Enhancement Shaman

Big weapon. Windfury. Stormstrike.

The melee shaman: Windfury, Stormstrike and shocks, with WoW Forever's **Maelstrom Weapon**, **Mental Dexterity** and the new 31-point **Rage of the Farseer**.

Melee damage · Two-hander · Windfury

THE 30-SECOND VERSION

Three things to remember

Windfury Weapon

The biggest melee boost. Slow two-hander, Windfury on it.

Maelstrom for instant bolts

Your hits stack up to 5 Maelstrom Weapon: a cheap, fast Lightning Bolt between swings.

Rage of the Farseer at 40

Your 31-point talent: 30% faster attacks for 25 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.

Maelstrom Weapon

Melee hits make your next Lightning Bolt faster and cheaper, up to 5 stacks.

Intellect matters

Mental Dexterity (attack power from Intellect) and **Mental Quickness** (spell power from Intellect).

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 **Thundering Strikes** (+1% crit) and **Ancestral Knowledge**.
- Use the slowest two-hander you can find with **Rockbiter**.
- **Flame Shock** (10) on pull, then melee.

LEVELS 20–39

- **Windfury Weapon** (talent rank at 30) on your weapon.
- Take **Elemental Weapons**, **Flurry** and **Stormstrike**.
- Take **Mental Dexterity** for attack power.

LEVELS 40–59

- Take **Spirit Weapons**, **Improved Stormstrike** and **Maelstrom Weapon**.
- **Rage of the Farseer** (31-point) on bosses.
- **Strength of Earth** and **Windfury Totem** in groups.

AT LEVEL 60

Your priority

A simple order for Enhancement at 60.

1. **Totems and Windfury Weapon** before the pull.
2. **Rage of the Farseer** at the start of the boss.
3. **Stormstrike** on cooldown.
4. **Lightning Bolt** at 5 Maelstrom Weapon stacks.
5. **Flame Shock or Earth Shock** on cooldown (Earth Shock after Stormstrike).
6. **Fire Nova** on packs, next to your fire totem.

Talents that matter

TALENT	TREE	WHY TAKE IT
Thundering Strikes	Enhancement	+1% crit with spells and attacks.
Ancestral Knowledge	Enhancement	More mana.
Mental Dexterity	Enhancement	Attack power from Intellect.
Elemental Weapons	Enhancement	Stronger weapon imbues.
Flurry	Enhancement	Faster attacks after crits.
Stormstrike	Enhancement	A big strike that boosts your next spell.
Spirit Weapons	Enhancement	Parry chance and threat control.
Mental Quickness	Enhancement	Spell power from Intellect.
Improved Stormstrike	Enhancement	Mana and Stormstrike resets.
Maelstrom Weapon	Enhancement	Fast, cheap Lightning Bolts.
Rage of the Farseer	Enhancement (31)	30% faster attacks for 25 sec.

Best race for this spec

ALLIANCE

DWARF

The only Alliance shaman. **Artisan's Precision** gives +1% hit, so fewer misses on every attack on your swings and shocks.

HORDE

ORC

Blood Fury raises both your attack power and your shock damage.

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

Slow weapon, Windfury

Windfury adds attacks based on weapon damage: slow and heavy is best.

Do not forget Intellect

With Mental Dexterity, Intellect gives attack power too.

Bolt at 5 stacks

A Maelstrom Lightning Bolt is quick and cheap: weave it in.

Earth Shock after Stormstrike

Stormstrike empowers your next Earth Shock.

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.
Windfury is missing	Windfury Weapon is a later rank of your weapon imbues; check the trainer.
Missing a lot	Hit matters: Dwarf, or hit gear.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and follows your weapon imbues and shocks. 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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