

Shaman Arena Perfection

July 14

2008

A compilation of advice from the great PvP enhancement Shaman, Push. As of this writing, Push is on the #1 5v5 team in Season 4 (2104 rated). He's #10 in the 2v2 bracket and #29 in 3v3. This guide is compiled with permission from Push of Dark Iron (thank you!)

Need Help in
PvP? Ask
Push!

Table of Contents

Introduction	4
Who is Push?	4
Note from Push.....	5
Guide Legend.....	5
Chapter 1: General Advice.....	6
How often do you use a shield when against a good rogue or warrior team?.....	7
How often do you use your racial? War Stomp.....	8
What UI mods do you use for arena?	8
My team is having problems with our priest dying too fast; got any tips?	9
When running with a MS warrior; what is your strategy with rogues? Evasion just utterly and completely shuts us down.	9
What is your strategy with purging druid HoTs?	10
My team is having problems with our priest dying too fast; got any tips?	10
As an Orc, I was just wondering if you think war stomp is worth re-rolling for?	11
Orc, Troll, or Tauren? Which one is best for PvP?	11
What elemental shields do you use and when do you use them?	11
What's your general opinion of the enhSha when it comes to arena PvP?	11
What do you do that other enhSha don't, that makes you succeed?	11
What macros do you find the most effective in PvP?.....	12
Is there a way to continue auto attack DPS while purging?	12
Against a fearing team, is there a way you twist your Tremor, SoE etc?	12
How to optimize DPS; is there a particular time where I should SS (w/Shield?)?	12
I get kited a lot. I usually GW and put my shield on; Can you block while in GW?	13
Is there a common point when you SR?	13
I always use rank 1 earth shock; is there a more efficient way to be shocking?	13
Goblin Rocket Boots make a huge difference? If so I'll train engineering.....	13
Are there situations where you would use cleanse poison and PCT?	14
What do you think Blizzard should focus on?.....	14
How would enhance deal with a resto shaman?.....	14
Do you have any suggestions for new Resto Shaman?	14

I did notice u went thru a stage of pure DPS 2v2 do you heal in arena much?	14
Do you think that enhance shamans are underpowered?	14
How often, if ever, do you heal in arenas as enhance?	14
What kind of totems do you drop other than grounding/tremor/EB/PCT?	15
How do you target people in arena? Do you tab through or click on Proximos?	15
Do you start the match in GW to avoid sap if there is a stealthier?	15
Rush in to overwhelm the enemy, or setup and gauge the situation?	15
Chapter 2: Gear, Sockets, & Enchants	16
I'm trying to push to 1850 how should I socket my gear?	17
Do you find double mongoose to be better than executioner/mongoose in PvP?	17
Is the Battlemaster's Determination trinket worth the grind?	17
Any advantages to using a 2h weapon that would make it viable in the arena?	17
Is it worth it to save all points for weapons, then divert to armor?	17
What are your thoughts on the Shard of Contempt?	17
Why 24 AP/run speed and surefooted?	18
Gem spell haste in resto gear; what are your thoughts?	18
I'm very partial to using a 2-hander, should i drop that habit?	18
Should I continue to pickup S3 armor or should I focus on S3 weapons?	18
I have the new badge claws it worth getting season 2 weapons over this?	19
Scale back damage potential in tradeoff for resilience?	19
Chapter 3: Spec Advice	20
Would it be better if I switched to the suicide spec (Enhance +Elem)?	21
Which spec do you think has a better place in end game PvP?	21
Do you think that toughness is a must have talent now with the 2.4 change?	21
I love Healing Focus; how often do you find yourself healing?	21
How sure are you that AK is better than Shield Spec?	21
Chapter 4: Matchup Strategies	22
2v2: EnhSha/rSha vs. Rogue/Mage, or SPri/sLock ; what can I do?	23
2v2: EnhSha/hPal vs. War/hPal	23
2v2: EnhSha/rDru vs. rogue/lock?	23
2v2: uaLock/dLock vs. enhSha/rDru: locks always win; what is your advice?	24
3v3: What strategy do you use against Rog/Mage/Pri combos?	24

3v3: sILock/rDru/enhSha vs. rPal/War/rSha – Any advice?	24
Chapter 5: Comp Advice	26
2v2: EnhSha/dPri or enhSha/rDru?	27
2v2: bmHun/enhSha viable to 1850-1900?	27
2v2: EnhSha+healer or enhSha+DPS; which would you recommend?	27
2v2: How far do you think a rPal/enhSha team can make it?	27
2v2: enhSha/hPal comp, what's your thoughts?	28
2v2: Push, what do you think of rSha/Hunter in 2s?	29
2v2: What would you be looking for out of a hunter to help you as an enhSha?	29
Conclusion	30

Introduction

Welcome to the complete arena advice works of Push from Dark Iron. This is a compilation of the fantastic thread that Push started called, "[Need help in PvP? Ask Push!](#)" This is not a guide so-to-speak, but a compilation of Push's advice, primarily for enhancement Shaman.

Who is Push?

[Push is a Shaman on the Dark Iron server.](#) He's one of the few enhancement Shaman that have been successful in the arenas, regularly posting arena ratings over 2100 without win-trading. He's been gracious enough to have taken a great deal of time helping the Shaman community improve their arena skills.



Note from Push

To Shaman:

I am glad I was able to help a lot of people out in my Q&A thread. The thread became too much to keep up with; however, I welcome people coming to talk to me in-game.

Keep in mind, some things in this guide may be outdated or bit different from how I feel now. Despite this, the bulk of this guide hopefully helps any Shaman to push their potential!

I apologize I wasn't able to compile my own complete updated guide, as this guide is only a bunch of quickly-written thoughts. Regardless, I hope for the best to all Shaman. Good luck in Arenas!

Many thanks to Sizlur's efforts: this guide is stunningly done.

Push

Guide Legend

This guide uses a lot of acronyms to shorten the length of questions/answers. Use this legend for acronyms you don't recognize.

enhSha = Enhancement Shaman	rSha = Restoration Shaman	eleSha = Elemental Shaman
rDru = Restoration Druid	sPri = Shadow Priest	dPri = Discipline Priest
slLock = SL/SL Warlock	rPal = Retribution Paladin	hPal = Holy Paladin
uaLock = Unstable Afflictions Warlock	dLock = Demonology Warlock	
RED = Relentless Earthstorm Diamond	SSD = Swift Skyfire Diamond	SoE = Strength of Earth Totem
GoA = Grace of Air Totem	SS = Stormstrike	GW = Ghost Wolf
PCT = Poison Cleansing Totem	EB = Earthbind Totem	AK = Arcane Knowledge

Chapter 1: General Advice

Advice that just doesn't fit into a category.

How often do you use a shield when against a good rogue or warrior team?

Great issue. I get this a lot. Your goal is to put the other team on the defensive; putting on a shield makes that difficult, but there are times where it is definitely appropriate.

My 2v2 is with a Resto Druid. If there is a Rogue, and only if there is a Rogue, I may use my shield (Vengeful Gladiator's Redoubt, enchanted with +12 Resilience [<http://thottbot.com/i33735>]). If the gates open and there's stealth--on goes the shield. Generally, my Druid goes Bear Form. There are two types of Rogue teams: double DPS and single DPS (duh!).

Double DPS Rogue Teams

If I'm getting focused: whether it's a Shadow Priest, Frost Mage, or Warlock, I always keep the shield on. With Poison Cleansing Totem spam, Abolish Poison, and your Druid's CC on the Rogue, it shouldn't be hard taking down the cloth DPS with the shield on.

There will be barely any healing reduction on you, so it'll be nearly impossible for the other team to take you down. Make sure to avoid Fear on your Druid, and you should have no problem taking down the cloth DPS while never coming close to death.

If you're not the primary DPS target: unless you sense they are switching off your Druid pretty permanently, you won't need your shield at all, so switch it off ASAP. Because they presumably were on your Druid to start, you should already be destroying the caster.

Frost Mages can be iffy of course, because of Polymorph, but effective Grounding Totems and Earth Shocks will delay good CC on you so much that your Druid shouldn't have a problem kiting while you slowly kill the Mage. Really skilled Frost Mage + ShS Rogues can be difficult on occasion.

IMPORTANT RULE (applies to any team with melee on your Druid, not just Rogue teams...): make sure you supply slows on the melee target for your Druid, and call them out on Ventrilo. With EB Totem and Frost Shock slows, it should be a joke for your Druid to kite/line of sight whatever is trying to kill him.

Single DPS Rogue Teams

Everything is the same, except there are appropriate times to take your shield off, even if you're the main kill target, which is 95% the case when facing Rogue + Disc Priest/Resto Druid. Base your decision on how the HoTs are stacked on you, how much the other team is on the defensive, your Druid's mana pool, and your GCD sensitivity.

In general, avoid having to use a shield as much as possible, especially in the smaller brackets.

In 3v3, unless I have a dedicated 2 melee on me, I rarely equip my shield because it's not needed.

In 5v5, equipping a shield is far more common and acceptable. Considering the prevalence of melee-heavy teams at the top-brackets these days, a shield is a great tool to mitigate incoming damage while still accomplishing many of your main goals, from purging to interrupting.

Though shields immensely help, still try your best to avoid having to use them. Ask your healers for feedback on how difficult a victory was where you did/did not use a shield, and make judgments based on previous fights.

How often do you use your racial? War Stomp.

It's an amazing racial with a variety of uses:

- A quick health boost: War Stomp + LHW, if your mana can handle it (don't do this when 1v1ing Warriors because it procs Second Wind [rage and 10% health for them]).
- Stun against a group: especially great if it's giving a team member a chance to escape (call it out on Ventrilo so he/she knows!).
- Incredible interruption: Earth Shock + War Stomp + Earth Shock is some pretty nasty healer shutdown, for example.
- Rogue-killing: War Stomp + Stormstrike Rogues--they can't dodge while stunned. Particularly effective against Rogues that have Evasion/Ghostly Strike activated.

War Stomp is hugely important in helping me finish off healers. Keep in mind that it resets your swing timer!

What UI mods do you use for arena?

- Bongos2 - for my bars
- AG_UnitFrames - about the same as XPerl, but AG offers a lot more customization
- *WF3sec - shows WF cooldown - helps for timing Stormstrikes!
- ItemRack - for gear switching
- GotWood - TotemTimers replacement, since TotemTimers doesn't work in 2.4 for me
- ShamanFriend - PvP Shaman necessity
- ArenaPointMaster
- ArenaScoreChange
- ArenaHistorian
- Omen
- RatingBuster - breaks down the combat rating system and has a stat comparison feature
- Scrolling Combat Text
- WitchHunt - best spell alert out there.
- WoW Instant Messenger - great for organizing whispers
- Quartz - best casting bar mod. Tons of options!
- Aloft - allows you to transform those ugly Blizzard nameplates
- LightHeaded/TomTom/DoubleWide - Questing/Coordinate mods
- *DamageMeters - so I can laugh at all the Rogues who try to keep up
- Proximo - superior Arena mod - I set my right click to for 'set focus' - very helpful
- DisqoDice - for keeping track of the Windfury Totem buff

* means it doesn't work in 2.4, and I have to find a replacement

My team is having problems with our priest dying too fast; got any tips?

I guess all I can say is try your best to put offensive pressure on other teams early so the other teams' healers can't use any of their offensive utility against you. Make sure you don't let yourself get caught in Fears and off-shock effectively if necessary so you're always doing damage, putting the other team more on the defense so your Priest can ground himself a little.

When running with a MS warrior; what is your strategy with rogues? Evasion just utterly and completely shuts us down.

MS Warrior + Enh Shaman - strong against...

War + Dru/Pri/Sha (War/Dru = instant victory!)
Warlock + Healer (easy)
Double DPS caster (can go either way TBH)
Hunter + Healer

MS Warrior + Enh Shaman - weak against...

Double DPS Rogue (ridiculously difficult)
Rogue + Healer (but not impossible)
Warrior + Paladin (can be difficult)

Warrior + Druid - Send the Warrior to the other Warrior while you Purge and stay back to heal as they solo each other. When the Druid pops out, have your Warrior switch to him. Try to get a preliminary Frost Shock (you'll see the Druid before the Warrior will most likely).

Bloodlust and make sure your Warrior has Windfury once he's on the Druid. That's where you solo the Warrior when he switches to you. Make sure you're pulling the Warrior LoS of the Druid. Your Warrior should be pushing the Druid around the Arena and one way or the other, either through switching to the Warrior to burst him when the Druid is across the Arena or by switching to the Druid when he comes in Travel Form toward you, it's an instant victory. Usually the Warrior will just be able to destroy the Druid. If the Druid Bear Form tanks, that's where you are responsible for taking the Warrior down.

Avoid an Intimidating Shout! Don't be afraid to use Tremor instead of SoE in anticipation of the Int Shout, especially when the match is far underway. You want to use your trinket on a Root or something, not a Fear.

Warlock + Healer - Get as many early Purges as possible, making sure you're keeping Tremor in really good spots, as one bad Fear on you will lose the fight. Time Groundings appropriately. Wreck the Warlock and keep strong off-shocks on the other Healer as allowed.

Double DPS caster - Don't let someone get caught in the middle and get destroyed. Avoid long-term CCs through Tremor/Grounding/Earth Shock. SR early. Don't be afraid to heal!!

Hunter + Healer - Mutilate the Hunter but don't be afraid to split DPS depending on the situation. Early Poison Cleansing Totem, lots of Purges to get HoTs off, and key Groundings.

Double DPS Rogue - It really depends on the approach of the other team. Usually you'll have to kill the caster. Get as many GCDs out of the way as possible early.

Rogue + Healer - Again--depends on the situation. Usually you'll want to kill the Rogue and have the Warrior Intercept the Healer at some point.

Warrior + Paladin - Though this also changes game to game, usually what happens is you burst the Warrior and off-shock the Paladin until the bubble. After DS, you kill the Pally. Ground the Shocks/Hammers of the other team and don't let yourself eat an Intimidating Shout!

What is your strategy with purging druid HoTs?

I'm surprised I don't get asked that often about purging Resto Druids.

The point of purging is to get the Druid to have to use more healing spells. Purging HoTs doesn't necessarily subtract from his healing per second (**see ***), but it does subtract from how much extra time he has to do other things.

When purging the amount of HoTs rarely matters. Purge, regardless of what's on the target; however, everything else in your arsenal takes priority to purging: Stormstrike, Shocks, totems (Grounding!), **and more**.

When you're trying to down the Druid himself, the **"and more"** is very important. When you're on a Druid, you always must be a step ahead of the Druid. Remember that at any moment he has a million things he can do, from Bear Form Feral Charging a team member to starting a ninja Cyclone on you.

There's no point to purging a Druid if you're going to get caught in a CC because you couldn't Earth Shock due to the GCD triggered by your Purge. The point of purging is to get rid of his heals, but he'll have nothing to heal if you're not doing any damage to him since you're sitting in a Cyclone/Root or chasing him across the map because you let him get away in Travel Form.

Regardless, if you're Grounding is up and you have your Shock ready, go ahead and purge a couple times if you feel you're in a good position, your mana can handle it, and you've done pretty much everything else you're responsible for--you have nothing else to do anyway.

Just remember all of his own personal buffs have 30% dispel resist, and he's got a bajillion Natural Perfection procs anyway, so it really should be the lowest priority.

In summary, purging is usually the last thing you should do, since everything else available to you is going to be more helpful, but purging is still beneficial unless the Druid is dangerously low on health.

Basically, if the Druid is already in spam-heal mode, purging won't do much to hurt him.

**there's a huge exception to this. As you brought up, purging allows you to get rid of a Rejuv/Regrowth so he can't Swiftmend. Use your judgment in situations where you feel you can inhibit a Swiftmend, because that DOES subtract from his healing per second hugely.*

My team is having problems with our priest dying too fast; got any tips?

I guess all I can say is try your best to put offensive pressure on other teams early so the other teams' healers can't use any of their offensive utility against you. Make sure you don't let yourself get caught in Fears and off-shock effectively if necessary so you're always doing damage, putting the other team more on the defense so your Priest can ground himself a little.

As an Orc, I was just wondering if you think war stomp is worth re-rolling for?

War Stomp is definitely **not** worth rerolling for. Leveling sucks. I guess if you could snap your fingers and make it happen, it'd be worth it, but that's not the case.

Orc is not a bad Arena race. The only real advantage Tauren have is that Tauren racial bonuses are universally helpful, whereas Orc racials are only situationally so. That said, the times where Orc racials apply, they are superior to Tauren racials.

Trust me--you'll be fine as an Orc.

Orc, Troll, or Tauren? Which one is best for PvP?

If you can choose, Tauren is the best for choice for PvP.

What elemental shields do you use and when do you use them?

Wrath of Air + Lightning Shield in the gate before the match.

After that I almost exclusively use Water Shield unless I'm killing a Rogue or Warrior that is on me and mana will definitely not be an issue at any point during the fight (an obviously very specific and rare situation).

Water Shield is an incredible tool that many people forget to obsessively use until they realize they are OOM. Stay ahead of the game on mana.

What's your general opinion of the enhSha when it comes to arena PvP?

Since 2.4, I haven't gotten much of a chance to play Arenas too seriously (I switch teams, combos, and help friends habitually).

From what I have done on my main teams, I feel very comfortable with Enhancement ATM--my teams are definitely *only going up* (though 2v2 is tough...always nervous whenever I play at 2200 as Enhancement haha)

I am hopeful with where Enhancement is at, and I only hope for one of these three changes to equalize our positions in PvP:

1. Toughness affects all movement impairing effect durations.
2. Toughness halves Stun durations.
3. Stormstrike has 15% healing reduction added to it.

What do you do that other enhSha don't, that makes you succeed?

Hmm...honestly, I have a feeling that many people who lead teams don't understand Enhancement very well. It's a huge advantage that I lead all of the teams I play on. I know exactly what kind of scenarios I excel in and what I need my partners to do to maximize our team's potential.

Specifically, totem management is the weakest thing I see from other Enhancement Shaman. In particular, I see poor usage of Grounding Totem and Tremor Totem.

It's all about being quick, aware of *all* opponents, and avoiding tunnel vision.

There are a million variables to it.

Also, Enhancement is the most gear dependent spec in the game in terms of competing in high-end PvP.

What macros do you find the most effective in PvP?

My Bloodlust, trinkets, Shamanistic Rage, and all that are separate. I have nothing macrod together.

Is there a way to continue auto attack DPS while purging?

As long as your auto attack is enabled on your target, you will continue to auto attack while you Purge.

All instant casts spells do not interfere with auto attack for Shaman and Paladins.

As far as GCD management, just try to do the important things early (getting totems down) before you're under pressure so you have more options.

Whether you're under pressure or not, make sure you're taking advantage of every second you have. It's very easy to get sloppy.

This happened to me just tonight in 5v5-: all it took was for me to sloppy for two GCDs. We did not convert a kill when our target was at 2% that game. Coupled with a disconnect and a screw-up from our Paladin, we missed our opportunity to bring my 5v5 team back up to 2300 which is where it was last week.

Against a fearing team, is there a way you twist your Tremor, SoE etc?

Learning how to skillfully use your totems is what separates the men from the boys.

I watched the Serennia video of their triple melee team, and that Enhancement Shaman does not use Grounding Totem at all. This is horrendous and wasteful. Put a Mage or Elemental Shaman as your focus and use Grounding on their nukes. Especially against 2345, well-timed Grounding Totems will easily save over 10,000 damage.

It's important to twist WF Totem with Grounding, and it is important to master that skill.

SoE is never worth twisting. The only time you should use SoE, whether in a melee combo or not is if there is absolutely no fear in the game. You can't risk anybody getting feared for the sake of a little passive damage.

When you use EB make sure you twist Tremor right back if needed.

How to optimize DPS; is there a particular time where I should SS (w/Shield?)?

When you have a shield on, you should be damaging in almost the same exact fashion you would be if you were dual wielding.

The only time you should take the shield off is if the other team is done focusing you or it's very clear that your healer(s) will have no trouble keeping up so you can start dishing out more damage. Do not switch just to SS.

As far as optimizing DPS, just remember the bulk of your damage comes from auto attacking, so just always do what you can to maximize time in melee range.

I get kited a lot. I usually GW and put my shield on; Can you block while in GW?

The only time you should ever use Ghost Wolf in combat is if you don't have a movement impairing effect on you. If you have Crippling Poison on you, Ghost Wolf will not help you get to your target at all.

You have the right idea in trying to keep face the Rogue as you run away from him. This is a very important concept to master, whether you're wearing a shield or not, because of things like parry.

Instead of walking straight towards my target, I sidestep in their direction so I can easily keep jumping in the correct direction while I still face the Rogue to be able to parry and damage him if I choose.

Jumping is great to do when you don't have movement impairing effects or stuns on you, because if you are afflicted with one of those two things while you are in the air, you generally don't deal with it until you hit the ground.

In the same respect, if you jump continuously while you're removing Crippling off yourself, you're also hurting yourself. Say you remove Crippling while you're in the air--you don't start moving at 108% speed again until after you hit the ground, which is probably enough time for the Rogue to Shiv the Crippling back on.

Is there a common point when you SR?

Using it early when you get focused is nice, since it allows your team to ground itself while you take a lot less damage. It's not important to match it with PS at all.

I always use rank 1 earth shock; is there a more efficient way to be shocking?

Don't always off-shock. When you are shocking, whether it's on your focus target or not, always use max rank if you have Shamanistic Focus unless you are having some serious mana issues (hovering at 100).

If you don't have Shamanistic Focus, off-shocking with rank 1 is fine.

I guess you should just judge based on how your mana is doing, whether anything is proccing your Water Shield, and when your SR is coming back up.

Goblin Rocket Boots make a huge difference? If so I'll train engineering.

I don't see the Rocket Boots worth training Engineering for, as they are only helpful in very special situations. You sacrifice a lot of stats for a cooldown that will sometimes not even help you at all.

Are there situations where you would use cleanse poison and PCT?

The only time Cleanse Poison is worth using over spamming Poison Cleansing Totem is if a) your target is 30-40 yards away from you (which probably means you don't have time or LoS to cleanse them anyway...) or b) the person isn't in your party.

Because of the change to the GCD triggered by totems, spamming Poison Cleansing Totem is better. Basically, you won't need Cleanse Poison again.

What do you think Blizzard should focus on?

In a recent reply I made I gave three choices as to how Blizzard should buff Enhancement Shaman to equalize us in Arenas.

Other than buffing us, I think all classes are in pretty strong balance. Biggest exceptions: Hunters are too OP against Mages. Rogues are a bit too OP all around...

How would enhance deal with a resto shaman?

When trying to kill a Resto Shaman, Nature's Guardian is a pain to deal with. It mostly comes down to just pumping out as much damage as possible and timing your interrupts well when he's at that range of health. War Stomp is a very nice thing to have against Resto Shaman fluttering around 30%, so use that to your advantage.

Do you have any suggestions for new Resto Shaman?

Use Earth Shield liberally. Take advantage of Water Shield. Use your offensive utility often! Stay ahead of heals so you don't get eaten by CC.

I did notice u went thru a stage of pure DPS 2v2 do you heal in arena much?

It's really not worth trying to heal if anything is on you. Pretty much the only way you can/should heal is if you're out of LoS somewhere.

Do you think that enhance shamans are underpowered?

More things have to be "right" for Enhancement to work, but if they are, we're almost on par. We still need another buff or two, but we're really not in bad shape.

In order to compete at the top level, Enhancement truly needs all controllable variables to be in his favor, from gear to skill.

That said, I should stress that because more requirements need to be fulfilled for Enhancement Shaman to do well, it's unfair for those that don't have everything working for them. All it takes is a bad partner or some missing gear to screw you.

How often, if ever, do you heal in arenas as enhance?

I very rarely heal. One of the only times I ever heal is if I'm in a Root or Nova.

What kind of totems do you drop other than grounding/tremor/EB/PCT?

Grounding, Tremor, Earthbind, and Poison Cleansing are my most used totems. If there's a Warrior of course I need to twist WF into the mix.

Searing, Frost Resistance, and Mana Spring are very commonly used, as well.

I have Grace and Strength ready to go, but they are rarely usable since other totems in the element are being used.

How do you target people in arena? Do you tab through or click on Proximos?

Target Focus, Target Last Hostile, Clicking in-game, and Clicking Proximo. Improving the efficiency of how you target people will make a world of difference!

Do you start the match in GW to avoid sap if there is a stealthier?

Yes

Rush in to overwhelm the enemy, or setup and gauge the situation?

I never mount in or anything like that. Get totems down and engage effectively.

Chapter 2: Gear, Sockets, & Enchants

Advice about gear, how to socket, and what enchants to get.

I'm trying to push to 1850 how should I socket my gear?

Your choice is between socketing for full damage (AP in red slots, AP/Crit in yellow) or full Resilience (AP in red slots, Resilience in yellow).

Choosing between these two options is difficult. It really depends on what kind of combos you run, how squishy the other members of your team are, your strategies, etc.

If you get focused in over 70% of Arena matches, I'd probably recommend going for Resilience.

Do you find double mongoose to be better than executioner/mongoose in PvP?

Mongoose is by far the most effective enchant in PvP for both of your weapons. The only reason why Executioner matches up to Mongoose at high-end raiding is because mobs have a full stack of Sunder on them. Mongoose doubles for 4.8% dodge, the haste adds a bit more interruption, and the crit helps mana efficiency, which matters more in PvP.

Executioner is nearly worthless against many PvP targets, which is why Mongoose is especially better: it's universally helpful.

Is the Battlemaster's Determination trinket worth the grind?

The Battlemaster's Determination actually isn't bad, but even more than 80% of the time do you need to be the focus of an Arena match for it to be worth it.

I've been using it here and there for the first time since it came out and it's ok. When I'm not getting focus, I sorely miss my Berserker's Call.

Any advantages to using a 2h weapon that would make it viable in the arena?

No, there are none. 2h is never better than DW; Ever.

Is it worth it to save all points for weapons, then divert to armor?

Yes. Get the badge Totem, cloak, and Brooch). Get S1 weapons (so you can hit 1850), work on full Vindicator's/S1 Armor, and then spend your first Arena points on the S3 weapons.

What are your thoughts on the Shard of Contempt?

Its frickin' amazing against Rogues. It's average against Hunters, Warriors, Paladins, and Enhancement Shaman. Against everything else, it pales in comparison to trinkets like Berserker's Call or even the Battlemaster's Determination.

The Shard of Contempt is not *better* than the Bloodlust Brooch/Berserker's Call in any way against anything except for Rogues. Considering how rarely an Enhancement Shaman focuses a Rogue, it's clear how much weaker the Shard of Contempt is for PvP.

If the Shard of Contempt's proc was a Use, it wouldn't be nearly as bad. It is important to get as much mana out of Shamanistic Rage as possible and the SoC proc doesn't let you do that since it isn't always up during your SR.

I could go more into detail about *why*, but it's not important. It's a great starter trinket, but when you have the choice between all of the normally-chosen trinkets, it's one of the worst choices, unfortunately.

Why 24 AP/run speed and surefooted?

I originally used a Relentless Earthstorm Diamond (RED - <http://thottbot.com/i32409>) + Boar's Speed (<http://thottbot.com/i35297>). I now use Swift Skyfire Diamond (SSD - <http://thottbot.com/i25894>) + Surefooted (<http://thottbot.com/i22545>). Both are really close, but I prefer my current setup.

- [RED + Boar's Speed] supplies ~1% total damage*, 9 STA, and .48% dodge.
- [SSD + Surefooted] supplies 5% movement impairing effect resist

I chose the 5% movement impairing effect resist because one Frost Nova or Hamstring resist makes far more of a difference in a game than ~1% damage and the slight health/dodge.

ALSO: The Relentless Earthstorm Diamond requires 2 blue gems. All blue gems blow...the SSD's requirements are super easy to fulfill.

*3% ICSD increases physical damage (which constitutes ~80% of overall PvP damage) by a little less than 2%, which is also slightly mitigated by the attack power from SSD.

Gem spell haste in resto gear; what are your thoughts?

You definitely don't want to go with regen. Full +healing is the way to go. Like with the Enhancement set, I advocate matching gem slots; however, I would intentionally mismatch in the Restoration set chest since the .18% spell crit is not worth losing the +heal you could be gemming in there.

Because of that, you should have five red slots and two yellow slots.

- Red slots: [+heal]
- Yellow slots: [+heal, intellect]

If your meta gem has a 2-blue gem requirement, use the [intellect, mp5] green gem in the two yellow slots to fulfill it.

Despite my recommendation, I actually think testing out full 100% spell haste would be interesting and potentially effective.

I'm very partial to using a 2-hander, should i drop that habit?

Yes. 2H is never better than DW.

Should I continue to pickup S3 armor or should I focus on S3 weapons?

S3 weapons are the best upgrade you can get for yourself. Try to prioritize getting the weapons and then maybe saving points for S4 which is coming soon.

I have the new badge claws it worth getting season 2 weapons over this?

The badge claws are better than S2 weapons.

Scale back damage potential in tradeoff for resilience?

Stamina sucks. When gemming for survivability, put AP in your red slots and Resilience in your yellow slots.

Chapter 3: Spec Advice

Advice about spec, talents, or builds.

Would it be better if I switched to the suicide spec (Enhance +Elem)?

Right before 2.4 I tried out the Elemental off-talents. I really enjoyed it; however, I only think it's worth giving up the 3% spell hit and 10 yards to totems if you can get the talent Eye of the Storm.

Because Toughness takes 5 points, it's impossible to get Eye of the Storm in 2.4 responsibly, so I would highly suggest sticking with the Restoration off-talents.

In fact, not having the extra 10 yards to your Poison Cleansing Totem is part of the reason why it's so difficult helping get Viper Stings off of your Paladin against Druid + Hunter. I find that with my Resto Druid, I'm almost always able to remove Viper Stings entirely by myself in those long games thanks to the long range of the totem, small-GCD it triggers, and low mana penalty (Water Shield FTW).

Which spec do you think has a better place in end game PvP?

Probably resto; both require the same amount of skill, but Enhancement is just a bit more gear dependent. My recommendation would be to play what you enjoy most. A better rating is worthless if you're not enjoying what you're doing.

Do you think that toughness is a must have talent now with the 2.4 change?

It's not "must have," but there's no reason not to have it.

I love Healing Focus; how often do you find yourself healing?

I was married to Healing Focus all the way up to 2.4. Once Toughness was buffed, there was no way I could get both Toughness and Healing Focus--I'd have to lose way too many of the damage talents in order to do so.

I still miss Healing Focus, but it isn't the end of the world.

How sure are you that AK is better than Shield Spec?

100% sure.

Chapter 4: Matchup Strategies

Advice about various arena matchup strategies

2v2: EnhSha/rSha vs. Rogue/Mage, or SPri/slLock ; what can I do?

- Your Shaman must start heals ridiculously early.
- Use Earth Shield incredibly liberally.
- Have your Resto Shaman take advantage of off-shocking and Grounding
- Spam Poison Cleanse with every spare moment against Rogue teams (both of you)
- Abuse your GCD!
- Have your healer learn the position/pillar game! LoS is your friend.
- Your Shaman must start heals ridiculously early.

Rogue + Mage

You'll need to kill the Mage against Rogue/Mage, so your Resto Shaman must be helping slow that Rogue with EB Totem/Frost Shock while both of you spam Poison Cleanse so you have more mobility (I'm assuming they kill you).

Again, your Resto Shaman must start heals ridiculously early. Between your Groundings and Shocks, you should be able lock the Frost Mage's damage up pretty decently. The lock-up on your Shaman shouldn't be too bad if he starts heals stupidly early, since the Counterspell gets almost nullified. Just remember--it's not a mana fight for your healer. Also, don't forget to drop Frost Resistance Totem. Most well-gear'd Mages have 44 spell penetration, which leaves 26 Frost Resist for you, which is an additional 5.5% Frost Resist!

Shadow Priest + SL/SL Lock

Between your double Tremors your healer should not get in any long CCs, which means as long as he's keeping you guys topped off incredibly liberally, it shouldn't be too bad. SMOTHER THAT SHADOWPRIEST right off the bat...the longer you leave him casting the more VE and VT he'll be able to get up, recovering the health and mana of both of them.

Between double Purges/Shocks, you should be able to destroy the Shadow Priest. Don't forget to use double Searing Totem for some random extra pushback.

2v2: EnhSha/hPal vs. War/hPal

I didn't talk about Holy Paladin + Warrior. Basically, you're screwed. When I tried the combo out, I remember facing some pretty weak Warrior + Paladins and still losing. Your only chance is to spike something down in full coordination with your Paladin, from Hammer of Justice timing to added damage.

Bubble and BoP really ruin those spikes, though. Yes, you can purge BoP, but it only takes a heal or two to subdue your spike.

The lack of healing reduction, plate, and disarm make it nearly impossible--just bend over backwards.

2v2: EnhSha/rDru vs. rogue/lock?

I jump for joy! Details will be put up in my mini-guide coming soon.

Basically, kill the Warlock. If the Rogue is on you, shield up and spam Poison Cleansing Totem (PCT) to kill him. Otherwise, DW and spam PCT for your Druid. :)

2v2: uaLock/dLock vs. enhSha/rDru: locks always win; what is your advice?

When fighting Warlocks, a lot of Enhancement Shaman forget to twist Grace of Air whenever Grounding is on cooldown. Naturally this is difficult, but doing it maximizes DPS.

Remember, the only form of healing the other team has other than healthstones is Drain Life and possibly Siphon Life. For this reason, I would probably choose the Felguard Lock: he has weak life recovery. In addition, it's much easier for a UA Lock to put you in a Fear because of instant Howl of Terror. Also, UA Warlocks can do a lot more damage with people focusing them, as opposed to Felguard Warlocks, who depend more on direct damage with no spell pushback avoidance.

Make sure your Druid completely disregards conservation. Keep in mind, the UA Warlock's Felhunter is incredibly weak, and if you pop a trinket and Stormstrike + Shock it, you can take it down in a flash. The only way the UA Warlock could get it back is if he left the fight and spent 10 seconds getting another. Getting rid of that Felhunter should be GG since now they'll have nothing to stop your Druid from freecasting CC and heals the whole match.

3v3: What strategy do you use against Rog/Mage/Pri combos?

With my Mage + Resto Druid + Enhancement Shaman combo, we usually kill the Mage.

If I get focused, I shield up and switch totems (to the Vengeful Gladiator's Totem of Survival [<http://thottbot.com/i33953>]). If I spam Poison Cleansing Totem, it's pretty much a joke for my Druid to heal and for my Mage/Druid to coordinate their CCs.

If I don't get focused, I have to avoid Fear/Poly/Blind and limit damage from the Mage while keeping all poisons off my Mage/Druid. Fear can be difficult since nearly all Priests above 2100 kill Tremor Totems often, so always watch where the Priest is and how/where your Tremors are.

Groundings should be prioritized for Poly/Frostbolt. If you can delay Polies, and especially if you dedicate your Mage to CS some, the Mage will die a thousand times faster than the Rogue will kill either of your other two team members.

Try to save your trinket for Blind unless someone else on your team gets the Blind, in which case you can use your trinket more freely.

3v3: slLock/rDru/enhSha vs. rPal/War/rSha - Any advice?

If you're going to gem for damage (and a SSD, which has no blue gem requirement thankfully), make sure you follow this gem setup:

- Red Slots: AP
- Yellow Slots: AP + crit

If you're going to gem for survivability (and a SSD), follow this setup:

Red Slots: AP (unless you can get one of the Heroic red gems with STR/AP + Resilience)

Yellow Slots: Resilience

Right now it seems like you have a mixture of damage and survivability with those STA gems, but those gems aren't that good.

As Resto Druid + SL/SL Warlock + Enhancement Shaman against double melee, strategy really depends on what they are focusing. When I played Dru + Lock + Shaman, we made a lot of switches just based on who was getting attacked. I remember times where we surprise killed the Warrior. Usually you're going to have to kill the Druid or Shaman. Rogues and Ret Pallies are difficult to kill thanks to Cheat Death and Divine Shield, respectively.

Chapter 5: Comp Advice

Advice about arena comp make-ups

2v2: EnhSha/dPri or enhSha/rDru?

I tried Disc Priest + Enhancement Shaman for one day near the beginning of Season 3. I had gotten my weapons on the second or third day, so I had a gear advantage when I ran it. Well, regardless, I ran it for only a day, so my feedback on the combo is **not** from experience anyway.

I imagine the combo having huge problems with Mana Burn LoS against healer + Rogue/Warrior teams. Otherwise I see it doing well.

The advantage of Enhance + Druid is that Druids allow the Shaman from escape from melee to get on healers.

As Disc Priest + Enhancement Shaman, there won't be any long-term CC on melee that is on the Shaman, so I see huge difficulty in taking down healers. This difficulty will probably force the Enhancement Shaman to switch targets a lot or try to kill the melee. Because of this, the lack of healing reduction then hugely comes into play, especially against Warrior teams.

As Disc Priest + Enhancement Shaman, there won't be any long-term CC on melee that is on

I guess if your Priest is able to use his Fear effectively and take advantage of when he isn't being focused, the combo may do very well, against caster teams in particular.

I only know of one prominent Disc Priest + Enhancement Shaman. They were 2100 on Bloodlust a while ago, though the Enhancement Shaman admitted to me that he only played when there were Warlocks around.

2v2: bmHun/enhSha viable to 1850-1900?

You may have a lack of consistency in your rating, but I think you could squeeze up there with that combo when you get the right teams. Rapid Fire + Serpent's Swifttness + Bloodlust = some very fast Aimed Shots.

2v2: EnhSha+healer or enhSha+DPS; which would you recommend?

Having run almost every kind of combo in 2v2 one way or another, I'd say the two smoothest partners are Holy Paladins and Resto Druids. Keep in mind that if you run with a healer, you've got to be more on top of staying ahead of your targets to avoid CC/lock-down. Also, a healer combo is probably more gear dependent.

Double DPS can do well, but it gets more difficult faster from my experience.

I wonder what Enhancement Shaman + Shadow Priest would be like? Hmm...

2v2: How far do you think a rPal/enhSha team can make it?

I think it can do well, but I'm sure it requires a lot of coordination. I'm guessing you'd *need* Healing Focus, so you can turn into a healing machine with Concentration Aura (especially when you're BoPed). Your Pally should be 00/20/41, which is a pretty nasty spec for 2v2 (35 second Hammer of Justice). If you

can get the gear, strategy, and skill down, I think Druid + Warrior will become one of your easier combos.

2v2: enhSha/hPal comp, what's your thoughts?

I've played with my 5v5 Warrior's alt, a Holy Paladin, to hit 2000. I noticed quickly that Holy Paladin + Enhancement Shaman is a very effective combo, but hugely struggles with Warriors teams.

We only faced two Resto Druid + Warriors, but they were very difficult games. Definitely avoid attacking the Warrior unless you feel your damage pressure won't be easily nullified by the Druid. Feeding him rage is not worth it since you probably won't do enough damage to put the Druid in healing mode.

This is what makes the combo so difficult: you have to kill the Druid and you have no leniency in doing anything else but trying to kill him.

Like you mentioned, there were times I had to back off from the Druid to remain in LoS of my Paladin--this happened in Nagrand Arena, in particular.

As far as Hunter + Druid, I would suggest just sticking with the Hunter and OOMing him. Especially with Cleanse, which is probably all you'll need to stay on the Hunter for most of the game, you should be able to stop him from Feign Death drinking. If you get the Hunter out of mana and you cautiously use your Shamanistic Rage to fill your mana bar up, I think you'll be able to turn the tides of the battle in your favor.

I'm not 100% sure that will work, but I think you'll have a much better shot, especially since you'll be cutting the other team's damage immensely.

I would only switch to the pet if you're sure you can finish it--when you're on the pet you're leaving both the Druid and the Hunter alone, which is pointlessly scary.

I notice your Paladin only has about 1100 +healing. I don't know if that's his normal PvP gear, but that would certainly be part of the reason why you might have trouble against some of those teams. Your Paladin has to keep in LoS of you much longer to heal you since his heals are so much weaker. I don't think the extra damage will help you enough to compensate for this, especially in a game with a Resto Druid healer. With full +heal gear, Hammer of Wrath, Judgement of Righteousness, and Holy Shock should still hit hard enough when it comes time for him to throw a little bit of extra damage into the mix.

While I have limited experience with Holy Paladin + Enhancement Shaman, there is one thing I can say with certainty: use a trinket like Bloodlust Brooch or Berserker's Call over the Battlemaster's Determination. Paladins are by far the most defensive healer, meaning they offer the least amount of offensive utility. You should take advantage of everything you can as far as maximizing your damage. If you catch a Resto Druid, with everything popped for a couple seconds, chances are he'll get smoked, especially with a Hammer of Justice and some added Paladin damage.

2v2: Push, what do you think of rSha/Hunter in 2s?

I had a friend do very well with that combo last season. I don't think he still plays that combo, but I believe it's still viable with skilled players. I imagine it doing spectacularly against everything except for some Warrior teams.

2v2: What would you be looking for out of a hunter to help you as an enhSha?

Considering your BM, you don't have much in the way of utility, so your offense is pretty much your defense. I guess trap use/placement is the only thing, in particular.

Conclusion

This marks the end of the Shaman Arena Perfection guide from Push, for now. This guide will be a living document, and I will update it as new information comes up (I'll try to squeeze some more info out of Push for you as well).

Hope you learned as much as I did from Push. A huge thank you goes out to him for taking the time to respond to the Shaman community's PvP questions. As an enhancement Shaman myself, this has helped me tremendously. Thank you!