

I) Global overview of the talents:

Legend:

- No change
- **Reworked**
- **New**

Tier 15: Survival		Nature's Guardian		Stone Bulwark Totem		Astral Shift						
Tier 30: Movement		Wolf's Dream		Ghostly Travel		A Ghost Wolf Never Dies						
Tier 45 : Totems		Totembringer		Totemic Mastery		Totemic Spirits						
Tier 60 : CC		Frozen Power		Erthgrab Totem		Windwalk Totem						
Tier 75 : Output		Elemental Mastery		Primal Elementalist		Echo of the Elements (Enhance)		Elemental Command (Ele)		Ancestral Healing (Resto)		
Tier 90 : Hybrid Ouput		Ancestral Guidance		Conductivity		Elemental Blast						
Tier 100 : Output		Elemental Fusion (Ele & Enhance)		Storm Elemental Totem (Ele & Enhancement)		Liquid Magma (Ele & Enhancement)		High Tide (Resto)		Ancestral Resolve (Resto)		Cloudburst Totem (Resto)

II) Detailed description of the talents

Tier 15: Survival.

No change concerning this row.



- 1) Nature's Guardian

Passive

Whenever a damaging attack brings you below 30% health, your maximum health is increased by 25% for 10 sec, and your threat level towards the attacker is reduced. This effect cannot occur more often than once every 30 sec.



- 2) Stone Bulwark Totem

1 min cooldown, Instant cast

Summons an Earth Totem with 10% of the caster's health at the feet of the caster for 30 sec that grants the caster a shield absorbing X damage for 10 sec, and up to an additional Y every 5 sec thereafter.



- 3) Astral Shift

1.5 min cooldown, Instant cast

Seek haven by shifting partially into the elemental planes, reducing damage taken by 40% for 6 sec.

Tier 30: Movement

New theme added. W'sD is a high risk, high reward talent. GT is an effective talent for “burst movement”. AGWND is effective for movement while attacking/healing.



4) **Wolf's Dream**

1min cooldown, instant cast.

You leave your body to become a truly invisible Spirit Wolf. For 4s you are concealed from sight, your movement speed is increased by 100% and all threat is cancelled. Your actual body can be targeted and attacked during the effect but is transferred to your location at the end of your lupine dream. Using an ability or a spell cancels the effect. Usable while stunned or asleep.



5) **Ghostly Travel**

45s cooldown, instant cast.

You instantly travel to the enemy or friendly target and activate your Ghost Wolf form. 30 yards range.



6) **A Ghost Wolf Never Dies**

Passive.

After using a spell or an ability that would normally cancel your Ghost Wolf effect, you remain between your actual body and your Ghost Wolf form for 6s, permitting you to keep all beneficial effects from your Ghost Wolf form for this duration.

45 Tier: Totems

While totems are the flavor of the Shaman, the live totem row lacks of flavor. Totemic Persistence should be baseline (as a class Perk) and totems like Spirit Link Totem should be projected without a talent.

My talents have two goals: to provide a way to protect your totems and to make you feel the element school of your totems worth.

Totemic Spirits is effective but is hard to master. Totemic Mastery is the less effective but doesn't complicate your gameplay. Totembringer is somewhere between the two other in term of complexity and efficiency. Choice between a medium CD, a passive and a long CD.



7) **Totembringer**

30s cooldown, Instant.

You gain Totembringer that permits you to hold on your back the next Totem you summon, preventing it to be targeted and destroyed, and to use a Totemic Smash ability, depending on the element of the Totem you carry.



Totemic Smash: Earth: You raise your weighty Great Earth Totem and crush violently your target, stunning him for 3s. If the enemy is permanently immune to stuns, he deals instead 15% less damage to you for 3s.



Totemic Smash: Water: You strike the ground with your purifying Great Water Totem, a line of water propagates in front of you up to 30 yards, healing all allies within 4 yards of its path.



Totemic Smash: Fire: You strike your enemy with your fiery Great Fire Totem, dealing fire damage to your target. If you are not in melee range, you launch your Totem with a 2s cast time.



Totemic Smash: Air: You strike all enemies at 8 yards in front of you with your swift Great Air Totem, dealing them nature damage and knocking them down.



8) **Totemic Mastery**

Passive

Your totems are enhanced and cause also additional effects when destroyed by an enemy, depending on their elements.

- Fire Totems: +50% fire damage, enemies destroying them take [X% of spellpower] fire damage.
- Earth Totems: +5s duration, increases your armor by 20% for 10s when destroyed by enemies
- Water Totems: +5% healing, when destroyed by enemies your totems heal all nearby allies by an amount of [X% of spellpower].
- Air Totems: +20% range, enemies attacking them are silenced and disarmed for 4s



9) **Totemic Spirits**

3min cooldown, Instant

You make your current Totems immune to all damage for 8s. Some of them are also empowered during this duration:

- Searing and Magma Totems: Cast speed increased by 300%.
- Earthbind, Earthgrab, Tremor and Stone Bulwark Totems: Each pulse removes a loss of control effect on you.
- Healing Stream, Healing Tide and Cloudburst Totems: A stream of water emanates from the Totem and heals all allies within a 10 yards range.
- Grounding and Capacitor Totems: They fulfill their purpose a second time before expiring.

60 Tier: CC

No change, just swapped from 30 to 60.



10) Frozen Power

Passive

Your Frost Shock now also roots the target in ice for 5 sec.



11) Earthgrab Totem

Instant cast, 30s cooldown.

Summons an Earth Totem with 100 health at the feet of the caster for 20 sec. The totem pulses every 2 sec, causing roots to ensnare the legs of all enemies within 10 yards for 5 sec, preventing movement. Enemies that have already been rooted once by the totem will instead have their movement speed reduced by 50%.

Replaces [\[Earthbind Totem\]](#).



12) Windwalk Totem

1 min cooldown [Instant cast](#)

Summons an Air Totem with 5 health at the feet of the caster for 6 sec, granting raid members within 40 yards immunity to movement-imparing effects.

75 Tier: Output

The output tier is reworked. EM and AS were mixed (the old EM part is a bit nerfed to compensate) like it was during WOTLK, PE is relocated here and slightly reworked, and EotE is now only available to the Enhancement Spec.

Each spec has the choice between a new big cooldown spell, an improvement of big cooldown spells, and a passive effect.



13) **Elemental Mastery**

1,5 cooldown, instant cast.

When activated, your next healing or damaging spell with a base cast time less than 10s become instant, and elemental forces empower you with 30% haste for 12s.



14) **Primal Elementalist**

Passive

Your Earth, Fire and Storm Elemental draw forth powerful primal elementals directly from the elemental planes and are therefore no longer tied to Totems. These servitors are 50% more powerful than regular elementals, act as pets directly under your control, and gain additional abilities.



15) **Echo of the Elements (Enhancement Spec)**

Passive

Your spells and abilities have a chance to cause your next Lava Lash, Stormstrike, ~~Frost Shock~~ or Fire Nova not to incur its cooldown.

Frost Shock removed to avoid conflict with Elemental Fusion.



16) **Elemental Command (Elemental Spec)**

Passive

Each time your Flame Shock and Earthquake spells deal damage, an Inferior Fire Elemental or Inferior Earth Elemental will be summoned to attack the target.



17) **Ancestral Healing (Restoration Spec)**

Passive

When you heal someone with less than 30% of its health, you summon an ancestor that heals the target for [X% of spellpower] over 6s. Cannot occur more often than once every 6s.

Tier 90: Hybrid output

Shaman was lacking a hybrid talent row. This row replaces the healing row that didn't provide any benefit to Ele and Enhance spec for their primary role.

TS is passive and will not change your gameplay (it is a reworked Rushing Streams). Conductivity is passive but requires using Healing Rain each 40s. EB is an active hybrid dps/healing spell that will change your rotation.



18) Ancestral Guidance

2 min cooldown Instant cast

When you deal direct damage or healing for the next 10 sec, 3 nearby enemies take 20% of the damage or healing done, and 3 nearby allies are healed for 40% of the damage or healing done.



19) Conductivity

Passive

Ele & Enhance version : When you cast Lightning Bolt, Chain Lightning, Earth Shock, or use Stormstrike, your Healing Rain's duration is increased by 4.00 sec. In addition your Healing Rain is now charged with electricity and deals nature damage to your enemies.

This cannot cause Healing Rain to last longer than 40 sec.

Resto version: When you cast Healing Wave, Healing Surge, or Chain Heal, your Healing Rain's duration is increased by 4.00 sec. In addition your Healing Rain is now charged with electricity and deals nature damage to your enemies.

This cannot cause Healing Rain to last longer than 40 sec.



20) Elemental Blast

12 second cooldown, 40 yard range, 2 second cast.

Call the power of Fire, Earth, Wind and Water to deal Elemental damage to a target enemy and to heal all ally within 4 yards of its path. Increases also your attuned attribute [Multistrike for Ele/Haste for Enhance/Mastery for Resto] by 5% for 8s.

Tier 100: Output

This row is reworked. SET wasn't very useful for Restoration, so it was replaced by AR. Elemental Fusion was very boring for a 100 talent so it was reworked. High Tide was slightly reworked to also be useful in zero AoE situation (like in Arena).

Now the three spec has a choice between : a passive effect, a big cooldown spell and a medium cooldown spell.



21) **Elemental Fusion (Elemental & Enhancement)**

Passive

Enhance version: When you cast a Shock spell your other available Shock is also cast on the target. Your Shock spells deal also 30% more damage.

Elemental version: When you cast a Shock spell your other available Shocks are also cast on the target. Earth Shock will be triggered by this way only if you have 15 charge of Fulmination.



22) **High Tide (Restoration)**

Passive

Your Chain Heal also bounces to up to 3 additional targets affected by your Riptide, and no longer diminishes in power with each bounce. In addition you can now apply 3 Riptide on the same target, and the healing done by your Riptide is increased by 10% per Riptide already present on your target, stacks up to 2.



23) **Storm Elemental Totem (Elemental & Enhancement)**

5 min cooldown, Instant

Summons an Air Totem with 6000 health at the feet of the caster, calling forth a Greater Storm Elemental to hurl gusts of wind at the caster's enemies. ~~Each gust of wind does damage to the enemy, and then heals all allies within 15 yards for 100% of the damage dealt, split evenly.~~ Lasts 1 min.



24) **Ancestral Resolve (Restoration)**

3min cooldown, Instant

For the 12 next seconds, you ask the ancestors of the target to prevent him to join them. All damage he takes when below of 30% health create instead a negative shield, that can only be reduced by healing the target. At the end of effect, the remaining negative shield unleashes the damages.



25) **Liquid Magma (Ele & Enhancement)**

45s cooldown, Instant

Empowers your current Fire totem with the power of lava, causing liquid magma to erupt from it toward random enemies within 40 yards every 0.5 sec for 10 sec. Each glob of liquid magma deals (40.125% of Spell power) Fire damage to all enemies within 4 yards.



26) **Cloudburst Totem (Resto)**

30s cooldown, Instant.

Summons a Water Totem with 5 health at the feet of the caster for 15 sec that collects power from all healing.

When the Cloudburst Totem is destroyed, replaced, or expires, the stored power is released, healing all injured allies for a total of 0% of all healing done while it was active, split evenly between them.
Cast again to destroy the totem and release instantly the collected heal.

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