Elemental Shaman

Lightning. A lot of lightning.

The caster shaman: Lightning Bolt, Chain Lightning and shocks, with WoW Forever's **Lightning Overload**, **Elemental Alacrity** and the new 31-point **Lightning Mastery**.

Ranged damage | Lightning | Totems

THE 30-SECOND VERSION

Three things to remember

Lightning Bolt is your engine

Most of your damage. Faster with Elemental Alacrity, sometimes doubled by Lightning Overload.

Flame Shock, then bolts

Keep Flame Shock up and fill with Lightning Bolt; Chain Lightning on packs.

Lightning Mastery at 40

Your 31-point talent: faster Lightning Bolt and Chain Lightning resets for 15 sec.

NEW IN WOW FOREVER

What changed for you

Alliance shamans

Dwarves can be shamans now, so both sides have them.

Totems last 5 minutes

Most totems last 5 min (were 2), many with 30-yard range. **Totemic Call** moves your totems to you, and **Totemic Recall** picks them up and refunds 25% of their mana.

Lightning Overload

Lightning Bolt and Chain Lightning have a 10% chance to fire a free half-damage copy.

Lightning Mastery

Replaces Elemental Mastery: a 15-sec burst of fast bolts and Chain Lightning resets.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Lightning Bolt** to pull, then melee with **Rockbiter Weapon** on.
- **Earth Shock** to interrupt casters and finish runners.
- Get your **Earth totem** quest at 4 and keep **Stoneskin** or Strength of Earth down.

LEVELS 10–19

- Take **Convection** (cheaper spells) and **Concussion** (more damage).
- **Flame Shock** (10), then Lightning Bolt.
- Fire totem quest at 10: **Searing Totem** on tough mobs.

LEVELS 20–39

- Take **Call of Flame**, **Elemental Focus** and **Elemental Alacrity**.
- **Chain Lightning** (talent rank at 32) on packs.
- Take **Eye of the Storm** so hits do not push back your bolts.

LEVELS 40–59

- Take **Lightning Overload**, **Elemental Fury** and **Elemental Reach**.
- **Lightning Mastery** (31-point) on bosses.
- Water totem quest at 20: **Mana Spring** in groups.

AT LEVEL 60

Your priority

A simple order for Elemental at 60.

1. **Totems** before the pull: one Call spell drops them all.
2. **Lightning Mastery** at the start of the boss.
3. **Flame Shock** keep it on the target.
4. **Chain Lightning** on cooldown (resets during Lightning Mastery).
5. **Lightning Bolt** to fill every gap.
6. **Earth Shock** to interrupt a cast.

Talents that matter

TALENT	TREE	WHY TAKE IT
Convection	Elemental	Cheaper shocks and lightning.
Concussion	Elemental	More lightning and shock damage.
Elemental Alacrity	Elemental	Faster Lightning Bolt and Chain Lightning.
Call of Flame	Elemental	Stronger fire totems, Flame Shock and Fire Nova.
Elemental Focus	Elemental	Free spells after crits.
Eye of the Storm	Elemental	Less pushback.
Elemental Reach	Elemental	+3 yards range.
Lightning Overload	Elemental	Free half-damage copies.
Elemental Fury	Elemental	Bigger crits.
Lightning Mastery	Elemental (31)	A 15-sec lightning burst.

Best race for this spec

ALLIANCE

DWARF

The only Alliance shaman. **Artisan's Precision** gives +1% hit, so fewer misses on every attack with spells.

HORDE

TROLL

Berserking gives 15 sec of faster casting. Orc is close.

RACE	SIDE	RACIALS
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.

RACE	SIDE	RACIALS
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Watch threat

Lightning crits pull threat fast. Let the tank build a lead.

Earth Shock interrupts

Use it to stop heals and big casts.

Mana Spring in groups

Your group will thank you, and so will your own mana.

Range helps

Elemental Reach gives 3 more yards: stand back and keep casting.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Totems keep running out	They last 5 min now; use a Call spell to drop them all, and Totemic Call to move them with you.
Out of mana	Use Totemic Recall to get 25% of totem mana back, drop Mana Spring, and drink between pulls.
Bolts pushed back	Take Eye of the Storm and stand where mobs cannot hit you.
Resists	You need spell hit: Dwarf or hit gear.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell and follows your Flame Shock from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: shaman changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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