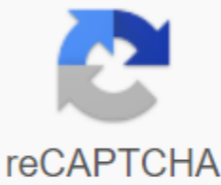




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## Enhancement shaman heirloom

Note: The fastest overall leveling tip is to use zygo leveling guides that show what to do step by step at the maximum level. The talented trees of the shaman class are: Improvement, Restoration and Elemental which each offers a very unique style of play and very different needs when it comes to equipment. Elemental and Upgrade are the two trees that focus on damage treatment, while the Restoration focuses on healing. One of the damage that inflicts trees is the way to go if you want to level up to 80 on your own, while if you want to use the random dungeon tool to level it is better to play Restoration for shorter queues and great rewards from instances. Shaman Leveling Gear – statistics to focus on the Shaman class start as users (dressed and) leather, and at the level of 40 mail users. Upgrade The upgraded shaman focuses on stats such as attack power, agility, criticism, and haste during leveling. You want to get your attack power as high as possible because of your talent that you can get around level 50-55. Intellect is beautiful as well, as all your attacks cost mana, and because of the Mental Dexterity talent. Competence and Hit is always nice too. Strength on the other hand, that's fine, but it only results in 1 attack power. You'll be in melee-range taking damage as you grind through the crowd, so the stamina is never to be underestimated either. To clarify: Attack Power, Agility, Intellect and Power Attack Force, Agility, Hit and Competence Haste and Crit is also good. Elemental Elemental, on the other hand, requires intellect, crit, and spell power. The spell never hurts. Intellecto allows you to cast more spells before running out of mana, and at low levels it will work like your primary statistic. If you find cloth armor with the right stats, don't be afraid to use it. Before level 40-50 Intellect, mp5, and Power Spell after level 40-50 Spell Power, Hurry, Crit, and Intellect. mp5 if you find yourself running out of mana quickly Restoration rather the same as Elemental, but if you find yourself running out of mana, prioritize the intellect and mana for 5. Note: At the lower levels, the intellect will be your primary statistic as with Elemental. Your care will be big enough, but you'll be in charge of the mana quickly, so more intellect, more spells. Plus, cloth armor with the right stats never hurts. Before level 40-50 Intellect, mp5, Spell Power After Level 40-50 Intellect, mp5, Haste, Crit and Spell Power Shaman Leveling Heirlooms and Spells Use Your Remaining Badges (or Emblems) / Stone Guardian Fragments / Champion Seals for leveling even easier. Memorabilia will greatly increase the leveling speed, as some of them offer an extra experience. They improve as it levels, and their stats often remain equal to dungeon drops around your level. What memorabilia for a shaman? Ninno Eye Discerning of the Beast will provide you with both spell and mana power, on the contrary Swift Hand of Justice that provides haste and health, and so I suggest taking the former as Elemental/Restoration, and the second for Improvement. Also, remember that you can use two of the same heirloom trinket. Every Saturday, the great Tuskarr named Elder Clearwater organizes a fishing contest, with the Terror Pirates Ring as one of the rewards. Wait around Dalaran starting at 14:00 Server Time for the first person to catch a blacktip shark. Weapon Memorabilia Improvement Up to level 40 you can't double riding, so the best heirloom for this period is the Bloody Arcanite Reaper, however once you train double branding you should go with two Venerable McGowan Mass this mace is nice and slow can be used in both hands. Remember that you can enchant your heirloom weapons with Level 60 spells, so Crusader and/or Agility are a good idea if you can afford it and find a charmer with recipes. Unfortunately for the improvement PvP memorabilia is not well optimized, the 2hander is a sword that shamans cannot use and the 1h'ers are fast daggers (Sharpened Scarlet Kris). As an improvement you want to aim for the slowest possible weapons, 2.6 or slower is ideal. Chest and Shoulder Slot: For maximum damage, combine Champion Herod's Shoulder and Champion's Dead Breastplate. There is also a shoulder PvP equivalent, Prized Beastmaster's Mantle. Elemental weapons / restoration memorabilia - 2h stick or 1h mace - offhand / shield Here you have two options, you can go with a stick 2h or a 1h mace & offhand / shield. I suggest that for convenience you stick with the staff, as this will prevent you from having to find a new offhand or shield every few levels. However, if you tend to solo a lot the option of a hand along with a shield can give some added survival, particularly if you use a tank shield (often you may be forced to as caster shields are quite rare at lower levels) Heirloom Weapons Options Dignified Headmaster's Charge (2h) and Devout Aurastone Hammer (1h) can be purchased with badges or sample seals, however, if you are lacking in these or if you prefer some resilience so you can PvP a little then you can get the Great Staff of Jordan (2h) or The Blessed Hammer of Grace (1h) which can be purchased in Wintergrasp for stone guardian fragments. Just note that PvP equivalents will result in lower dps. Chest and shoulders As for chest and shoulder slits, the Mythical Pauldrons of Elements and Mystical Vest of Elements seem to be the best combination. There is also leather and cloth memorabilia, however the mail ones are better. If you can't afford mail memorabilia, use anything else you having as cloth and skin those with spell power can also turn out to be quite decent. There's also PvP shoulders that you can buy for Stone Keeper Fragments, Aged of the Five Thunders. Again, they don't beat those emblem/seal when it comes to damage. Elemental and Restoration weapons can take any spell that does not have a level requirement, such as Enchanted Weapon – Powerful Intellect and Enchanted Weapon – Spell Power. General Enchant as a Shaman, you should get The Enchantment Chest – More Stats or Enchanted Chest – Major Mana. Personally, I would like to get the statistics because it increases your Intellect and health pool, more agility and strength if you are Upgrading. Other spells Enchanting and giving your character the best possible equipment takes a lot of time, and in general for a very small damage boost. Growing materials/money/items can take quite some time, and I generally advise you not to. .... these boots are made for walking If anything, getting a pair of low-level boots, like Tattered Cloth Boots and enchant them with Enchant Boots - Minor Speed can be nice. The running speed will work as a nice boost until you get your mount/Ghost Wolf. These boots can also be used on other low-level alts. Best Shaman Leveling Constructions? Build Enhancement Leveling Improvement has some great talents for leveling however many of these are not available right away. This can lead to a fair amount of downtime at lower levels in order to replenish health and mana, or it can only involve the use of swing cars in an attempt to save mana. This can put out leveling as an improvement, but if you stick with it and just carry around some water the effort will be worth it. At worst, there's always Elemental! Keep in mind the above when choosing your talents, try to go for those that increase your mana efficiency and reduce downtime before, after that, go for damage improvement talents, so the leveling speed will be higher. If you are running out of mana at low levels, use water shield instead of lightning shield; since mobs should be hitting quite constantly you should always be mana back to keep grinding, just remember to keep an eye on your health. Elemental leveling Leveling as elemental can become very repetitive at lower levels. However this gets a little better once you get lava flashes (level 75). If you find yourself doing a lot of dungeons it's a good idea to invest in the thunderstorm glyph (at level 70). If you don't have this glyph try to be careful when and where you use this ability as it can be very annoying for the tank mafias bounce like pinball machines. Restoration Leveling Build If you are leveling as a restoration you will do a lot of dungeons, if not, you should really consider a different specification, solo as restoration is possible, but it is noticeably slower than one of the other two specifications. If you're going to be PuGing most of your dungeons or grouping with an inexperienced tank then I've it is strongly recommended to take the Healing Focus talent, this will help a lot if the tank is not able to hold on as it will allow you to continue healing even if there is a crowd that hits you. If you are sure of your tank's ability, you can change this talent for Ancestral Healing, as this will increase your efficiency by reducing the damage taken. The Speed of Nature can be particularly useful at the lowest levels, where a single Healing Wave brings the tank back to full health. Improved water shield is a great talent for efficiency, be sure to keep water shield on you at all times (See addon section, I use Aure power for this task). General Shaman Leveling Tips Totem Totems Totems are impressive. Just remember that totems cost mana, so don't blow up all your totems if you're just killing a single crowd. Remember that you can use nova fire with ANY fire totem down, and that it is an AOE ability and will damage all mobs around the totem. Improvement Keep an eye on your mana bar, you don't want to be left just swinging cars, be sure to carry around some water at lower levels and use Stormstrike on recovery time to recover as much mana as possible. If you're alone, you want to start with a flame shock to pull the crowd, then use Stormstrike once the crowd is within range, followed by Lava Lash and then earth shock. A note about shocks – since earth shock and flame shock share a cooldown, you want to make sure you use the correct one at each cooldown, the general rule is to keep the flame shock on the target. So, if the target has a flame shock, feel free to use the Earth's shock, since the duration of the flame shock is affected by the haste, you will have to judge for yourself which one to use. Don't refresh the flame shock penalty before the point runs out as this will lower your DPS. Totems use Earth's strength, Wind Totem, Searing Totem, and Stream/Mana Spring Healing Totem depending on the situation. If you're AoE'ing switch Totem Searing with Magma Totem. Elemental The rotation here is pretty straight forward, pulling the crowd with Bolt Lightning, followed by flame shock and then lava bursting then Lightning Bolt until something is out of recovery time. If there are many mobs you can use Chain Lightning however this is very expensive so use it wisely! Totems use the force of the Earth if you are in a melee group or otherwise Stoneskin Totem, Air Wrath, Totem of Wrath (Flametongue at lower levels) and Flow/Mana Spring Totem Healing depending on the If you're AoE'ing change your fire totem with Magma Totem. Restoration If you are new to healing, try to get an addon that estimates the cures, this will help you save the mana by choosing the correct magic. Do not spam the tank with care if it is already surmounted, this wastes only mana and if you are leveling in the dungeons the damage should not be so crazy that you need to do this. This. you get Earth Shield, keep this on the tank at all times making sure to keep the water shield on yourself. Riptide is a great spell for tank healing as it also applies a HoT that can help keep it seasoned. Totem This will depend heavily on the makeup of the group and the situation. Some upgrades from other classes will overwrite your totems, but as a general rule use Earth Force if you're in a melee group or otherwise Stoneskin Totem, Air Wrath, Flametongue, and Healing Flow/Mana Spring Totem depending on the situation. You shouldn't need AoE as a healer, however if you do, you can launch Fire Nova. Shaman Addons There are some addons I suggest you get, even for leveling! The types I recommend are: DoT tracking This makes checking the duration of those damn DoTs even easier. Instead of changing the lens to check how long there is until the update, get a DoT timer such as: DoT timer - easy to understand while tracking doTs and recovery times. Easy to understand and ready to track dots right out of the box. ForteXorcist - requires a little more editing than DoTimer, but when you get to work, you'll love it! It can also monitor recovery time in an easy-to-understand clean meter. Meter Threat If you do dungeons and level with others quite a bit, then this is a really nice addon for you. I personally prefer Omen Threat Meter, which is easy to use and easy to customize. Buffs Power Auras – This clean little addon can be configured to show graphical overlays and play sounds when earning or losing buffs and penalties, plus it is able to show a timer and the number of stacks for a buff or debuff. If configured correctly, you can make sure you're never without a shield, make sure Earth Shield is always on a friendly player in your group or raid. It is also able to monitor recovery time, so you can make sure you always get pop that DPS trinket as soon as it is ready. Glossary DW – Dual Wield LL – Lava Lash SS – Stormstrike WF – Wind totem Totem

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