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Tbc enhancement shaman pvp guide

Specifications to consider for PvP may be Enhancement suicide specifications (21/40/0), or Elemental (40/0/21 or 37/0/24) if you select Focused Mind. Improvement is better for burst DPS, if you don't really care about living. Elemental is good for controlled DPS and great survival; Nature's Swiftmess is considered essential to all Elemental PvP specifications. Resto spec gives a shaman the best survival ability, due to the tree's 41. The damage output of a Resto shaman is close to 0, but they can easily be considered one of the most durable classes in pvp (other than protection warriors/druids/paladin, but you don't see as much in pvp). A very common full pvp resto spec is 0/20/41; opt out of manatide for extra +heal and toughness. A good strategy with any casting class is to feign casting by starting a cast and either jumping or moving to cancel it. It is very useful when used correctly and can cause your opponent to waste a silence or opposing. You can throw trinkets and buff yourself with Earth Shield/Lightning Shield and your shield will get a + healing/+ spell damage bonus from trinkets. A great way to deal with quick and easy damage with an elementary shaman is to throw Lightning Bolt, Chain Lightning, then Earth Shock. When the bolt hits, the chain light will fold and immediately hit, and the soil shock will immediately hit as well. This deals with a ton of damage, and if they cry, you're almost guaranteed a murder battle. You can throw lightning and then follow up with Purge once or twice just before the bolt hits. This removes any buffs the opponent may have caused even more damage or take away what may have saved the opponent. This may seem obvious, but remember when to cleanse, dps or heal. While you're doing one thing, you don't do the other two. In the world PvP, it might be a good idea to draw a mob to you. This will help you get out of the amount of controlling abilities that include polymorph and ice trap (because the mob will hurt you, breaking CC). GET RESILIENCE!! It's the best thing a shaman can get. It increases your survival by so much. The first thing you should get is

the Medallion of the Horde/Medallion of the Alliance followed up by some Grand Marshal/High Warlord PvP equipment, or the arena PvP set. When duelling, do not be afraid to throw totems before the duel starts. They are our buffs. If your opponent has a problem with this, ask them to remove their buffs and then use them in the real. Throw away water shields when there is little mana. It's free of charge, and recovers a decent amount every time you get hit. The damage you take can be negated by the mana you get back to throw a less healing wave. In a disputed area (Ashenvale, Hillsbrad Foothills, etc.) on a PvP server, be careful not to leave the totems around. If a member of the opposite faction sees any of your totems, they expect to come you quite quickly; most totems don't last long enough for you to get very far, so they'll probably be close to you if they find one of your totems. Most people forget that healing is also viable in PvP.(0/5/56) is a good spec. Healing other players will keep you within range of killing and will keep the other players fighting. One possible trick, if your opponent has a counter-spell or interrupt ability and doesn't pay close attention, is to trick them into thinking that you're throwing a cure when you're in real life, you're using your hearthstone! (Make sure you don't actually have a fireplace.) This was a neat trick before BC when only cast animation (and not casting bar) was visible. Rogues specialize in doing heavy melee injuries and controlling a match. There are two basic types of scammers: stun-lock and ambush. A Stun-Lock rogue will try to keep you stunned for the whole match. Although they can't actually achieve a perfect stun lock, they can get very close. Your job is to wait for the gap in the stun and then break the stun-lock sequence. Make sure the Searing Totem and Lightning Shield are up to deal with damage even if you're stunned. Get and use the Insignia of Horde/Alliance to break out of the stuns. It is better to use it when you get hit with Kidney Shot instead of Cheap Shot, because they can always kidney shot outside stealth while they can not cheaply shot outside stealth. (Storing trinkets for the blind may also be a better decision depending on the situation.) An ambush rogue will start with Ambush, and will eventually use Gouge, Backstab, and Eviscerate or Kidney Shot. You just want to be incapacitated under Gouge. StealthRogues can Stealth while not in battle, with a 10-5 second cooldown. During battle, they can disappear, but on a 5 minute cooling timer. A rogue trained in Preparation can disappear three times in 5 minutes. Flame shock will keep the rogue from stealthing. However, the dot duration is 12 seconds, and the rogue's Blind is 10 seconds. If timed correctly, the rogue can wait until DOT hours are 8 seconds (unless the rogue uses the Cloak of shadows), Blind, waiting for dot to fade, then stealth. (Blind is no longer a poison, so cleansing totem will not counteract this.) Magma Totem is mana expensive, has a medium duration (20 seconds) and only an 8 yard radius, but will unstealth a rogue within its radius of each pulse (2 seconds). If possible, judge rogue fire resistance first. Contrary to popular belief (and pre-patch 2.2.0 behavior), Earthbind Totem will not unstealth a rogue. General tipsSearing Totem and Lightning Shield are fine to increase the damage output on the rogue. Use 1H weapons and shields to reduce the damage taken. Nature's Swiftess + Healing Wave may be the first thing you need to do that you most likely will be at half-life or less. Use Cure Poison and Poison Cleansing Totem. Scammers rely on toxins on both spesielit crippling crippling This is the best water-based totem for PvP combat. Use Searing Totem to keep the rogue in battle when he blinds, gouge, saps, or does anything to try to get out of battle. Be careful with Kick when throwing. If the rogue gets that kick off on you while you throw, you're dead. It is generally safer to start healing when you notice his energy falling quickly or is below 40%. Scammers can't clean. If you're restoration, make sure earth shield is always up, and try to last longer than the rogue. For resto shamers a 1v1 is usually a draw, the rogue can not kill the shaman, but the shaman has a very difficult time killing the rogue. If optional, participate in melee rely on a Windfury proc, and dpsing w/ shock. Rogues can reach Sap animals, so Ghost Wolf is not a defense against it. It is possible to kite a rogue. Use Frost Shock and Earthbind Totem to slow the rogue, and Flame Shock and Searing Totem to prevent him from stealthing. Spam shock and lightning bolts. Be sure to remove Crippling Poison if you get it. If you are Enhancement, consider jousting with the rogue by running through the rogue, hoping for a Windfury proc. A shaman can almost always turn a rogue into a duel, if the shaman attacks first. If the rogue applies to toxins or stews, the shaman can be considered defeated. Do everything you can to break the rogue's stealth. EZ kill / summary- If they jump you, you are in deep trouble. Snare them, chug a heal potion, remove toxins, run back while dropping an Earthbind Totem and Lightning Bolt them to death. Quick Summary Air Water Fire Earth Shock(s) Difficulty: Hard to Impossible Warrior Heal. The key to fighting a warrior is timing heals properly. The biggest problems shamers will face with a warrior are Mortal Strike, which reduces healing efficiency, and Hamstring, which limits mobility. Use a 1H weapon and shield. If the server is not mature, the fire resistance is usually low. This means that flametongue weapon is a useful weapons buff since the extra burn ignores the warrior's armor assessment. Use the strength of the earth to increase dodge, but pay attention to superpower. Use Searing Totem for additional damage. Use Fire Nova Totem for crack damage. Not close to a warrior unless you have to. More often than not, they will close the distance with the Intercept. Use your PvP Insignia, Earthbind Totem and Frost Shock to get away from a warrior who charged you. Since patch 1.8 absorbs grounding Totem does not absorb the stun effect of charging anymore. Use Frost Shock for the damage and to kite the warrior from you. Make sure you don't go too far, or they'll catch you up. Try to get them down to half health before trying to start the melee. If you have Elemental Mastery or Nature's Swiftess, use it! The problem with warriors with Mortal Strike is that it makes heals useless. The fight comes down to who can kill who faster. That try to kite with Frost Shock (which is a little tricky with intercept and hamstring) and use fire nova, and lightning followed by chain lightning. If you have a good amount of resilience (300-400), warriors will be a little easier. If you are a tauren shaman, you can time your War Stomp and heal to when deadly strike is in 1 or 2 seconds. When you get your heal off, debuff is gone and you will get the full benefit of your heal. With luck, 2H or dual-wielded weapons with Windfury Weapons, and Strength of Earth Totem can be good enough to injure a warrior in melee. But against a selector warrior, you will take damage very quickly without shields. Heal early, not when dipping below 50%, with occasional shock and try to get out of range. Summary: Kiting is the key to victory (if you are Elemental). Good luck if you're Enhancement. Quick summary Air water Fire Earth Shock(s) Difficulty: Medium difficult depending on equipment and spec. Pretty darn easy if they're Prot. Hard to impossible if they are a full Merciless with Stormherald warrior, who are the warriors you want to beat. PriestNon-Shadow Use 2H weapon. If you try to fight a priest, they will probably use their psychic scream formula to scare you away. So try to drop a Tremor Totem at just the right time to keep you in control of the situation. The fight basically comes down to a healing battle. Do as much melee damage as you can, and when you see them channel a spell, Earth Shock them to cancel. You will always have Wind Shock! (at 8% of base mana) set up in addition to Earth Shock (18% of base mana) if you get little mana, or don't want to waste mana. Keep in mind that Wind Shock does no harm. Purge! Many priests will raise a Power Word: Shield and begin to heal when the situation becomes too dangerous. Dispelling the shield, followed by Earth Shock can effectively prevent this. Moreover, priests will most likely have Power Word: Fortitude. Purge will remove that endurance buff and thus HP. A neat trick for an elementary shaman is to throw lightning, and while the bolt is moving, clean the shield before it hits. Be careful of smart priests who feign a heal by first throwing another spell (which a shaman can shock out of a reflex). Ez Kill: First, clean the shield, and any other buffs. Drop a Tremor Totem. Then you are welcome to the tank and use the immediate DD shock for spell interruptions. Difficulty: Simple - Medium depending on spec. Most priests will try to survive you by spamming mana burns and buffs for you to clean. The best option is to DPS them down AS FAST AS POSSIBLE or else you will go OOM and lose. Shadow priest When working with a shadow specced Priest battle changes drastically depending on who gets the first jump. If you jump the priest first, be sure to drop a Tremor Totem, then as you drive to the priest you Empty to get rid of some buffs. Now the priest should psychic scream out of reflex. Well, that Tremor Totem you placed should only make the fear run in about 3 sec and the priest will probably throw Power Word: Shield, Inner Fire, and Power Word: Fortitude. All that probably took 3 seconds, so now is your chance to get into the melee range and tank him until he's dead. Make sure you use insta DD shock to cancel his spells. As an elementary shaman, a good trick is to use earthbind instead of tremor totem. But why? Because by bonding and kiting the priest, the priest is at your mercy. But what about removing? If the priest were to remove, eb would only use itself for the priest again. If the priest continues to remove, he will play defensively and give you time to destroy him. It even better if a shadow priest tries to kite you because then he gives everything to you for free. If the priest gets to jump on you, hope you've been shaking down. When he fears you from himself, you will get range on him and you will have the advantage again. If they skip you, you're in some deep trouble. You will no doubt have to wait out the psychic scream for 8 seconds, then you have Shadow Word: Pain, has been hit with Mind Blast or Mind Flay and has about 75-50% health left. Now that Psychic Scream is over try to get out of silence range and heal. Heal early because if you heal when under 50% he can use silence and you are done too. Release an earthing Totem, clean him, then get into the melee range and tank him until he is dead. Make sure you use insta DD shock to cancel his spells. As elementary, try to kite him and stay at the max range. You will be out of silence and psychic screams range. Clean some of his buffs and dps him down quickly. If you don't think you can kite him well enough, make sure you have the tremor totem down. Do not throw it right before you think he will fear you; it is better to have it up a little earlier. Quick Summary Air Water Fire Earth Shock(s) Difficulty: Medium Hard. Very difficult if they have 900+ spell damagett will be your toughest battles, not least because warlocks have more funds to crowd-controlling you and they have almighty Death Coil, a 500 dmg life steal that also sends you running horrified (doesn't count as fear, so tremor doesn't help) for 2-3 seconds. A good warlock will conjure grounding totem, death reel you, start throwing Fear, kill tremor totem, dot you up, cast Shadow Bolt once or twice, depending on how long the fear lasts, recast fear, etc, etc. In addition to usually being able to keep you powerless on the keyboard, warlocks can also hit you with their Felhunter for about 4 seconds (lock down the natural school if they time it on a heal spell) with a 30 second cooling , and clean buffs, for example, insanely favorable soil shields, for us resto shamers. Av This also means that felhunters can purify nature's speed, elementary mastery, etc., so you should use buffs obtained from talents as quickly as possible to avoid them being wasted. How do you beat warlocks? This section focuses first on duels, but most of this will apply to the world PvP as well, with the big exception of the beginning. Throw down grounding, trembling, searing, and fire resistance totems, and challenge a warlock to a duel. (Or, if you/or your opponent prefer, wait until 'the duel starts... 3 ... 2 ... 1 ... ' flutter over the interface before throwing down the totems.) You should clean immediately to remove Demonic Armor or other buffs he has on. Tremor totems and grounding totems should be thrown down as often as you have them by cooling down, so your opponent must either stop what he fears to conjure it, otherwise watch as your grounding totem eats his fear (yes it can eat fear), Shadow Bolt, Conflagrate, Soul Fire, Immolate, Death Coil, etc., or you break his fear after 1 second thanks to Tremor Totem. The main key to beating the warlock is to prevent him from getting his death coil/fear/Spell Lock (felhunter silence) combo rolling, and to keep turning on him with melee and shock. Keep Flametongue weapons at 1t or Windfury at 2t to do maximum burst damage, and pound on him at melee range while you can. Use a Frost Shock to close the distance if necessary, and don't worry about spell break: grounding totem works just as well as Earth Shock. Resto shamies, if warlock does not use felhunter, keep that earth shield up; You will regen health faster than he can kill you if his felguard, succubus, or voidwalker turns on you. Don't bother throwing it if he has his fiddle hunter out since he just wants to clean it. Elementary shamies, use the immediate crit power at the very beginning to hit warlock hard and perhaps harm his pet as well, and chances are it will be of cooling down at near the end of the match. Since you should have as much, if not more, range than him on spellcasting, focus on killing the lock from far away with lightning, rotating grounding totem and earth shock to interrupt his casting. Improve shamies, if you are dual-wielding, double Windfury can do significant damage to a cloth-wearing warlock in a short time. Just remember to rotate the soil shock and grounding/trembling totems to keep the warlock effectively subdued as you pound on him. Many warlocks will save their Death Coil to either you or they are low at HP (usually around 20-30%). Learning to approximately time your Grounding Totem so that it eats Death Coil dramatically increases your chances of surviving a battle with a warlock. For hybrid classes and resto shamies, even if the felhunter is out and you get caught in the lock chain Fear/Shadow Bolt combo, you should be able to a nature's Swiftess and then a Healing Wave (should heal you for at least about 1900, even not resto). Place the two buttons next to each other at the bar for maximum proximity. As a final note: You can out-heal anything less than a level 2.5 or larger lock spamming dots, Shadowburn, and Shadow Bolts on you only through the Lesser Healing Wave. If you think you're getting low, throw down some suitable totems to prevent fear/Shadow Bolts and start healing away. Good luck killing your warlock friends! A good tip when faced with a felhunter and lock is to throw lightning shields, water shields or water breathing so that the felhunter will absorb it. You can then follow up w/ a nature's speed or elementary mastery w/o any worries to have it displaced. Difficulty: depends on spec and equipment and skill, but generally medium. Very difficult if they have 800 to 900 + spell damage MageUpdate: As of Patch 2.4.3 (2008-07-15)Frost Armor, Ice Armor, Belly Armor, and Molten Armor are no longer Magic effects and can not be displaced (cleaned). What to do: Use 2H weapons. Purge! Mages will have Ice Armor and Arcane Intellect thrown at themselves as a standard buff. Release an grounding Totem when your hands light up (which is usually the first thing you will see happen in the event of a Fire Belly). Earth Shock when you see them channel a spell. Try to find out what type of stomach you are fighting quickly, and release the right totem - Fire resistance Totem for Fire Mages. If they're an Arcane Mage... hope you have some Arcane resistance built into your armor. It is better to use burning totem than frost resist against frost mages. Use searing totem to slow down belly casting speed and add some additional damage. (As an elementary shaman it will also criticize with your +spell crit value.) What the stomach will do: A stomach can try to Polymorph you. Don't panic though - you'll return to your normal self if you take any harm, and while you're sheepish you'll quickly regain your health. With the latest update you will also be able to stop being a sheep with faction insignia. Since the stomach will most likely try to make a heavy damage spell while being sheep (Pyroblast especially for Fire mages) an interesting idea would be to keep sheep shape until they have 1-2 seconds left in cast time, use the time to regenerate your health, then trinkets out with enough time for a Grounding Totem or Earth Shock. As elementary, your greatest fear is Counterspell. When fighting against a stomach remember when they have used counterspell. Never heal the w/o grounding totem up while their counterspell is up. It's like praying silent. Play it smart and use bumps like dps. Just thrown when you know it's safe to throw. The speed of nature helps with heals and immediate damage. Also look out for Presence of Mind and be ready to clean buffs. EZ kill / Summary: The best tactic is to drop Grounding Totem and a Fire Resist totem and/ or a burning totem (searing if they are frost, fire resist and searing if they are fire). Use DD shocks for spell breaks and clear any shields they record. Tank them, use snare totem or DD snare to keep them from getting distance. Mages can be a pain, since they will usually cheer you. At this point you have some options: Grounding Totem would be the best choice, followed by throwing your fastest cure, or chugging a health potion as soon as you take damage. If possible, shock them to cancel, but more than likely you won't have range for it. When you are free from the root, close the distance and snare/ interruption or you are dead. Mages have a great advantage because they have sheep (CC), counterspell (dps and healing are both stopped) and they out-dps you too. Difficulty: Medium hard (if they get to jump) Druid Purge! But careful! If druid level 64 or higher he can use Lifebloom, which your cleanse will trigger. Watch out, since this formula is so cheap and effective they won't even care if you remove it. Many shamies have completely healed their opponents by purging too much before they understand what is going on. This makes the fight last as much longer than it should, and it can run the mana basin dry. Get a druid friend to show you what lifebloom looks like, so you don't know how to clean it. Or you can get an addon telling what buffs your opponent just buffed himself with. The druid is a very versatile class to fight against. They can switch forms pretty quickly during battle, switching from a caster class to a warrior class, to a rogue class. The most important adaptation is to treat each form as the associated class (IE. Cat Form as a rogue, Bear Form as a warrior and Druid form as a caster). Should druid start driving in Travel Form, slow him down with Frost Shock and Earthbind Totems. Get in the face early, get them to use their mana for healing. For low-level druids (40 and under) the best tactic is to make them get out of their forms and immediately silence them as they continue to heal. At this point, most inexperienced druids will not know what to do, and the fight is yours. Don't waste your mana! Most of your mana in this fight should be to heal yourself and keep druid as close as possible. Grounding totem absorbs fear charge which is very useful when fighting a druid. Tired of those darn trees slowing your throw time? You can use stoneclaw totem to take the aggro off you and get the trees attacking it. It takes a while for the trees to take down the stone law as well. Don't throw if he's in bear shape and he goes backwards. He will charge you, and you will be silenced. EZ kill/Summary: Drop a sharp totem, strip any buffs they may have with purge, then tank them. Follow this up with insta DD snare and use insta DD shock to cancel their throws. Druid offers a unique can rot and heal. This can be problematic. Rooted:1 if you're weak heal yourself.2 if you're high on health and Druid is not if you have range use Earth Shock if not use your strongest Lightning Bolt.Can be a tough fight if a cat druid gets in your face first, their fast attack speed devours totems and they have a limited degree of stun-lock some many bleeding that can sneak up on you, put you on your defensive. Not so bad if you're an accessory, but if you're resto or elementary, you'll try to kite him and keep him from the melee area if he's in the melee. Difficulty: Medium Hunter Place Stoneclaw totem to distract your pet (note that this only works if their pet is put on aggressively) Use Frost Shock and Earthbind Totem to keep them in the melee area. Use poison purification totem or cure poison. If you do things right, move within a small area. Use Grounding Totem to absorb potential traps as a freezing trap. Hunter stings are considered Poison. The main thing to remove is Viper Sting. If you need to heal, make sure you are in the melee range first. Lower him with Frost Shock and try to get in a quick heal with less Healing Wave. Even if your pet is on your back you should be able to heal any problem with the Smaller Healing Wave. Regular Healing Wave will give them too much time. (Hopefully you have talents that enhance your smaller Healing Wave.) It's much better but if you kill him before you have to heal. Hunters are one of the few classes that it is good to spend almost all your mana trying for a quick kill. Discard Water Shield if your pet is on you. Depending on the specification, your pet's dps won't affect you much, while at the same time you get quick mana back. This is a highly desirable tactic if you ever find yourself mana-drained by Hunter. The longer the fight, the harder it gets. Did you have enough of the hoses on a plain? Use magma totem to kill the annoying snakes in a pulse. EZ Kill/Summary: Hunters are medium if you manage to reverse Kite. Make sure you're always in the melee area. (The Dead Zone was removed in 2.3 so it's not an option.). Ignore the pet and force the hunter to melee you. You will most likely have more DPS up close. Watch out for wing clip, with deadzone removed they now have more than one way to slow you down. Difficulty: Medium - Difficult depending on how hard they hit you and how they time their shots and abilities. Paladin Use 1H and shield. 2H is a debatable choice, but 1H and shield are usually better. Flametongue Weapon is a viable alternative to the Windfury Weapon. If you choose 2H weapons, choose Windfury because a lucky hit can kill paladin while he still has mana. Purge! (Again and again when you see him throw a seal.) Don't waste your mana! Paladins are the polar opposite of the shaman: their stakes are effective, but tends to be low on an explosion damage that a shaman can pump out. Since your burst injury is sketchy, but you have to be able to beat Paladin on its own efficiency game. Use Earth shock or wind shock to interrupt any heals like Paladin does. Earth Shock does damage, but Wind Shock is not on GCD, so it can be discarded at any time (it's still on shock cooling), and costs 10% less mana. Kite and harass until half of your mana is gone. You need the rest for healing. Keep in mind that Paladins can throw Divine Shield or similar divine protection and then heal while invulnerable too to three times during the battle, while looking helpless. During that time heal yourself (if he heals under his magic shield, bandage himself). Normal cooling for Divine Shield and Divine Protection is 5 minutes. If Paladin has used talent points to reduce cooling, it could be as short as 4 minutes for Divine Shield. Having used one of these two formulas to become invulnerable or casting Blessing of Protection to become immune to melee injury, Paladin will not be able to throw any other invulnerability spell for 60 seconds; For example, they can't throw Divine Shield first and then throw Blessing of Protection 20 seconds later. This fight can last a while. Remember to let your naturally high spirit do its job. Also remember that unless you have special equipment - you can not get more mana while throwing spells. So make sure you have some time between your actors. Mana regeneration starts only 5 seconds after your last cast. Most of the time, whoever runs out of mana loses first. The best thing you can do is get them to use their mana. And watch out for Lay on Hands; it can be disposed of with 1 mana. Divine shield and divine protection cannot be purified, but the blessing of protection can be. Blessing of Protection looks like many white rings traveling around them. If paladin uses this, Divine Shield is most likely on cooling. The blessing of protection only stops melee injury, but they can not melee with it. Thus, only empty if it you use melee as your primary injury output. If they are saints, try to insta-gib him. If you go oom and he has at least 30% mana, you will probably lose and you will lose slowly. EZ Kill / Summary Paladins can easily last longer than a shaman if they are sacred or protection. If you are Elemental, try to keep them out of reach with Frost Shock and Earthbind, which will force them to use Cleanse or The Blessing of Freedom (which you can purify) to catch up to you. If you are Enhancement, get in the face and use powerful mana-free melee DPS to force them to heal. Restoration has a much easier time thanks to their powerful, more effective healer, as Paladins have very few ways to interrupt conflicting wheels. Difficulty: Medium Shaman It often comes to you who has Nature's Swiftess or not and who is the better/luckier player. If he is at least partially optional-specified, use your mana just to remove lightning shields from the other player, and to heal yourself. If not, you're probably screwed. Proper Grounding Totem timing and paying attention your opponent is absolutely key to this fight. Imperceptible players who do not notice when opponents release their Grounding Totem to heal and instead moss Earth Shock to try and cancel will lose to the opponent easily. Usually you need to change tactics quickly. See what formulas they throw so you know what specification they are. If they approach melee range with a 2 hander out/dual wielding, you know he's optional, if you see him using a 1 hand w/an offhand or shield he's elementary, if you see he's using an offhand or shield w/a dirt shield on, he's obviously resto. Elemental Mastery and Nature's Swiftess can all be displaced by purge. If you have time, Totem. But remember, just do those who will help you most in the situation.BE careful with grounding TOTEM. You may end up wasting the mana by spamme purge because grounding totem absorbs purge. Spec vs Spec guides below (You vs Ham) Improve vs Resto - Same as a priest or a paladin. Save your mana and wait for him (he'll use it) to use Nature's Swiftess. If you are quick, you can cleanse his nature's swiftess right outside him. Go straight for dps close up and you want him. Remember, go two hander since he most likely will use his spells instead of melee. The earth shocks some of his healers. Searing totem is preferable to slowing down his healer. Improve vs Elemental - The same as a stomach. The earth shocks every move he makes. Clean some of his buffs and keep very close. Earthbind Totem as soon as you're next to him. Improve vs Enhance - Interesting Fight. Depending on the Gear, keep him equipped while using most of the mana. When it's near gone just go straight to the melee. If you pile on a Stormtrike with some earth shock as soon as you see a Windfury pop, he won't have time to make a quick heal. Elemental vs Enhance - Use Earthbind totems and bumps. You have bigger mana pool so you can afford to use shock. Elemental Mastery destroys if you can stop him getting close to reach for you to throw. Pile on DPS and make it a quick fight. Be sure to keep grounding totem up when going for healer. Earthbind and frost shock kiting helps a lot. Elemental vs Resto - Earth shock battle. This will most likely turn into who can earth shock the other's lightning bolts/healer. Clear nature's speed and use your lightning overload quickly. Be sure to throw grounding totem before healing and holding the searing totem up to slow enemy casting. Elemental vs Elemental - Should be quick and easy. Earth shocks most of his attacks and cleanses his best talent ability. Grounding totem before heals and searing totem to slow down its molding. Resto Resto Resto - Cleanse his natural swiftess and the earth shock his healer. Brace yourself, this will be a long battle. Be sure to take down some totems and keep the totems up. Get the timing with the mana tide down the right (which you should have as resto). Use water shield because mana effective and most shaman will either clean it (throw away mana), hit it and clean it (give you mana and take their mana) or leave it (give you mana for this enduranc fight) Resto vs Enhance - I have to tell you now. If you attack an improve shammy as a resto, don't count much on your survival. Not! leave him in the melee range. Clear all buffs. Kite with Frost Shock and Earthbind. Nature's Swiftess + Heal reaches near death. If you mimic paladin tactics then you can kill him, but remember that you do not have a bubble then running away will not be easy. Pray that you're lucky, and they don't get insane wind fury crats on you. Resto vs Elemental - Earth shock battle. The earth shocks every bolt he throws. Clear the lightning mastery and use Nature's Swiftess quickly. Grounding totem for healer or when the shocks are on cooling. As a resto shaman, you should have more mana and mp5 gives you an edge in this fight. Water shields are your friend. For Resto ShamanThese is mainly taken from the duel or arena context WarriorThe best tactic to use is this: HunterA very simple fight if you know what you're doing. When the fight starts, be sure to close in on them using frost shock and soil. If you're close enough, they'll be forced to melee. Hopefully the hunter has faith in his pet and keeps it on you. This will only make things easier by letting the earth shield proc more often and keep you topped off. They will most likely snake trap, in which case a Magma Totemclears it up. If the poison cleaning hour takes too long to clean viper stings, take the time to remove it manually. There is the trajectory of resto shaman everywhere. If you stay close enough, you don't have to worry about their Mortal Strike-like shots or their disening. They'll probably ice trap you sometime during the fight. This is the best time to use the PvP trinket. Former editor stated that you can not use a grounding totem on the freezing trap this is the fault you can and should ground a hunters freeze trap. There is no reason not to hold up a grounding totem in this fight at all times. The hunter will always either scare/spread the shot before the trap. a) never decorate any of these, b) spam jording totem here if you're lucky you'll catch the ice trap otherwise this is the only time you should have to decorate vs a hunterHold an eye on buffs, the hunter's incomprehensible shot will remove the Earth Shield, so you may have to use water shields. Instant ghost wolf can be a great help here to close the distance, but be careful the hunter may fear you in this form. MageY you have speculated in Elemental Warding (10% less damage from items). It makes this fight tons easier. Expect them to try to spell your earth shield at least once. Be ready to clean. They probably won't continue with this tactic as it is extremely mana-expensive. Along with cleaning the earth shield of them, spam cleanse to get rid of the Int buffs and armor they have on them. If they are inexperienced and pop a mana shield up, utilize it. Release the grounding totem and go to the city on them with a flame shock, then lighting the bolt while they throw spell that will hit the totem, and another lightning bolt while trying to throw again. If the shield still stands, cleans and soil shock. Be ready for kamikaze stomach. The son of a bitch who blinks in and uses Arcane Explosion like it's no tomorrow. This is most common in venues. To counteract, frost shock and soil bind. Run as far away as possible. Heal up and lightning bolt or frost shock them. Be ready to recognize their specifications. If they have up the Ice Barrier, throw down a frost resistance. If they have up Combustion, of God, a fire resistance totem best be down. When you have some resistance this fight is not so bad, just be quick on the healer, keep the soil shield up, ground down and have soil shock handy. Do not let stomach evocate, be ready with something to stop it. RogueMmm. Get ready to be on your toes. First, if you don't see someone in an arena, it's a rogue or a druid. Hoping for a rogue. Throw down the magma totem and an earth bind. This will reveal stealth and slow him down. Stand on magma totem to optimize efficiency. A little trick to use is to enter the ghost wolf shape, which you can't be sapped like the animal. Remember that you can be hibernated by a druid. Poison Cleansing totem is a must. As with hunters, if it is not procing fast enough, expect to do it manually. Rogues hit quickly and use toxins almost as soon as you remove them. ** edit: Spam poison cleansing totem over casting poison remove, mana cost is cheaper and the global cooling is shorter. Drop a fiery totem as it will keep them in battle and occasionally break disappear which is a lifesaver. (it's a bit bugged at the moment yay shaman) A rogue will open Cheap Shot>Spam damage and chiv (applies to sore poison if we speak arena)>Gut Shot. If you're going to decorate something here it's Gut shot, it lasts in 5s and also trinkets will drop crippling poison, so you can pop ghost wolf and get out of there, if you decorate the shot and are in 400+ resiequment you should not be under 80% hp if Earth Shield is up. Don't top yourself off, run, if he gets lucky with another crippling clean it and while you're out of ghost wolf frost shock rogue and recast ghost wolf and run on. Rogue will soon blow a chill to catch you (probably sprit) if you line of sight him around a one while he's in the sprint then you've saved a lot of stress and force him to pop another cooldown/you're gone. If he bounces the cloak of shadows, stand still, make sure the Earth Shield is up and heal, against a rogue try to forge a heal, which is starting to heal and then stop right away, 9 times out of 10 rogue will kick and miss healing means that you are free to heal for 10s which is very important. Now he has used his cool you just repeat the process until all rogues cooldowns are used. With practice you should be able to completely lock down a rogues injury after about 30s of first injury. If the rogue at any point turns away from you pop a flame shock at him, this will prevent him from stealthing and restunlocking. If he does stealth immediately enter ghost wolf to stop sap * Important note: Try to save NS for when wound poison wears off (think 30's after it was last used) this is very effective. Earth shields are a must. If you get stun-locked, the first thing you need to do is when you get out to NS+ HW and then earth shields again. With resilience + armor, they do not hit hard. You just need to look for their stuns. ShamanRecall this is from a Resto Shaman point of view: Vs. Enhancement: If you have under 350 resilience your best bet is to kite as best you can ... frostshock and earthbind, you can try to burn his mana by throwing Lightning Shield or Mana Shield, but Earth Shield will only be cleaned off, so you may not want to waste mana. Keep up fire totems, healing totem, grounding, and earthbind as best you can. Kiting is very difficult, but if you time your grounding totems well you have a decent chance. Look for them to heal, soil shock when they do. If you have 350+ resilience you may find it easier and more successful to stand up to them. If the enhancement shaman out classes you with equipment this will not work. A great help is to be full pvp spec (0/20/41) as most of the damage is physical. Release stone skins, grounding, healing and fire totems; keep the shield to the enhancement shaman at all times. Keep up lighting shields or mana shields unless they do not clean; lighting is great to drain their mana by getting them to clean, if they do not clean keep the earth shield up may be an option. Destroy any fire totems they drop, save the rest of the mana for healing... use a dps weapon if you have one with wind fury on it; switch back to your healing weapon if you find the fight is not going well. If you can get him low on health, keep the shock until he goes to heal, then soil shock, release fire nova totem, NS+ lighting, earth shield and finish the fight. Enhancement shaman resembles mages, glass cannons, they do a ton of damage, but in the end does not take very much. A warning, a smart enhancement shaman will switch to a shield if they start to fall behind and often they will joust with you; will make the fight much more difficult. Switching Weapons enchant to flametougne can be a great way to increase efficiency in this case. Vs. Elemental: The poster above summed this up pretty good, earth shock and grounding totem. Personally I save NS for lighting if I can, hold up the water route and keep a fire totem down ... destroy their fire totems (melee, do not waste spell cooling). Should be able to ground or shock most of his dps. If you are full pvp elementary want more mana lasting then you will, be careful about this and everything will be fine. Well.

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