

# RESTORATION SHAMAN IN WORLD OF WARCRAFT



# WHAT IS WORLD OF WARCRAFT?

World of Warcraft is a multiplayer online RPG game developed and published by Blizzard Entertainment. World of Warcraft takes place in the Warcraft fantasy universe. The game is closely related to the previous games in the series – real time strategy; each player controls one character and can interact with other players in a common virtual world. The game was announced in 2001 and released on November 23 2004.

In 2008, the Guinness Book of Records named World of Warcraft the most popular MMORPG in the world with over 10 million subscribers; at the peak of the game's popularity in October 2010, this number exceeded 12 million.



# CLASSES IN WORLD OF WARCRAFT

A class is the primary adventuring style of a player character which determines the type of weapons and armor it can use, as well as what abilities, powers, skills, and spells it will gain throughout its adventures. In World of Warcraft, there are a total of 12 classes to choose: Warlock, Warrior, Paladin, Death Knight, Shaman, Rogue, Hunter, Demon Hunter, Mage, Druid, Priest and Monk. Each class has three unique specializations.

Today we will more closer look at the shaman.



# GENERAL INFORMATION ABOUT SHAMANS

## ► **Adepts of the Elements**

Shaman are spiritual guides and practitioners, not of the divine, but of the very elements. Unlike some other mystics, shaman commune with forces that are not strictly benevolent. The elements are chaotic, and left to their own devices, they rage against one another in unending primal fury. It is the call of the shaman to bring balance to this chaos. Acting as moderators among earth, fire, water, and air, shaman summon totems that focus the elements to support the shaman's allies or punish those who threaten them.

## ► **Class Information**


During combat, shaman place damaging and controlling totems on the ground to maximize their effectiveness while hindering their enemies. Shaman are versatile enough to battle foes up close or at range, but wise shaman choose their avenue of attack based on their enemies' strengths and weaknesses.


# WHAT RACE SHOULD TO CHOOSE?





Although some races are better than others in terms of raw performance or overall utility, it is worth noting that the power benefit of each individual race is incredibly small. If you really do not like the aesthetic of a race, or prefer to play something else by all means feel free to choose that. You won't see a significant difference in performance.






# WHY I SHOULD TO CHOOSE RESTOR SHAMAN?

Restoration Shaman is an extremely flexible specialization that shines when healing groups of players that are clumped together. They have a variety of unique tools to deal with otherwise deadly influxes of damage, such as  Spirit Link Totem.

Because  Chain Heal has no cooldown timer, Restoration Shamans are one of the few healers that can area-of-effect heal continuously when dangerous unexpected damage happens.

While mobility is not one of the specialization's strong points, periods of heavy movement can be handled by  Spiritwalker's Grace. It is also notable that Restoration Shamans can deal significant damage with just instant casts through  Flame Shock and  Lava Surge-enabled  Lava Bursts. These can easily be used in between heals with little loss to your healing output.

# STRENGTHS AND WEAKNESSES

Strengths	Weaknesses
Great spot and stacked group healing.	Loses some healing potential in situations that force a group to spread.
Can often cast while moving with  <u>Spiritwalker's Grace</u> .	Weak burst-mobility along with no teleport or jump ability.
Excellent survivability between  <u>Astral Shift</u> and <u>Vital Accion</u> .	No cooldown timer healing is inefficient or tied to high cast times.
Unique, powerful healing tools:  <u>Spirit Link Totem</u> ,  <u>Ancestral Protection Totem</u> and  <u>Ancestral Vigor</u> .	Mediocre damage potential, with next to none of it coming from passive sources.
Great non-healing tools:  <u>Reincarnation</u> ,  <u>Wind Rush Totem</u> ,  <u>Wind Shear</u> ,  <u>Purge</u> ,  <u>Tremor Totem</u> ,  <u>Earthbind Totem</u> ,  <u>Earthgrab Totem</u> , and  <u>Capacitor Totem</u> .	No tank saves.

# THE BASICS OF STATS FOR RESTORATION SHAMAN

This stat priority will serve you well for general healing:

Item Level

Versatility = Critical Strike

Haste = Mastery

Take note that Mastery gains a lot of value when doing difficult content where players are more likely to drop to low health. It can be considered to be on par with Versatility and Critical Strike.

If you are focused on damage dealing and being a Battle Shaman use this stat priority instead, especially if you are able to maintain Flame Shock on multiple targets throughout the fight:

Item Level

Versatility = Haste

Critical Strike

Mastery










# WHAT TALENTS SHOULD TO CHOOSE?

15	 Torrent	 Undulation	 Unleash Life
25	 Echo of the Elements	 Deluge	 Surge of Earth
30	 Spirit Wolf	 Earthgrab Totem	 Static Charge
35	 Ancestral Vigor	 Earthen Wall Totem	 Ancestral Protection Totem
40	 Nature's Guardian	 Graceful Spirit	 Wind Rush Totem
45	 Flash Flood	 Downpour	 Cloudburst Totem
50	 High Tide	 Wellspring	 Ascendance

# BASICS OF RESTORATION SHAMAN GAMEPLAY

Restoration Shaman, like any healer, is all about using your abilities strategically. Rather than a fixed rotation, you will be using your flexible spell kit to adapt and overcome whatever the game throws at you.

Cooldown abilities, such as  Riptide,  Unleash Life and  Healing Rain are very efficient, and thus important to use as many times as possible over the course of a fight, while the likes of  Healing Wave and  Chain Heal can be thrown in at any time they are needed, as long as you still have Mana left.

Anyway for every one it will look like that :)



# WHAT I WANT TO SAY AT THE END

In summary, don't expect to do it all at once. A lot of players will say that you are inept and useless, but no one immediately becomes a great shaman. Healer is a very difficult and responsible role.

In any case, you will be left guilty almost in every situation, but know this happens with every healer, because it is easier for people to blame the healer than to notice their mistakes.



THANKS FOR YOUR ATTENTION  
AND GOOD LUCK  
TO BECOME A SHAMAN KING!

