

SHAMAN DPS

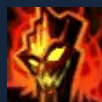
ENHANCEMENT

+ ELEMENTAL

Black Temple + Mount Hyjal Carrier Handbook



[Stormstrike](#)
Physical-group engine



[Totem of Wrath](#)
Caster-group engine

- Two complete Phase 3 raid lanes in one definitive volume
- Exact Wowhead talent, ability, BiS, consumable, gem and enchant icons
- Caps, rotations, totem ownership, gear states and every encounter
- Built for repeatable carrier performance - not just paper BiS

01 / ROLE COMMAND CARD

Choose the lane the roster needs

Both specs are raid-viable. Your real job is to make the assigned party stronger while maintaining competitive damage.

Enhancement - physical group Default Horde race: Orc. Core: 16/45/0, Stormstrike, Unleashed Rage, matching-speed weapons, Windfury/Grace twist. Gearing: retain 4pT5 until 2-3 true Phase 3 replacements are ready.	Elemental - caster group Default Horde race: Troll. Core: 41/0/20, Totem of Wrath, Wrath of Air, 4% spell hit from gear, 4pT6. Gearing: reject excess hit and protect mana according to kill time.
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Non-negotiable carrier habits

Category	Enhancement	Elemental
Four totems active	SoE + Mana Spring + fire + air assignment	Earth + Mana Spring + Totem of Wrath + Wrath of Air
Personal maintenance	WF Weapon on both hands; sync weapons	Water Shield; exact spell-hit worksheet
First cooldown	Shamanistic Rage before empty; racial with damage	Potion plan; Elemental Mastery with high-value Chain Lightning
Movement	Stay behind target; never chase through danger	Finish casts only if safe; shocks while moving
Utility	Twist, Tremor, Grounding, Purge, interrupt	Totem of Wrath uptime, Tremor, Grounding, Purge, interrupt

Carrier verdict

If the group loses its assigned totems or you die while chasing a personal-DPS gain, the raid loses more damage than the meter shows. Buff uptime and survival are part of your DPS.

02 / RACES, PROFESSIONS AND ACCESS

Race choice and raid readiness

Draenei is the only Alliance option; Horde has a different throughput winner for each lane.

 Gift of the Naaru Alliance: free emergency heal.	 Inspiring Presence Alliance caster-party spell-hit support.
 Blood Fury Enhancement burst; plan around healing penalty.	 Axe Specialization Orc expertise with axes is the Phase 3 weapon edge.
 Berserking Elemental PvE winner; pair with a stationary burn.	

	Alliance	Horde	Why
Enhancement	Draenei	Orc	Axe Specialization plus Blood Fury; Vengeful Cleavers gain special value.
Elemental	Draenei	Troll	Berserking creates the strongest PvE cast window; Orc is second.

Profession route

Profession	Use it when...	Impact & value
Leatherworking + Enchanting	Your party needs a drummer	Drums plus exclusive ring enchants; stable all-raid choice.
Enchanting + Engineering	Drums are already covered	Ring power plus sapper/bomb value on Hyjal waves.
Leatherworking + Engineering	Trash tempo is the priority	Maximum utility, but no ring enchants.
Tailoring note	Elemental wants Nimble Thought crafts	Useful only while the exact BoP craft remains worth the profession slot.

Access checklist
Hyjal/BT access verified; Scale of the Sands reputation moving; Aldor/Scryer enchant selected; Mother Shahraz resistance package prepared; full consumable inventory staged before progression.

03 / ENHANCEMENT 16-45-0

Enhancement: the output-first raid build

The Elemental sub-tree improves fire-totem damage, shock flow and personal output. The Restoration variant stays an internal mana/range swap.

 Elemental Focus Clearcasting supports the shock/fire-totem engine.	 Reverberation - 2/5 Shorter shock cadence without distorting twisting.
 Dual Wield Two slow weapons are the raid baseline.	 Dual Wield Specialization - 3/3 6% melee hit from the Enhancement tree.
 Flurry - 5/5 Five charges; 0.5-second consumption ICD rewards synced speeds.	 Enhancing Totems - 2/2 Improves Strength of Earth and Grace of Air.
 Mental Quickness - 3/3 AP converts into spell/heal power.	 Unleashed Rage - 5/5 Group AP buff from your melee crits.
 Stormstrike Use on cooldown when contact is safe.	 Shamanistic Rage Mana engine plus 30% damage reduction.

Elemental - 16	5 Convection, 5 Concussion, 3 Call of Flame, 2 Reverberation, 1 Elemental Focus.
Enhancement - 45	5 Ancestral Knowledge, 5 Thundering Strikes, 2 Improved Ghost Wolf, 2 Enhancing Totems, 1 Shamanistic Focus, 5 Flurry, 2 Improved Weapon Totems, 1 Spirit Weapons, 3 Elemental Weapons, 3 Mental Quickness, 5 Weapon Mastery, 1 Dual Wield, 3 Dual Wield Specialization, 1 Stormstrike, 5 Unleashed Rage, 1 Shamanistic Rage.

Internal variant only
Use the 0/45/16 Restoration sub-build only when Totemic Focus, Totemic Mastery or Nature's Guidance solves a real assignment problem. It is not a second handbook or an automatic upgrade.

04 / ENHANCEMENT CAPS AND WEIGHTS

Cap specials, then value every white hit

Enhancement has two hit conversations: special attacks reach their cap quickly, while dual-wield white attacks keep benefiting from additional hit.

Check	Target	Action
Special melee hit	9% total	Dual Wield Specialization supplies 6%; add talent/gear sources only to the live total.
Spell hit	16% total	Shocks use spell hit. Do not sacrifice strong melee gear merely to force a hard cap.
Expertise	26 expertise / 6.5% dodge reduction	Attack from behind. Orc axe skill changes the required rating and weapon ranking.
White hit	No practical soft stop	Hit remains useful beyond the 9% special cap because dual-wield autos still miss.

Priority after safety and caps

Expertise to useful cap	Removes dodges from every melee event	Any expertise beyond the live cap is zero value.
Strength	Kings-scaled AP and Shamanistic Rage value	Do not ignore a superior total-stat item for color purity.
Hit	Special reliability plus continued white-hit value	Calling 9% a complete hit cap.
Haste	More attacks, procs and rage returns	Breaking weapon synchronization or going OOM from extra actions.
Crit / Agility	Flurry, Unleashed Rage and damage	Overvaluing sheet crit while losing uptime.
AP / Armor penetration	Strong later throughput	ArP needs physical uptime and raid armor debuffs.

Worksheet rule
Recalculate hit and expertise whenever a weapon, gem, racial or raid aura changes. Save separate Orc-axe, non-Orc and resistance packages rather than guessing at the boss.

05 / ENHANCEMENT ROTATION

The rotation is a priority plus a service

Totem twisting runs beside your attacks. Windfury coverage has priority over the second air buff.

 <u>Windfury Weapon</u> Apply to both weapons before the pull.	 <u>Stormstrike</u> Use on cooldown; keep the target debuff useful.
 <u>Flame Shock</u> Maintain when the target will live for the DoT.	 <u>Earth Shock</u> Use while Flame Shock has safe remaining time; Rank 1 interrupts.
 <u>Fire Nova Totem</u> Burst fire totem; replace after detonation.	 <u>Searing Totem</u> Sustained single-target fire slot.
 <u>Shamanistic Rage</u> Use before empty and inside safe incoming damage.	 <u>Water Shield</u> Passive mana; refresh when missing.

	Notes
1. Air assignment	Refresh Windfury before its weapon buff expires; twist Grace of Air only when reliable.
2. Stormstrike	Press on cooldown if staying in range is safe.
3. Flame Shock	Refresh after expiry; do not overwrite meaningful ticks.
4. Fire totem	Fire Nova into Searing for single target; Fire Nova/Magma for stacked AoE.
5. Earth Shock	Fill the shock window; downrank for interrupts or mana pressure.
6. Rage	Schedule Shamanistic Rage before low mana, ideally while actively attacking.

Movement rule
A live Shaman with Windfury coverage is worth more than one final Stormstrike through cleave, flame or Fatal Attraction. Leave early and reconnect from behind.

06 / ENHANCEMENT WEAPONS AND SYNC

Match speed before chasing item level

Flurry has a 0.5-second charge-consumption ICD. Similar, synchronized weapon speeds protect Flurry uptime and Windfury behavior.

 Syphon of the Nathrezim Double 2.8 is the non-Orc Phase 3 endpoint.	 Vengeful Gladiator's Cleaver Orc arena axe endpoint; pair two matching 2.6s.
 Dragonspine Trophy Still elite and extremely contested.	 Madness of the Betrayer Best Phase 3 partner for DST.
 Totem of the Astral Winds Core Windfury Weapon relic.	 Flurry - 5/5 Track charge uptime and weapon desync in logs/UI.

Category	Best Use	How to do this
Non-Orc	Double Syphon of the Nathrezim (2.8/2.8)	Mix 2.8 with a fast off-hand only for item-level vanity.
Orc	Double Vengeful Gladiator's Cleaver (2.6/2.6)	Ignore Axe Specialization when comparing paper DPS.
Progression	Any strong 2.6/2.6 or 2.7/2.7 pair	Break the pair for a marginal single-weapon gain without simming.
Imbues	Windfury Weapon on both hands	Confuse personal weapon imbues with party Windfury Totem.

Synchronization training

Use a swing timer that displays both hands. Begin with equal speeds, confirm they land together, and use the target-reset synchronization technique only when desync is visible. Review main-hand/off-hand event timing instead of trusting the character sheet.

Loot reality
Cursed Vision, DST and universal physical jewelry are heavily contested. Secure the weapon pair and keep a complete alternative list; raid-sensible gearing produces kills sooner than waiting for every orange-highlighted item.

07 / ENHANCEMENT TOTEM SERVICE

Totem twisting without losing the rotation

The twist works because the Windfury weapon buff persists briefly after the totem is replaced. Your refresh timing must be deliberate.

 Strength of Earth Totem Default earth buff for physical groups.	 Mana Spring Totem Default water unless cleansing is assigned.
 Searing Totem Single-target fire default.	 Windfury Totem Primary air service for Warriors/Rogues/Paladins.
 Grace of Air Totem Twist or use directly for Hunter/Feral-heavy groups.	 Tremor Totem Pre-place and time its five-second pulse.
 Grounding Totem Encounter-specific spell intercept.	 Totemic Call Recall before moving camps or accidental pulls.

Warrior/Rogue/Ret core	Windfury near-100%; twist Grace of Air	Strength / Mana Spring / Searing
Hunter/Feral core	Grace of Air may beat Windfury	Strength / Mana Spring / Searing
Mechanic override	Grounding or resistance only by assignment	Tremor, cleansing or Earthbind can replace throughput

Anniversary Bloodlust
Bloodlust/Heroism is raid-wide and applies a 10-minute Sated/Exhaustion debuff that resets on boss kill or wipe.
Do not plan old-style Shaman swaps; do continue planning party-local totems and other group buffs.

08 / ENHANCEMENT VISUAL BIS

Enhancement Phase 3 endpoint

This is the personal-output endpoint. The next page explains when not to break 4pT5 and how to substitute contested pieces.

 Cursed Vision of Sargeras Illidan; largest helm jump.	 Choker of Endless Nightmares Supremus; contested physical neck.
 Swiftstrike Shoulders Crafted haste off-piece.	 Shadowmoon Destroyer's Drape Teron physical endpoint.
 Midnight Chestguard Archimonde 3-socket endpoint.	 Bindings of Lightning Reflexes Crafted haste; Deadly Cuffs are near-equal.
 Fists of Mukoa Naj'entus; Grips of Damnation near-equal.	 Belt of One-Hundred Deaths Still Phase 2 BiS and highly contested.
 Bow-Stitched Leggings Azgalor 3-socket endpoint.	 Shadowmaster's Boots Mother; Softstep is near-equal.
 Stormrage Signet Ring Illidan.	 Band of the Eternal Champion Scale of the Sands Exalted.
 Dragonspine Trophy Gruul; never assume availability.	 Madness of the Betrayer Council.
 Syphon of the Nathrezim Use two for non-Orc.	 Totem of the Astral Winds Heroic Mana-Tombs relic.

Orc weapon override
Use two Vengeful Gladiator's Cleavers when available. Axe Specialization changes the expertise worksheet and makes this package exceptionally strong.

09 / ENHANCEMENT GEAR STATES

Break 4pT5 only with a complete plan

Cataclysm 4-piece adds 5% haste to Flurry. Enhancement Tier 6 bonuses do not justify an automatic token rush.

 Cataclysm Chestplate Represents the 4pT5 package; save all four pieces.	 Cursed Vision of Sargeras Priority chase item, but universal competition.
 Midnight Chestguard Major off-set replacement.	 Bow-Stitched Leggings Major off-set replacement.
 Syphon of the Nathrezim Non-Orc pair endpoint.	 Vengeful Gladiator's Cleaver Orc pair endpoint.

4pT5 stable	You have fewer than 2-3 meaningful Phase 3 replacements	Sim as a whole package; do not compare one slot.
Phase 3 output	Cursed Vision plus strong chest/legs/gloves/shoulders are ready	Recheck hit, expertise, meta and weapon speed.
Orc axes	Two matching arena cleavers available	Include Axe Specialization in expertise cap.
Non-Orc 2.8	Two Syphons available	Confirm synchronization and both Mongoose enchants.
Mother resistance	Raid requires shadow resistance	Preserve weapon pair, meta and enough health; accept lower DPS.
Hyjal AoE	Wave speed matters	Engineering package and mana budget for fire totems.

Token priority
Enhancement usually passes early Tier 6 tokens to stronger set users. Take Skyshatter only when roster priority allows or it solves a real temporary slot, not because it is purple and class-specific.

10 / ENHANCEMENT GEMS AND ENCHANTS

Activate Relentless, then stack strength

Meet the two-red, two-yellow and two-blue contribution requirement without chasing weak socket bonuses.

 Relentless Earthstorm Diamond Best meta; critical damage multiplier.	 Bold Living Ruby Default red and off-color throughput gem.
 Inscribed Noble Topaz Strength/crit when yellow contributes value.	 Sovereign Nightseye Meta activation or strong blue bonus.
 Glyph of Ferocity Cenarion Expedition revered head enchant.	 Nethercobra Leg Armor Best leg armor.
 Mongoose Enchant both weapons.	 Cat's Swiftiness Movement speed is a raid DPS stat.

Slot	Enchant
Shoulders	Greater Inscription of Vengeance; Scryer alternative is close
Cloak / chest	Greater Agility / Exceptional Stats
Bracers / gloves	Brawn / Major Strength
Rings	Stats if Enchanter
Weapons	Mongoose on both; never leave the swap set unenchanted

Socket discipline
The final answer is a full-gear simulation with live raid buffs, not a universal stat weight. Preserve caps and meta activation across every saved set.

11 / ENHANCEMENT CONSUMABLES

Pack for bosses, waves and wipes

Demon classification, kill time and potion timing change the optimal package.

 Flask of Relentless Assault Default wipe-resistant package.	 Elixir of Demonslaying Only against actual Demon-type targets.	 Elixir of Major Agility Battle-elixir alternative.
 Elixir of Draenic Wisdom Guardian support for mana and crit.	 Haste Potion Primary burst potion when mana is safe.	 Roasted Clefthoof Strength food.
 Flame Cap Use only when its cooldown trade is acceptable.	 Super Mana Potion Long-fight override.	 Dark Rune Separate cooldown; plan the health cost.
 Drums of Battle Use when assigned drummer.	 Super Sapper Charge Hyjal stacked-wave value.	 Master Healthstone Personal survival, every attempt.

Flask/elixir sets	10-15 boss sets or enough flasks for the full night
Haste/mana potions	20+ combined; pre-assign per encounter
Runes	10-15 with a safe health plan
Food/water	20 food buffs; 40+ water for Hyjal
Utility	Healthstone every pull, drums, sappers and protection overrides

12 / ELEMENTAL 41-0-20

Elemental: one definitive PvE build

The strict 41/0/20 path combines Totem of Wrath with Restoration hit, range and lightning crit support.

 Elemental Focus Clearcasting: two damaging spells at 40% reduced mana.	 Elemental Fury Doubles spell critical bonus damage.
 Elemental Precision - 3/3 Major built-in spell hit.	 Lightning Mastery - 5/5 Core cast-time reduction.
 Lightning Overload - 5/5 Free half-damage lightning copies; fuels crit interactions.	 Elemental Mastery Guaranteed crit and zero mana for the next spell.
 Totem of Wrath Caster group gets 3% spell hit and crit.	 Nature's Guidance - 3/3 Additional spell hit from Restoration.
 Totemic Mastery 30-yard totem coverage.	 Tidal Mastery - 5/5 5% lightning/heal critical chance.

Elemental - 41	Convection, Concussion, Elemental Focus, Call of Thunder, Elemental Fury, Unrelenting Storm, Elemental Precision, Lightning Mastery, Elemental Mastery, Lightning Overload and Totem of Wrath. Use the linked Wowhead 41/0/20 calculator for filler placement.
Restoration - 20	Nature's Guidance, Totemic Mastery and 5/5 Tidal Mastery are mandatory; remaining points support mana/totem utility as shown in the linked calculator.

No second spec needed
PvP and Nature's Swifttness variants trade away the raid engine. Keep them as respec notes, not parallel Phase 3 raid recommendations.

13 / ELEMENTAL CAPS AND HASTE

Only 4% spell hit from gear

Boss spells require 16% total hit. Elemental Precision, Nature's Guidance and Totem of Wrath reduce the normal gear burden to 4%.

Source	Spell hit	Notes
Boss requirement	16%	A permanent 1% miss remains at the cap.
Elemental Precision	6%	Talent contribution.
Nature's Guidance	3%	Restoration contribution.
Totem of Wrath	3%	Requires the totem alive and in range.
Gear target	4% = about 51 rating	Recalculate if the totem or talent build changes.

After hit

Stat	Use	Caution
Spell haste	More casts and better six-second Chain Lightning cadence	Consumes mana faster; model kill time.
Spell damage	Reliable value on every completed cast	Do not ignore stronger total-stat pieces.
Spell crit	Elemental Fury, Clearcasting and Capacitor synergy	Crit is volatile; compare full packages.
Intellect	Mana, crit and Unrelenting Storm MP5	Short-fight value differs from MP5.
MP5	Long-fight sustain	Finishing with excess mana means it displaced throughput.

Haste math
 At level 70, about 15.77 haste rating equals 1% spell haste. New cast time = base cast / (1 + haste%). Use the live value with Bloodlust, Berserking and trinket windows.

14 / ELEMENTAL SINGLE-TARGET

Three Bolts, then reassess the kill time

The high-output cycle is Chain Lightning followed by three Lightning Bolts. Mana pressure determines how often Chain Lightning stays in the loop.

 Chain Lightning - Rank 6 Open to start the six-second cooldown; expensive.	 Lightning Bolt - Rank 12 Primary efficient filler; 4 casts fit with enough haste.
 Elemental Mastery Pair with a high-value Chain Lightning.	 Elemental Focus Spend Clearcasting on expensive damage when mana matters.
 Water Shield Always active.	 Super Mana Potion Use early enough for a second potion.
 Dark Rune Separate cooldown; never pair with lethal incoming damage.	 Berserking Troll stationary burn window.

Short / full burn	Chain Lightning -> 3 Lightning Bolts; repeat. Four Bolts fit at sufficient haste.
Medium	Use Chain Lightning on cooldown while potion/rune plan supports the kill.
Long / progression	Drop Chain Lightning outside Clearcasting, Elemental Mastery, trinkets or multi-target value.
Movement	Flame Shock if it will tick; Earth Shock only if a cast cannot complete or an interrupt is required.
Execute travel	Choose Chain Lightning/shock when Lightning Bolt will not arrive before the target dies.

Downranking
Avoid routine downranking. First reduce Chain Lightning frequency and use consumables correctly; downrank only when the remaining alternative is going OOM and doing nothing.

15 / ELEMENTAL AOE AND MOVEMENT

Hyjal damage is positioning plus mana

Elemental has powerful wave tools, but every Fire Nova, Magma pulse and Chain Lightning spends resources needed for the boss.

 Fire Nova Totem Use on stacked waves when it will detonate.	 Magma Totem Maintain only when targets live in range.
 Chain Lightning - Rank 6 Primary multi-target cast.	 Fire Elemental Totem Assign a wave/boss timing; never let it pull.
 Earthbind Totem Control planned paths.	 Ghost Wolf Outdoor Hyjal repositioning.
 Totemic Call Refund and prevent trailing pulls.	 Purified Draenic Water Drink the instant combat drops.

3 targets live	Chain Lightning on cooldown; Fire Nova if detonation is reliable.
Pack stationary	Magma between Fire Nova uses if mana permits.
Pack moving	Do not plant expensive totems behind it; pre-position at the final tank point.
Last harmless add	Stop spending; drink while assigned players finish.
Boss follows soon	Refresh Water Shield, food/elixir if needed and the assigned four totems.

Movement tax
A canceled 2-second spell costs time but no mana; a completed cast followed by death costs the pull. Read mechanics early and use shocks only while moving, not as a default damage rotation.

16 / ELEMENTAL CASTER SERVICE

Four active totems are part of Tier 6

Skyshatter 2-piece requires an active air, earth, fire and water totem. Losing one also removes the set bonus.

 <u>Totem of Wrath</u> 3% caster hit and crit; default fire slot.	 <u>Wrath of Air Totem</u> Caster spell power; cannot be twisted like Windfury.
 <u>Mana Spring Totem</u> Default water for caster groups.	 <u>Strength of Earth Totem</u> Default Earth totem unless utility overrides it.
 <u>Tremor Totem</u> Fear encounter override; preserve four-element coverage.	 <u>Grounding Totem</u> Assigned spell intercept.
 <u>Poison Cleansing Totem</u> Automated five-second poison pulse.	 <u>Bloodlust</u> Raid-wide Anniversary cooldown; party totems remain local.

Element	Totem	Notes
Fire	Totem of Wrath	Never replace casually; Fire Elemental removes caster support while active.
Air	Wrath of Air	Grounding or resistance by assignment.
Water	Mana Spring	Poison/Disease cleansing when required.
Earth	Strength of Earth / Stoneskin	Tremor or Earthbind by mechanic.

Caster-group template
Elemental Shaman + Balance Druid + Shadow Priest + two caster DPS. Totem of Wrath and Wrath of Air are party-local even though Bloodlust/Heroism is raid-wide on Anniversary.

17 / ELEMENTAL VISUAL BIS

Elemental Phase 3 endpoint

Four-piece Skyshatter is the anchor. Off-piece legs are strongest; the staff endpoint is powerful but highly contested.

 Skyshatter Headguard 4pT6 anchor.	 The Sun King's Talisman Kael'thas remains best.
 Skyshatter Mantle 4pT6 anchor.	 Cloak of the Illidari Council Raid-sensible caster cloak; do not take healer cloak early.
 Skyshatter Breastplate 4pT6 anchor.	 Bracers of Nimble Thought Crafted haste endpoint.
 Skyshatter Gauntlets 4pT6 anchor.	 Flashfire Girdle No-hit, high-stat endpoint.
 Leggings of Channeled Elements Preferred off-piece; watch hit overcap.	 Slippers of the Seacaller Naj'entus; alternatives are very close.
 Ring of Ancient Knowledge BT trash; can equip two.	 Band of the Eternal Sage Scale of the Sands Exalted.
 The Skull of Gul'dan Paper BiS but hit is often wasted.	 The Lightning Capacitor Excellent crit/overload synergy.
 Zhar'doom, Greatstaff of the Devourer Illidan staff endpoint.	 Totem of Ancestral Guidance Teron relic for core lightning spells.

Practical weapon path
The Maelstrom's Fury plus Antonidas' Aegis is an excellent shield package with less cross-class competition and more armor. Treat Zhar'doom as a raid-priority question, not an entitlement.

18 / ELEMENTAL TIER AND PACKAGES

Four-piece Tier 6 changes the baseline

2-piece grants 15 MP5, 35 spell crit rating and 45 spell damage with four active totems; 4-piece adds 5% Lightning Bolt damage.

 Skyshatter Headguard Preferred tier anchor.	 Skyshatter Mantle Preferred tier anchor.
 Skyshatter Breastplate Preferred tier anchor.	 Skyshatter Gauntlets Preferred tier anchor.
 Leggings of Channeled Elements Tier alternative if cloth legs are contested.	 Mantle of Nimble Thought Use as off-piece if leg competition blocks the preferred route.
 The Maelstrom's Fury Strong one-hand alternative.	 Antonidas' Aegis of Rapt Concentration Raid-sensible shield endpoint.

Item/Goal	Purpose	Notes/Before Equip
4pT6 output	Default boss damage	Exactly 4% gear hit target and four active totems.
Long-fight mana	Archimonde/Illidan progression	Add Intellect/MP5 only until the rotation survives.
Low-hit staff	Zhar'doom package	Rebuild the 4% gear hit without wasting slots.
Shield survival	Physical raid damage / sensible loot	Maelstrom's Fury + Antonidas; compare full spell damage.
Mother resistance	Raid SR requirement	Maintain 4pT6 if possible; preserve enough spell hit and health.
Hyjal AoE	Wave burst	Mana pot/rune schedule and safe Fire Nova placement.

Loot ethics are performance
Shroud of the Highborne is theoretically strong but healer-focused. Cloak of the Illidari Council is nearly as powerful and usually the correct raid allocation until healers are finished.

19 / ELEMENTAL GEMS AND ENCHANTS

Cap hit, activate Chaotic, then add damage

Two blue contributions activate the meta. Ignore weak socket bonuses and remove excess hit before adding more throughput.

 Chaotic Skyfire Diamond Best meta; critical damage multiplier.	 Runed Crimson Spinel Default epic red spell-damage gem.
 Potent Noble Topaz Spell damage/crit for worthwhile yellows.	 Glowing Nightseye Meta activation and blue bonuses.
 Glyph of Power Spell power plus hit; include it in the 4% worksheet.	 Runic Spellthread Best offensive leg enchant.
 Major Spellpower 40 spell power to the weapon.	 Boar's Speed Movement plus stamina.

	Enchants
Shoulders	Greater Inscription of Discipline; Scryer option is close
Cloak / chest	Spell Penetration / Exceptional Stats
Bracers / gloves	Spellpower / Major Spellpower
Shield	Intellect
Rings	Spellpower if Enchanter

Overcap warning
Glyph of Power, Skyshatter and off-piece legs can exceed the tiny gear-hit target quickly. Evaluate the complete set after every token or epic gem.

20 / ELEMENTAL CONSUMABLES

Spend consumables according to kill time

Burst potions win only when the fight still ends before mana becomes the limiting resource.

 Flask of Blinding Light Default Nature/Arcane damage flask.	 Destruction Potion Short-fight burst.	 Super Mana Potion Long-fight damage through more casts.
 Blackened Basilisk Spell-damage food.	 Superior Wizard Oil Weapon throughput; compare damage vs crit oil.	 Dark Rune Separate mana cooldown.
 Demonic Rune Farmable rune alternative.	 Drums of Battle Use when assigned.	 Super Sapper Charge Hyjal wave damage if Engineer.
 Purified Draenic Water Drink between waves.	 Master Healthstone Always obtain a new one after use.	 Nightmare Seed Survival buffer for lethal mechanics.

Short	Destruction	Full Chain Lightning cycle
Medium	Sim / kill-time dependent	Use Chain Lightning while the mana clock permits
Long	Super Mana early	Reserve Chain Lightning for procs, cooldowns or multiple targets
Protection required	GSPP or assigned potion	Accept lower burst; survival is the DPS gain

21 / MACROS AND UI

Make utility faster than hesitation

Macros should remove target friction, not automate judgment.

Enhancement start attack #showtooltip Stormstrike /startattack /cast Stormstrike	Rank 1 interrupt #showtooltip Earth Shock /stopcasting /cast Earth Shock(Rank 1)
Focus interrupt #showtooltip Earth Shock /stopcasting /cast [@focus,harm,nodead] Earth Shock(Rank 1)	Totem recall #showtooltip Totemic Call /cast Totemic Call
Emergency heal #showtooltip Lesser Healing Wave /stopcasting /cast [@mouseover,help,nodead][] Lesser Healing Wave	Elemental Mastery burst #showtooltip Elemental Mastery /cast Elemental Mastery /use 13 /cast Chain Lightning

UI checklist

Dual swing timers; Flurry; weapon imbues; Windfury buff; twist timer	Spell hit; Water Shield; Clearcasting; CL cooldown; four-totem/T6 state	Totem ranges; Tremor pulses; Grounding; Bloodlust/Sated; threat; boss mechanics
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Macro caution

Do not bind Fire Elemental or Earth Elemental into a generic DPS button. Their threat, pathing and fire-slot replacement require encounter-specific judgment.

22 / HYJAL WAVES

Win thirty-two waves without draining

Pre-position, control threat, recall totems and drink immediately. The boss is part of the same resource plan.

 Fire Nova Totem Plant at final stack point.	 Magma Totem Only while the pack remains in range.
 Chain Lightning - Rank 6 Elemental wave priority.	 Super Sapper Charge Assigned stacked-wave burst.
 Earthbind Totem Control planned paths, not accidental aggro.	 Totemic Call Recall before camp movement.
 Purified Draenic Water Drink the instant combat ends.	 Reincarnation Use only when the recovery call is clear.

Pre-position	Behind the final tank point; never lead the pack	Where CL and fire totems reach without pulling
Threat	Wait for collection before Fire Nova/Sapper	Do not open CL into loose Abominations/Necromancers
Mana	Rage while attacking; stop shocks on last add	Reduce CL/fire totems before the boss transition
Movement	Recall, move, then rebuild	Recall and drink; never trail totems into next wave
NPCs	Do not chase meter padding	Preserve raid members and boss mana first

Wave-to-boss rule
End the final wave with four assigned totems ready, Water Shield active and enough mana for the opening minute. A late drink that abandons the tank is not optimization.

23 / HYJAL BOSSES

Hyjal boss assignments

The largest losses come from movement delay, fear timing, mana collapse and standing in mechanics.

Rage Winterchill

Enhancement: Leave Death and Decay early; reconnect behind. Save shocks for movement.

Elemental: Move immediately, then shock while relocating; use CL only if adds offer value.

Utility: Grounding by assignment; never trade a cast for Death and Decay.

Anetheron

Enhancement: Do not chase Infernal targets through Carrion Swarm; keep the physical group covered.

Elemental: Stay separated from healers; redirect only when the Infernal lane is assigned.

Utility: Tremor does not solve Sleep; survival and positioning do.

Kaz'rogal

Enhancement: Front-load damage and Shamanistic Rage before mana pressure; avoid late expensive shocks.

Elemental: Use mana potion/rune early and progressively remove Chain Lightning.

Utility: Mark drain thresholds; being alive at zero mana still requires movement/utility.

Azgalor

Enhancement: Tremor placement and cleave safety outrank one extra Stormstrike.

Elemental: Pre-place Tremor; maintain Totem of Wrath and cast from the safe spread.

Utility: Tremor pulses every five seconds; placement and timing matter.

Archimonde

Enhancement: Prioritize Air Burst/fear survival; reconnect only after landing safely.

Elemental: Stop casts early for Doomfire/Air Burst; mana set if progression is long.

Utility: Tremor, Tears timing, decurse coverage and personal survival decide the kill.

24 / BLACK TEMPLE EARLY

Naj'entus through Teron

Respect melee danger, shield-break timing, volcanoes and the cost of failed mechanics.

High Warlord Naj'entus

Enhancement: Stay behind, do not greed through Tidal Shield break damage; Healthstone on call.

Elemental: Time casts around shield breaks and movement; Destruction Potion only if survival potion is not reserved.

Utility: Coordinate spine clicks and raid healing windows.

Supremus

Enhancement: Leave volcanoes immediately; do not chase during kite phase.

Elemental: Use range during tank phase; keep moving on fixate and shock only while repositioning.

Utility: Totemic Call before long movement; avoid totem aggro on transitions.

Shade of Akama

Enhancement: Fire Nova/Sapper only after adds are controlled; cleave the priority lane.

Elemental: Chain Lightning and fire totems on stable stacks; preserve boss burst resources.

Utility: Earthbind only by tank plan; do not slow an add away from its pickup route.

Teron Gorefiend

Enhancement: Pure uptime from behind; never fail constructs for one extra global.

Elemental: Stationary burn; line Elemental Mastery and trinkets with the opening threat window.

Utility: If selected for Shadow of Death, execute the construct sequence exactly.

Early-wing target

No avoidable deaths, four-totem uptime above 95% during meaningful combat, and zero mechanics failed while trying to protect the parse.

25 / BLOODBOIL AND RELIQUARY

Control threat, resets and damage stops

These encounters punish automatic rotation habits more than imperfect gear.

Gurtogg Bloodboil

Enhancement: Stay with the assigned group; stop attacking on threat call and during dangerous Fel Rage transitions.

Elemental: Use the ranged lane but obey Bloodboil groups; avoid over-threat after phase changes.

Utility: Purge only assigned effects; Healthstone/Nightmare Seed according to raid plan.

Reliquary - Essence of Suffering

Enhancement: Behind target, full physical uptime, but follow threat and mitigation call.

Elemental: Mana regeneration is disabled; spend the phase plan, not the whole bar blindly.

Utility: Interrupt assignments are exact. Downrank Earth Shock when damage is irrelevant.

Reliquary - Essence of Desire

Enhancement: Threat reflection is lethal; stop instantly on call.

Elemental: Every damaging cast reflects; use controlled casts and execute the interrupt rotation.

Utility: No automatic Fire Nova, Flame Shock or extra shock outside the plan.

Reliquary - Essence of Anger

Enhancement: Burst after threat stabilizes; Shamanistic Rage is also defensive.

Elemental: Full damage with potion/cooldowns when tank threat is secure.

Utility: Tremor/interrupt duties and threat discipline remain part of DPS.

Reliquary rule

Create a separate bar/page with Rank 1 Earth Shock, focus interrupt, stopcasting and Totemic Call. The encounter is too punishing for spellbook hunting.

26 / MOTHER, COUNCIL AND ILLIDAN

Late Black Temple execution

Resistance compliance, target discipline and phase survival are the final carrier checks.

Mother Shahraz

Enhancement: Equip the assigned SR set; leave Fatal Attraction immediately and do not reconnect early.

Elemental: Keep four totems and spell hit functional inside SR gear; move before finishing casts.

Utility: Greater Shadow Protection Potion only if it matches the raid plan.

Illidari Council

Enhancement: Attack only the assigned target; stop on reflect/protection calls and remain behind.

Elemental: Maintain Totem of Wrath coverage; interrupts and target swaps beat tunnel damage.

Utility: Purge/interrupt/grounding ownership must be written before pull.

Illidan - phases 1/3/5

Enhancement: Avoid Shear/frontals; respect parasites and Demon phase positioning; reconnect cleanly.

Elemental: Use stationary windows, move early for parasites and shadow demons; save mana for final phases.

Utility: Tremor/Fire Resistance/utility by raid assignment, not improvisation.

Illidan - Flames / transitions

Enhancement: Do not chase through fire; preserve group totems where the tank actually stands.

Elemental: Shield package can add survival; stop casts before eye beam paths and transition movement.

Utility: Recall totems before large repositioning; combat resurrection is not a license to fail.

Progression verdict

A resistance-compliant, mechanically clean Shaman with correct group buffs is stronger than a paper-BiS character that dies, overcaps hit or abandons totem range.

27 / LOGS AND PREPARATION

Review the service and the damage

Compare against players with similar kill time, group composition, assignment and gear state.

Enhancement log check	Elemental log check
Active time and behind-target uptime	Active casting time and movement gaps
Windfury / Grace of Air coverage	Totem of Wrath / Wrath of Air coverage
Flurry uptime and MH/OH synchronization	Lightning Bolt : Chain Lightning ratio
Stormstrike casts per minute	Clearcasting utilization
Shock clipping and Fire Nova success	Mana potion/rune timing
Shamanistic Rage timing and mana waste	Spell hit overcap / misses
Deaths, frontals and forced downtime	Canceled casts vs avoidable deaths

14-day preparation sprint

Days	Work
1-2	Lock spec, race package, professions, exact hit/expertise worksheets and five saved sets.
3-4	Acquire consumables, Mother SR package, glyphs, leg enchants and every weapon/shield enchant.
5-7	Enhancement: swing sync + twist practice. Elemental: 3/4 Bolt cadence + mana clocks.
8-10	Run Hyjal wave drills; validate totem recall, drinking and threat.
11-12	Study interrupt, stop-damage and movement calls for Reliquary, Council and Illidan.
13	Review logs and repair the largest execution loss.
14	Full inventory audit, UI screenshot, macros, gear sets and written cooldown sheet.

Improvement order
Stay alive -> maintain assigned totems -> maximize meaningful activity -> execute rotation/caps -> optimize contested loot. Reversing this order creates expensive underperformance.

28 / PRE-PULL CARDS

Two pre-pull cards

Use these as the final ready check before every progression pull.

Enhancement

1. Correct saved set and expertise worksheet.
2. Matching speeds; Mongoose; WF Weapon both hands.
3. Four assigned totems and twist timer.
4. Water Shield, food, flask/elixirs.
5. Potion/rune/Rage timestamps.
6. Interrupt and utility ownership.
7. Stand behind; threat window understood.

Elemental

1. Correct saved set and exactly 4% gear hit plan.
2. 4pT6 active package; weapon/shield enchanted.
3. Totem of Wrath, Wrath of Air, water and earth slots.
4. Water Shield, food, flask/oil.
5. Kill-time rotation and potion/rune timestamps.
6. Interrupt and utility ownership.
7. Movement positions and final burn planned.

Inventory card

 Haste Potion Enh burst	 Destruction Potion Ele burst	 Super Mana Potion Long fights
 Dark Rune Second mana CD	 Master Healthstone Every pull	 Nightmare Seed Survival
 Greater Shadow Protection Potion Mother/assigned	 Heavy Netherweave Bandage No-healer recovery	 Drums of Battle If assigned
 Super Sapper Charge Hyjal stacks	 Purified Draenic Water Between waves	 Totemic Call Movement refund

Final question

What will kill me, what will move me, which totem can be overridden, when is the first legal potion, and which phase must receive the cooldown? If any answer is unknown, ask before the pull.

29 / SOURCES AND ICON CREDITS

Current references and clickable data

Spell, talent and item names/icons throughout the handbook link directly to their TBC Wowhead entries.

Reference	Wowhead
Enhancement Phase 3 BiS	Wowhead TBC / guide/enhancement-shaman-dps-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
Elemental Phase 3 BiS	Wowhead TBC / guide/elemental-shaman-dps-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
Enhancement talents	Wowhead TBC / guide/classes/shaman/enhancement/dps-talent-builds-pve
Elemental talents	Wowhead TBC / guide/classes/shaman/elemental/dps-talent-builds-pve
Enhancement rotation	Wowhead TBC / guide/classes/shaman/enhancement/dps-rotation-cooldowns-abilities-pve
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Enhancement gems/enchants	Wowhead TBC / guide/classes/shaman/enhancement/dps-enchants-gems-pve
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Research checked July 22, 2026. Live Anniversary hotfixes, encounter behavior and raid loot policy always supersede a static document.