests, especially in the later game. Healing a wounded character saves the primary healer from getting aggro; this is doubly important when the person being healed is the primary healer. Shaman specced in the Restoration Talent line actually become quite skilled in healing.



WORKING WITH OTHER SHAMAN

Shaman can only drop one totem from a given element at a time. Having other Shaman around is nice from the beginning because you can divvy totem duties (to stack various long-term positive effects for the tougher battles). Consider having one perhaps handle the buff totems while the other is responsible for bread and butter selections. This way, groups can have Tremor and Stoneskin at the same time, for example.

As for additional duties, they can be divided as well. If healing is in good shape with just one of the Shaman staying on backup duty, the other can switch over to a more aggressive posture and get the enemies knocked down faster with more Earth Shocks and Chain Lightning. Use Lightning Shield and deal even more damage, efficiently, in the event that your casting draws brief aggro. This militant style of casting is better later on, when Shaman have better armor, but it works well enough in the early days as well, so long as you don't overdo it on any single creature.



CLASS QUESTS

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP	QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Rune Inscribed Note	1	Gruhl Hawkwind	Meela Dawnstrider	N	40	Call of Water (Part 1)	20	Xanis Flameweaver	Islen Waterseer	S	775
Rune Inscribed Parchment	1	Gornek	Shikrik	N	40	Call of Water (Part 2)	22	Islen Waterseer	Brine	Y	440
Call of Earth (Part 1)	4	Canaga Earthcaller	Canaga Earthcaller	S	270	Call of Water (Part 3)	22	Brine	Brine	Y	875
Call of Earth (Part 2)	4	Canaga Earthcaller	Minor Manifestation of Earth	Y	270	Call of Water (Part 4)	22	Brine	Brine	Y	1300
Call of Earth (Part 3)	4	Minor Manifestation of Earth	Canaga Earthcaller	Y	450	Call of Water (Part 5)	23	Brine	Brine	Y	1400
Call of Earth (Part 1)	4	Seer Ravenfeather	Seer Ravenfeather	S	270	Call of Water (Part 6)	23	Brine	Islen Waterseer	Y	460
Call of Earth (Part 2)	4	Seer Ravenfeather	Minor Manifestation of Earth	Y	270	Call of Water (Part 7)	23	Islen Waterseer	Brazier of Everfount	Y	1400
Call of Earth (Part 3)	4	Minor Manifestation of Earth	Seer Ravenfeather	Y	450	Call of Water (Part 8)	23	Brazier of Everfount	Minor Manifestation of Water	Y	—
Call of Fire (Part 1)	10	Swart	Kranal Fiss	S	40	Call of Water (Part 9)	23	Minor Manifestation of Water	Islen Waterseer	Y	2750
Call of Fire (Part 1)	10	Seam Firewarder	Kranal Fiss	S	40	Call of Air	30	Seam Firewarder	Prate Cloudseer	S	2450
Call of Fire (Part 1)	10	Narm Skychaser	Kranal Fiss	S	40	Call of Air	30	Xanis Flameweaver	Prate Cloudseer	S	2450
Call of Fire (Part 2)	11	Kranal Fiss	Telf Joolam	Y	650	Elemental Mastery	50	Sagome Creststrider	Bath'rah the Windwatcher	S	3600
Call of Fire (Part 3)	12	Telf Joolam	Telf Joolam	Y	900	Spirit Totem	52	Bath'rah the Windwatcher	Bath'rah the Windwatcher	Y	2050
Call of Fire (Part 4)	13	Tel Joolam	Brazier of the Dormant Flame	Y	1150	Da Voodoo	52	Bath'rah the Windwatcher	Bath'rah the Windwatcher	Y	2550
Call of Fire (Part 5)	13	Brazier of the Dormant Flame	Kranal Fiss	Y	1150	Material Assistance	60	Sagome Creststrider	Sagome Creststrider	S	4950
Call of Water (Part 1)	20	Xanis Flameweaver	Islen Waterseer	S	775	The Darkreaver Menace	60	Sagome Creststrider	Sagome Creststrider	Y	—
Call of Water (Part 1)	20	Swart	Islen Waterseer	S	775	Frost Shock and You	62	Dire Maul	Lorekeeper Javan	N	7050