

The World of Warcraft Druid Guide

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1.Introduction

Druids in World of Warcraft are often lauded for their versatility. “Sure,” people have told you, “druids will never reach the DPS of a rogue, the tanking ability of a warrior, the healing power of a priest or the spell damage of a mage or warlock. But they’re a lot of fun to play and welcome in any group.” Sounds familiar, doesn’t it?

And yes, they’re right about that. We can’t measure up to a rogue or mage in terms of DPS. We can’t substitute priests in raids and our tanking ability has its limitations.

They’re also right about the fact that druids are a very diverting class to level up with and of course welcome in any group of adventurers.

But what they’re really trying to say is that the druid class is a “Jack of all trades, master of none.” They’re trying to make us believe that no matter what role we choose to play as a druid, there will always be a class that’s better in doing just that.

What they fail to see is that the different parts – the different roles that a druid can play – add up to a bigger whole.

By being able to adapt to any situation, the druid becomes the most complete class in World of Warcraft. Yes, there are certain situations where a priest might be more efficient, but what about all the times where a priest might have difficulties? Druids can stealth, heal, tank and deal considerable physical as well as spell damage. Druids will have less trouble in the majority of situations, and if well played, they are more efficient than any other class in the long run.

Not only does the druid shine when it comes to flexibility, he also has a unique skillset that opens up new combat strategies and makes him a valuable addition to any raid group.

The act of shapeshifting alone is a powerful tactical weapon, breaking root, snare and even polymorph effects. The druid has an array of crowd control skills second to none. Mana management is his middle name.

PvP with a druid is like rock, paper, scissors but you can switch to any of the three at any time.

In the hands of a skilled player, the druid is the perfect weapon. In order to unleash his full potential, however, you have to develop a deep understanding of game mechanics, talent combinations and combat strategies. This guide will help you do just that. And more.

Enjoy.

2.Character Creation

Even before you enter the World of Warcraft with a level one character, you have to decide on four issues:

- Your class – out of nine possible classes
- Your server – i.e. the type of server as well as one specific server of that type
- Your faction – i.e. Alliance or Horde
- Your race – out of four races exclusive to your faction
- Your gender – male or female

2.1.Class

Well, class is easy. Since you're reading this guide, I'll just assume you want to play a druid.

2.2.Server

Now that we got that out of the way, we will look at the server. There are four kinds of servers for World of Warcraft:

- Player vs. environment (PvE) servers,
- Player vs. Player (PvP) servers,
- Roleplay (RP) servers and
- RP PvP servers

I won't go into much detail here, all the rules and regulations that apply to the different server types can be found in great detail on the official homepage at [\[http://www.worldofwarcraft.com/\]](http://www.worldofwarcraft.com/).

Let me just say this: Choose your server type carefully. Different server types provide for different kinds of gameplay, choose the one that suits you best.

Roleplaying isn't for everyone. Choose an RP server only if you're sure that the kind of conversation people have in public channels on those servers actually enhance your immersion and your personal enjoyment of the game.

PvP servers can be a lot of fun, but they're also very challenging if you like to play solo. Gankers and corpse campers can spoil your fun for hours. As a druid however, you have a wide array of defensive tactics. Read the PvP section of this guide and you'll be well prepared to face your enemy in the open.

When it comes to choosing one specific server, you might already know some people on a server that you'd like to join forces with. If that is so, by all means go ahead and roll a character on that server.

Otherwise, it's always good to join the server with the lowest population you can find. Servers with a large population tend to have many people already running the high level dungeons and earning honor points in PvP, so it'll be harder for you to get ahead of the curve.

2.3.Faction and race

Depending on what your friends play, you might also already know if you want to play Alliance or Horde.

And with the faction, you have decided on your race. Why? Because both factions offer only one playable race for druids. So if you play a druid on the Alliance's side, you're automatically a Night Elf, whereas you will command over a Tauren druid if you choose to align with the Horde.

Now, I'm fully aware that your decision on that issue will most likely be influenced if not by your friends then by personal preferences beyond strategic significance – ranging from “Tauren kick ass!” all the way to “Night Elf chicks are sooo hot!” – but just for a minute here, let's pretend you make your choice based on hard facts and in the best interest of your character.

There are a few things to consider. The most obvious factor is the racial traits. Let's look at how Nightelves and Tauren compare in that department:

Night elves

Shadowmeld

Allows you to stealth as long as you stand still

Since druids can already stealth in cat form, you won't profit as much from this racial trait as other classes. It's still extremely useful for two reasons. One, you get a +1 stealth effect level bonus, meaning that you'll be even harder to make out for your opponents than when you walk around in cat form. This is extremely useful in PvP, especially when facing other stealthy classes. Two, you can activate shadowmeld in caster form and start casting spells (Starfire comes to mind!) when enemies approach. You won't be visible to them until you actually finish casting!

Quickness

Dodge chance increased by 1%

Comes in handy when you're in melee combat, i.e. soloing at lower levels and sometimes in PvP. Overall not that exciting of a trait for a druid though.

Wisp spirit

As a ghost you will move 25% faster (and appear as a wisp).

You don't want to die in the first place. As a druid, you will die VERY little in PvE. When your raid wipes, you'll have soulstoned priests. On PvP servers you might pick the wrong fight far away from the graveyard and save a little time after you die. Otherwise pretty much useless.

Nature resist

+10 resistance against nature magic

Tauren have the same, so it cancels out.

Tauren

Warstomp

Stuns up to 5 opponents in 8 yard range for 2 seconds. 0.5 second cast time, 2 minute cooldown.

Arguably the best racial trait in the game. As a druid, this spell is primarily a means of defense. When things get too hot, you get enough time to retreat or heal up. It can also be used as spell interruption. Warstomp has no animation until it lands, making it priceless for PvP.

Endurance

+5% maximum health

While other classes depend stronger on the health stat than druids, it is still a great trait to have, especially for PvP where the outcome of battles can be close. More health means you die less. That's clearly a good thing.

Cultivation

+15 skill bonus to Herbalism

Until the day when there are nodes that require a skill higher than 300, this racial trait is worth the time that it takes you to hit 15 nodes, and that's it. Useless.

Nature resist

+10 resistance against nature magic

Night elves have the same trait, so it cancels out.

So just looking at the racial traits, we can see a slight advantage for Tauren druids.

Night Elves and Tauren also have different starting stats. Keep in mind that as you reach higher levels these differences become of marginal importance, but let's have a look at them anyway:

Race	Night Elf	Tauren
HP	48	69
MP	80	68
STR	17	26
AGI	26	17
STA	20	23
INT	21	17
SPR	21	22
Power	14	32
Armor	56	38
Dodge%	7.78	4.02
Crit%	5.67	4.47

So we can see that Night Elves have a slight advantage in INT and AGI while Tauren have slightly better STR, STA and SPR stats. In lower levels there's an advantage for the Tauren, seeing that he will have higher physical DPS and slightly faster regeneration rates. Granted, INT is certainly nice to have at higher levels, but the relative advantage will actually decrease with each level up as both classes profit from stat increases equally. This goes for all stats except STA, where Tauren will always have a 5% advantage in HP.

But there are a few more things to consider when choosing your race:

- Tauren are physically bigger than Night Elves, so they are easier to target in PvP when they are in caster form. Out of a big group they are also most likely to get targeted first. This can be quite a nuisance, because as a druid you don't want to attract that kind of attention from your enemies.
Advantage goes to the Night Elves
- On average, the Alliance population (59%) is higher than that of the Horde (41%).¹ What does that mean? If you have more players on your side, it means you live a safer life on PvP servers. Although you might enjoy the challenge of playing Horde on a PvP server, you should be aware of the fact that it'll be somewhat harder than

¹ <http://www.pieragostini.com/ian/fun/wow/WoWStressTestWhoReport.htm>

playing Alliance. Also, you'll have a slightly bigger market within your faction, meaning it might be a bit easier (but not necessarily cheaper!) to get unusual items from the auction house and sell items there. On the downside, you'll spend more time in the battle ground queues, because an equal amount of players are required to join from either faction.

Questionable Advantage goes to the Night Elves

- The relative Druid population is lower on the side of the Horde (7%) than that of the Alliance (9%). If your class is less played in your faction, it will be easier to find groups and guilds.

Slight advantage goes to the Tauren

Well, if you had me choose a class solely on these cold hard facts, I'd opt for the Tauren. Having a bit extra HP is valuable in any given situation. Warstomp is a great skill to have whenever you get in trouble. Tauren will also level up a bit faster in early levels because of higher DPS and slightly faster regeneration rates.

But if you think you'll have more fun playing a Night Elf, hey, go for it.

2.4. Gender

Females get free stuff from strangers sometimes, so you should really...

Just kidding, play whatever you feel most comfortable with.

3.Talent Discussion

Many people will tell you that “14/32/5 is the best build” or “you need to get 7/0/44 at level 60”. I’m not going to. The optimal talent point distribution depends heavily on your playing style and many experienced players fine-tune their build regularly because of new challenges their characters are facing.

There is no such thing as a useless talent. This guide is going to help you understand what every talent is best used for so you can make educated choices about what skills best to invest in.

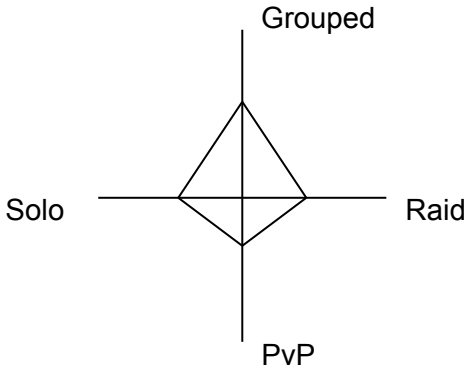
For each talent I will supply a small graph which will make it easy to see what type of combat (PvP, solo PvE, grouped PvE, raids) the talent is useful for. The further the quadrangle expands to an axis, the more useful the talent is for that type of combat.

After the talent discussion, I will however provide you with a set of general builds as “starting points” and rough guidelines, and I’ll add a few suggestions where you can start fine-tuning your build to best suit your playing style.

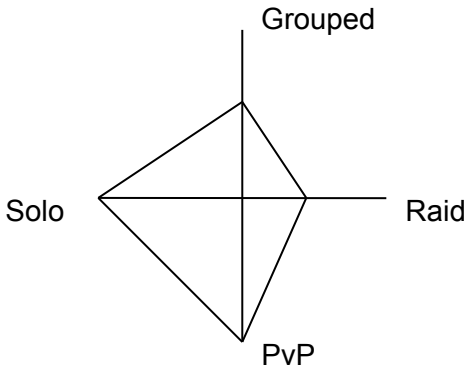
3.1.Balance Tree

The balance tree mostly contains talents that are geared towards increasing your DPS through spells. Heavy investment will enable you to nuke your enemies effectively and considerably increase your spell crit chance. However, you will never reach the amount of spell DPS that a mage or warlock are able to deal to their enemies. So does it still make sense to invest in the balance tree? Sure, as long as you accept your limitation in this field, balance specced druids can make for an interesting and unique playing experience. With Moonkin Form and the right equipment, druids are the only class able to pull off a melee caster playing style (“Panzerkin”).

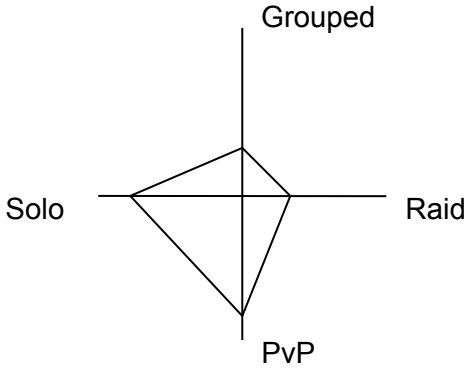
3.1.1.Improved Wrath

Type:	Passive
Requirements:	None
Description/Stats:	Reduces cast time of Wrath
	Rank 1: Reduces cast time by 0.1 Rank 2: Reduces cast time by 0.2 Rank 3: Reduces cast time by 0.3 Rank 4: Reduces cast time by 0.4 Rank 5: Reduces cast time by 0.5
Usefulness:	 <p>The diagram is a diamond shape with four vertices. Each vertex is connected to a label: 'Grouped' at the top, 'Solo' on the left, 'Raid' on the right, and 'PvP' at the bottom. The diamond is centered, indicating moderate usefulness in all categories.</p>
Comments:	<p>There are few playing styles where you will be nuking with Wrath. If you don't see any use for Nature's Grasp (no interest in PvP or solo PvE), you might decide to go with Improved Wrath to get past Tier 1. Otherwise Nature's Grasp is the better choice to spend your five points. Moderately useful in group PvE.</p>

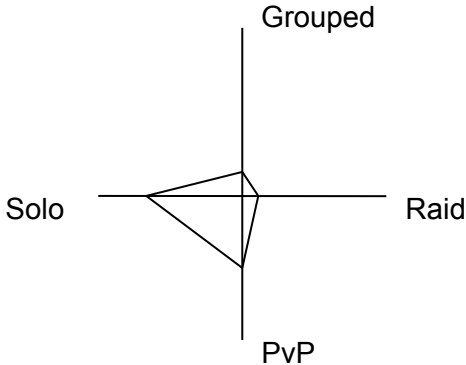
3.1.2. Nature's Grasp

Type:	Active. Instant cast, lasts 45 sec, 1 charge, costs 50 Mana, 1 min. cooldown.
Requirements:	None
Description/Stats:	While active, any time an enemy strikes the caster, they have a chance to become affected by Entangling Roots (Rank 1). Only useable Outdoors. 1 charge.
	Rank 1: 35% chance Root proc shield
Usefulness:	
Comments:	This is a great defensive skill. For example, it can be cast while running away (instant cast) and has a good chance of rooting whoever or whatever is following you. If you buy this talent, you can buy increasing levels of it at the trainer to keep its roots on par with your Entangling Roots level. Talent used to be a must-have when cooldown was still at 15 seconds, but it was nerfed to 1 minute. It's still well worth the point. Highest usefulness in PvP.

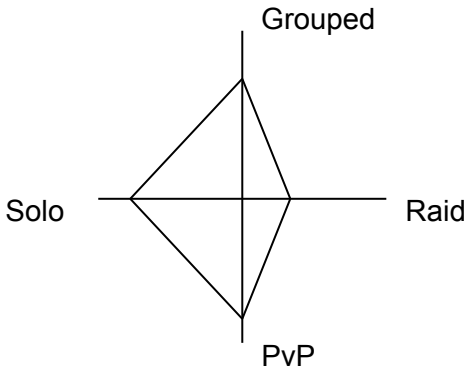
3.1.3.Improved Nature's Grasp

Type:	Passive
Requirements:	1 Point in Balance, 1 Point in Nature's Grasp
Description/Stats:	Increases the chance for your Nature's Grasp to entangle an enemy.
	Rank 1: Increases the chance by 15% (50% total) Rank 2: Increases the chance by 30% (65% total) Rank 3: Increases the chance by 45% (80% total) Rank 4: Increases the chance by 65% (100% total)
Usefulness:	
Comments:	100% root proc is very nice to have. It gives you a certainty in PvP combat that will allow you to follow a standard routine after you cast Nature's Grasp and you KNOW the attacker has been rooted. You will most probably have to decide to put your points in this talent and Improved Wrath. The good news is: You can divide them up, e.g. putting 2 points in Improved Nature's Grasp and 2 Points in Improved Wrath can be a viable solution. Again, great usefulness in PvP.

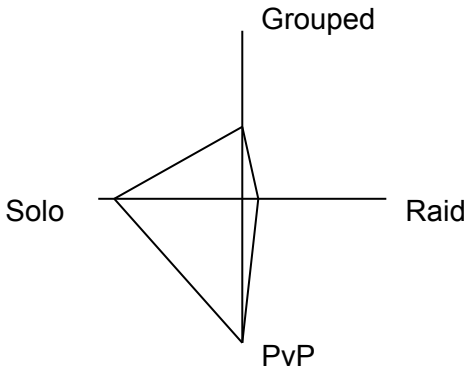
3.1.4.Improved Entangling Roots

Type:	Passive
Requirements:	5 Points in Balance
Description/Stats:	Gives you a chance to avoid interruption caused by damage while casting Entangling Roots.
	Rank 1: 40% chance Rank 2: 70% chance Rank 3: 100% chance
Usefulness:	
Comments:	Uninterruptible Entangling Roots looks good on paper, but it's probably not worth the points for a couple of reasons: Entangling roots is pretty quick to cast anyway (1.5 seconds). Even if you get hit (and delayed) one or two times, chances very good you'll complete the casting anyway. If you're attacked by a lot of mobs constantly interrupting you, one root won't get you far anyway. And then, there are so many good alternatives to this talent: Natures swiftness gives you an instant cast, so does Nature's Grasp if you invested in that. If you're a Tauren, you can Warstomp and root your target with ease. You should have good reasons for investing in this talent.

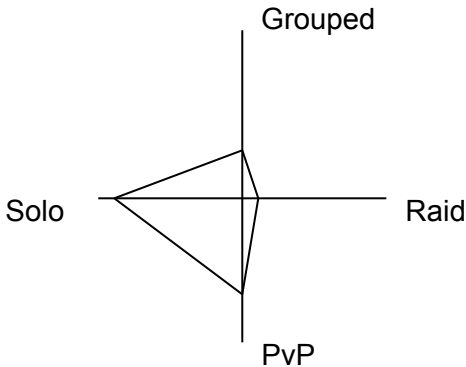
3.1.5.Improved Moonfire

Type:	Passive
Requirements:	5 points in Balance
Description/Stats:	Increases the damage and critical strike chance of your Moonfire spell.
	Rank 1: Increases damage and critical strike chance by 2% Rank 2: Increases damage and critical strike chance by 4% Rank 3: Increases damage and critical strike chance by 6% Rank 4: Increases damage and critical strike chance by 8% Rank 5: Increases damage and critical strike chance by 10%
Usefulness:	
Comments:	Many Druids invest in this talent because it's a prerequisite to Vengeance, but consider the talent in and of itself a waste of points. In caster form, however, Moonfire is one of the spells you'll use at least once in just about every fight. Both damage and critical strike chance increased by 10% will add up to about 20% (!) total damage increase from this spell (slightly affected by your starting chance for spell crits). Although 5 points is a big investment, I think you'll agree they're not entirely wasted on this talent. If you plan on investing heavily in the Balance tree and are generally fond of DPS, Improved Moonfire is a good idea, not only because it's a prerequisite for Vengeance. Finds good use in both PvE and PvP.

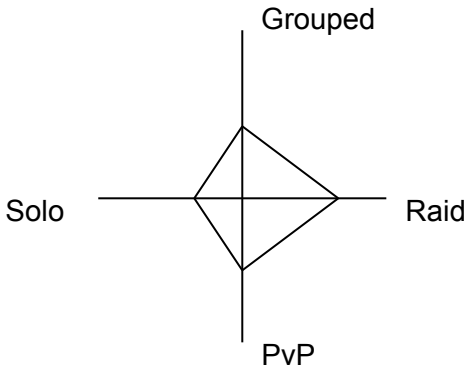
3.1.6. Natural Weapons

Type:	Passive
Requirements:	5 Points in Balance
Description/Stats:	Increases the physical damage you deal in all forms.
	Rank 1: Increases damage by 2% Rank 2: Increases damage by 4% Rank 3: Increases damage by 6% Rank 4: Increases damage by 8% Rank 5: Increases damage by 10%
Usefulness:	
Comments:	This is one of the few talents in the Balance tree that is geared towards feral druids. If you're going to play in shapeshift forms a lot (and dealing physical damage), this talent is a must. Also it's prerequisite to Omen of Clarity which you'll definitely want to invest in if you're going to concentrate on feral combat.

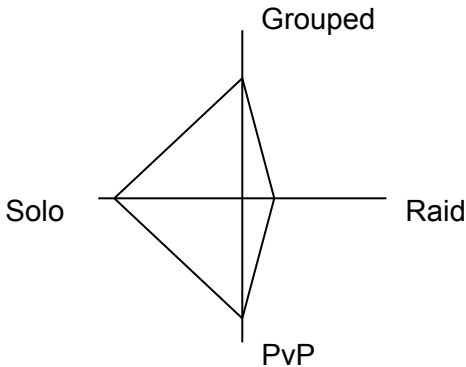
3.1.7. Natural Shapeshifter

Type:	Passive
Requirements:	5 Points in Balance
Description/Stats:	Reduces the mana cost of shifting shapes.
	Rank 1: Reduces mana cost by 10% Rank 2: Reduces mana cost by 20% Rank 3: Reduces mana cost by 30%
Usefulness:	
Comments:	<p>Again, the usefulness of this talent really depends on your playing style. Obviously it is useful if you shift forms a lot. You can shift forms to adapt to certain situations or get rid of some magical effects (snares), so you're going to change forms most in solo PvE and PvP (battle grounds come to mind). If that's what you find yourself doing most of the time, this talent will help you save a lot of mana, but if you don't plan on soloing or concentrate on being effective in caster form, you might be better off spending your talent points elsewhere.</p>

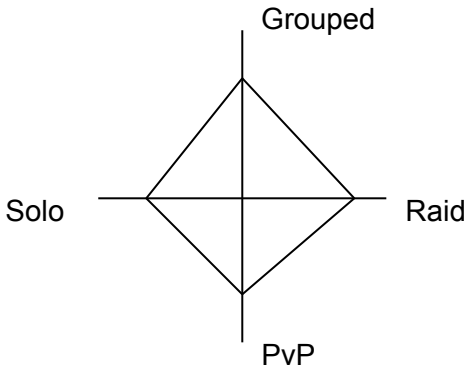
3.1.8.Improved Thorns

Type:	Passive
Requirements:	10 Points in Balance
Description/Stats:	Increases the damage dealt by your Thorns spell.
	Rank 1: Increases damage by 25% Rank 2: Increases damage by 50% Rank 3: Increases damage by 75%
Usefulness:	
Comments:	There are few situations where 75% increased thorn damage is useful to the degree that it justifies investing 3 talent points in it. Tanks will like the additional damage and aggro they get through your thorns. So in a raid group it's good to have a druid with that talent. In PvP it's nice to have against rogues. But overall, your points are better spent elsewhere.

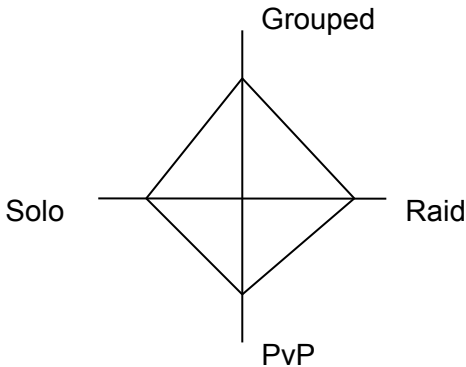
3.1.9. Omen of Clarity

Type:	Active. Instant cast, costs 120 mana, lasts 10 minutes.
Requirements:	10 Points in Balance, 5 points in Natural Weapons
Description/Stats:	While buff is active, each melee attack of the caster has a chance of triggering a “clearcasting state” for himself, i.e. the mana / rage / energy of the next spell or skill is reduced by 100%.
	Only 1 rank.
Usefulness:	
Comments:	If you like to melee (shapeshift), chances are you’ve spent five points in Natural Weapons already. If so, the one point in Omen of Clarity is well worth it. If you don’t meelee much, however, don’t bother with this talent (or Natural Weapons). If you plan on getting the Moonkin form, one possible strategy is to stack up on leather gear, forget about rooting and kiting altogether and just take some blows while casting nukes. This talent is great for that strategy.

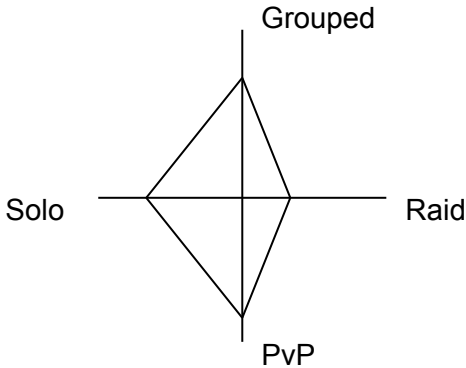
3.1.10. Nature's Reach

Type:	Passive.
Requirements:	10 Points in Balance
Description/Stats:	Increases the range of your Wrath, Entangling Roots, Faerie Fire (caster form only), Moonfire, Starfire, and Hurricane spells.
	Rank 1: Increases range by 10% Rank 2: Increases range by 20%
Usefulness:	
Comments:	<p>The value of this talent is often underestimated. You might think it's not so hot because it doesn't give you additional damage or healing power and it doesn't even save you any mana. Even though the value of this talent can't be measured in numbers, it gives you a great tactical advantage. You'll find it much easier to keep your enemies at bay, because you can root them much earlier as they're moving in. And keeping your distance against meelee classes is critical. If you play a lot in caster form, you'll find this talent well worth investing in. Two points aren't that much after all. Very useful for casters in both PvE and PvP.</p>

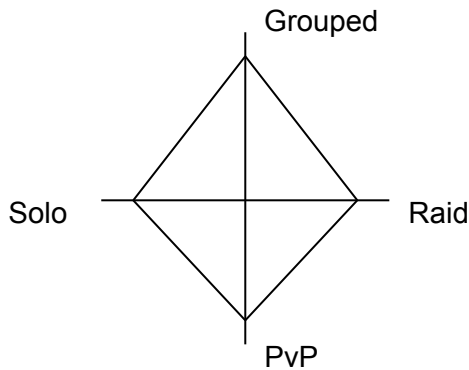
3.1.11. Vengeance

Type:	Passive.
Requirements:	5 points in Improved Moonfire, 15 points in Balance
Description/Stats:	Increases the critical strike damage bonus of Starfire, Moonfire, and Wrath.
	Rank 1: Increases critical damage bonus by 20% Rank 2: Increases critical damage bonus by 40% Rank 2: Increases critical damage bonus by 60% Rank 2: Increases critical damage bonus by 80% Rank 2: Increases critical damage bonus by 100%
Usefulness:	
Comments:	<p>If you have a good crit chance (high INT and +crit chance gear) this talent gives you a great DPS boost as a caster. If you don't have a high crit chance however, consider skipping this talent. People will tell you that Vengeance is a PvP talent. While burst damage is indeed important in PvP, you will have to combine this talent with equipment that adds to your crit chance (directly or through INT), at the cost of a considerable amount of HP. That is certainly an option; all I'm saying is that even in PvP, this talent should be viewed critically.</p>

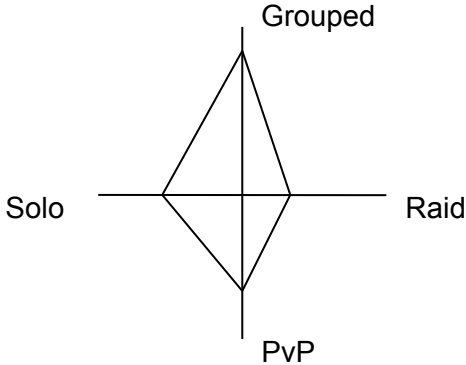
3.1.12. Improved Starfire

Type:	Passive.
Requirements:	15 points in Balance
Description/Stats:	Reduces the cast time of Starfire and adds a chance to stun the target.
	Rank 1: Reduces cast time by 0.1 sec, 3% stun chance Rank 1: Reduces cast time by 0.2 sec, 6% stun chance Rank 1: Reduces cast time by 0.3 sec, 9% stun chance Rank 1: Reduces cast time by 0.4 sec, 12% stun chance Rank 1: Reduces cast time by 0.5 sec, 15% stun chance
Usefulness:	
Comments:	This talent is great for PvP because of the stun chance. It will also raise your DPS a lot when nuking with Starfire. However, be careful as always with talents that reduce casting times: They will increase DPS and mobility, but not mana efficiency!

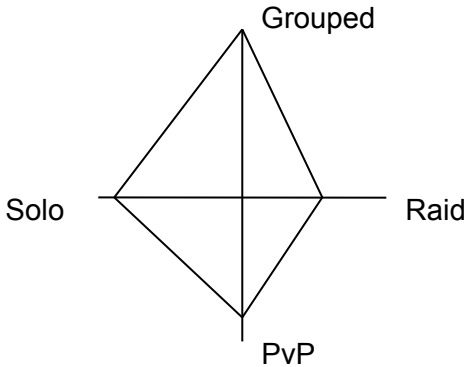
3.1.13. Nature's Grace

Type:	Passive.
Requirements:	20 points in Balance
Description/Stats:	All spell criticals grace you with a blessing of nature, reducing the casting time of your next non-instant spell. Buff lasts 10 seconds or until next spell.
	Rank 1: Reduces cast time of the next spell by 0.5 seconds.
Usefulness:	
Comments:	If you're venturing this far into the Balance tree, this one is a no-brainer. Chances are you've spent 20 points in the Balance tree precisely because you wanted this talent! Usefulness increases with crit chance, so it goes best with spell crit gear.

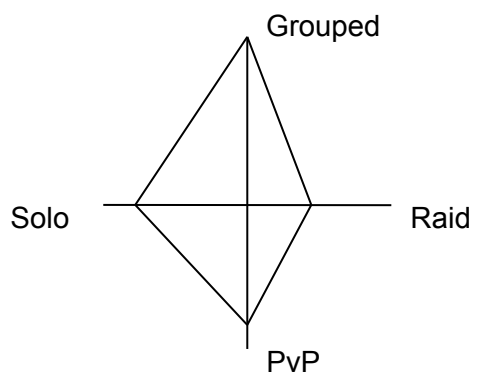
3.1.14. Moonglow

Type:	Passive.
Requirements:	20 points in Balance
Description/Stats:	Reduces the mana cost of your Moonfire, Starfire, Wrath, Healing Touch, Regrowth, and Rejuvenation spells.
	Rank 1: Reduces mana cost 3%. Rank 2: Reduces mana cost 6%. Rank 3: Reduces mana cost 9%.
Usefulness:	
Comments:	It's always nice to save on mana, because you're a druid. However, if you're a Balanced specced druid, you'd probably rather see your points go into talents that increase your damage output. If you find yourself a lot in small groups casting and healing, this talent is for you.

3.1.15. Moonfury

Type:	Passive.
Requirements:	25 points in Balance
Description/Stats:	Increases the damage done by your Starfire, Moonfire, and Wrath spells.
	Rank 1: Increases damage by 2%. Rank 2: Increases damage by 4%. Rank 3: Increases damage by 6%. Rank 4: Increases damage by 8%. Rank 5: Increases damage by 10%.
Usefulness:	
Comments:	Why would you spend 25 points in Balance and not take this one? This is the single best talent to increase your damage output. You'd have to have some very good reasons to have moonkin but not moonfury, that's for sure.

3.1.16. Moonkin Form

Type:	Active, shapeshift. Costs 5% of max. mana.
Requirements:	30 points in Balance
Description/Stats:	Caster becomes a moonkin with bonuses to armor and spell crit chance. Shifting to moonkin will break any polymorph and root effects and druid remains immune while shifted. Additionally, an aura gives all party members within 30 yards +3% to critical strike chance.
	Rank 1: +360% to armor, aura gives +3% crit chance.
Usefulness:	
Comments:	The armor increase in moonkin form makes the druid a formidable force in PvP since he has a high damage output but is very difficult to kill - the 3% spell crit aura is just the icing on the cake. However, some balance druids choose the 21 point restoration talent Nature's Swiftiness over this.

3.2.Feral Mastery

The Feral Mastery tree provides you with talents that will improve your performance in Cat and Bear / Dire Bear form. Heavy investment is recommended if you plan to spend most of your time in these forms when in combat.

3.2.1.Ferocity

Type: Passive.

Requirements: None.

Description/Stats: Reduces the rage / energy cost of your Maul, Swipe, Claw, and Rake abilities.

Rank 1: Decreases cost by 1 rage / 1 energy.

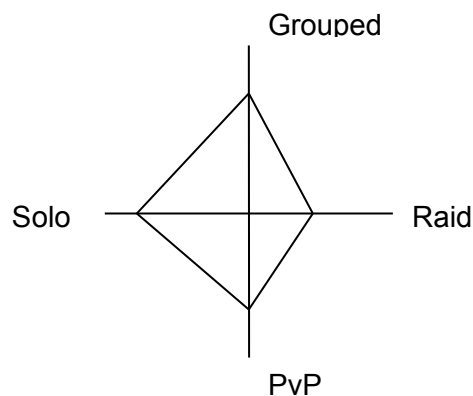
Rank 2: Decreases cost by 2 rage / 2 energy.

Rank 3: Decreases cost by 3 rage / 3 energy.

Rank 4: Decreases cost by 4 rage / 4 energy.

Rank 5: Decreases cost by 5 rage / 5 energy.

Usefulness:



Comments: This is a great talent to open up the feral tree. It will help feral druids save considerable rage / energy in pretty much all combat types.

3.2.2.Feral Aggression

Type: Passive.

Requirements: None.

Description/Stats: Increases the Attack Power reduction of your Demoralizing Roar and increases the damage of your Ferocious Bite.

Rank 1: Increases attack power of Demoralizing Roar by 8% and damage of Ferocious Bite by 3%.

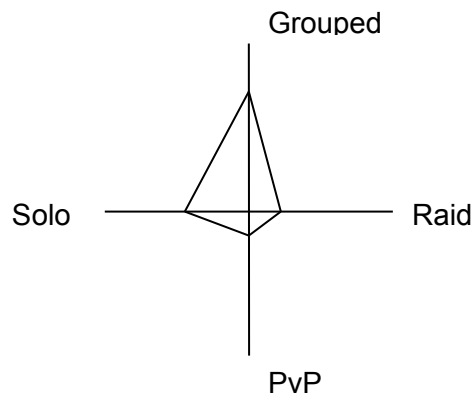
Rank 2: Increases attack power of Demoralizing Roar by 16% and damage of Ferocious Bite by 6%.

Rank 3: Increases attack power of Demoralizing Roar by 24% and damage of Ferocious Bite by 9%.

Rank 4: Increases attack power of Demoralizing Roar by 32% and damage of Ferocious Bite by 12%.

Rank 5: Increases attack power of Demoralizing Roar by 40% and damage of Ferocious Bite by 15%.

Usefulness:



Comments:

This talent is inferior to ferocity in the eyes of most druids. Unless you have points to spare in the Feral tree, consider skipping it.

3.2.3.Feral Instinct

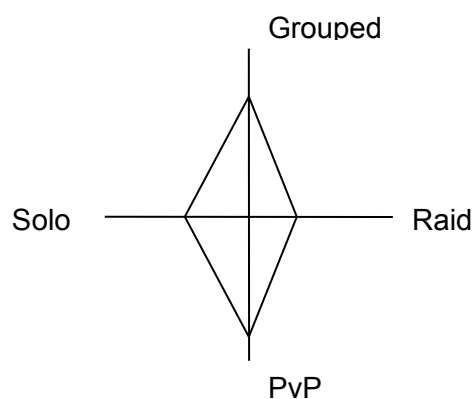
Type: Passive

Requirements: 5 Points in Feral.

Description/Stats: Increases the threat caused in Bear and Dire Bear and reduces the chance enemies have to detect you while prowling.

Rank 1: Increases threat caused by 3% and stealth level by 3.
Rank 2: Increases threat caused by 6% and stealth level by 6.
Rank 3: Increases threat caused by 9% and stealth level by 9.
Rank 4: Increases threat caused by 12% and stealth level by 12.
Rank 5: Increases threat caused by 15% and stealth level by 15.

Usefulness:



Comments: Increased threat by 15% will come in handy whenever you're asked to tank. The stealth level increase will be most useful in PvP where opponents will spot you even later. If you max this skill it will raise your stealth level by 15 points, so it will be on the same level as that of a druid who is 3 levels higher than you. It's a solid investment for any feral druid who likes to group and PvP.

3.2.4. Brutal Impact

Type: Passive

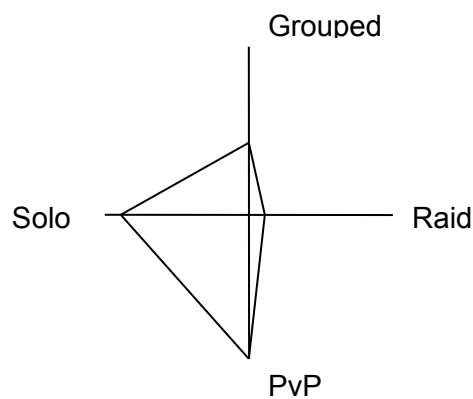
Requirements: 5 Points in Feral.

Description/Stats: Increases the stun duration of your Bash and Pounce abilities.

Rank 1: Increases stun duration by 0.5 seconds.

Rank 2: Increases stun duration by 1 second.

Usefulness:



Comments:

Great for soloing and PvP, since it will give you enough time to shift to caster form, heal and shift back while the enemy is stunned. It also helps reduce damage taken in small groups, which means you'll heal less often.

3.2.5. Thick Hide

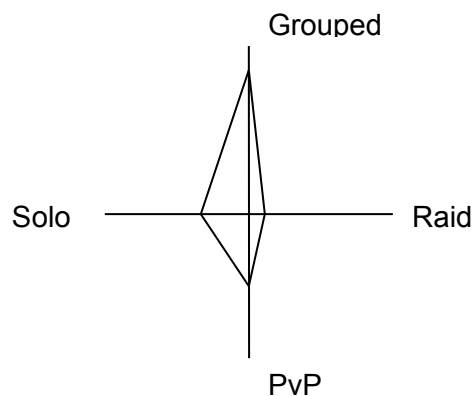
Type: Passive

Requirements: 5 Points in Feral.

Description/Stats: Increases your Armor rating from items while in Bear Form.

Rank 1: Increases armor rating by 2%.
Rank 2: Increases armor rating by 4%.
Rank 3: Increases armor rating by 6%.
Rank 4: Increases armor rating by 8%.
Rank 5: Increases armor rating by 10%.

Usefulness:



Comments:

This will help you tank, and pretty much nothing else. If you find yourself facing ever harder hitting mobs but would like to continue tanking for small groups, you can consider spending talents here. Otherwise you'll probably find better places to spend your talent points.

3.2.6.Feline Swiftiness

Type: Passive

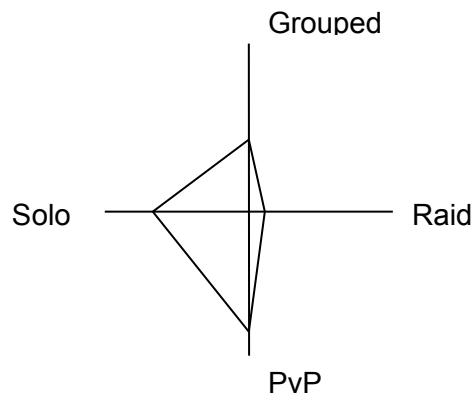
Requirements: 10 Points in Feral.

Description/Stats: Increases your movement speed while outdoors in Cat Form and increases your chance to dodge while in Cat Form.

Rank 1: Increases movement speed by 15% and dodge chance by 2%.

Rank 2: Increases movement speed by 30% and dodge chance by 4%.

Usefulness:



Comments:

Even with +30% to movement speed, Cat Form will still be slower than travel form. So why invest in this talent at all? Well, the increased dodge chance comes in handy in solo PvE and PvP. But also, you'll be able to Prowl faster, which is incredibly useful in PvP where your opponent will move around a lot, possibly looking for you.

3.2.7.Feral Charge

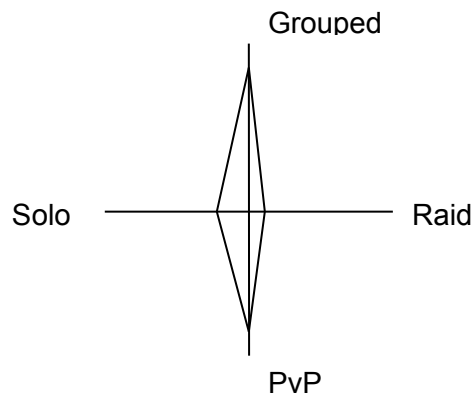
Type: Active. Instant cast, costs 5 rage, 15 second cooldown, 8-25 yard range.

Requirements: 10 Points in Feral.

Description/Stats: Druid in Bear Form charges an enemy, stopping its movement and interrupting any spell being cast.

Rank 1: Effect on enemy lasts for 4 seconds.

Usefulness:



Comments: When investing in the Feral tree, this is a great talent to take along the way. You can't use it to pull like warriors would unless you have some rage left, or you use Enrage beforehand, or you invest in Furor. Unlike the warrior, you can use Feral Charge mid-fight, so it's a great skill to stop runners, switch to ranged targets, and it's perfect for PvP against ranged classes.

3.2.8. Sharpened Claws

Type: Passive.

Requirements: 10 Points in Feral.

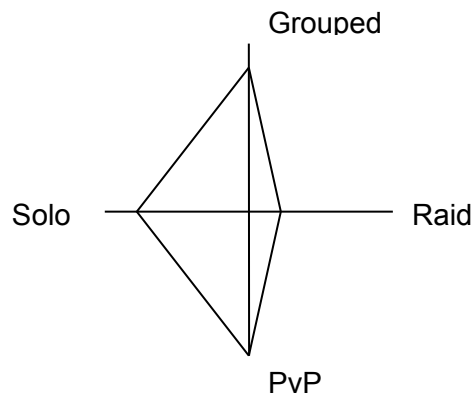
Description/Stats: Increases your critical strike chance while in Bear or Cat Form.

Rank 1: Increases your critical strike chance by 2%.

Rank 2: Increases your critical strike chance by 4%.

Rank 3: Increases your critical strike chance by 6%.

Usefulness:



Comments:

This is a great talent for any druid who wants to be able to dish out some melee damage. As always, crits help a lot in PvP, where you really need the burst damage.

3.2.9.Improved Shred

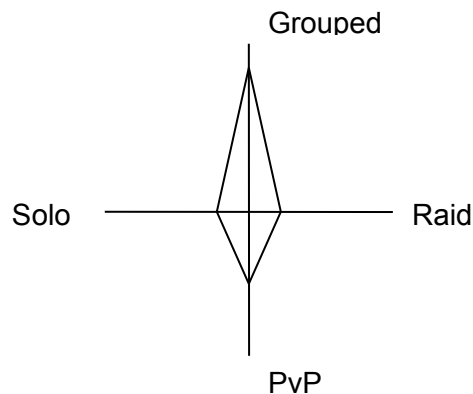
Type: Passive.

Requirements: 15 Points in Feral.

Description/Stats: Reduces the energy cost of your shred ability.

Rank 1: Reduces energy cost by 6.
Rank 2: Reduces energy cost by 12.

Usefulness:



Comments: You will only be able to use Shred if you're directly behind the enemy, much like the Rogue's backstab. This will only be the case if someone tanks for you. Unlike the Rogue's backstab, shred can't be effectively used in PvP. So this talent is only useful in groups. If you're able to use it, however, the Energy efficiency boost is very nice and relatively inexpensive.

3.2.10. Predatory Strikes

Type: Passive.

Requirements: 15 Points in Feral.

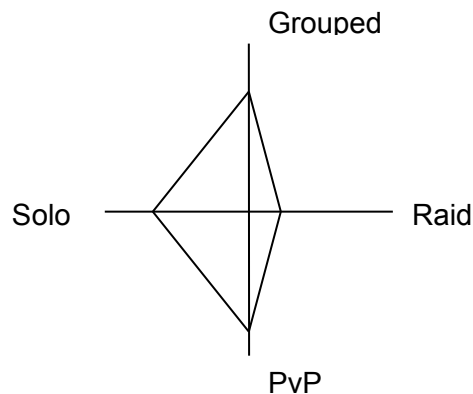
Description/Stats: Increases your attack power in Bear, Dire Bear, and Cat forms.

Rank 1: Increases your attack power by 50% of your level.

Rank 2: Increases your attack power by 100% of your level.

Rank 3: Increases your attack power by 150% of your level.

Usefulness:



Comments: I'll save you the math: if maxed out, this talent gives you a 90 attack power (6.4 regular DPS) bonus in melee at level 60. That's really not that great, but it's a prerequisite to Heart of the Wild (and only 3 points at that) so you're probably still going to take it.

3.2.11. Blood Frenzy

Type: Active. Instant cast, costs 5 rage, 15 second cooldown, 8-25 yard range.

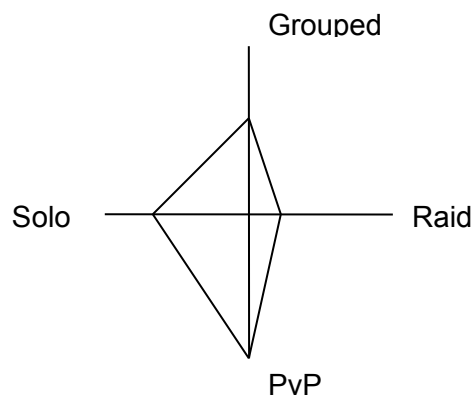
Requirements: 3 points in Sharpened Claws, 15 points in Feral.

Description/Stats: Critical strikes from Cat form abilities that add combo points have a chance to add an additional combo point.

Rank 1: Chance for additional combo point is 50%.

Rank 2: Chance for additional combo point is 100%.

Usefulness:



Comments: If you like Cat Form, this is a no-brainer. With the right gear, you'll accumulate combo points quickly and deal out a lot of damage accordingly. High burst damage makes for a good PvP talent.

3.2.12. Primal Fury

Type: Passive.

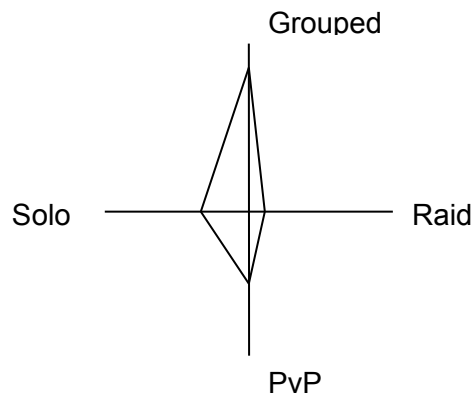
Requirements: 3 points in Sharpened Claws.

Description/Stats: Gives you a chance to gain an additional 5 Rage anytime you get a critical strike while in Bear form or Dire Bear form.

Rank 1: Chance for additional 5 points of rage is 50%.

Rank 2: Chance for additional 5 points of rage is 100%.

Usefulness:



Comments: Another talent that's useful when paired with a high crit chance. If you're scoring a lot of crits it's great to see your rage bar fill up a lot quicker, so if you tank a lot consider spending some points here.

3.2.13. Savage Fury

Type: Passive.

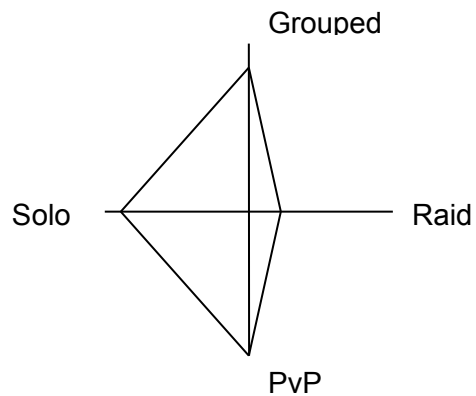
Requirements: 20 points in Feral.

Description/Stats: Increases the damage caused by your Claw, Rake, Maul and Swipe abilities.

Rank 1: Increases damage by 10%.

Rank 2: Increases damage by 20%.

Usefulness:



Comments: This is the reason you're still hanging around in the Feral tree, isn't it?
Go on, get it.

3.2.14. Faerie Fire (Feral)

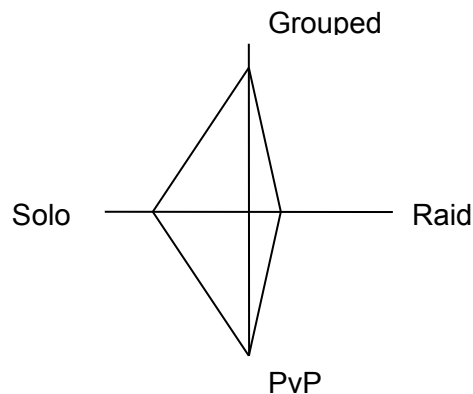
Type: Active. Instant cast, 15 second cooldown, 30 yard range.

Requirements: 20 Points in Feral.

Description/Stats: Decrease the armor of the target. While affected, the target cannot stealth or turn invisible.

Rank 1: Decreases armor by 175 for 40 seconds.

Usefulness:



Comments: This talent pretty much makes Fairie Fire castable in Feral Forms, complete with upgrades from your local trainer. It helps a lot pulling from a distance and debuffing your opponent while in combat. Very nice to have for (mass) PvP.

3.2.15. Heart of the Wild

Type: Passive

Requirements: 25 Points in Feral, 3 points in Predatory Strikes.

Description/Stats: Increases your Intellect. Also increases your Stamina while in Bear Form or Dire Bear Form and your Strength while in Cat Form.

Rank 1: Stats are increased by 4%.

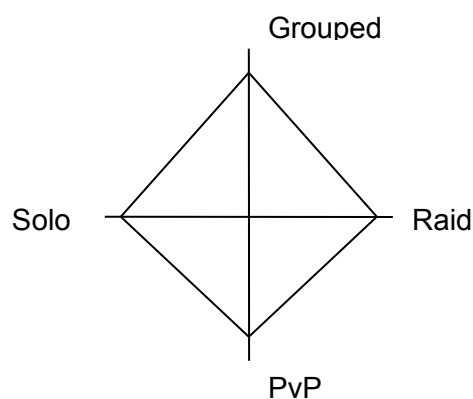
Rank 2: Stats are increased by 8%.

Rank 3: Stats are increased by 12%.

Rank 4: Stats are increased by 16%.

Rank 5: Stats are increased by 20%.

Usefulness:



Comments:

A no-brainer. Not only does it increase your primary stat, whatever form you're in, it's also the one talent that any druid will envy you for, even if he never shapeshifts: it takes care of the "constantly oom" problem. Don't tell Blizzard, but we'd probably even invest 5 points for half the increase.

3.2.16. Leader of the Pack

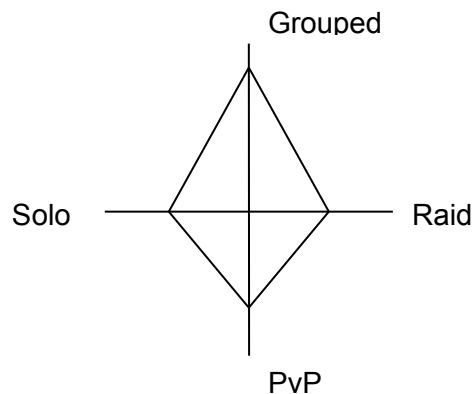
Type: Passive.

Requirements: 30 Points in Feral.

Description/Stats: While in Cat, Bear, or Dire Bear form, Leader of the Pack increases ranged and melee critical strike chance of all party members within 45 yards.

Rank 1: Increases critical strike chance by 3%.

Usefulness:



Comments: It's a nice boost for you and your party. It works well together with other talents in this tree that depend on your crit rate. However, a lot of druids tend towards skipping this one and spending that one point in Nature's Swiftness for increased survivability.

3.3.Restoration Mastery

Restoration Mastery talents will make your healing and support more efficient and will provide you with some valuable additional skills. You will never have the healing power and mana efficiency of a priest, but your healing will be appreciated by groups throughout the game. If you join a raiding guild in end-game, they will certainly expect you spec Restoration for improved healing power and emergency management that comes with heavy investment in this talent tree.

3.3.1.Improved Mark of the Wild

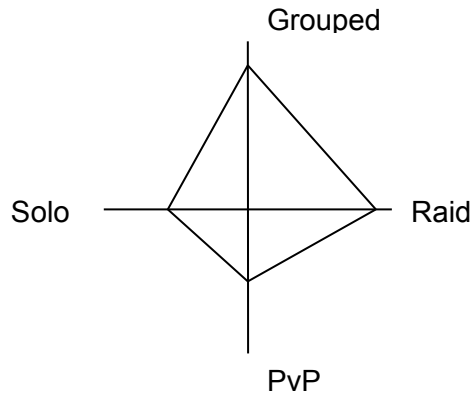
Type: Passive.

Requirements: None.

Description/Stats: Increases the effects of your Mark of the Wild spell.

Rank 1: Increases effects by 7%.
Rank 2: Increases effects by 14%.
Rank 3: Increases effects by 21%.
Rank 4: Increases effects by 28%.
Rank 5: Increases effects by 35%.

Usefulness:



Comments: This is a great talent to open up the Restoration tree. Mark of the wild is a great buff and greatly appreciated by anyone, you should be using it all the time. While a 35% increase isn't too great for 5 talent points, it's the obvious choice for a Restoration spec'd druid.

3.3.2.Furor

Type: Passive.

Requirements: None.

Description/Stats: Gives you a chance to gain 10 rage when you shapeshift into Bear or Dire Bear form, and 40 energy when you shapeshift into Cat form.

Rank 1: Gives you a 20% chance.

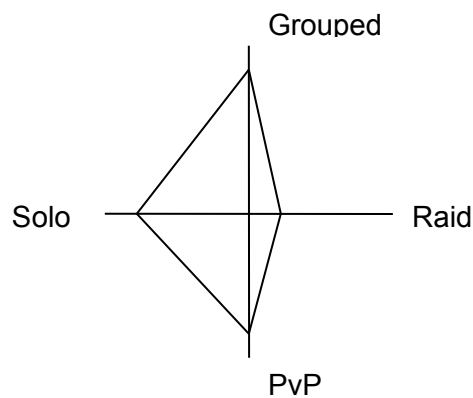
Rank 2: Gives you a 40% chance.

Rank 3: Gives you a 60% chance.

Rank 4: Gives you a 80% chance.

Rank 5: Gives you a 100% chance.

Usefulness:



Comments:

This is a great talent for druids specializing in feral combat. Feral specced druids will invariably spend some of their remaining points in this talent. Initial rage is required if you want to pull with Feral Charge. This talent comes in handy in PvP where often you don't have much time to prepare for battle.

3.3.3.Improved Healing Touch

Type: Passive.

Requirements: 5 Points in Restoration.

Description/Stats: Reduces the casting time of your Healing Touch spell.

Rank 1: Reduces casting time by 0.1 second.

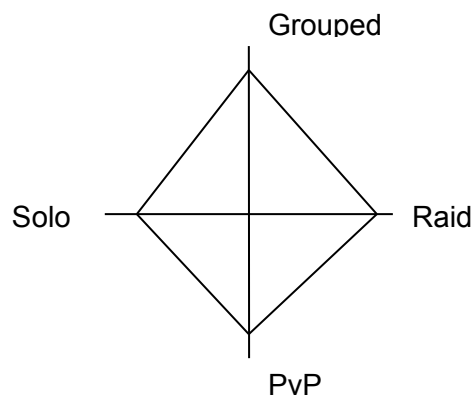
Rank 2: Reduces casting time by 0.2 seconds.

Rank 3: Reduces casting time by 0.3 seconds.

Rank 4: Reduces casting time by 0.4 seconds.

Rank 5: Reduces casting time by 0.5 seconds.

Usefulness:



Comments:

This is a great talent no matter what style combat you prefer, and it excels if you focus on a healing role. If you invest heavily in Restoration, this is also a no-brainer because it opens up Nature's swiftness.

3.3.4. Nature's Focus

Type: Passive.

Requirements: 5 Points in Restoration.

Description/Stats: Gives you a chance to avoid interruption caused by damage while casting the Healing Touch, Regrowth, and tranquility spells.

Rank 1: Gives you a 14% chance to land an uninterruptible spell.

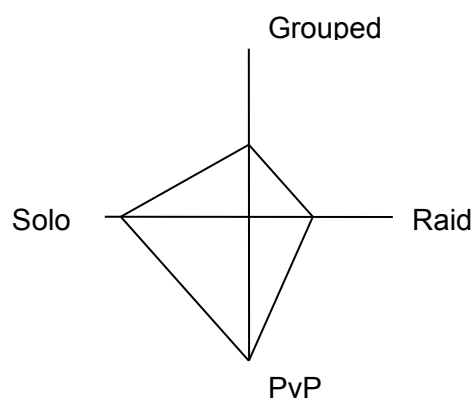
Rank 2: Gives you a 28% chance to land an uninterruptible spell.

Rank 3: Gives you a 42% chance to land an uninterruptible spell.

Rank 4: Gives you a 56% chance to land an uninterruptible spell.

Rank 5: Gives you a 70% chance to land an uninterruptible spell.

Usefulness:



Comments: This makes healing a lot easier while being attacked. So it's really a great talent to have if you ever spend time outside a group or raid, it increases survivability a lot. Perfect if you like to duel. Feral druids will really appreciate this talent also.

3.3.5.Improved Enrage

Type: Passive.

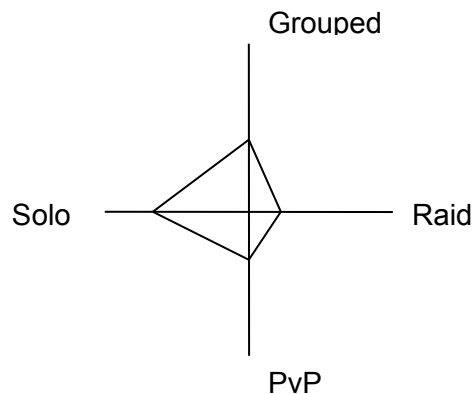
Requirements: 5 Points in Restoration.

Description/Stats: Lets the druid instantly generate rage when using Enrage.

Rank 1: Generates 5 rage.

Rank 2: Generates 10 rage.

Usefulness:



Comments:

Even for feral druids, this isn't exactly the first talent they would want to invest points in. Restoration druids can surely find better ways to spend their talent points.

3.3.6. Reflection

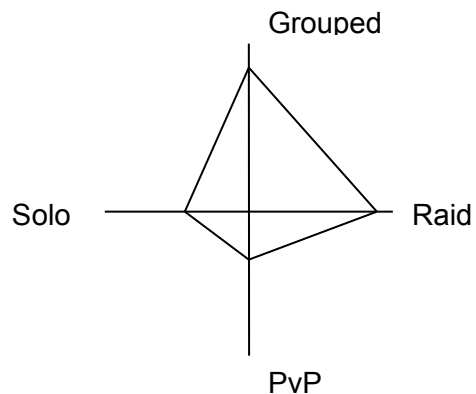
Type: Passive.

Requirements: 10 Points in Restoration.

Description/Stats: Allows your mana regeneration to continue while casting.

Rank 1: 5% of mana regeneration continues.
Rank 2: 10% of mana regeneration continues.
Rank 3: 15% of mana regeneration continues.

Usefulness:



Comments: If you find yourself running out of mana a lot, points are well spent in this talent. Continued mana generation is especially useful in long battles during raids.

3.3.7. Insect Swarm

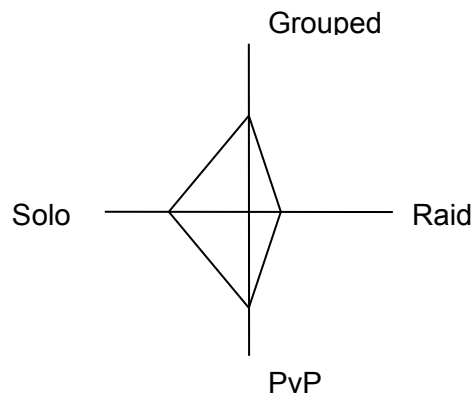
Type: Active. Instant cast, 30 yard range.

Requirements: 10 Points in Restoration.

Description/Stats: The enemy target is swarmed by insects, decreasing his chance to hit and dealing nature damage.

Rank 1: Decreases chance to hit by 2%

Usefulness:



Comments: This is a very mana efficient DoT / Debuff. You won't be using it in raids, but it's a skill you can find many uses for in all other types of situations, no matter what spec you are.

3.3.8. Subtlety

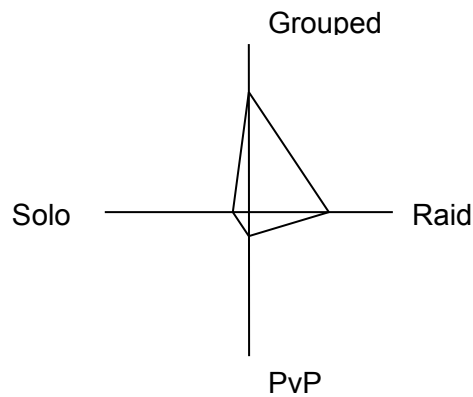
Type: Passive.

Requirements: 10 Points in Restoration.

Description/Stats: Reduces the threat generated by your healing spells.

Rank 1: Reduces threat by 4%.
Rank 2: Reduces threat by 8%.
Rank 3: Reduces threat by 12%.
Rank 4: Reduces threat by 16%.
Rank 5: Reduces threat by 20%.

Usefulness:



Comments: Unless you find yourself stealing aggro a lot (despite the fact that you don't dish out the big heals like a priest and most tanks should be able to handle it) you can probably find better talents to invest in. Also, you're a druid. You can handle some aggro in grouped situations.

3.3.9. Tranquil Spirit

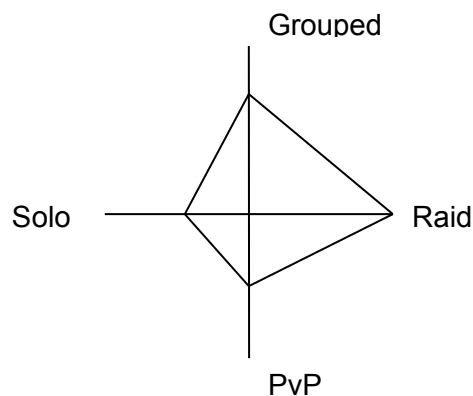
Type: Passive.

Requirements: 15 Points in Restoration.

Description/Stats: Reduces the mana cost of your Healing Touch and Tranquility spells.

Rank 1: Reduces mana cost by 4%.
Rank 2: Reduces mana cost by 8%.
Rank 3: Reduces mana cost by 12%.
Rank 4: Reduces mana cost by 16%.
Rank 5: Reduces mana cost by 20%.

Usefulness:



Comments: This is a prerequisite to Swiftmend. Also, it's a nice boost to your healing mana efficiency (though less so since the introduction of Swiftmend), so points spent here are definitely not wasted. Unless you use HoTs exclusively, investing in this talent is a good idea.

3.3.10. Improved Rejuvenation

Type: Passive.

Requirements: 15 Points in Restoration.

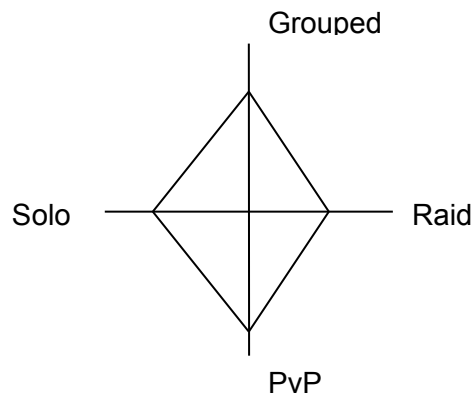
Description/Stats: Increases the effect of your Rejuvenation spell.

Rank 1: Increases effect by 5%.

Rank 2: Increases effect by 10%.

Rank 3: Increases effect by 15%.

Usefulness:



Comments:

You will use Rejuvenation a lot while soloing in PvE or PvP, so 15% bonus is a good thing to have (for any kind of druid). Feral druids can cast Rejuvenation on themselves and follow up with a shapeshift, the effect will stay active.

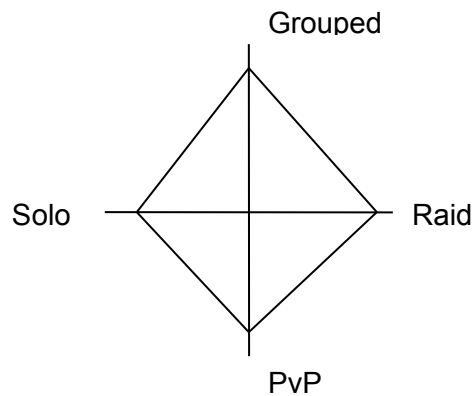
3.3.11. Nature's Swiftess

Type: Active. Instant cast, 3 minute cooldown.

Requirements: 5 points in Improved Healing Touch, 20 points in Restoration.

Description/Stats: When activated, your next Nature spell becomes an instant cast spell.

Usefulness:



Comments: If you can afford spending 21 points in Restoration, you'll want this talent. Many Feral and Balance druids skip their Tier 7 talent just to get Nature's Swiftess. It works for these spells: Healing touch (instant heal), Entangling Roots and Hibernate (nice emergency defense skills), Wrath (instant nuke), Rebirth (for that all-or-nothing battlerezz) and Regrowth.

3.3.12. Gift of Nature

Type: Passive.

Requirements: 20 Points in Restoration.

Description/Stats: Increases the effect of all healing spells.

Rank 1: Increases effects by 2%.

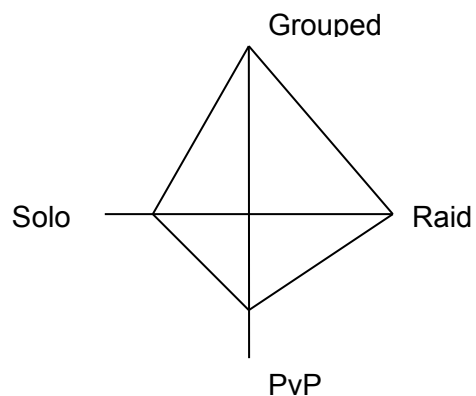
Rank 2: Increases effects by 4%.

Rank 3: Increases effects by 6%.

Rank 4: Increases effects by 8%.

Rank 5: Increases effects by 10%.

Usefulness:



Comments: This is a no-brainer for the healing druid. Badly needed to make up for mana efficiency also. Spend as many points here as you can afford.

3.3.13. Improved Tranquility

Type: Passive.

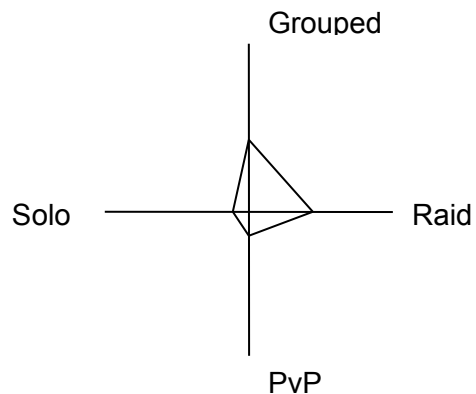
Requirements: 20 Points in Restoration.

Description/Stats: Reduces threat generated by your Tranquility spell.

Rank 1: Reduces threat by 40%.

Rank 2: Reduces threat by 80%.

Usefulness:



Comments: You will need some good reasons to invest a talent point here, seeing as Tranquility isn't used exceedingly and there are so many great talents in this area of the Restoration tree.

3.3.14. Improved Regrowth

Type: Passive.

Requirements: 25 Points in Restoration.

Description/Stats: Increases the critical chance of your Regrowth spell.

Rank 1: Increase critical chance by 10%.

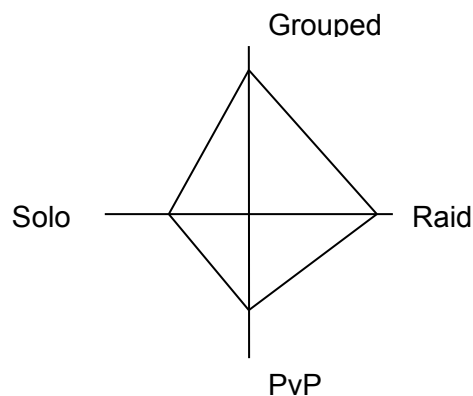
Rank 2: Increase critical chance by 20%.

Rank 3: Increase critical chance by 30%.

Rank 4: Increase critical chance by 40%.

Rank 5: Increase critical chance by 50%.

Usefulness:



Comments:

This is a great talent to boost your healing output with Regrowth. As it increases critical strike chance, it also works great in combination with Nature's Grace.

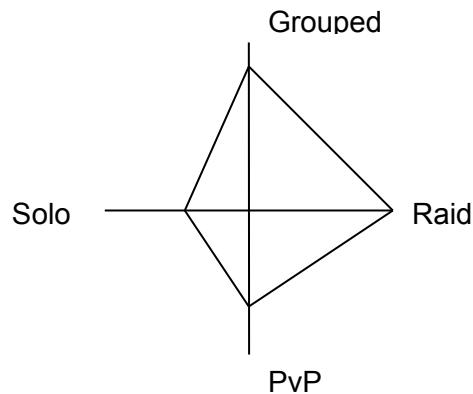
3.3.15. Swiftmend

Type: Active. Instant cast, costs 20% of max mana, 15 sec cooldown, 40 yard range.

Requirements: 5 points in Tranquil Spirit, 30 points in Restoration.

Description/Stats: Consumes a Rejuvenation or Regrowth effect on a friendly target to instantly heal them for an amount equal of 12 seconds of Rejuvenation or 15 seconds of Regrowth.

Usefulness:



Comments: This is a great talent to have during raids and you will most probably be expected to bring it along. Note that you can keep Regrowth / Rejuvenation on the target until just before it expires and then consume it with this instant heal. The cooldown of 15 seconds make it easy to set up a chain heal with two druids, casting Swiftmend folloed by Regrowth.

4.Talent Builds

Resetting your talent skill distribution costs more gold each time you reset them (up to 50 gold). So it's a good idea to make a plan of how exactly to invest your talent points as early as possible. You can fool around with the different possibilities of skill distribution at this online talent calculator: [<http://www.worldofwarcraft.com/info/classes/druids/talents.html>]

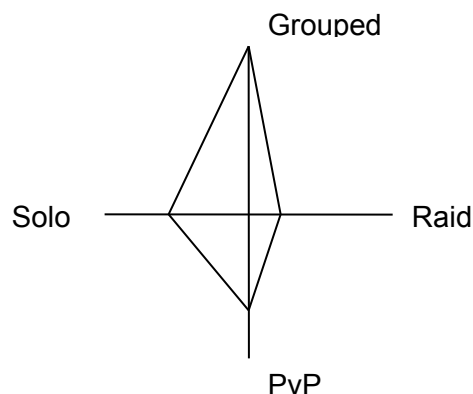
The following builds are just starting points from where to develop the build that suits your personal playing style best. I will briefly outline the characteristics of each build, list the complete point distribution (key skills highlighted) and give some ideas on how to fine-tune them. These are also the most popular builds, pretty much every druid fits in one of the following categories.

I included a small graph to show the usefulness in different combat scenarios, as well as links to the official calculator with preselected talents. The titles are just something I made up to avoid boring headlines like "30/0/23 Balance Resto Spec". Because as I said, ultimately these builds are just concepts for you to customize, and not cookie-cutter builds set in stone.

4.1. Balance Builds

4.1.1. Live and Let Die

This is for druids who like to have the safety net of Nature's Swiftress, but also want to be able to deal some DPS with their damage spells. Restoration talents like Improved Healing Touch and Improved Rejuvenation further increase your usefulness as a healer, so the perfect place for you will be well-balanced groups of five where you can support with ranged DPS (and Insect Swarm), function as a secondary healer and bless everyone with your (improved) Mark of the Wild. The build leaves feral combat completely out of the picture, so a variation of this build would be to include some talents that enhance combat while shapeshifted, truly making your druid a Jack of all trades. Desirable, yet easy to access talents would include Natural Weapons, Natural Shapeshifter, Omen of Clarity and Furor. The necessary points could come from Improved Wrath, Nature's Reach, Nature's Focus and Reflection for a start.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?41405000025013500000000000000000000505501100310000>

Balance

4/5 Improved Wrath
1/1 Nature's Grasp
4/4 Improved Nature's Grasp
5/5 Improved Moonfire
2/2 Nature's Reach
5/5 Vengeance
1/1 Nature's Grace
3/3 Moonglow
5/5 Moonfury

30 Total

Feral

0 Total

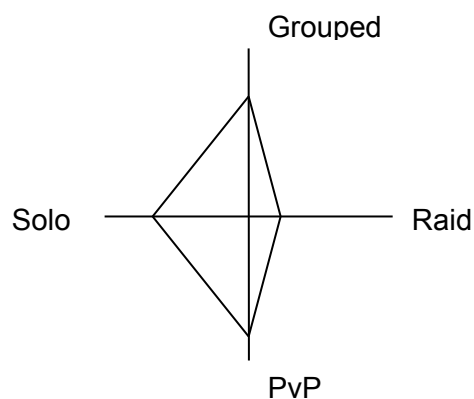
Restoration

5/5 Improved Mark of the Wild
5/5 Improved Healing Touch
5/5 Nature's Focus
1/3 Reflection
1/1 Insect Swarm
3/3 Improved Rejuvenation
1/1 Nature's Swiftress

21 Total

4.1.2.Nuker

This build includes all the talents that add to nuking somehow. Nuking druids with this build or a variation thereof will be able to inflict serious damage on there enemies from a distance, but they will run out of mana frequently. If you can keep your opponents at range, this can be a very good build for PvP against melee types. Even if they close in, the Moonkin Form will protect you for a while. You might want to lean a bit further into Shapeshifting with Natural Weapons, Omen of clarity or Furor, but this would mean giving up some nuking power, Insect Swarm at the very least. On the other hand you could omit Natural Shapeshifter and invest in Healing Touch for increased survivability, if you don't run out of mana switching between Moonkin and caster form too frequently that is.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?514050300255135100000000000000005005001000000000>

Balance

5/5 Improved Wrath
1/1 Nature's Grasp
4/4 Improved Nature's Grasp
5/5 Improved Moonfire
3/3 Natural Shapeshifter
2/2 Nature's Reach
5/5 Vengeance
5/5 Improved Starfire
1/1 Nature's Grace
3/3 Moonglow
5/5 Moonfury
1/1 Moonkin Form

40 Total

Feral

0 Total

Restoration

5/5 Improved Mark of the Wild
5/5 Nature's Focus
1/1 Insect Swarm

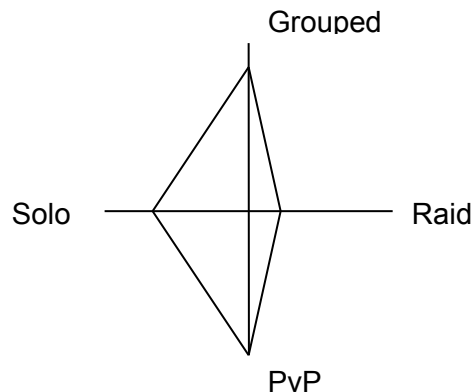
11 Total

4.2.Feral Builds

4.2.1.Wild Thing

For druids that like PvP and soloing in feral forms, this build is the right choice. It is often considered to be the standard PvP build. Setups very similar setup to the one listed below

are quite common, boosting cat and bear form equally. It's also a good starting point if you want to specialize on either form. By leaving out the talents that profit cat form only (Feline Swiftiness, Blood Frenzy) and investing in Thick Hide instead, you will make a specialized Bear tank. You'll also want to max out Feral Instinct and maybe even invest in Improved Enrage. However, you'd have to sacrifice points in talents like Natural Shapeshifter or Brutal Impact for that. If you want to specialize in cat form however, consider dropping Feral Charge, Primal Fury and Furor and investing in Improved Shred and Feral Aggression instead.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?01400530100000005032021303222151050000000000000>

Balance

1/1 Nature's Grasp
4/4 Improved Nature's Grasp
5/5 Natural Weapons
3/3 Natural Shapeshifter
1/1 Omen of Clarity

14 Total

Feral

5/5 Ferocity
3/5 Feral Instinct
2/2 Brutal Impact
2/2 Feline Swiftiness
1/1 Feral Charge
3/3 Sharpened Claws
3/3 Predatory Strikes
2/2 Blood Frenzy
2/2 Primal Fury
2/2 Savage Fury
1/1 Faerie Fire (Feral)
5/5 Heart of the Wild
1/1 Leader of the Pack

32 Total

Restoration

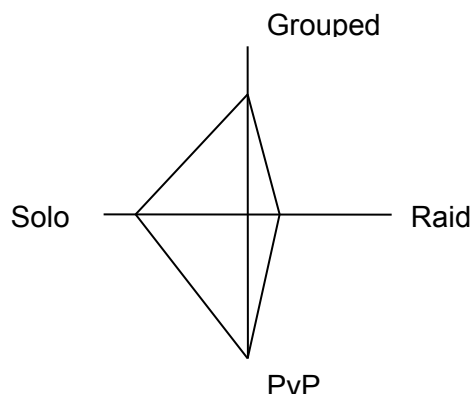
5/5 Furor

5 Total

4.2.2.Die-Hard Beast

Nature's Swiftiness is a great skill that defines the druid class and can decide battles. If you can't imagine playing a druid without it, but you still want to be good in feral combat, this would be the build for you. Nature's Swiftiness makes for greatly increased survivability in solo PvE and PvP and so do Improved Healing Touch and Nature's Focus. You're however missing Leader of the Pack, as well as the great feral combat skills in the balance tree.

Some druids really really like Nature's Grasp, and I can see where they're coming from. They choose to simply sacrifice a point in Heart of the Wild and put it in Nature's Grasp. Again, other variations include fine-tuning for cat or bear form specialization, although your options are somewhat more limited here.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?000000000000000005032021303212150055520000310000>

Balance

Feral

Restoration

5/5 Ferocity
3/5 Feral Instinct
2/2 Brutal Impact
2/2 Feline Swifttness
3/3 Feral Charge
1/1 Sharpened Claws
3/3 Predatory Strikes
2/2 Blood Frenzy
1/2 Primal Fury
2/2 Savage Fury
1/1 Faerie Fire (Feral)
5/5 Heart of the Wild

5/5 Furor
5/5 Improved Healing Touch
5/5 Nature's Focus
2/2 Improved Enrage
3/3 Improved Rejuvenation
1/1 Nature's Swifttness

0 Total

30 Total

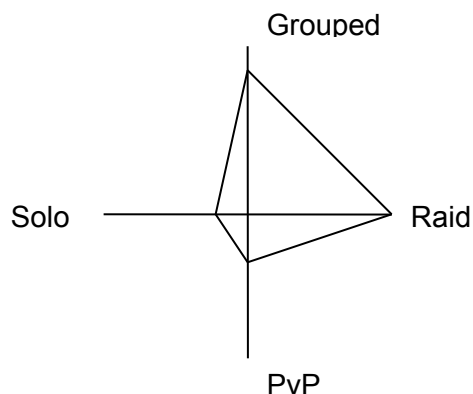
21 Total

4.3. Restoration Builds

4.3.1. Natural Born Healer

This build is about as straight-forward as it gets. Pump everything that helps your healing in any way and spend the remaining seven points in Insect Swarm, Nature's Grasp and Improved Moonfire (optional: Improved Tranquility if for some reason you use Tranquility a lot). Needless to say, this makes for a great raiding druid, and you will be a great help for your raiding guild. In fact, guilds will expect high level druids to have this talent point distribution.

You will also be useful in small groups as healer and caster as well as somewhat in mass PvP, but less so in solo situations or feral combat.

[illegible]

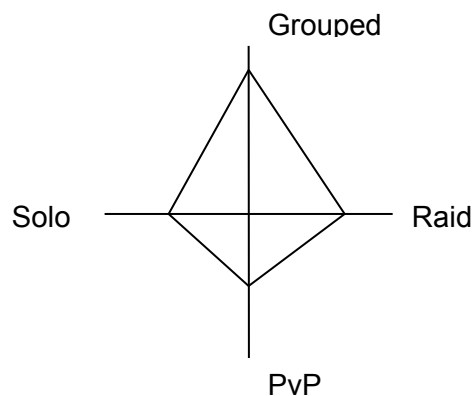
Balance	Feral	Restoration
1/1 Nature's Grasp		5/5 Improved Mark of the Wild
4/4 Improved Nature's Grasp		5/5 Improved Healing Touch
2/5 Improved Moonfire		5/5 Nature's Focus
		3/3 Reflection
		1/1 Insect Swarm
		5/5 Subtlety
		5/5 Tranquil Spirit
		3/3 Improved Rejuvenation
		1/1 Nature's Swiftiness
		5/5 Gift of Nature
		5/5 Improved Regrowth
		1/1 Swiftmend
7 Total	0 Total	44 Total

4.3.2. Alibi Swiftmend

My honest advice is that you don't do this, but here it goes anyway.

Your guild wants you to spec Restoration but you want to be as effective in solo PvE and PvP as possible? Spend the minimum points for Swiftmend in Restoration and put the rest in your favourite PvP skills. Chances are your guild won't notice the difference, and you can still enjoy battle grounds. Of course, this is borderline cheating your guild mates, but some of us have low moral standards. - -

The skills you invest in outside the Restoration tree are of course yours to decide, this is just an idea. Skipping Gift of Nature is pretty harsh already, but if you really want to screw your guild over, drop two points in Improved Rejuvenation for Improved Enrage.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?01400000000000005032021200000000505500105310051>

Balance

1/1 Nature's Grasp
4/4 Improved Nature's Grasp

5 Total

Feral

5/5 Ferocity
3/5 Feral Instinct
2/2 Brutal Impact
2/2 Feline Swifttness
1/1 Feral Charge
2/3 Sharpened Claws

15 Total

Restoration

5/5 Furor
5/5 Improved Healing Touch
5/5 Nature's Focus
1/1 Insect Swarm
5/5 Tranquil Spirit
3/3 Improved Rejuvenation
1/1 Nature's Swifttness
5/5 Improved Regrowth
1/1 Swiftmend

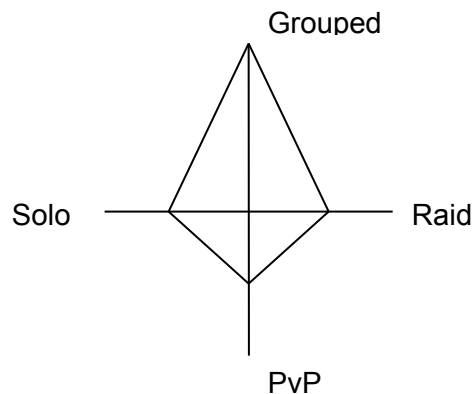
31 Total

4.3.3. Healing Frenzy

There are two talents in the druids arsenal that are made for each other, but difficult to combine in one build: Improved Regrowth and Nature's Grace. This build will combine these talents. As long as there's somebody to cast Regrowth on, you will receive Blessing of Nature a lot, reducing the casting time of any spell by 0.5 seconds. To be used on a one-second wrath for example.

A word of warning: You will run out of mana a lot. It goes without saying that it will work best with a lot of INT and + spell crit chance gear.

Fine-tune this build to your needs, but your options are very limited.



<http://www.worldofwarcraft.com/info/classes/druids/talents.html?51405000005010000000000000000000505003115014050>

Balance

5/5 Improved Wrath
1/1 Nature's Grasp
4/4 Improved Nature's Grasp
5/5 Improved Moonfire
5/5 Vengeance
1/1 Nature's Grace

21 Total

Feral

0 Total

Restoration

5/5 Furor
5/5 Improved Healing Touch
3/3 Reflection
1/1 Insect Swarm
1/5 Subtlety
5/5 Tranquil Spirit
1/1 Nature's Swifttness
4/5 Gift of Nature
5/5 Improved Regrowth

30 Total

5.Skill Table

This table will help you find all the stats for all the skills at a glance.

Skill	Rank	Skill tree ²	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Abolish Poison		R	26	0	0	0	30	Attempts to cure 1 poison effect on the target, and 1 more poison effect every 2 seconds for 8 seconds.
Aquatic Form		F	16	0	0	0	S	Shapeshift into aquatic form, increasing swim speed by 50% and allowing the druid to breathe underwater. Also protects the caster from Polymorph effects. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
Barkskin		B	44	0	0	0	S	The druid's skin becomes as tough as bark. Physical damage taken is reduced by 20%. While protected, damaging attacks will not cause spellcasting delays but non-instant spells take 0.1 sec longer to cast and melee combat is slowed by 20%. Lasts 15 seconds.
Bash	1	F	14	100	0	60	5	Stuns the target for 2 seconds.
Bash	2	F	30	100	0	60	5	Stuns the target for 3 seconds.
Bash	3	F	46	100	0	60	5	Stuns the target for 4 seconds.
Bear Form		F	10	0	0	0	S	Shapeshift into a bear, increasing melee attack power by 30, armor contribution from items by 180%, and health by 20. Also protects the caster from Polymorph effects and allows the use of various bear abilities. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.

² B = Balance, F = Feral Combat, R = Restoration

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Cat Form		F	20	0	0	0	S	Shapeshift into cat form, increasing melee attack power by 40 plus Agility. Also protects the caster from Polymorph effects and allows the use of various cat abilities. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
Challenging Roar		F	28	150	0	0	S	Forces all nearby enemies to focus attacks on you for 6 seconds.
Claw	1	F	20	45	0	0	5	Claw the enemy, causing 27 additional damage. Awards 1 combo points.
Claw	2	F	28	45	0	0	5	Claw the enemy, causing 39 additional damage. Awards 1 combo points.
Claw	3	F	38	45	0	0	5	Claw the enemy, causing 57 additional damage. Awards 1 combo points.
Claw	4	F	48	45	0	0	5	Claw the enemy, causing 88 additional damage. Awards 1 combo points.
Claw	5	F	58	45	0	0	5	Claw the enemy, causing 115 additional damage. Awards 1 combo points.
Cower	1	F	28	20	0	10	5	Cower, causing no damage but lowering your threat a small amount, making the enemy less likely to attack you.
Cower	2	F	40	20	0	10	5	Cower, causing no damage but lowering your threat a medium amount, making the enemy less likely to attack you.
Cower	3	F	52	20	0	10	5	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Cure Poison		R	14	0	0	0	30	Cures 1 poison effects on the target.
Dash	1	F	26	0	0	300	S	Increases movement speed by 50% for 15 seconds. Does not break prowling.
Dash	2	F	46	0	0	300	S	Increases movement speed by 60% for 15 seconds. Does not break prowling.
Demoralizing Roar	1	F	10	100	0	0	S	The druid roars, decreasing nearby enemies' melee attack power by 30. Lasts 30 seconds.
Demoralizing Roar	2	F	20	100	0	0	S	The druid roars, decreasing nearby enemies' melee attack power by 50. Lasts 30 seconds.
Demoralizing Roar	3	F	32	100	0	0	S	The druid roars, decreasing nearby enemies' melee attack power by 65. Lasts 30 seconds.
Demoralizing Roar	4	F	42	100	0	0	S	The druid roars, decreasing nearby enemies' melee attack power by 100. Lasts 30 seconds.
Demoralizing Roar	5	F	52	100	0	0	S	The druid roars, decreasing nearby enemies' melee attack power by 130. Lasts 30 seconds.
Dire Bear Form		F	40	0	0	0	S	Shapeshift into a dire bear, increasing melee attack power by 120, armor contribution from items by 360%, and health by 600. Also protects the caster from Polymorph effects and allows the use of various bear abilities. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
Enrage		F	12	0	0	0	S	Generates 20 rage over 10 seconds, but reduces base armor by 27% in Bear Form and 16% in Dire Bear Form. The

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								druid is considered in combat for the duration.
Entangling Roots	1	B	8	50	1.5	0	30	Roots the target in place and causes 20 Nature damage over 12 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Entangling Roots	2	B	18	65	1.5	0	30	Roots the target in place and causes 50 Nature damage over 15 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Entangling Roots	3	B	28	80	1.5	0	30	Roots the target in place and causes 90 Nature damage over 18 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Entangling Roots	4	B	38	95	1.5	0	30	Roots the target in place and causes 140 Nature damage over 21 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Entangling Roots	5	B	48	110	1.5	0	30	Roots the target in place and causes 200 Nature damage over 24 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Entangling Roots	6	B	58	125	1.5	0	30	Roots the target in place and causes 270 Nature damage over 27 seconds. Damage caused may interrupt the effect. Only useable outdoors.
Faerie Fire	1	B	18	55	0	0	30	Decrease the armor of the target by 175 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire	2	B	30	75	0	0	30	Decrease the armor of the target by 285 for 40 seconds. While affected, the target cannot stealth or turn invisible.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Faerie Fire	3	B	42	95	0	0	30	Decrease the armor of the target by 395 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire	4	B	54	115	0	0	30	Decrease the armor of the target by 505 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire (Feral)	1	F	25	0	0	6	30	Decrease the armor of the target by 175 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire (Feral)	2	F	30	0	0	6	30	Decrease the armor of the target by 285 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire (Feral)	3	F	42	0	0	6	30	Decrease the armor of the target by 395 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Faerie Fire (Feral)	4	F	54	0	0	6	30	Decrease the armor of the target by 505 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Feline Grace		F	40	0	0	0	S	Reduces damage from falling.
Ferocious Bite	1	F	32	35	0	0	5	Finishing move that causes damage per combo point and converts each extra point of energy into \$f1 additional damage: 1 point : 60-76 2 points: 106-122 3 points: 152-168 4 points: 198-214 5 points: 244-260 damage
Ferocious Bite	2	F	40	35	0	0	5	Finishing move that causes damage per combo point and converts each extra point of energy into \$f1 additional damage: 1 point : 91-115 2 points: 162-186

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								damage 3 points: 233-257 damage 4 points: 304-328 damage 5 points: 375-399 damage
Ferocious Bite	3	F	48	35	0	0	5	Finishing move that causes damage per combo point and converts each extra point of energy into \$f1 additional damage: damage 1 point : 136-176 damage 2 points: 242-282 damage 3 points: 348-388 damage 4 points: 454-494 damage 5 points: 560-600 damage
Ferocious Bite	4	F	56	35	0	0	5	Finishing move that causes damage per combo point and converts each extra point of energy into \$f1 additional damage: damage 1 point : 190-240 damage 2 points: 335-385 damage 3 points: 480-530 damage 4 points: 625-675 damage 5 points: 770-820 damage
Frenzied Regeneration	1	F	36	0	0	180	S	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 10 health.
Frenzied Regeneration	2	F	46	0	0	180	S	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 15 health.
Frenzied Regeneration	3	F	56	0	0	180	S	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 20 health.
Gift of the Wild	1	R	50	900	0	0	40	Gives the Gift of the Wild to the target's party, increasing armor by 240, all attributes by 10 and all resistances by 15 for 60 minutes.
Gift of the Wild	2	R	60	1200	0	0	40	Gives the Gift of the Wild to the

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								target's party, increasing armor by 285, all attributes by 12 and all resistances by 20 for 60 minutes.
Growl		F	10	0	0	10	5	Taunts the target to attack you, but has no effect if the target is already attacking you.
Healing Touch	1	R	1	25	1.5	0	40	Heals a friendly target for 37 to 51.
Healing Touch	2	R	8	55	2	0	40	Heals a friendly target for 88 to 112.
Healing Touch	3	R	14	110	2.5	0	40	Heals a friendly target for 195 to 243.
Healing Touch	4	R	20	185	3	0	40	Heals a friendly target for 363 to 445.
Healing Touch	5	R	26	270	3.5	0	40	Heals a friendly target for 572 to 694.
Healing Touch	6	R	32	335	3.5	0	40	Heals a friendly target for 742 to 894.
Healing Touch	7	R	38	405	3.5	0	40	Heals a friendly target for 936 to 1120.
Healing Touch	8	R	44	495	3.5	0	40	Heals a friendly target for 1199 to 1427.
Healing Touch	9	R	50	600	3.5	0	40	Heals a friendly target for 1516 to 1796.
Healing Touch	10	R	56	720	3.5	0	40	Heals a friendly target for 1890 to 2230.
Healing Touch	11	R	60	800	3.5	0	40	Heals a friendly target for 2267 to 2677.
Hibernate	1	B	18	90	1.5	0	30	Forces the enemy target to sleep for up to 20 seconds. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Hibernate	2	B	38	120	1.5	0	30	Forces the enemy target to sleep for up to 30 seconds. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.
Hibernate	3	B	58	150	1.5	0	30	Forces the enemy target to sleep for up to 40 seconds. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.
Hurricane	1	B	40	880	0	60	30	Creates a violent storm in the target area causing 70 Nature damage to enemies every 1 sec, and reducing the attack speed of enemies by 20%. Lasts 10 seconds. Druid must channel to maintain the spell.
Hurricane	2	B	50	1180	0	60	30	Creates a violent storm in the target area causing 100 Nature damage to enemies every 1 sec, and reducing the attack speed of enemies by 20%. Lasts 10 seconds. Druid must channel to maintain the spell.
Hurricane	3	B	60	1495	0	60	30	Creates a violent storm in the target area causing 134 Nature damage to enemies every 1 sec, and reducing the attack speed of enemies by 20%. Lasts 10 seconds. Druid must channel to maintain the spell.
Insect Swarm	1	R	20	45	0	0	30	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 66 Nature damage over 12 seconds.
Insect Swarm	2	R	30	85	0	0	30	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 138 Nature damage over 12 seconds.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Insect Swarm	3	R	40	100	0	0	30	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 174 Nature damage over 12 seconds.
Insect Swarm	4	R	50	140	0	0	30	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 264 Nature damage over 12 seconds.
Insect Swarm	5	R	60	160	0	0	30	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 324 Nature damage over 12 seconds.
Mangle	1	F	6	45	0	10	5	Finishing move that causes damage, disorients the opponent, and turns off your attack. Any damage caused will revive the target. Causes more damage and lasts longer per combo point: 1 point : 7-11 damage and 2 seconds 2 points: 13-19 damage and 3 seconds 3 points: 19-24 damage and 4 seconds 4 points: 25-30 damage and 5 seconds 5 points: 31-37 damage and 6 seconds
Mark of the Wild	1	R	1	20	0	0	30	Increases the friendly target's armor by 25 for 30 minutes.
Mark of the Wild	2	R	10	50	0	0	30	Increases the friendly target's armor by 65 and all attributes by 2 for 30 minutes.
Mark of the Wild	3	R	20	100	0	0	30	Increases the friendly target's armor by 105 and all attributes by 4 for 30 minutes.
Mark of the Wild	4	R	30	160	0	0	30	Increases the friendly target's armor by 150, all attributes by 6 and all resistances by 5 for 30 minutes.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Mark of the Wild	5	R	40	240	0	0	30	Increases the friendly target's armor by 195, all attributes by 8 and all resistances by 10 for 30 minutes.
Mark of the Wild	6	R	50	340	0	0	30	Increases the friendly target's armor by 240, all attributes by 10 and all resistances by 15 for 30 minutes.
Mark of the Wild	7	R	60	445	0	0	30	Increases the friendly target's armor by 285, all attributes by 12 and all resistances by 20 for 30 minutes.
Maul	1	F	10	150	0	0	5	Increases the druid's next attack by 18 damage.
Maul	2	F	18	150	0	0	5	Increases the druid's next attack by 27 damage.
Maul	3	F	26	150	0	0	5	Increases the druid's next attack by 37 damage.
Maul	4	F	34	150	0	0	5	Increases the druid's next attack by 49 damage.
Maul	5	F	42	150	0	0	5	Increases the druid's next attack by 71 damage.
Maul	6	F	50	150	0	0	5	Increases the druid's next attack by 101 damage.
Maul	7	F	58	150	0	0	5	Increases the druid's next attack by 128 damage.
Moonfire	1	B	4	25	0	0	30	Burns the enemy for 7 to 9 Arcane damage and then an additional 12 Arcane damage over 9 seconds.
Moonfire	2	B	10	50	0	0	30	Burns the enemy for 13 to 17 Arcane damage and then an additional 32 Arcane damage over 12 seconds.
Moonfire	3	B	16	75	0	0	30	Burns the enemy for 25 to 31 Arcane damage and then an additional 52 Arcane damage

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								over 12 seconds.
Moonfire	4	B	22	105	0	0	30	Burns the enemy for 40 to 48 Arcane damage and then an additional 80 Arcane damage over 12 seconds.
Moonfire	5	B	28	150	0	0	30	Burns the enemy for 61 to 73 Arcane damage and then an additional 124 Arcane damage over 12 seconds.
Moonfire	6	B	34	190	0	0	30	Burns the enemy for 81 to 97 Arcane damage and then an additional 164 Arcane damage over 12 seconds.
Moonfire	7	B	40	235	0	0	30	Burns the enemy for 105 to 125 Arcane damage and then an additional 212 Arcane damage over 12 seconds.
Moonfire	8	B	46	280	0	0	30	Burns the enemy for 130 to 154 Arcane damage and then an additional 264 Arcane damage over 12 seconds.
Moonfire	9	B	52	325	0	0	30	Burns the enemy for 157 to 185 Arcane damage and then an additional 320 Arcane damage over 12 seconds.
Moonfire	10	B	58	375	0	0	30	Burns the enemy for 189 to 221 Arcane damage and then an additional 384 Arcane damage over 12 seconds.
Moonkin Form		B	40	0	0	0	S	Transforms the Druid into Moonkin Form. While in this form the armor contribution from items is increased by 360% and all party members within 30 yards have their spell critical chance increased by 3%. The Moonkin can only cast Balance spells while shapeshifted. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Nature's Grasp	1	B	10	50	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 1). Only useable outdoors. 1 charge. Lasts 45 seconds.
Nature's Grasp	2	B	18	65	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 2). Only useable outdoors. 1 charge. Lasts 45 seconds.
Nature's Grasp	3	B	28	80	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 3). Only useable outdoors. 1 charge. Lasts 45 seconds.
Nature's Grasp	4	B	38	95	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 4). Only useable outdoors. 1 charge. Lasts 45 seconds.
Nature's Grasp	5	B	48	110	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 5). Only useable outdoors. 1 charge. Lasts 45 seconds.
Nature's Grasp	6	B	58	125	0	60	S	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 6). Only useable outdoors. 1 charge. Lasts 45 seconds.
Pounce	1	F	36	50	0	0	5	Pounce, stunning the target for

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								2 seconds and causing 90 damage over 18 seconds. Must be prowling and behind the target. Awards 1 combo points.
Pounce	2	F	46	50	0	0	5	Pounce, stunning the target for 2 seconds and causing 120 damage over 18 seconds. Must be prowling and behind the target. Awards 1 combo points.
Pounce	3	F	56	50	0	0	5	Pounce, stunning the target for 2 seconds and causing 150 damage over 18 seconds. Must be prowling and behind the target. Awards 1 combo points.
Prowl	1	F	20	0	0	10	S	Allows the Druid to prowl around, but reduces your movement speed by 40%. Lasts until cancelled.
Prowl	2	F	40	0	0	10	S	Allows the Druid to prowl around, but reduces your movement speed by 35%. Lasts until cancelled.
Prowl	3	F	60	0	0	10	S	Allows the Druid to prowl around, but reduces your movement speed by 30%. Lasts until cancelled.
Rake	1	F	24	40	0	0	5	Rake the target for 19 damage and an additional 39 damage over 9 seconds. Awards 1 combo points.
Rake	2	F	34	40	0	0	5	Rake the target for 28 damage and an additional 57 damage over 9 seconds. Awards 1 combo points.
Rake	3	F	44	40	0	0	5	Rake the target for 43 damage and an additional 75 damage over 9 seconds. Awards 1 combo points.
Rake	4	F	54	40	0	0	5	Rake the target for 58 damage and an additional 96 damage

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								over 9 seconds. Awards 1 combo points.
Ravage	1	F	32	60	0	0	5	Ravage the target, causing 350% damage plus 147 to the target. Must be prowling and behind the target. Awards 1 combo points.
Ravage	2	F	42	60	0	0	5	Ravage the target, causing 350% damage plus 217 to the target. Must be prowling and behind the target. Awards 1 combo points.
Ravage	3	F	50	60	0	0	5	Ravage the target, causing 350% damage plus 273 to the target. Must be prowling and behind the target. Awards 1 combo points.
Ravage	4	F	58	60	0	0	5	Ravage the target, causing 350% damage plus 343 to the target. Must be prowling and behind the target. Awards 1 combo points.
Rebirth	1	R	20	0	2	1800	30	Returns the spirit to the body, restoring a dead target to life with 400 health and 700 mana.
Rebirth	2	R	30	0	2	1800	30	Returns the spirit to the body, restoring a dead target to life with 750 health and 1200 mana.
Rebirth	3	R	40	0	2	1800	30	Returns the spirit to the body, restoring a dead target to life with 1100 health and 1700 mana.
Rebirth	4	R	50	0	2	1800	30	Returns the spirit to the body, restoring a dead target to life with 1600 health and 2200 mana.
Rebirth	5	R	60	0	2	1800	30	Returns the spirit to the body, restoring a dead target to life with 2200 health and 2800 mana.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Regrowth	1	R	12	120	2	0	40	Heals a friendly target for 84 to 98 and another 98 over 21 seconds.
Regrowth	2	R	18	205	2	0	40	Heals a friendly target for 164 to 188 and another 175 over 21 seconds.
Regrowth	3	R	24	280	2	0	40	Heals a friendly target for 240 to 274 and another 259 over 21 seconds.
Regrowth	4	R	30	350	2	0	40	Heals a friendly target for 318 to 360 and another 343 over 21 seconds.
Regrowth	5	R	36	420	2	0	40	Heals a friendly target for 405 to 457 and another 427 over 21 seconds.
Regrowth	6	R	42	510	2	0	40	Heals a friendly target for 511 to 575 and another 546 over 21 seconds.
Regrowth	7	R	48	615	2	0	40	Heals a friendly target for 646 to 724 and another 686 over 21 seconds.
Regrowth	8	R	54	740	2	0	40	Heals a friendly target for 809 to 905 and another 861 over 21 seconds.
Regrowth	9	R	60	880	2	0	40	Heals a friendly target for 1003 to 1119 and another 1064 over 21 seconds.
Rejuvenation	1	R	4	25	0	0	40	Heals the target for 32 over 12 seconds.
Rejuvenation	2	R	10	40	0	0	40	Heals the target for 56 over 12 seconds.
Rejuvenation	3	R	16	75	0	0	40	Heals the target for 116 over 12 seconds.
Rejuvenation	4	R	22	105	0	0	40	Heals the target for 180 over 12 seconds.
Rejuvenation	5	R	28	135	0	0	40	Heals the target for 244 over 12

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								seconds.
Rejuvenation	6	R	34	160	0	0	40	Heals the target for 304 over 12 seconds.
Rejuvenation	7	R	40	195	0	0	40	Heals the target for 388 over 12 seconds.
Rejuvenation	8	R	46	235	0	0	40	Heals the target for 488 over 12 seconds.
Rejuvenation	9	R	52	280	0	0	40	Heals the target for 608 over 12 seconds.
Rejuvenation	10	R	58	335	0	0	40	Heals the target for 756 over 12 seconds.
Rejuvenation	11	R	60	360	0	0	40	Heals the target for 888 over 12 seconds.
Remove Curse		R	24	0	0	0	30	Dispels 1 Curse from a friendly target.
Rip	1	F	20	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 54 damage over 12 seconds. 2 points: 90 damage over 12 seconds. 3 points: 126 damage over 12 seconds. 4 points: 162 damage over 12 seconds. 5 points: 198 damage over 12 seconds.
Rip	2	F	28	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 78 damage over 12 seconds. 2 points: 132 damage over 12 seconds. 3 points: 186 damage over 12 seconds. 4 points: 240 damage over 12 seconds. 5 points: 294 damage over 12 seconds.
Rip	3	F	36	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 108 damage over 12

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								seconds. 2 points: 180 damage over 12 seconds. 3 points: 252 damage over 12 seconds. 4 points: 324 damage over 12 seconds. 5 points: 396 damage over 12 seconds.
Rip	4	F	44	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 156 damage over 12 seconds. 2 points: 258 damage over 12 seconds. 3 points: 360 damage over 12 seconds. 4 points: 462 damage over 12 seconds. 5 points: 564 damage over 12 seconds.
Rip	5	F	52	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 216 damage over 12 seconds. 2 points: 360 damage over 12 seconds. 3 points: 504 damage over 12 seconds. 4 points: 648 damage over 12 seconds. 5 points: 792 damage over 12 seconds.
Rip	6	F	60	30	0	0	5	Finishing move that causes damage over time. Damage increases per combo point: 1 point : 300 damage over 12 seconds. 2 points: 498 damage over 12 seconds. 3 points: 696 damage over 12 seconds. 4 points: 894 damage over 12 seconds. 5 points: 1092 damage over 12 seconds.
Shred	1	F	22	60	0	0	5	Shred the target, causing 225% damage plus 54 to the target. Must be behind the target. Awards 1 combo points.
Shred	2	F	30	60	0	0	5	Shred the target, causing 225% damage plus 72 to the target. Must be behind the target. Awards 1 combo points.

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
Shred	3	F	38	60	0	0	5	Shred the target, causing 225% damage plus 99 to the target. Must be behind the target. Awards 1 combo points.
Shred	4	F	46	60	0	0	5	Shred the target, causing 225% damage plus 144 to the target. Must be behind the target. Awards 1 combo points.
Shred	5	F	54	60	0	0	5	Shred the target, causing 225% damage plus 180 to the target. Must be behind the target. Awards 1 combo points.
Soothe Animal	1	B	22	50	1.5	0	40	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects Beast targets level 40 or lower. Lasts 15 seconds.
Soothe Animal	2	B	38	75	1.5	0	40	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects Beast targets level 55 or lower. Lasts 15 seconds.
Soothe Animal	3	B	54	100	1.5	0	40	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects Beast targets level 70 or lower. Lasts 15 seconds.
Starfire	1	B	20	95	3.5	0	30	Causes 89 to 109 Arcane damage to the target.
Starfire	2	B	26	135	3.5	0	30	Causes 137 to 167 Arcane damage to the target.
Starfire	3	B	34	180	3.5	0	30	Causes 201 to 241 Arcane damage to the target.
Starfire	4	B	42	230	3.5	0	30	Causes 280 to 334 Arcane damage to the target.
Starfire	5	B	50	275	3.5	0	30	Causes 362 to 428 Arcane damage to the target.
Starfire	6	B	58	315	3.5	0	30	Causes 445 to 525 Arcane

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								damage to the target.
Starfire	7	B	60	340	3.5	0	30	Causes 496 to 584 Arcane damage to the target.
Swipe	1	F	16	200	0	0	5	Swipe 3 nearby enemies, inflicting 18 damage.
Swipe	2	F	24	200	0	0	5	Swipe 3 nearby enemies, inflicting 25 damage.
Swipe	3	F	34	200	0	0	5	Swipe 3 nearby enemies, inflicting 36 damage.
Swipe	4	F	44	200	0	0	5	Swipe 3 nearby enemies, inflicting 60 damage.
Swipe	5	F	54	200	0	0	5	Swipe 3 nearby enemies, inflicting 83 damage.
Teleport: Moonglade		B	10	120	10	0	S	Teleports the caster to the Moonglade.
Thorns	1	B	6	35	0	0	30	Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 minutes.
Thorns	2	B	14	60	0	0	30	Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 minutes.
Thorns	3	B	24	105	0	0	30	Thorns sprout from the friendly target causing 9 Nature damage to attackers when hit. Lasts 10 minutes.
Thorns	4	B	34	170	0	0	30	Thorns sprout from the friendly target causing 12 Nature damage to attackers when hit. Lasts 10 minutes.
Thorns	5	B	44	240	0	0	30	Thorns sprout from the friendly target causing 15 Nature damage to attackers when hit. Lasts 10 minutes.
Thorns	6	B	54	320	0	0	30	Thorns sprout from the friendly

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								target causing 18 Nature damage to attackers when hit. Lasts 10 minutes.
Tiger's Fury	1	F	24	30	0	0	S	Increases damage done by 10 for 6 seconds.
Tiger's Fury	2	F	36	30	0	0	S	Increases damage done by 20 for 6 seconds.
Tiger's Fury	3	F	48	30	0	0	S	Increases damage done by 30 for 6 seconds.
Tiger's Fury	4	F	60	30	0	0	S	Increases damage done by 40 for 6 seconds.
Track Humanoids		F	32	0	0	0	S	Shows the location of all nearby humanoids on the minimap. Only one type of thing can be tracked at a time.
Tranquility	1	R	30	375	0	300	S	Regenerates all nearby group members for 94 every 2 seconds for 10 seconds. Druid must channel to maintain the spell.
Tranquility	2	R	40	505	0	300	S	Regenerates all nearby group members for 138 every 2 seconds for 10 seconds. Druid must channel to maintain the spell.
Tranquility	3	R	50	695	0	300	S	Regenerates all nearby group members for 205 every 2 seconds for 10 seconds. Druid must channel to maintain the spell.
Tranquility	4	R	60	925	0	300	S	Regenerates all nearby group members for 294 every 2 seconds for 10 seconds. Druid must channel to maintain the spell.
Travel Form		F	30	0	0	0	S	Transforms the druid into a travel form, increasing movement speed by 40%. Also protects the caster from

Skill	Rank	Skill tree	Level	Mana	Cast time (seconds)	Recast timer (seconds)	Range (yards, S = Self)	Description
								Polymorph effects. Only useable outdoors. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
Wrath	1	B	1	20	1.5	0	30	Causes 12 to 14 Nature damage to the target.
Wrath	2	B	6	35	1.7	0	30	Causes 25 to 29 Nature damage to the target.
Wrath	3	B	14	55	2	0	30	Causes 44 to 52 Nature damage to the target.
Wrath	4	B	22	70	2	0	30	Causes 63 to 73 Nature damage to the target.
Wrath	5	B	30	100	2	0	30	Causes 101 to 115 Nature damage to the target.
Wrath	6	B	38	125	2	0	30	Causes 139 to 157 Nature damage to the target.
Wrath	7	B	46	155	2	0	30	Causes 188 to 210 Nature damage to the target.
Wrath	8	B	54	180	2	0	30	Causes 236 to 264 Nature damage to the target.

6.Equipment

Getting the right equipment is a real challenge for druids. Depending on your build and the roles you have to take you need different sets. Usually you end up carrying around multiple items for each slot. You'll have to deal with gear issues much more and longer than any other class. In the following chapters you will learn the basics, get recommendations for different levels and purposes and get a good idea how to get the necessary items.

6.1.Armor

On most servers there is a lack of capable healers on both factions. This said a healer geared equipment is probably going to lead to the most (returning) group invites. For this purpose you want to focus on int/sta/healing items to play this role with a maximum of efficiency. Usually though at lower levels the +healing items aren't that great and you'll be better off with stamina, hit point and intelligence gear till your 50ies.

The "basic" green stuff that matches grouped equipment requirements is the "eagle" armor (xyz of the eagle). It provides decent int/sta increases when you can't get your hands on any specific quest rewards or blues. If you are going for feral (solo) equipment the equivalent would be "bear" armor. Of course those randomly dropped green items won't provide any outstanding equipment, but the difficulty of the level progression part of the game was designed with this outfit in mind. Another advantage is that you don't waste any time browsing the Auction House or trade channels. Unless an enchanter buys them, you can get pretty much all of that stuff at the minimum price. This gets you up to level 50 without any major drawbacks in groups and is an easy strategy for anything that you outlevelled by far. Of course specific quest rewards and blue items outperform the standard armor, but going out of your way for a single piece usually isn't worth it. The time you spend at less than optimal experience spots trying to get it is not being made up through the additional efficiency gained through equipping it.

If you are going the solo route you should focus on damage output and that alone. Maximum DPS (strength, attack power for ferals, int and +damage for casters). Anything that requires in-fight healing or takes your hit points down to a dangerous level is too difficult to be killed solo for experience (low efficiency). In any case the by-level list below lists a few recommendations for each level range for things that you might want to watch out. A lot of it depends on your build and play style, so this can only serve as a general orientation.

6.2.Weapons

Druids are able to use daggers, maces, staves and fist weapons. When selecting a weapon you should be aware that the weapon DPS and any enchants you put on them does not affect your damage in cat or bear form. Those effects are only beneficial in caster (hurray), aquatic (double-hurray!) and travel form (...). Strength and an attack power boni benefit you in all forms and are the only things that help feral druids to increase their melee DPS. This of course not only applies to weapon stats, but to enchants and other item slots as well.

6.3.What to Look out for

6.3.1.Level 1 to 20

At these levels you simply use what you get while doing standard quests. You outgrow your equipment so fast that it's not worth investing any time in getting specific items. The game design usually leads you along quests that result in some adequate gear and progress is so easy it wouldn't make much of a difference if you had any special gear.

Equipment Highlights:

- Gnoll Casting Gloves (<http://www.thottbot.com/?i=5797>)
- Advisor (<http://www.thottbot.com/?i=52184>) or Lorekeeper Ring (<http://www.thottbot.com/?i=52294>)
- Twisted Chanter's Staff (<http://www.thottbot.com/?i=6119>)
- Staff of the Friar (<http://www.thottbot.com/?i=9694>)

6.3.2.Level 20 to 30

In this level range you will start to notice an effect from upgraded equipment. Given, the increase is rather small, but since most of the items will be acquired along the natural progression route you do not really lose any time while trying to get them.

Equipment Highlights:

- Magician's Mantle (<http://www.thottbot.com/?i=8174>)
- Advisor (<http://www.thottbot.com/?i=40691>) or Lorekeeper Ring (<http://www.thottbot.com/?i=40697>)
- Emberstone Staff (<http://www.thottbot.com/?i=4815>)

- Crescent Staff (<http://www.thottbot.com/?i=2803>)
- Rod of the Sleepwalker (<http://www.thottbot.com/?i=7655>)

6.3.3. Level 30 to 40

In the mid thirties you will get the first items that you are going to keep for quite a few levels and replacements happen less often. This means that the added benefit of items helps you out much longer and thus justifies a higher time investment. Depending on the troubles you run into while leveling you want to pay more attention to the equipment highlights mentioned for the following levels. Scarlet Monastery will probably be the first instance you will run multiple times to get specific items.

Equipment Highlights:

- Scorn's Icy Choker (<http://www.thottbot.com/?i=53618>)
- Robe of Power (<http://www.thottbot.com/?i=3920>)
- Illusionary Rod (<http://www.thottbot.com/?i=3228>)
- Staff of Jordan (<http://www.thottbot.com/?i=7166>)
- Star Belt (<http://www.thottbot.com/?i=11908>)
- Robe of the Magi (<http://www.thottbot.com/?i=3712>)
- Inquisitor Shawl (<http://www.thottbot.com/?i=40675>)
- Advisor (<http://www.thottbot.com/?i=40691>) or Lorekeeper Ring (<http://www.thottbot.com/?i=40697>)
- Red Mageweave pants (<http://www.thottbot.com/?i=9453>)
- Black Mageweave Gloves (<http://www.thottbot.com/?i=4297>)

6.3.4. Level 40 to 50

Some of the items you get in this range you will still be wearing at level 60 before you start serious dungeon running. If you switch over to grinding, the late level 40 items should easily get you to level 60. Do not expect though to shine in PvP encounters. Actually do not expect anything else than getting your behind handed to you by anything that's not afk.

Equipment Highlights:

- Dreamweave Gloves (<http://www.thottbot.com/?i=4113>)
- Band of the Unicorn (<http://www.thottbot.com/?i=5354>)
- Southsea Mojo Boots (<http://www.thottbot.com/?i=52017>)

- Spellshock Leggings (<http://www.thottbot.com/?i=37647>)
- Deep Woodlands Cloak (<http://www.thottbot.com/?i=40335>)
- Kentic Amice (<http://www.thottbot.com/?i=11527>)
- Bloodfire Talons (<http://www.thottbot.com/?i=5086>)
- Glowing Brightwood Staff (<http://www.thottbot.com/?i=5621>)

6.3.5.Level 50 to 60

The following list gives you a good starting point to outfit your character on your way to and at level 60. All of the items are blues that can be casually obtained and provide a significant upgrade over anything you used to level up your character. It's pretty much the highest-efficiency-increase-per-invested-hour set ☺. Try to replace old quest rewards, green items and all other lower level gear on your way to 60 or right upon reaching it with these items and according to your build / play style:

Healing equipment

- Insightful Hood (<http://www.thottbot.com/?i=35647>)
- Cyclone Spaulders (<http://www.thottbot.com/?i=36021>)
- Chestplate of Tranquility (<http://www.thottbot.com/?i=35729>)
- Bracers of Prosperity (<http://www.thottbot.com/?i=35753>)
- Gloves of Restoration (<http://www.thottbot.com/?i=35613>)
- Eyestalk Cord (<http://www.thottbot.com/?i=35835>)
- Leggings of Frenzied Magic (<http://www.thottbot.com/?i=53311>)
- Firemoss Boots (<http://www.thottbot.com/?i=53271>)
- Hide of the Wild (<http://www.thottbot.com/?i=36157>)
- Animated Chain Necklace (<http://www.thottbot.com/?i=37252>)
- Emerald Flame Ring (<http://www.thottbot.com/?i=51450>)
- Fordring's Seal (<http://www.thottbot.com/?i=18600>)
- Royal Seal of Eldre'Thalas (<http://www.thottbot.com/?i=38431>)
- Mindtap Talisman (<http://www.thottbot.com/?i=35819>)
- Verimonde's Last Resort (<http://www.thottbot.com/?i=53532>)
- Tome of Divine Right (<http://www.thottbot.com/?i=53334>)
- Hammer of the Grand Crusader(<http://www.thottbot.com/?i=37263>)

An overview of epic healing equipment can be found here.
<http://www.nerfdruids.com/healing2.htm>

Feral damage equipment

- Eye of Rend (<http://www.thottbot.com/?i=16552>)
- Dark Warder's Pauldrons (<http://www.thottbot.com/?i=53267>)
- Cadaverous Armor (<http://www.thottbot.com/?i=20252>)
- Bracers of the Eclipse (<http://www.thottbot.com/?i=35834>)
- Gargoyle Slashers (<http://www.thottbot.com/?i=19209>)
- Girdle of Bestial Fury (<http://www.thottbot.com/?i=5346>)
- Abyssal of Striking (<http://www.thottbot.com/?i=52146>)
- Boots of Ferocity (<http://www.thottbot.com/?i=53350>)
- Stoneskin Gargoyle Cape (<http://www.thottbot.com/?i=13816>)
- Amulet of the Darkmoon (<http://www.thottbot.com/?i=43504>)
- Band of the Ogre King (<http://www.thottbot.com/?i=51439>)
- Magni [A] (<http://www.thottbot.com/?i=7246>) or Thrall [H] (<http://www.thottbot.com/index.cgi?i=8901>)
- Hand of Justice (<http://www.thottbot.com/?i=16361>)
- Elementals Deck (<http://www.thottbot.com/?i=40869>)
- Bonecrusher (<http://www.thottbot.com/?i=35694>)

Feral tanking equipment

- Bone Ring Helm (<http://www.thottbot.com/?i=23507>)
- Atal'ai of the Bear (<http://www.thottbot.com/?i=8293>)
- Nightbrace Tunic (<http://www.thottbot.com/?i=19205>)
- Blackmist Armguards (<http://www.thottbot.com/?i=19257>)
- Slaghide of the Bear (<http://www.thottbot.com/?i=16905>)
- Cloudrunner Girdle (<http://www.thottbot.com/?i=15682>)
- Warstrife Leggings (<http://www.thottbot.com/?i=7171>)
- Ash Covered Boots (<http://www.thottbot.com/?i=37271>)
- Cloak of Warding (<http://www.thottbot.com/?i=35977>)
- Evil Eye Pendant (<http://www.thottbot.com/?i=35743>)
- Ring of Protection (<http://www.thottbot.com/?i=3919>)

- Naglering (<http://www.thottbot.com/?i=5297>)
- Heart of the Mountain (<http://www.thottbot.com/?i=10516>)
- Unyielding Maul (<http://www.thottbot.com/?i=36117>)
- Band of the Ogre King (<http://www.thottbot.com/?i=35820>)
- Myrmidon Signet (<http://www.thottbot.com/?i=17740>)
- Heavy Dark Iron Ring (<http://www.thottbot.com/?i=37315>)
- Ring of Protection (<http://www.thottbot.com/?i=3919>)
- Thrall's Resolve (<http://www.thottbot.com/?i=8901>)

An overview of epic feral items can be found here: <http://www.nerfdruids.com/feral3.htm>

Hybrid equipment

- Ghostshroud (<http://www.thottbot.com/?i=7249>)
- Death's Clutch (<http://www.thottbot.com/?i=18566>)
- Songbird Blouse (<http://www.thottbot.com/?i=8173>)
- Feralheart Bracers (<http://www.thottbot.com/?i=53167>)
- Shadowcraft Gloves (<http://www.thottbot.com/?i=9417>)
- Shadowcraft Belt (<http://www.thottbot.com/?i=21365>)
- Wildheart Kilt (<http://www.thottbot.com/?i=23777>)
- Boots of the Shrieker (<http://www.thottbot.com/?i=22218>)
- Phantasmal Cloak (<http://www.thottbot.com/?i=37217>)
- Star of Mystaria (<http://www.thottbot.com/?i=14039>)
- Band of Flesh (<http://www.thottbot.com/?i=17566>)
- Blood of the Martyr (<http://www.thottbot.com/?i=17127>)
- Burst of Knowledge (<http://www.thottbot.com/?i=6142>)
- Second Wind (<http://www.thottbot.com/?i=16372>)
- Timeworn Mace (<http://www.thottbot.com/?i=35823>)
- Tome of Knowledge (<http://www.thottbot.com/?i=20444>)

An overview of epic hybrid items can be found here: <http://www.nerfdruids.com/hybrid2.htm>

6.3.6.Item farm and quest walk-throughs

Several items are rather easy to get compared to the benefits they provide. Below you will find two walk-throughs you should take a look at:

- Smoking Heart of the Mountain
(http://www.wclegacy.com/wowdruids/druid_strategies_SHotM_trinket.htm)
- Wildheart Boots – solo
(<http://wow.forums.thedruidsgrove.org/showthread.php?t=8699>)

6.4.Raiding Gear

6.4.1.Zul’Gurub

Zul’Gurub (ZG) is probably the first “real” raid encounter you experience (meaning you need a coordinated and routine-trained group to beat the content). The challenge at this point is not as much your equipment but the raid know-how of your guild. A decent set of equipment centered around tier 0 armor (the Wildheart set) should do the job for the first encounters in here. While clearing the first few mobs a couple of times you are likely to come across quest components for epic gear that provides the necessary stat increase to deal with the more difficult mobs. The druid item set dropped in Zul’Gurub can be found here: <http://www.thottbot.com/?set=479>

6.4.2.Ruins of Ahn’Qiraj

Nature based attacks are most common so appropriate resistance gear would help even though it is not as important as fire resistance in Molten Core. You needn’t be decked out in epics, but it’s a good idea to have upgraded some of your group instance equipment with at least Zul’Gurub armor. If you got Molten Core on farm status, the 20 man AQ instance probably won’t pose a real challenge. Equipment wise you can stick with what you got during your natural progression before and in this zone.

6.4.3.Molten Core

In contrast to popular belief among first-time raiders, Molten Core isn’t all about fire resistance gear. Of course it helps and for Ragnaros it’s absolutely mandatory. But before your guild is ready for him, you should have acquired already some pieces in MC that help you reach the recommended unbuffed 150 fire resistance. Don’t forget though that you are

already equipped with some high fire resistance items that are extremely efficient in MC: A brain, eye-sight and fingers – they help you to move out of the way of Magmadar's lava spits and Gehennas' fire rain. What I am getting at here: Unlike (burst) melee damage, most of the fire damage in MC can be avoided. Thus you should focus more on intelligence, spirit, stamina, mana regeneration and healing bonus items for this instance.

It is recommended that you have at least tier 0 armor and no green items equipped in any of your slots. In other words – you need to spend some time at level 60 doing 5, 10 and 20 man raiding before a raid guild will take you with them to Molten Core.

Sample gear setup:

- Armor: Wildheart Raiment (<http://www.thottbot.com/?set=185>)
- Cloak: Cloak of the Cosmos (<http://www.thottbot.com/?i=35674>)
- Neck: Star of Mystaria (<http://www.thottbot.com/?i=14039>)
- Ring: Zanzil's Band (<http://www.thottbot.com/?i=51331>)
- Ring: Zanzil's Seal (<http://www.thottbot.com/?i=51325>)
- Trinket: Mindtap Talisman (<http://www.thottbot.com/?i=35819>)
- Trinket: Briarwood Reed (<http://www.thottbot.com/?i=19202>)

Alternatively please refer to the healing equipment outlined in the level 50 – 60 equipment chapter.

Budget items for Ragnaros to reach the minimum fire resistance if you are in a hurry or broke (keep in mind that most of them are green and only suitable as emergency fire resistance gear):

- Volcanic Armor Set (<http://www.thottbot.com/?set=141>)
- Felhide Cap (<http://www.thottbot.com/?i=35667>)
- Coal Miner Boots (<http://www.thottbot.com/?i=39937>)
- Flamescarred Girdle (<http://www.thottbot.com/?i=22029>)
- Smokey's Drape (<http://www.thottbot.com/?i=38728>)
- Necklace of Sanctuary (<http://www.thottbot.com/?i=7755>)
- Elemental Circle (<http://www.thottbot.com/?i=6918>)
- Ward of the Elements (<http://www.thottbot.com/?i=15385>)

Sample gear setup for Ragnaros:

- Armor: Cenarion Raiment (<http://www.thottbot.com/?set=205>)
- Cloak: Onyxia Scale Cloak (<http://www.thottbot.com/?i=36050>)
- Neck: Blazefury Medallion (<http://www.thottbot.com/?i=36238>)
- Ring: Seal of the Archmagus (<http://www.thottbot.com/?i=27567>)
- Ring: Dragonslayer's Signet (<http://www.thottbot.com/?i=36041>)
- Trinket: Royal Seal of Eldre'Thalas (<http://www.thottbot.com/?i=38431>)
- Trinket: Talisman of Ephemeral Power (<http://www.thottbot.com/?i=39255>)

The druid item set dropped in Molten Core can be found here:
<http://www.thottbot.com/?set=205>

6.4.4.Blackwing Lair

In Blackwing Lair (BWL) you really need a decent set of gear to last through the really long fights. For Vael you should have 300+ fire resistance though other stats aren't that important for this fight – meaning do everything for fire resistance, even if you have to equip green items. Fire resistance enchantments are essential. From the three drakes onwards all bosses cast shadow flame. Surviving shadow flame requires a Cloak of Onyxia – though guilds working at BWL should have a sufficient number of Onyxia Scales to provide everyone with one.

Sample gear setup:

- See Molten Core – Ragnaros gear

The druid item set dropped in Blackwing Lair can be found here:
<http://www.thottbot.com/?set=214>

6.4.5.Temple of Ahn'Qiraj

The zone starts at a difficulty level of Molten Core and ends well past Blackwing Lair. Wit will get you a long way in here, but nature resistance gear and nature protection potions (<http://www.thottbot.com/?i=5195>) make things much, much easier.

Equipment suggestions to bolster up your nature resistance (for specific slots only – not suggested as a complete set due to overall lower stats):

- Bramblewood Belt (<http://www.thottbot.com/?i=53521>)
- Bramblewood Helm (<http://www.thottbot.com/?i=53520>)
- Bramblewood Boots (<http://www.thottbot.com/?i=53522>)
- Living Breastplate (<http://www.thottbot.com/?i=27867>)
- Cenarion Reservist's Leggings (<http://www.thottbot.com/?i=52128>)

For AQ the poison resistance enchantments are a good solution since general poison resist gear with adequate stats is hard to obtain outside of AQ. The druid item set dropped in the Temple of Ahn'Qiray can be found here: <http://www.thottbot.com/?set=493>

6.4.6. Naxxramas

(This section will be revamped and expanded in the near future)

In the first part of this dungeon, you will profit of the Nature resistance gear you acquired already for Ahn'Qiray. For Sapphiron and Kel'Thuzad, you can probably look forward already to farming frost resistance gear for the final encounters in this dungeon. Shadow resistance will probably be required for Scourge Death Knights and Necromancers – and of course for Kel'Thuzad. Shadow Resistance gear can be found scattered throughout most instances and a lot of the epic armor pieces have got at least some basic shadow resistance on them already, so this shouldn't be a problem.

Loot (Tier 3 set parts):

Abomination Wing

- Patchwerk (Shoulder)
- Grobbulus (Shoulder)
- Gluth (Shoulder/Belt/Wrist/feet)
- Thaddius (Headx2)

Deathknight Wing

- Instructor Razuvious (Feet)
- Gothik the Harvester (Feet)
- The Four Horsemen: (Chestx2)

Plague Wing

- Noth The Plaguebringer (Belt)
- Heigan the Unclean (Belt)
- Loatheb (Leggingx2)

Spider Wing

- Anub'Rekhan (Wrist)
- Grand Widow Faerlina (Wrist)
- Maexxna (Handx2)

Kel'Thuzrad Chamber

- Kel'Thuzad (Ringx2)

Naxxramas Loot: <http://www.curse-gaming.com/en/wow/naxxramas.html>

6.5.Enchantments

In general I recommend sticking to the same stats as you do when looking for items. Set your priority according to your build. Meaning int/sta for caster focused builds and str/sta/ac for feral builds. For weapons you need to keep in mind that you only profit of stat enchantments.

Exact recommendations depend a lot on your preference, role, spec and the current status of your raiding guild. A guild struggling with Ragnaros or BWL will demand fire resist enchantments, where AQ asks for stamina and nature resists. If you are going for PvP you should always go for stamina and hit points first – since that provides you usually with the best increase in efficiency in 1on1 fights.

New high end content keeps introducing new enchantments. Thus not only your gear gets upgraded, but also the enchantments that are available for it. As a general guideline you

want to enchant gear with enchantments that are of the same tier or 1 tier lower (anything else would be a waste of rare components or not taking full advantage of your gear).

The best place to get started is Thottbot's Enchantment list (<http://www.thottbot.com/?t=Enchanting>). You'll get a good overview of standard enchantments and what's required to obtain them. If you got some extra time on your hands, I recommend farming for future enchantment components. There'll definitely come a time where you need them.

Special Enchantments:

- Librams (excellent for high end PvP and raids). Depending on the advancement of your raid guild you want to go either for fire resist or for hitpoint enchantments.
<http://www.thottbot.com/?f=q&title=libram+of&obj=&desc=&zones=45&minl=&maxl=&minol=&maxol=>
- Animist's Caress (Zul' Gurub Enchant – great for PvP) – those enchantments give you a general efficiency increase and are recommended when you already own a well balanced high end set of raiding or PvP gear
http://www.wclegacy.com/wowdruids/druid_strategies_ZG_enchant.htm

7. Combat Guide

7.1. Game Mechanics FAQ

7.1.1. What forms can I shift into and what are they good for?

Shifting costs a certain portion of your base mana. By investing in Natural Shapeshifter (balance talent) shifting cost can be lowered. While you're shapeshifted, you will continue to regenerate mana.

Shapeshifting is already a powerful skill. It will get you out of roots, snares and polymorph (sheep). As such it is a great skill in PvP and against mobs who use those kind of effects on you. While shapeshifted you're flagged as a beast, i.e. immune to effects that only work on humanoids (e.g. polymorph, track humanoids), but vulnerable to skills that affect beasts (e.g. hibernate, track beasts). You will also be unable to interact with NPCs.

Now let's look at the different types of shapes you can shift into:

Bear Form

At level 10, you will receive this ability as a quest reward. The stat bonuses are +180% Armor from regular equipment; +30% Health; and +30% Attack Power. Shifting to bear form costs 20% of your base mana without talents.

When you shift into bear form, most noticeably you will look like a bear. You will have a completely different set of skills, your bear form skills resemble those of the warrior. As a bear, you will be able to take a lot more damage than in caster form, and you will be able to perform tasks like tanking or staying alive in PvP, like a warrior would (although never quite as good). With a talent point in Feral Charge, you will also be able to charge like a warrior, which is great for pulling. You'll also be able to charge mid-fight, which is great for stopping runners.

Your performance and skills in bear form can be improved with a lot of talents, mostly in the Feral tree.

Aquatic Form

You will receive aquatic form at level 16. It will make you look like a sea lion, and you can only use it while in water (because a sea lion out of water would just look plain silly). Oh yeah, it will also double your swimming speed, so you will be able to swim as fast as you walk, and you'll get infinite breath. Shifting to aquatic form costs 5% of your base mana without talents.

This can be valuable to save time crossing large distances under water, but also to escape your enemies. Escaping in aquatic form is always an option when near water in open field PvP, although hunter's pets will still be faster than you.

Cat Form

Cat Form can be learned from your trainer at level 20. You will receive an attack power bonus equal to your agility plus twice your level. Shifting to cat form costs 20% of your base mana without talents.

Again, you will be able to use a completely different skillset when in cat form. Your skills will be similar to those of a rogue, including stealth (Prowl), sprint (Dash) and backstab (Shred). You will also be able to track humanoids like a hunter. You can already see that cat form is great for PvP, it's also nice for solo grinding and dealing damage in a small group.

Travel Form

At level 30, you can learn travel form from your trainer. It will make you look like a cheetah and increase your running speed by 40%. It can only be used outdoors, and not in deep water that would require swimming. Shifting to travel form costs 5% of your base mana without talents.

From level 30 to 40 you will use this form extensively. But even when you get a mount at level 40, the ability to shapeshift to travel form is still very useful. It's always nice to know you can escape from fights easily using travel form, which is an instant spell that can be used mid-fight. It's even easier if you stun / root before shifting. In PvP, only Rogues (sprint) and Hunters' pets will be able to catch up with you. Also it's the cheapest way to break roots, snares and sheep.

Dire Bear Form

Dire bear form is an upgrade to the bear form at level 40. Bonusses are +60% health, +380% armor from regular items and +60% attack power. Like the bear form, dire bear costs 20% of base mana to cast.

Moonkin Form

Moonkin form is a Tier 7 balance tree (requires 31 points in balance, so it's level 40 minimum). It increases armor by 360%, and increases the casting critical strike chance of nearby party members by 3%. You will only be able to cast balance spells (nukes and DoTs) when in moonkin form. Moonkin is the only form that will let you remain flagged as humanoid, but you will still be immune to polymorph.

The high armor makes Moonkin a viable form for PvP since you'll be able to take some melee damage. Like with cat and bear form, you have to shift out in order to heal up though. The +3% crit aura makes Moonkin druids a welcome addition to caster-heavy groups.

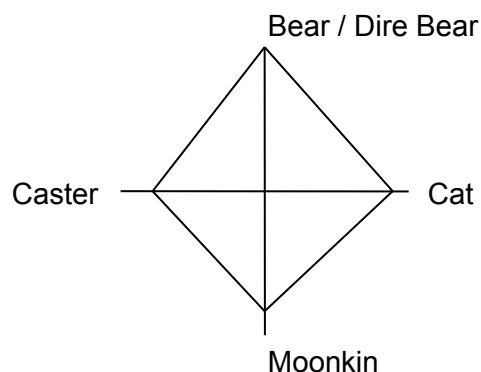
7.1.2.How do my stats affect combat?

There is more to stats than you might think. Let's look at them one at a time, and analyze what they are good for. Note that several stat effects are true for the Druid class only, so don't go arguing about them with other classes.

Stamina

One point in stamina translates to 10 Health Points (HP). This is true for all shapeshifting forms.

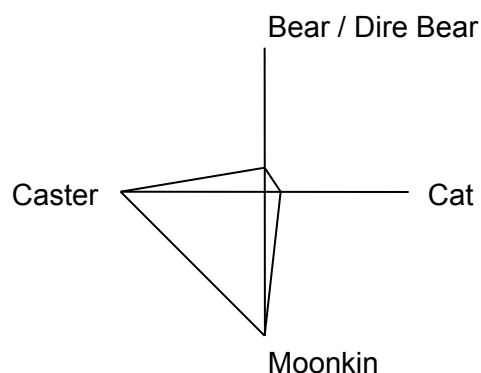
"That's all?" you might ask. Yes, but if you're really asking that, you probably haven't grasped just how important HP is for your Druid. Having more HP means staying alive longer, spending less time healing yourself, having more time to heal others and having more time to deal damage. Stamina is especially important in PvP since you will be taking a lot of damage in a short time. If you have too little stamina, you will get in serious trouble in PvP.



Intellect

One point in intellect gives you 15 mana. That's the primary use for intellect. 100 points in intellect also give you +1% chance for your spells to have critical effect. Few people know that intellect also increases the pace at which you pick up weapon skill points.

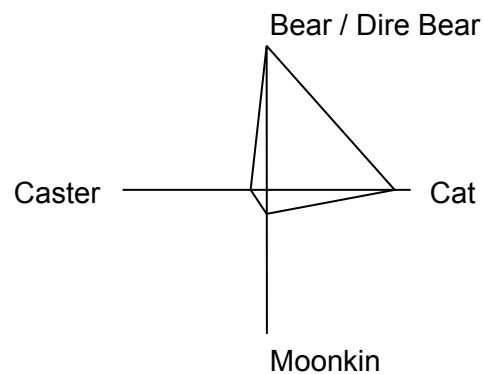
Weapon skills are of low importance to druids, so that effect can be safely neglected. You'll only need mana and spell crits when you are in caster form, so that's what this stat is all about. If you spend most of your time in cat or bear form, you can care less about intellect. If you're the caster type however, intellect is your best friend. Druids have lower "natural" mana than other caster classes, so you'll have to make up for that with +intellect and +mana equipment. Of course the spell crit chance increase is a nice bonus too.



Strength

Strength is going to go give you +2 to attack power per point. This is true for all forms.

Again, the usefulness of this stat depends heavily on your playing style. Since attack power only comes into play when calculating the damage you cause in melee combat, it won't be of much use to you. In bear and cat form, however, your strength stat will have an immense influence on your DPS.

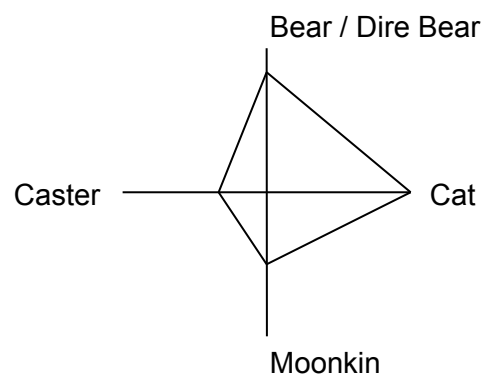


Agility

Agility influences a lot of combat ratings that are of importance in melee combat:

- 20 agility = 1% critical strike chance (All forms)
- 20 agility = 1% dodge chance (all forms)
- 1 agility = 2 armor (all forms, not affected by bear / dire bear armor bonus)
- 1 agility = 1 attack power (cat form only)

As you can see, agility is most important to bear and cat forms, where you will engage in melee combat. Cat form gets the most out of agility. It is not very useful to caster type druids.



Spirit

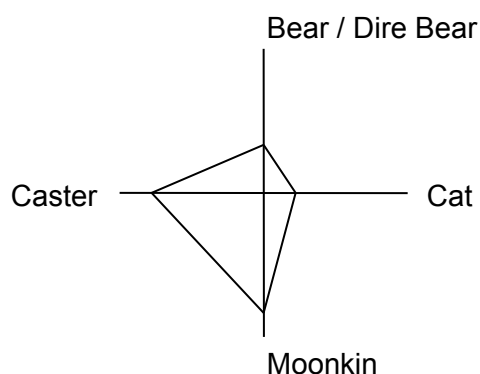
Spirit increases mana and health regeneration rates. Let's look at the most important formula, out of combat mana regeneration rate:

Mana per tick = (Spirit / 5) + 15

Note: You will continue regenerating mana while shapeshifted.

You can see that the time spent out of combat waiting for your mana bar to fill can be reduced by investing in spirit. So it's a great stat if you concentrate on healing in a party, since it will reduce your party's downtime between battles considerably. Through the talent Reflection you can further increase the effect that spirit has (part of the mana regeneration continues while casting). It's also a nice stat to have while solo grinding as a caster.

Spirit also increases the chance that special effects on weapons "proc" (are triggered), but as a druid you won't be needing procs, since you should only melee when shapeshifted, and weapon procs don't have any effect in feral form.



7.1.3.How do bonuses to crit chances work?

Some people are still mistaken about this. A 10% increase in crit chance means that ten percentage points are added. So if you have a base of 10% crit chance and you get +10% crit chance, you will end up with 20% crit chance, not 11%. This is of course true for melee as well as spell crit chances.

7.1.4.How does armor rating affect the damage I take?

The basic formula for damage reduction is as follows:

Damage Reduction = $(0.3 * (\text{Armor Class}-1) / (10 * \text{Level} + 89))$

This value should give you a value between 0 and 1. If, for example, you get a value of 0.6, it means that 60% of the melee damage you take is absorbed by your armor.

You can calculate the different damage reduction rates you get for the different form to get a better idea of how effective shapeshifting in bear and moonkin form really is. It's also important to note that character level actually works against damage reduction, if you don't upgrade your armor.

7.1.5.What affects my movement speed?

There are many factors that determine your movement speed, including talents, equipment and enchants. The following table gives you an idea of how these factors work together:

	Walking	Running	Swimming	Aquatic Form	Bear-Form	Cat-Form	Cat-Form: Prowl	Cat-Form: Dash	Dash/Prowl/Cat-Form:	Travel Form
Normal	30	100	67	100	100	100	70	160	112	140
Minor Speed Increase Enchant	35	108	67	100	108	108	75	160	112	140
PvP Set Bonus	30	100	67	100	115	115	80	184	129	161
Feline Swifttness (Maxed)	30	100	67	100	100	130	91	160	112	140
Enchant + PvP Set	35	108	67	100	124	124	87	184	129	161
PvP Set + Feline Swifttness	30	100	67	100	115	149	105	184	129	161
Enchant + Feline Swifttness	35	108	67	100	108	130	91	160	112	140
Enchant + PvP Set + Feline Swifttness	35	108	67	100	124	149	105	184	129	161

7.2.Solo PvE Strategies

Druids are very versatile and can be a powerful soloing class.

There are many different strategies how to take on mobs by yourself, and some of these strategies are going to work better for some enemies than others. For example, caster and hunter type mobs are better taken on in feral form with melee combat, while it is best to keep you distance and cast spells on enemies with heavy armor and melee weapons. The tactics that work best for you also depend a lot on your talent point distribution and equipment.

Keep in mind that with the highly flexible druid class it's important to always test different strategies against different monsters, no matter your build. If you insist on always playing as a cat because that's what you optimized your build for, you will certainly miss out on easy ways to kill a lot of enemies. So keep it flexible and learn how to handle all types of combat. It will make leveling quick and diverting, unlike most other classes out there. Ever leveled a hunter?

Here are some powerful solo PvE strategies:

7.2.1.Combat Initiation

Combat initiation is also called pulling, although most often in solo combat it doesn't involve pulling the target towards you. This might seem basic to you, but good pulling can decide fights. It is important that you pick the right fights, and don't let the fights pick you.

Try to engage enemies one by one. Wait for the right moment to attack patrolling mobs. When there's a group of enemies standing around, try pulling them out in an empty area one by one. Pulling ranged mobs is a bit trickier, but it works the same way as with melees – you just have to run a little further.

You might choose to initiate combat with a spell combination like Wrath and Moonfire, and then let the aggroed target come towards you to single it out. That way you will already have damaged the target when it notices you.

In some situations casting might attract adds standing close by (e.g. in those densely crowded Murloc camps). In that case it's safest to "body pull", i.e. slowly move towards the target until you reach its agro range. You will eventually agro it by proximity, and monsters close by are less likely to join in than if you had pulled the target with a spell.

If you're in caster form, make sure to root the target whenever it is where you wanted to pull it.

If you approach single enemies, however, you should already be dealing damage to them by the time they notice you, so there's really no need to pull them anywhere. Just start dishing out the damage by opening with a nuke / DoT combo like Wrath and Moonfire and root instantly.

If surroundings are really limiting your movement and you skilled in Nature's Grasp, it is a good idea to stand right where you want the mob pulled, cast Nature's Grasp, optionally wait for mana regeneration and pull the target. The instant it hits you it will be rooted and you can assume position. While you will take some damage from the one hit, this method is very precise and you don't have to waste time / mana casting entangling roots.

In cat form you can really pick your fights. Prowl to be invisible and approach your victim, ideally one that is singled out. Like a rogue, you can deal devastating opening attacks this way. (E.g. Tiger's Fury followed by Ravage).

There are very few situations in solo PvE'ing where you would want to open a fight in bear form, but if you're ever in the situation, Feral Dash is a nice skill to have. It can be learned through a talent in the feral tree.

7.2.2. Combat Routines

When you have initialized combat it is time to switch into your routine. A routine is a full sequence of spells / skills that maximizes DPS while being reasonably mana efficient and that can be repeated. An efficient routine for druids in caster form would be:

1. Root
2. Refresh Moonfire if it has worn off
3. Wrath until root breaks
4. Start over with 1.

The routine that works best for you depends on your talents and the resulting DPS and mana efficiency of the spells. Try to figure out what works best (might involve some numbers crunching) and stick to it. Be sure to include crit chance in your calculations. Before you run out of mana, you can keep the target rooted and wait for your mana to replenish, or you can switch to cat form / bear form and charge the enemy. Be sure you can take the target down in melee before you switch to cat and attack. Switching to bear is actually a great way to buy some time since you start regenerating mana five seconds after shapeshifting.

Apart from the bear part, the above is a kiting routine. Kiting means that you will always keep your distance to the target and it obviously works best against melee types.

Against caster types you might want to try this routine for cat form:

1. Rake
2. Faerie Fire (Feral) if it has worn off
3. When energy is at about 90, Tiger's Fury
4. Claw
5. Claw
6. Rip
7. Go to 1

To finish the fight in cat form, spend your combo points on a Ferocious Bite when the target's HP is low.

There's not much to be said about solo combat in bear form. Build up some rage and spend it on Demoralizing Roar, Faerie Fire and Maul. You should have those debuffs on your target at all times.

7.2.3.Healing

Especially when you engage in melee combat you will find yourself in situation where your health is running low. As a druid you're in the fortunate position to be able to heal yourself, so make sure you use that ability. In fact, you should never die while you have still mana left to heal yourself!

- When you start to run low on health (we're talking at about 40-50% here) you should start worrying about healing yourself.
- If you're in cat form, use up all your combo points.
- Now you want to gain some distance on the enemy. If you can, stun your target with bash, pounce or Warstomp. This is also where Nature's Grasp comes in handy.
- If you're not already in caster form, shift back. Root the target to be sure it stays put. If the target is a beast and has no DoT currently active, hibernate would work even better.
- If you have been badly hit, use Healing touch, otherwise Regrowth will do. Before you shift again, use Rejuvenation on yourself, which is your most mana efficient heal. Regrowth and Rejuvenation effects will stay active while shapeshifted.
- Watch your mana, this might be a good time to regenerate (see below) or use innervate.
- Reengage the fight.

7.2.4.Buffs and Debuffs

In solo play, buff and debuff management is really straight forward.

- Always have Mark of the Wild on yourself.
- Always have Thorns on yourself, even if you don't plan on engaging in melee combat.
- When in melee, have Fairie Fire on your opponent at all times. There is no need to have Fairie Fire on them while casting, even for stealthy types since they won't stealth after they have engaged in combat.
- Sometimes you will get some cool potion as a quest reward or from another player that boosts your attack power for example. Many people save that potion for a special occasion. In my experience that special occasion never comes along really. The potion is worth more now than it will be after the next level up, so use it. If you're an alchemist you're of course loaded with special cocktails at all times and you'll

probably use them more freely. Just make sure they really benefit your playing style, or the auction house might be a better place for them.

7.2.5. Mana Management

Druids are cursed with a very small mana pool. More often than not, you will find yourself running out of mana mid-battle. Here are some things you can do to prevent MRDs:³

- Innervate. This sweet spell can be used every 6 minutes, and it increases mana regeneration by 400% for 20 seconds. Also, it allows you to continue regenerating one full mana bar at the full rate while you're casting away. This is one free mana bar. Plus x. Use it whenever you can.
- Entangling Roots. Luckily, druids have a naturally high spirit stat. So you can regenerate a considerable amount of mana while in combat. If you cast Entangling roots on your enemy and just do nothing for five seconds, you will start regenerating mana, no matter if you're flagged in combat or not. Don't sit down, as that will put you in a great disadvantage should your target break root. Also, against popular belief, it doesn't speed up regenerating in the first place.
- This doesn't apply to solo combat as much as it does for group combat, but try to cast in bursts. If it takes you a long time to kill an enemy, you might as well cast root, Moonfire and Wrath and then wait a bit while your enemy remains rooted. After five seconds you will start regenerating mana.
- Tank it out. You can switch to bear form and tank the attacker. Five seconds after shifting, you will start regaining mana even though the mana bar remains hidden. Tank it out for a bit and if you have trouble dealing some real damage, bash and shift back to caster form for an easy kill.

7.2.6. Crowd Control and Priorization

It's not always possible to single out an enemy, and often you will find adds (additional enemies) attack you while you are already in combat. Luckily as a druid you're arguably the class with the best means of crowd control, so it should be easy to take enemies on one after another:

³ MRD = Mana related death. Yes, I just made that up.

- Entangling Roots can be used to keep an enemy out of the fight until you kill another one. It might have to be recast several times, so keep on your toes and stay in caster form.
- The same goes for Hibernate. You can put beasts to sleep, how cool is that? This is great for crowd control, but can only be used on one target at a time.

When you have rooted / hibernated an additional target, move away from it but keep it in your field of vision. This will make it much easier to recast root / Hibernate.

When deciding which target to fight first, and which to root, you have to prioritize. Take these factors into consideration (in that order):

- Finish what you have started. If you're facing two mobs and one of them is down to 50% health already, kill that one first. That way, you'll spend less time having to worry about both targets.
- Kill casters first. Casters are usually much easier to kill than melees. Also, melees are easier to keep out of the fight by rooting, so this rule extends to other ranged classes like hunter types. Kill them first.
- Kill higher levels first. If you face two mobs of the same type, one is two levels above you and the other is two levels below you, it is easier to root / sleep the one with the lower level and kill the higher one first. Although it will take longer to kill the one with the higher level, the lower one won't break root / sleep as often, so you can have less interruptions.

Of course there's always the option of switching to bear form, tanking it out and killing off one after another. This works especially well against weaker enemies and if you follow these guidelines:

- Make sure you have thorns on yourself, this is the type of situation it was designed for.
- Demoralizing Roar is more important than ever.
- Swipe if you have the rage.
- Heal if you need to. Boy, Warstomp sure comes in handy now. Oh, you're a Night Elf? Nevermind.
- Priorization still applies when picking who to kill first.

7.2.7. Emergency Management

Sometimes you pick the wrong fight, or the wrong fight picks you. You're getting too many adds and your health bar is dwindling. Fast. This would be a good time to run away.

If you're in cat form, use pounce followed by dash and you're good 90% of the time. Just watch where you dash.

If you're in bear form, switch to caster after trying bash.

When in caster form, cast Nature's Grasp if you were smart enough to spend those points. Then switch to travel form and off you go.

In case you are rooted or snared while trying to escape, shapeshift back and forth between caster and travel form to break the effect.

7.2.8. After the fight

- Immediately spot the next enemy and lay out your tactic. If you plan to attack melee, you don't have to wait for a full mana bar, this can save a lot of time.
Always loot. Even if these mobs have given you crap for the last two hours, there is a slight chance they might drop a rare world drop. You don't want to miss those.
- Skinners, time for the dirty work.
- You should always make sure you have a full health bar. First aid comes in handy, alternatively use Rejuvenation for a very mana-efficient heal.
- Rebuff if necessary
- Initiate next combat

7.3. Group PvE Strategies

7.3.1. Duoing

Especially when you try to complete specific quests or are limited to short play sessions, you find yourself duoing with other classes quite often. Since with two people it's very easy to tell when someone is doing something wrong, you want to be sure to know how to play your druid in those situations. Being a bad solo player only hurts your efficiency. Performing not

so well in groups can be compensated by group mates - or blamed on others ;-). For duoing, that is not an option. So how to perform well in duos as a druid?

In general it's important that you know what your partner is capable of. Some skills perceived as class-defining are sometimes only available to specific talent builds. I recommend asking your partner in advance what kind of talent build he or she is using before deciding on your tactic. Once you get going the following hints should help you to cooperate better with your ally:

Mages

- Cast Mark of the Wild on them.
- Do not cast Thorns unless they request you to. You want to be the one to hold aggro. Thorns will only make it harder to (re)gain it if your partner gets attacked.
- If the mage is about to cast Frost Nova, do not use Entangling Roots.
- When grouped with a mage you might want to stock up on water to keep your overall costs down.
- If they forget to cast it, ask them to buff you with Arcane Intellect.

Rogues

- Cast Mark of the Wild on them.
- Thorns is a mixed bag, thus I wouldn't cast it unless they request you to. Rogues have an easy time when it comes to losing aggro, but you are putting them at an unnecessary risk. Additionally, the rogue's DPS suffers significantly when he is using daggers and can't get behind a mob.
- Combat sword rogues: A rare breed, but when teamed with one be prepared to fight multiple lower levels mobs at once, cast thorns on him and help position the mobs in front of the rogue.

Hunters

- Work with Entangling Roots to keep the mobs at a distance, while both you and the hunter stick to ranged combat (not taking hits is one of their natural pros - if you tank and lose hit points, you partially negate this effect)

- Alternatively you can let his pet tank and use low-aggro heals on it or, if everything else fails, switch to standard bear tanking. This is also a viable strategy when the hunter used his talent points to increase the damage of his pet.

Paladins

- Exchange buffs.
- With paladins it depends a lot on your personal and the paladin's talent builds. I don't recommend Paladins in two person groups since the additional security is often not required and their damage output is sup-par. This said they make excellent team mates in very dangerous areas (read: lots of potential adds or elite spawns).

Warriors

- Cast Mark and Thorns on him.
- It doesn't get any simpler than healer-tank teams. Keep the Warrior healed with mana efficient spells. Use mana efficient damage output when grouped with a defensive specced fighter or whenever your mana exceeds 90%.

Warlocks

- Ask him to use his Soulstone on you. Since you have a rez it helps you more than him.
- There are two types of Warlocks: DoT-based ones and Shadow Bolt damage dealers. Depending on their crit rate, Shadow Bolt Warlocks will occasionally gain aggro. While they have lots of hit points you should keep their low armor in mind and watch their healthbar carefully. The same goes for succubi who suffer from very low hit points.
- For DoT based Warlocks you want to focus on your mana efficient damage spells. There is no point in quickly trying to finish a mob off when most of the damage (and mana) of a Warlock gets wasted this way.

Priests

- Buff each other
- Ask for PW: Shield before you start pulling.
- The strategy depends on your and the priest's build. There are two possible setups:
- You tank in bear or DPS in cat form while the priest heals you.

- You both blast away in caster form (works well if the priest is shadow specced) while you try to keep it rooted at the same time.

Druids

- Decide who is going to DPS, tank and heal
- Depending on the difficulty of the mob you might both want to go the damage route – e.g. two feral kitties with ping-pong aggro.
- It's not really an ideal team as druids are survival specialists and all-rounders. You can gain more by teaming up with a full DPS class if you are experience grinding.

Shamans

- For the most part you can follow the druid / druid routine
- Don't be surprised by their peak damage, they can occasionally take aggro even while you're tanking in Dire Bear Form.
- If you are the healer and gain aggro, their earth shock can help you out
- Ask him to set helpful totems: If you're DPSing as a cat, you'll want the Grace of Air Totem, in Bear form you want to have a strength totem placed next to you.
- If you work together well, you can both blast DPS and once one person goes low on hit points he gets healed by his partner (or he heals himself if his partner has gotten aggro in the meantime).

7.3.2.Full Groups

In most cases you will end up as a healer. There is no real shortage of most other classes so other scenarios are much less likely to occur. In 10-15 person raids you might be assigned to a specific group of people to keep an eye on, either your own group or the cloth healers for example. If that is taken care of, you can help with occasional DPS. Roles you can take (depending on your group's setup either full-time or when there is a need for it):

Buffer

Mark of the Wild and Thorns are buffs that will be appreciated a lot. This is something they expect from you in all roles, unless there are multiple druids in the group. Keep in mind that the same rules apply as when duoing, so only cast thorns on people that are supposed to tank.

Damage Dealer

This can be either in cat form or ranged caster damage – depends on your build and the mobs you are fighting.

Tank

Most groups will want to wait for a Warrior before they head out. However, if your tank leaves unexpectedly or when you are in the middle of nowhere and if your talents allow it, it's quite common that you take over that role. While tanking as a druid you can follow a rough guideline:

- Start in caster form
- Cast Rejuvenation on yourself to compensate for damage taken in early combat and the person who is most likely to take aggro of you during the first few seconds (e.g. not-so-smart DPS classes and healers when you have a multiple mob income)
- Pull with a ranged spell or in bear form with a body pull / Faerie Fire (Feral).
- Get in a couple of mauls to build up some aggro
- Let loose a Demoralizing Roar
- Use Swipe or Maul to hold aggro - or, in an emergency, sacrifice the Challenging Roar timer
- In case you own a decent set of feral gear (high strength and agility), mauling and changing targets generates more aggro than swipe
- Use Growl to regain aggro from mobs that decide to go after your party's cloth-wearers.
- Use Bash and Feral Charge to keep enemy casters from casting
- If the battle goes over 30 seconds, recast Demoralizing Roar and Faerie Fire (Feral).
- After the battle heal yourself and the rest of the party where necessary. Your mana regenerates while you tank, so you don't have to worry about that too much.

Offtank

- You are responsible for everything that breaks aggro
- Watch out for mobs that break away from the group and attack casters. Try to get their aggro while watching out for them using any crowd control abilities. You want to avoid breaking their sheep spell if they use it as self-defense.
- Save in-combat rezzes for situations that would otherwise result in a wipe

- Sometimes the main tank or his main healer dies – save your ICR for those classes

Healer

- If you are a Balance or Feral Druid – tell people so they know that you are more suited to be a backup emergency healer and won't make a good choice for a primary healer in any serious encounter.
- Keep a mana reserve for emergency heals. If you know that you run out of mana – start calculating. Announce it to give players time to use potions and special skills. Save your mana for key classes or when someone has run out of tricks to save themselves.
- Where priests react, Druids prepare. Your job is not as much to fill health bars up, but to keep them up without wasting too much mana. Get to know your group mates – how good their equipment is and how aggressive their playstyle. This helps you a lot in determining who and how to cast proactive heals. Not only does this make encounters safer and saves you mana (compared to emergency heals,) it also draws much less aggro.
- Druid's healing spells are generally slower and bigger than those of priests. As a result most of the way through the game the druid's primary healing spell will be Regrowth which provides a relatively fast heal. The main downside of Regrowth is its poor mana efficiency, but this should only be a major concern in the very long fights of endgame raiding content. A druid should nonetheless try to use Healing Touch at every opportunity to maximize his mana efficiency.
- Rejuvenation is an excellent spell to use when healing a party with many people taking damage. Dropping Rejuvenation on each player taking damage will likely keep most of them topped off allowing the druid to focus his larger heals on whoever needs them most.
- Regrowth causes the most aggro, Healing Touch is significantly less risky, while Rejuvenation can usually be cast without a second thought. Keep this in mind when playing in a group where the tanks have problems holding aggro.
- If you draw unwanted aggro and change into bear – do not attack and hold still. This will only make it harder for others to take the aggro of you and keeps you longer from healing your group mates. Make sure you don't have Thorns active.
- Should your tanks still have problems pulling aggro off you, change into cat form and cower. This only works if someone else has build up some aggro – until then you need to wait in bear.

- If you are in caster form, run low on mana and have aggro on you – throw in your last heal, barkskin and change into bear.
- Instruct paladins and priests about rebirth. They should be treated the same way as Soulstones from Warlocks: Wait till all mobs are gone before using the rez option.
- If you are with the Alliance and need to decide whether to rez the paladin or the priest priest: Go with paladin since he has a better chance to survive a patrolling mob while he is trying to rez. Tauren druids don't have to worry since shamans have self-rez.
- Restock reagents after every instance. No one wants to hear that you are out of maple seeds halfway through an instance.

Healer in AoE groups

- Heal cloth casters preemptively: Casting heals when the mage is at 50% health is too late. Start casting at 90% and cancel the cast if necessary. You will have plenty of time to land a 3.5 second cast time healing touch on an AoEing mage if you heal preemptively.
- Preheal: Stack Regrowth and Rejuv on your mage(s) at the pull. This will buy you the time to get that 3.5s HT off once they start taking damage.
- Chain healing: Start with Healing Touch, then Rejuvenate, Regrowth and follow up with another Healing Touch. By this point the fight is probably nearly over so you can Rejuvenate again cast Healing Touch where it's necessary.

7.3.3.Dungeons

Aside from general strategies, there are also a few important facts about the different high-level dungeons that you should be familiar with when grouping there.

Stratholme, Scholomance and Lower Blackrock Spire

Strategy

- Should there be a lack of warriors, your job will be to off-tank
- Discuss your roles and tasks if there are multiple druids present
- Watch out for curses and poisons – curing them saves a lot of mana over healing through

Drops

- All pieces of our Wildheart Rainment set drop in these dungeons; excluding our BP which drops in UBRS. Most drop off of specific boss type mobs but some pieces can drop from various trash type mobs.

Upper BlackRock Spire

Strategy

- Dragonkin can be hibernated – take advantage of that.
- Due to this fact druids make excellent pullers in some parts of UBRS.
- Mortal Strike - UBRS is the first place most healers experience Mortal Strike. MS will not only do significant damage to the target but also put a short duration debuff on them that reduces healing effects by 50%.

Quests

- UBRS is not just for loot, but also has to be done for several quests – including the quests for Onyxia, Molten Core and Blackwing Lair. All of them are designed as raid quests. More information about available quests can be found here:
<http://wow.allakhazam.com/db/qlookup.html?zone=54>
- Most of the smaller quests are gotten from the small villages in Burning Steppes or in Kargath.

Drops

- In UBRS drops the Wildheart Vest. This BP drops from General Drakkisath along with the breastplates for every other class.

8. Macros and Add-Ons

Macros and Add-Ons can make life for druids much easier. There are certain restrictions that ensure that no cheating or botting takes place and they are not required to perform specific tasks. However, saving 1 second in a PvP encounter is as close as it gets to cheating and macros can do exactly that. Raid oriented UI add-ons allow less experienced guilds to take down encounters they otherwise would need to train weeks for in mere days. In other words – you lose a great deal of efficiency when you do not dedicate the same attention to macros and UI add-ons as you do to improving your equipment.

8.1. Macros

Macros are timer-savers. They get rid of repetitive tasks and save you valuable time in PvP fights. For druids they are not as essential as for rogues for example, nevertheless it's a free efficiency increase that just takes a few minutes to set up:

8.1.1. Burst Healing

- Self Cast Nature's Swifttness/Healing Touch
/cast Nature's Swifttness
/target YourCharacterName
/cast Healing Touch(Rank 10)
/script TargetLastEnemy();
- Nature's Swifttness Healing Touch
/cast Nature's Swifttness
/cast Healing Touch(Rank 10)
- Self cast Innervate
/target YourCharacterName
/cast Innervate
/target YourCharacterName
/script TargetLastEnemy();

8.1.2. HoTs and Buffs

For spells with a minimum target level requirement, the following macros will automatically select the highest available rank for your target's level. If no "friendly" target is selected, it will self cast.

- Regrowth

```
/script r=9;l={12,18,24,30,36,42,48,54,60};if not UnitIsFriend("player","target")then
TargetUnit("player");end;t=UnitLevel("target");for i=r,1,-1 do if (t>=l[i]-10) then
CastSpellByName("Regrowth(Rank "..i..")");break;end;end
```
- Rejuvenation

```
/script r=10;l={4,10,16,22,28,34,40,46,52,58};if not UnitIsFriend("player","target")then
TargetUnit("player");end;t=UnitLevel("target");for i=r,1,-1 do if (t>=l[i]-10) then
CastSpellByName("Rejuvenation(Rank "..i..")");break;end;end
```
- Mark of the Wild

```
/script r=7;l={1,10,20,30,40,50,60};if not UnitIsFriend("player","target")then
TargetUnit("player");end;t=UnitLevel("target");for i=r,1,-1 do if (t>=l[i]-10) then
CastSpellByName("Mark of the Wild(Rank "..i..")");break;end;end
```
- Thorns

```
/script r=6;l={6,14,24,34,44,54};if not UnitIsFriend("player","target")then
TargetUnit("player");end;t=UnitLevel("target");for i=r,1,-1 do if (t>=l[i]-10) then
CastSpellByName("Thorns(Rank "..i..")");break;end;end
```

8.1.3.Cat Form

- Ravage to Shred

```
/cast Ravage(Rank #)
/cast Shred(Rank #)
```
- Pounce to Cower

```
/cast Pounce(Rank #)
/cast Cower(Rank #)
```

8.2.Add-Ons

In casual PvE, Add-Ons make life more convenient. In PvP they can decide the outcome of a fight. In raids they are a must for 98% of all guilds if they want to succeed. I recommend that all raiders have CT Raid Assist prior to any raid. You can raid using just the in game raid bar mods but the full Raid Assist package is much more than just raid bars. Interrupt casting, emergency monitor, res monitor, buff/debuff viewing ect.. are all extremely useful. Recommended Add-Ons:

8.2.1. Sets

- CTMod (<http://www.ctmod.net/downloads.ct>)
Excellent collection of add-ons and UI enhancements. CTMod_RaidAssist is mandatory for most raiding guilds.
- Titan Panel (<http://www.curse-gaming.com/mod.php?addid=860>)
Another general purpose UI enhancement. Comes with several useful add-ons – samples:
- Honor+ (<http://www.curse-gaming.com/mod.php?addid=1606>)
Displays your total honor for the day
- BGinfo (<http://www.curse-gaming.com/en/wow/addons-1417-1-titan-panel-bginfo.html>)
Detailed Info for the Battleground your currently in
- Tweaks (<http://www.curse-gaming.com/en/wow/addons-1841-1-tweaks.html>)
A smaller set with some extra functions

8.2.2. General

- Atlas (<http://www.curse-gaming.com/mod.php?addid=539>)
Detailed in-game atlas (including spawns) for all dungeons. While it doesn't show your own position it's still an excellent way to find your way around in instances.
- FlightMap (<http://www.curse-gaming.com/mod.php?addid=883>)
Displays a marker for all the flight paths and shows flight times
- ScrollingCombatText (<http://www.curse-gaming.com/mod.php?addid=222>)
Combat Info scrolling above your character similar to Final Fantasy XI.
- Turn-In (<http://www.curse-gaming.com/mod.php?addid=1996>)
Automates most of the clicking required for turning in repeatable quests)
- Gatherer (<http://www.curse-gaming.com/mod.php?addid=44>)
Tracks the closest herbs, deposits and treasure locations on your mini map
- LootLink (<http://www.curse-gaming.com/mod.php?addid=130>)
Database for linking loot in chat
- ImprovedErrorFrame (<http://www.curse-gaming.com/mod.php?addid=170>)
Gets rid of annoying error pop-ups and redirects them to a button

8.2.3.Raids

- CT_RaidAssist (http://www.curse-gaming.com/en/wow/addons-694-1-ct_raidassist.html)
See CTMod above
- Recap (<http://www.curse-gaming.com/en/wow/addons-761-1-recap.html>)
Helps you determine your own healing/damage performance and reduce your overheal percentage
- WhisperCast (<http://www.curse-gaming.com/mod.php?addid=463>)
Allows your raid members to request and receive a buff automatically by whispering you a code word
- SW_Stats (<http://www.curse-gaming.com/en/wow/addons-2909-1-sw-stats.html>)
A damage and heal meter – use it for the good ;)

8.2.4.PvP

- Benecast (<http://www.curse-gaming.com/en/wow/addons-543-1-benecast.html>)
Helps you in raids with group heals since you do not need to retarget and to see if another druid has already casted a regen on your target.
- Spell Alert (<http://www.curse-gaming.com/en/wow/addons-3973-1-spellalertsct.html>)
Monitors mobs and shows spells they are currently casting (helpful for BWL Bosses)
- ClassViewer (<http://www.curse-gaming.com/mod.php?addid=836>)
Shows the class, PvP rank, level, name and guild of target
- CQPvP (<http://www.curse-gaming.com/mod.php?addid=1432>)
Lets you autojoin a battleground when it's your turn
- Natur EnemyCastBar (<http://www.curse-gaming.com/en/wow/addons-3828-1-natur-enemycastbar.html>)
Shows you which spell your opponent is casting and gives you a rough idea regarding the cast time

8.2.5.Druid / Caster / Melee

- Cast Time (<http://www.curse-gaming.com/mod.php?addid=632>)
Displays a countdown timer for spells
- CoolDown (<http://www.curse-gaming.com/mod.php?addid=1576>)
Displays a vertical list of the spells you have on Cooldown
- Druid Bar (<http://www.curse-gaming.com/mod.php?addid=251>)
Displays your mana bar while in Feral

- StanceSets (<http://www.curse-gaming.com/en/wow/addons-2617-1-stancesets-v3.html>)
Allows you to quick-switch between different weapons
- Energy Watch (<http://www.curse-gaming.com/mod.php?addid=907>)
Displays a progress bar for the next energy tick allowing you to time your cat form openers better

8.2.6. Miscellaneous

- ChatTimeStamp (<http://www.curse-gaming.com/mod.php?addid=154>)
Displays a time stamp on chat messages
- Wardrobe (<http://www.curse-gaming.com/mod.php?addid=309>)
Switch to different, customizable outfits
- TargetsTarget (<http://www.curse-gaming.com/mod.php?addid=2513>)
Shows you the target of your target
- TauntResist (<http://www.curse-gaming.com/mod.php?addid=2880>)
Announces on pre-defined channels whenever one of your taunts gets resisted

9.Leveling Guide

9.1.How Powerleveling Works

There are many different ways to gain experience. From straight solo grinding to group quests and dungeon runs, you can choose your way to level up to 60. The advice I'm about to give you should be taken with care, since if you follow it strictly, it will ruin a lot of what World of Warcraft is about. Powerleveling to level 60 leaves no room for exploring, social gameplay, messing around in PvP etc. It is very boring, but you'll be done with it after a few days.

If you have friends who you like to quest with, if somebody you know invites you to the battlegrounds or if you find a great group for a dungeon, then go ahead and join them, especially if this is your first character in WoW. That is what the game is all about: adventure, exploring and teamwork. Be aware, however that this is not how you get to level 60 the quickest.

There are a few group quests that give decent experience, and some dungeon drops can help you along the way, but the experience you gather this way can't measure up to the experience you get by solo questing and powergrinding.

Although it might be monotonous, you can reach level 60 in 5 to 8 playtime days (depending on how you twink⁴ your character) by solo grinding and completing only those quests that can easily be done while you grind away. Consider these hints, but don't let them ruin your game fun:

- Twinking really speeds up the process because your character won't have to worry about getting the right equipment, selling trash loot, getting supplies like food, water and potions or advancing professions (except first aid).
- When you're not hacking away at mobs, you should be thinking: Why am I not hacking away at mobs right now? There are few valid excuses: Resting up for the next fight, traveling to drop / pick up a batch of quests, traveling to get new skills and traveling to change the area for the next few levels.
- You should only do group quests if you have a ready group waiting for you who you know won't fool around but get the task done. Sadly, that's never the case.

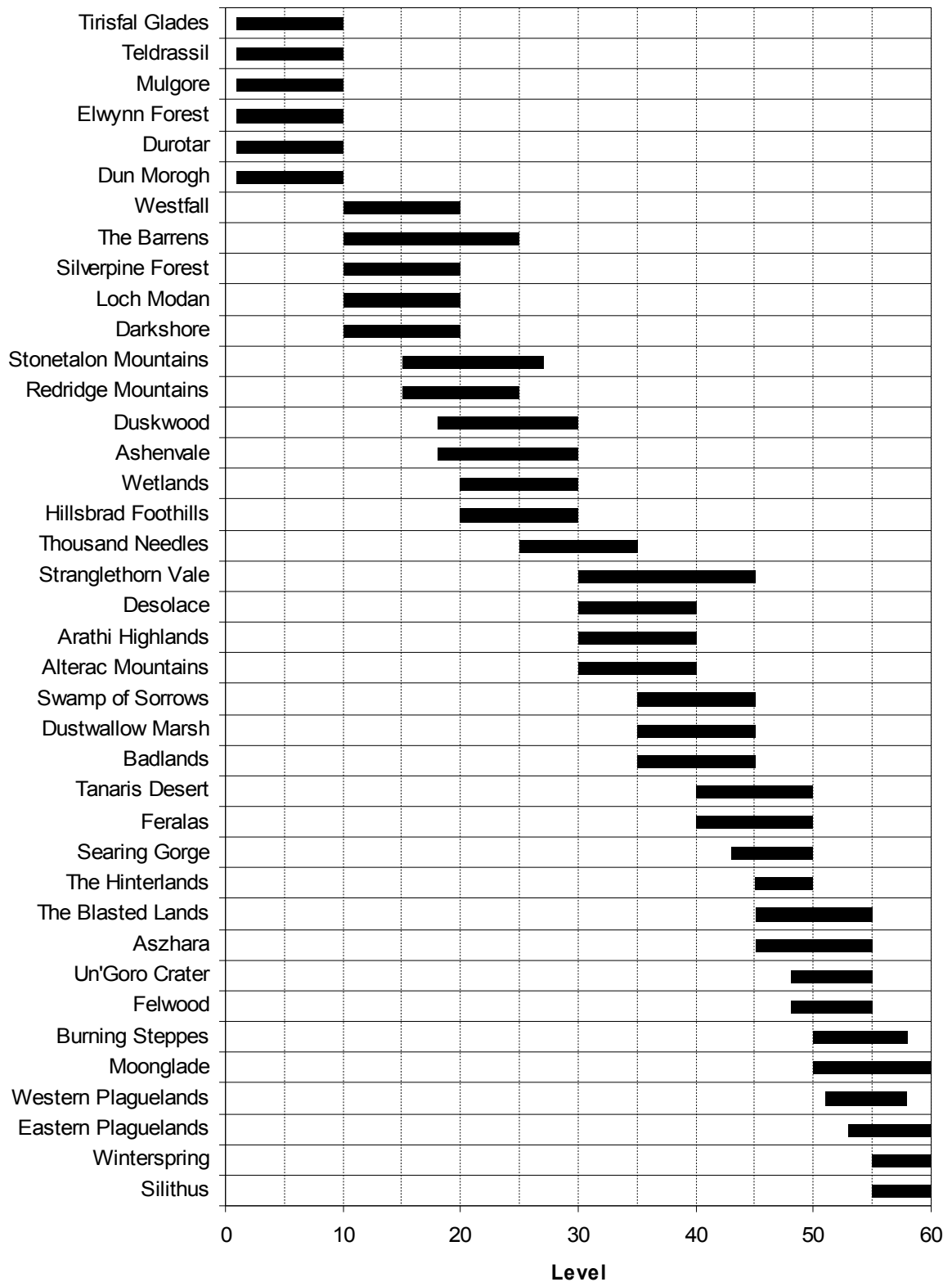
⁴ "Twinking" means supplying your character with items and gold from other characters.

- Do not get one quest and start looking around for the monster. Get all the quests for one area, grind away and complete the quests for that area, but don't waste your time looking for quest mobs in game. Instead check Thottbot [<http://www.thottbot.com>] where to look and if it's not too far out of the way go get it. Remember, every second you're not hacking away at a monster is wasted time. When you leave an area, abandon all the quests for that area.
- When all the solo quests you feel like doing for one area are done, move to the next area. Refer to the chart below for the areas available at your level. More often than not you will be done with your "selective" questing before you reach the optimal level for the next area. In that case, just grind your favourite mob until you reach that level.
- Feel free to skip areas, especially if you'd have to change continents. If you find a really good mob to grind, keep it up until you outlevel them.
- Exploring new areas gives experience, but not nearly enough to excuse your absence from hacking away at mobs. If Azshara stays blank on your map, so be it.
- The mobs you choose for grinding are crucial for your advancement. As a druid, you are fit to fight any type of monster, but in my experience the fastest kills are caster type humanoids when you're in cat form. The mob should have your level or slightly below (1 or 2 levels) for optimal experience over time. However, don't be too picky! Let's say you're level 35 and the mobs in one specific area are ranged 32 to 36. Just kill them all, never mind their level.
- Humanoids make great grinding targets, because they often have a lot of casters and they are found in densely populated areas. Also, their level range isn't as great as that of beasts in some areas. If you can spare a little time, sell their cloth drops in the auction house for a decent amount of extra gold.
- Don't pick up all the loot. Ideally, you just want to run back to the village when you have to repair your equipment or when you're done grinding there to rake in the quest rewards. Stick to the loot that you know is valuable to sell. It's okay to discard some of the cheaper stuff.
- Assuming you are decently twinked, only visit the city every two levels in order to learn new skills and pick up new items you can wear or will be able to wear after the next level up. If you run out of supplies (food, drink, bandages, potions) you shouldn't have to visit your bank, but have another character mail them to you. Make sure you do that well before you actually run out, to allow for delivery time.
- This should go without saying, but be sure you're in an inn when you log out of the game for a nice little bonus when you log back in.

- On PvP servers, avoid open-field PvP by all means, as this is a great hold-up for powerlevelers. Stick to those areas that are dominated by your faction, although that will prove difficult on higher levels. This might be different on other servers, but from my experience groups that have a lower level than you are most likely to attack you. Don't be too proud to prowl / travel from and grind somewhere else when they come too near. Single players of the other faction are less likely to attack you, but if they do, change the location (after killing them, if you want). Escalating the conflict is a waste of time. Most often, however, you can peacefully grind near a single member of the other faction. Friendly emoticons go a long way.

9.2. Area Overview

This chart should give you an idea of where to quest / grind at what level.



9.3. Questing and Grinding Areas by Level

This is a complete walk-through from level 1 to 60. It includes the optimal areas, ideas and alternatives for every point in time to get your druid to level 60 as fast as possible. There are of course other ways to do it, this is just a list you can refer to if you're ever in doubt where to go to reach the next level up the quickest. I will recommend quests for you which are well worth the while check the Thottbot links for where to get this quest and how exactly to complete it. Grinding humanoids your level is a safe bet, but I will include grind mobs / areas that really shine.

You will notice that while I'm focusing on quest selection during the lower levels, I will put more emphasis on grinding at the higher levels, since grinding becomes more and more important during the higher levels.

Note that the "optimal level" for the grinding hotspots is more to be thought of as a minimum level for smooth grinding, you can keep grinding until the mobs turn green. With the sweet spots from this guide you should be find your perfect grind spot at any time, from level 11 to 59.

9.3.1. Level 1-10

This is very straightforward. The quests in your beginning zones (Teldrassil for Night Elves, Mulgore for Tauren) are grind-heavy and can be completed very quickly. Everything can be soloed, but that doesn't mean you have to complete every quest. Once you reach level 11, move on.

I will not recommend any quests or grinding areas here because you will level up fastest if you just do all the quests you can get. Level 11 should be reached in no time.

9.3.2. Level 11-20

Tauren move to the Barrens, maybe include a trip to Stonetalon Mountains. Night Elves, don't waste your time in Darkshore, just take the ship and subway to Westfall instead. Consider also paying a visit to Redridge Mountains. Again, you will be completing grind-heavy quests (avoid the group quests), maybe kill a few on top for every quest, and it won't be long until you reach level 21.

Grinding sweet spots:

Optimal Level	Area	Targets	Map link
12	Barrens	Razormanes	http://www.thottbot.com/?m=731
13	Westfall	Defias	http://www.thottbot.com/?m=1362
14	Barrens	Southsea Pirates	http://www.thottbot.com/?m=2621
15	Westfall	Defias	http://www.thottbot.com/?m=1368
17	Westfall	Defias	http://www.thottbot.com/?m=2328
17	Barrens	Venture Co. Workers	http://www.thottbot.com/?m=2676
19	Westfall	Murlocs	http://www.thottbot.com/?m=3448
19	Stonetalon Mountains	Venture Co. Workers	http://www.thottbot.com/?m=3999
20	Barrens	Bristlebacks	http://www.thottbot.com/?m=4285

Recommended quests (Alliance):

Level	Area	Name / Link	Comments
12	Westfall	The People's Militia http://www.thottbot.com/?q=322	This quest series will point you in the right directions for where to grind subsequently stronger Defias.
14	Westfall	Patrolling Westfall http://www.thottbot.com/?qu=102	Kill Gnolls.
15	Westfall	Red Leather Bandanas http://www.thottbot.com/?q=318	You can easily accomplish this quest parallel to The People's Militia.
15	Westfall	Killing Fields http://www.thottbot.com/?q=323	The quest name doesn't disappoint. Also, nice pants for a reward.
16	Westfall	Keeper of the Flame http://www.thottbot.com/?qu=103	Kill harvest monsters.
16	Westfall	Captain Sander's Hidden Treasure http://www.thottbot.com/?qu=136	This quest is entertaining, gives easy XP and some decent rewards.
16	Redridge Mountains	Encroaching Gnolls http://www.thottbot.com/?qu=244	Kill Gnolls.
18	Westfall	The Defias Brotherhood http://www.thottbot.com/?q=546	Ends in the Deadmines quest.
19	Westfall	The Coast Isn't Clear http://www.thottbot.com/?qu=152	Kill Murlocs. Best paired with The Coastal Menace [http://www.thottbot.com/?qu=104]

20	Redridge Mountains	Murloc Poachers http://www.thottbot.com/?qu=150	Grind Murlocs, and get a sweet fishing rod as reward.
----	--------------------	--	---

Recommended quests (Horde):

Quest Level	Area	Name / Link	Comments
10	Barrens	Sergra Darkthorn http://www.thottbot.com/?qu=860	Get it in Thunderbluff. It's a long quest series going well into the 20s, involving killing a lot of things and giving good XP.
12	Barrens	Disrupt the attacks http://www.thottbot.com/?q=196	Should be paired with Supplies for the Crossroads [http://www.thottbot.com/?q=192]
13	Barrens	Raptor Thieves http://www.thottbot.com/?qu=869	Raptor grinding quest with follow up at level 18.
14	Barrens	Centaur Bracers http://www.thottbot.com/?qu=855	Kill centaurs. Too bad you can't use any of the rewards.
14	Barrens	Southsea Freebooters http://www.thottbot.com/?qu=887	Kill Pirates? Sign me up. Complete the series for the gloves.
14	Barrens	Samophlange http://www.thottbot.com/?qu=894	Series will send you to different locations where you can grind humanoids.
16	Barrens	Harpy Raiders http://www.thottbot.com/?qu=867	Kill Harpies, as the name suggests. Mini-series.
17	Stonetalon Mountains	The Spirits of Stonetalon http://www.thottbot.com/?qu=1061	Grind more Venture Co. workers.
18	Stonetalon Mountains	Avenge My Village http://www.thottbot.com/?qu=6548	Kill hostile Tauren tribe members.
18	Barrens	Raptor Horns http://www.thottbot.com/?qu=865	If you feel like grinding raptors for a change.
20	Barrens	Consumed by Hatred http://www.thottbot.com/?qu=899	Kill Bristlebacks. Combine with Tribes at war [http://www.thottbot.com/?qu=878]

9.3.3.Level 21-30

Avoid Ashenvale, not only on PvP servers. The south of the Barrens is still grindable, but Tauren should soon be moving on to Stonetalon Mountains (stack up on charred vale

quests) and Thousand Needles. Thousand Needles offers great questing, but some of these locations are far from each other, so optimize routes and don't hesitate to kill stuff on the way. Night Elves should move to Duskwood and Wetlands.

Grinding sweet spots:

Optimal Level	Area	Targets	Map link
21	Wetlands	Gnolls	http://www.thottbot.com/?m=369843
22	Barrens	Bael'Dun Dwarves	http://www.thottbot.com/?m=4940
23	Duskwoods	Skeletons	http://www.thottbot.com/?m=7410
24	Barrens	Razormanes	http://www.thottbot.com/?m=6897
25	Thousand Needles	Galak Centaur	http://www.thottbot.com/?b=4094
26	Stonetalon Mountains	Harpies	http://www.thottbot.com/?m=47849
28	Duskwood	Skeletons	http://www.thottbot.com/?m=258527
29	Wetlands	Dragonmaw Orcs	http://www.thottbot.com/?m=394729
30	Thousand Needles	Turtles and Basilisks	http://www.thottbot.com/?m=13436

Recommended quests (Alliance):

Level	Area	Name / Link	Comments
21	Wetlands	Tramping Paws http://www.thottbot.com/?qu=276	Grind Gnolls.
22	Wetlands	Claws from the Deep http://www.thottbot.com/?qu=279	M-m-m-murlocs.
24	Wetlands	Ormer's Revenge http://www.thottbot.com/?qu=294	This quest series will keep you busy fighting raptors for a while.
25	Duskwood	Seasoned Wolf Kabobs http://www.thottbot.com/?qu=90	Even if you don't like cooking, this is some nice XP.
26	Duskwood	The Night Watch http://www.thottbot.com/?qu=56	Grind skeletons.
28	Wetlands	Report to Captain Stoutfist http://www.thottbot.com/?qu=473	Quest series that lets you grind orcs.
28	Duskwood	Worgen in the Woods http://www.thottbot.com/?qu=173	Worgen-grinding quest series.

Recommended quests (Horde):

Quest Level	Area	Name / Link	Comments
23	Barrens	Gann's Reclamation http://www.thottbot.com/?qu=843	This quest series rewards you for killing dwarves.
23	Stonetalon Mountains	Cycle of Rebirth http://www.thottbot.com/?qu=6301	Pick these up while you grind stuff.
24	Barrens	Weapons of Choice http://www.thottbot.com/?qu=-696	Grind Razormanes.
25	Stonetalon Mountains	Elemental War http://www.thottbot.com/?qu=6393	Combine with New Life [http://www.thottbot.com/?qu=6381] and Harpies Threaten [http://www.thottbot.com/?qu=6282]
25	Stonetalon Mountains	Cenarius Legacy http://www.thottbot.com/?qu=1087	Combine with Jin'Zil's Forest Magic [http://www.thottbot.com/?qu=1058]
25-29	Thousand Needles	Freewind Post quests	Try to complete some of these quests along the way. Once you reach level 30, discard and move down to the Shimmering Flats
30	Thousand Needles	Shimmering Flats quests	Shimmering Flats offers a wealth of grinding quests

9.3.4.Level 31-40

Stranglethorn Vale, Arathi Highlands, Alterac Mountains and Desolace offer a wealth of quests and grinding opportunities for both factions. Horde on PvP servers should stick to Desolace, where the Kodo graveyard is one of the few places that's really good for grinding beasts. Feel free to skip the Badlands, Duskwallow Marsh and Swamp of Sorrows altogether.

On non-PvP servers, Horde and Alliance zones are pretty much exchangeable. You will be grinding most of the time without pursuing quest objectives, so I will concentrate on grinding spots here. I won't recommend any specific quests from here on, just the level / village where you can pick them up. Let me give you this general advice: Pick all possible quests for an area and drop those that look like delivery or group quests. When in doubt, use Thottbot.

Grinding sweet spots:

Optimal Level	Area	Targets	Map link
32	Desolace	Burning Blade	http://www.thottbot.com/?m=48785
33	Alterac Valley	Syndicate	http://www.thottbot.com/?m=48125
35	Desolace	Naga	http://www.thottbot.com/?m=9119
35	Desolace	Kodo	http://www.thottbot.com/?m=31930
35	Stranglethorn Vale	Kurzen Trolls	http://www.thottbot.com/?m=18618
36	Alterac Valley	Argus / Syndicate	http://www.thottbot.com/?m=19736
37	Stranglethorn Vale	Bloodscalp Trolls	http://www.thottbot.com/?m=74252
38	Arathi Highlands	Drywhisker Kobolds	http://www.thottbot.com/?m=373193

Quest Hotspots:

Level	Area	Town	Alliance / Horde
31-37	Stranglethorn Vale	Booty Bay (South)	Both
31-40	Desolace	Nijel's Point (North)	Alliance
31-40	Desolace	Shadowprey Village (East coast)	Horde
32-37	Arathi Highlands	Hammerfall (East)	Horde
35-37	Thousand Needles	Shimmering Flats (South)	Both
35-40	Stranglethorn Vale	Grom'Gol Basecamp (West)	Horde
36-39	Arathi Highlands	Refuge Pointe (Center)	Alliance

9.3.5.Level 41-50

Tanaris is decent for questing and surprisingly safe on PvP servers. Maybe people don't feel like getting off their newly acquired mounts? The warlock ogres make great for grinding, simply root their pets and hack away at them. The pirates on the coast are also good targets. Feralas offers some very nice grinding-intensive quests, including Furbolgs, Yetis and Ogres.

Skip the quests with the beacons, unless you have a group that's ready to go. Azshara has a lot of cool grinding areas, Satyr, Nagas, Blood Elves, you name it. In case you plan on faction grinding Furbolgs (Felwood), the late 40s is a good time to start for maximum experience.

Grinding sweet spots:

Optimal Level	Area	Targets	Map link
41	Feralas	Ogres	http://www.thotbott.com/?m=24281
43	Feralas	Woodpaw Gnolls	http://www.thotbott.com/?m=52469
43	Tanaris	Wastewander	http://www.thotbott.com/?m=128263
43	Feralas	Yetis	http://www.thotbott.com/?m=62225
44	Tanaris	Pirates	http://www.thotbott.com/?m=232675
45	Feralas	Ogres	http://www.thotbott.com/?m=24280
46	Azshara	Ghosts	http://thottbot.com/?m=412239
48	Feralas	Yetis	http://www.thotbott.com/?m=56517
49	Felwood	Deadwood Furbolgs	http://www.thottbot.com/?m=197708

Quest Hotspots:

Level	Area	Town	Alliance / Horde
44-50	Tanaris	Gadgetzan (North)	Both
44-50	Tanaris	Steamwheedle Port (East)	Both
41-48	Feralas	Feathermoon Stronghold (Island in the west)	Alliance
41-48	Feralas	Camp Mojache (East)	Horde
47-50	Azshara	Small camp north of the road in the East)	Horde
47-50	Azshara	Small camp in the very East at the Entrance	Alliance

9.3.6.Level 51-60

Deadwood Village in Felwood is a good place to grind, although a lot of players usually go there for the faction. Azshara remains a great place to grind until the late 50s. No matter what people tell you, Un’Goro crater is a pain in the butt and for fast experience it should be skipped. Instead, quest at the higher areas of the blasted lands, there are some nice rewards and the quests are grind-heavy. The Plaguelands are to be handled with care, some spots there will give you a lot of adds, and that’s obviously bad for grinding. Stick to Azshara and Felwood until level 55. For the last few levels, head to Winterspring and kill Yetis and Owlbeasts.

Grinding sweet spots:

Optimal Level	Area	Targets	Map link
51	Azshara	Nagas	http://www.thottbot.com/?m=82015
52	Felwood	Jaedannar Demons and Humanoids	http://www.thottbot.com/?m=5803
53	Azshara	Blood Elves	http://www.thottbot.com/?m=210858
54	Azshara	Nagas	http://www.thottbot.com/?m=67327
55	Felwood	Deadwood Furbolgs	http://www.thottbot.com/?m=183477
56	Winterspring	Yetis	http://www.thottbot.com/?m=360491
57	Winterspring	Owlbeasts	http://www.thottbot.com/?m=361172

Quest Hotspots:

Level	Area	Town	Alliance / Horde
51-55	Felwood	Camp west of Bloodvenom Falls, Center	Horde
51-55	Felwood	Emerald Circle (South)	Mostly Alliance
55-60	Winterspring	Everlook	Both
55-60	Winterspring	Starfall Village	Alliance

9.3.7.Levels 58-70

The best place to level from level 58 upwards is Outland period. You will be gaining at least 25% more experience per hour due to the abundance of quests present. The first thing you need to do is set up your bind point in Shattrath – it was a portal to all major cities which makes things much easier since there are no class trainers in Outland.

Up to level 62 you are going to fight in Hellfire Peninsula. A good overview of available quests in this zone is available here: <http://www.wowhead.com/?zone=3483#M0zc>

Aside from the boars (damage shields) you can fight pretty much all mobs in this zone and take up any solo and group tasks. Depending on the time and age of your server there are always groups around there who take in additional players

If you are seeking grinding opportunities you'll find them in Demons and Undeads in the eastern part of the zone and in the Expedition Armory.

The next location would be Zangarmarsh – a heaven of solo quests. Levels 62 to 64 should pretty much fly by in this zone. Again, an overview of available quests: <http://www.wowhead.com/?zone=3521>

There is an abundance of Naga grinding material east of Serpent Lake, southwest of Umbrafen Lake and east of Marshlight Lake.

From level 64 on things get particularly interesting: In Terokkar Forest you'll encounter tons of humanoids. In this zone you will encounter the first really rewarding group quests since the equipment you will also stay with you a while.

At this point you also need to decide between the Scryer and Aldor factions. It depends a little on your trade skills which side you will find better. A good decision helper is the list of available rewards: http://www.wowwiki.com/Comparison_of_Aldor_and_Scryer_rewards.

Make sure you to hold on to all feathers you get by killing Arakkoa since they are used to gain additional faction standing. The Arakkoa camps Veil Reskk & Shienar, Veil Skith and Veil Shalas are the best place for that (see the quest overview link for exact locations).

You can stay in Terokkar Forest until you reach level 66.

Quest Overview: <http://www.wowhead.com/?zone=3519#M0zc>

After that I suggest you head over to Nagrand to level up to 68. Tons of quests and a lot of activity. It is also the best location to farm elemental motes. Good locations are the Burning

Blade Ruins, Ogre Caves below Halaa, Laughing Skull Ruins, Kil'sorrow Fortress and Sunspring Post.

Quest Overview: <http://www.wowhead.com/?zone=3518#M0zc>

Your second to last stop is Blade's Edge Mountain. Even though it does not have quite the abundance of quests it offers an excellent levelling opportunity to reach 69. Stick to the mobs in the eastern and middle part of the zone since this is also where you'll be getting most of the quests.

Quest Overview: <http://www.wowhead.com/?zone=3522#M0zc>

You should reach level 70 in Netherstorm. There is such a huge number of quests that you should stick to the easiest ones before reaching level 70. You'll be busy for a while completing the rest of them. If you have trouble with some of the higher level content here, stick to the Mana Forges B'naar and Coruu first. You can then head over to the Forge Bases Oblivion and Gehenna before you try your luck with Ara.

Quest Overview: <http://www.wowhead.com/?zone=3523>

A quest-by-quest walkthrough for the complete level 60 to 70 range would be a little beyond the limits of this guide, since that information alone adds up to 94 pages. The exact number is known since it has actually been done in the World of Warcraft Burning Crusade Guide here:

<http://www.killerguides.com/guides/wow/guide/world-of-warcraft/burning-crusade>

10.Druid Class Quests

This is a comprehensive list of walkthroughs for all druid specific quests.

10.1.1.Bear Form

At level 10, you will be able to complete a quest for Bear Form. You should really do so immediately, since bear form gives you a lot more flexibility on how to conduct combat. Here's how to complete the quest step by step:

- Talk to your trainer.
- Night Elves head to Mathrengyl Bearwalker at Cenarion Enclave,
- Tauren should visit Turak Runetotem on the Elder Rise in Thunderbluff to start this quest.
- You will learn the spell "Teleport to Moonglade", you can activate it from your Balance skill tab. Do so.
- When you arrive in Moonglade, enter the building right in front of you, and talk to Dendrite Starblaze, he is located upstairs. He will send you to talk to the Great Bear Spirit.
- Head over to the Spirit to chat, and return to Monsieur Starblaze.
- Now you have to go back to your trainer, without the comfort of teleporting. Use the flight path from Moonglade to Ru'theran / Thunder Bluff, the flight master is in the southwest part of town at (44,45).
- Speak to your trainer. He will send you to activate a stone and defeat a monster called Lunaclaw.
- Go to the stone, but beware of surrounding monsters, they might outlevel you by a bit.
- Horde, your Stone is just south of the road on the border between Mulgore and the barrens. It's between two foothills, if you have a plugin the coordinates are 42,60 for the Barrens.
- Alliance, the Stone is in a cave in Darkshore, just east of Auberdine. The coordinates are 43,45.
- Lunaclaw is level 12-13, so he's soloable if you know what you're doing. Buff and defeat him with a standard Root, Moonfire, Wrath, Wrath, ... combination.
- In case you mess up, have another druid on the quest invite you and summon again, or abandon the quest and get it back from your trainer.

- When you have defeated Lunaclaw, go back to your trainer, who will reward you with the Bear Form skill.

10.1.2.Cure Poison

After you learn your regular skills from your trainer at level 14, you can complete a quest to learn the cure poison spell. Here's how to go about it:

- Speak to your trainer to get the quest.
- Tauren, it's your old friend Turak Runetotem at Elder Rise, 40556 Thunder Bluff
- Night Elves, head to your old chum Mathrengyl Bearwalker at Cenarion Enclave
- They will send you to beautiful Moonglade, because it was so much fun the last time.
- Teleport there again, and see Dendrite, he's the one in the house in front of you, second floor.
- He will give you a bottle to fill.
- Spitting in it won't do. Find a pool.
- Alliance, the pool is at the top of Cliffspring Falls in Darkshore (go to 53,33 and head up to the cave)
- Horde, you're looking at the Barrens, Top of Dreadmist Peak (48,18, take the path leading up the south face)
- There are mobs guarding the pools, so watch out and eliminate them one by one. If friends are near, it won't hurt to bring them, although the mobs are soloable.
- Bring the bottle to:
- Tonga Runetotem at the Crossroads for Tauren
- Alandrian Nightsong in Auberdine for Night Elves
- After a little chat, you will be asked to get five Earthroot (if you're not a herbalist ask in the zone or buy it at the auction house) and
- Alliance, 12 Lunar Fungus, from the Moonkin caves
- Horde, 5 Kodo Horns, from various "Lost Barrens Kodo"
- After you return all your gatherings, you will need to cure
- 10 Sickly Gazelles (near the Crossroads) for the Tauren
- 10 Sickly Deer (all over Darkshore) for the Night Elves
- Return to Tonga / Alandrian.
- Return to the Turak / Mathrengyl to cash in on the phat new spell.

10.1.3.Aquatic Form

At level 16, you will learn the Aquatic form to help you travel under water. Here's the walkthrough:

- Guess who starts this quest?
- Turak "Turak" Runetotem, Elder Rise - Mathrengyl "The Gyl" Bearwalker at the Cenarion Circle
- Yay! Another trip to Moonglade. Beam me up!
- Talk to Dendrite Starblaze, he will send you to collect a bauble.
- Jump into the lake just north of the village and look for a little brown thing with an orange glow called the bauble tower. "Tower" is really misleading here, It's no taller than your character. It spawns at random points, so sorry, no coordinates.
- Dive and open. Be quick and watch your breath. Note that you can refill your breath at the little bubbly things on the ground of the lake.
- Once you get out of the water, you'll have five minutes to get to the shrine to the west of the lake (36,41)
- Activate the shrine.
- Talk to Tajarri, he will send you to find two halves of a pendant.
- Get the halves, this might take a while:
- Horde:
 - Head to the northern Barrens, and swim to the bottom of the Sludge Fen. You will find a "strange lockbox". Open it and find one half inside.
 - The other half is off the coast of North Tide Run, in the northwest corner of Silverpine Forest. From the wrecked ship there, swim west into the deep water where your fatigue appears. Look for bubbles below. There is another lockbox next to the bubbles with the other half inside. (30, 29)
- Alliance:
 - The first half can be found off the coast of Darkshore. There are two big spirally rocks that look like a crab's claw, the chest is located where the claw is joined (48, 11)
Beware of patrolling mobs!
 - Once you have both parts, teleport back to Moonglade.
 - Combine the parts at the shrine.
 - Talk to Dendrite Starblaze.
 - Return to your trainer, you will receive the Aquatic Form ability.

10.1.4. Level 52 druid Items quest

At level 52, you will be able to complete a quest for a choice of nifty druid items. Here's how to complete it:

- Start the quest at any druid trainer. You will be sent to Torwa Pathfinder.
- Go and find Torwa Pathfinder, he's located at the southeast entrance to Un'Goro, right after you go down the long ramp.
- He wants you to collect 8 Bloodcap Mushrooms from the Bloodpetal Sprouts and 8 Gorishi Stings from Gorishi Wasps. Do so. The sprouts are all over Un'Goro, the Wasps are at the Slithering Scar.
- Return to Torwa. He will send you to pacify a devilsaur.
- Find a devilsaur. Hibernate. Pacify.
- Return to Torwa. He'll totally mess up the poison thing and send you to the Sunken Temple to fight Atal'alarion.
- Find a group for the Sunken Temple, and make sure they're okay to include Atal'arion.
- When you get to the basement of the temple, you need to activate the statues on the balconies in this order:
 - South
 - North
 - Southwest
 - Southeast
 - Northwest
 - Northeast
- When Atal'alarion appears, clear the area before you tackle him.
- Note: On a high enough level, you can also solo this, maybe with a helping hand from a fellow druid or rogue. Just stealth all the way and pull Atal'alarion in a quiet corner.
- Go back to Torwa and choose your reward. Note that you will probably wear the item until it's replaced by sweet sweet raid drops, so take any planned respec'ing into consideration. You have the choice of three items that benefit the tree talent trees:
 - Grizzled Pelt, chestpiece (Feral)
 - Forest's Embrace, chestpiece (Restoration)
 - Moonshadow Staff (Balance)

11.Raids

Raiding requires a tremendous time investment, a lot of know-how and an excellent grasp of your own class. It also requires discipline, good leadership and excellent communication. In the following chapters basic requirements, hints and the role of a druid in all of this will be explained.

11.1.General Hints

First we'll cover the basic hints that are important for all participants in a raid – no matter if it's a pickup Kazzak encounter or a trained guild raid. If these requirements aren't met, you won't be defeating any raid encounter that is worth being described as such. The following basics might sound a little harsh, but if you are a first time raider, try to stick to them as close as possible in order not to screw anything up or to stick out in a negative way:

- Pay attention. There is a lot of waiting involved – keep calm, don't spam the channel with emotes or any non-urgent questions. Ask your group if it can't wait – the raid channel (teamspeak/ventrilo and chat) should be reserved for raid coordination and not for chatting. Keep a good eye on channels where orders are being issued.
- Follow the leader. If your raid leader asks you to jump, you should only be concerned about how high. Discussions of strategies are out of place unless you agreed on discussing a specific encounter. Challenging the strategies of your raid leader is in 95% of the cases a no-go. Unless you are absolutely sure about something that is so important that it will cause a raid / attempt to fail you should intervene. In all other cases the confusion and distraction causes more problems than it might possibly solve. If you are new, ask your group mates about your ideas first. Give any feedback to your raider AFTER the raid (or when there is a new discussion round after an attempt has failed).
- Know the rules. Find out when you are allowed to go /afk (most guilds take short 10min breaks after specific encounters to allow some time for nature). Know the loot rules and everything that refers to them (this includes your current point balance if your guild uses a DKP system). Know which channels are meant for what, how coordination is being handled and what is allowed. Some guilds are stricter than others, so ask a long-time guild member before you join a raid.
- Don't try to shine. Especially not on heal and damage (very funny...) meters. Healing meters do not take into account overheal, and therefore reward bad healing. When you cast a 2000 hit points heal on someone who is only 1000 hit points below his max

(and thus only gets healed for 1000 points), a heal meter will still credit you with 2000. The same goes for group heals. If you are interested in your overheal ratio and how to reduce it, I can recommend Recap (see the Macros and Add-Ons chapter).

11.1.1.Preparation

Depending on how advanced your guild, its strategies and the equipment of their members is (read: how unimportant you are), you might be able to leech along without being properly prepared. However, if you play an essential role and things are close for your guild, preparation goes a long, long way:

- Items: Aside from looking after your equipment in general (which everyone does I assume), you need to invest time to get raid specific equipment (which is not as common). In other words: Resist gear and enchantments. Just as you tried to get better PvP and leveling items earlier, you should now work on your resists (vs fire for Ragnaros and BWL, vs Nature for AQ)
- Fully repaired equipment (caster and feral set)
- Potions: Mana, Healing, Mageblood, Resist and Stat
- Consumeables: Wild Thornroots (group buff “Gift of the Wild”), bandages (for emergencies), stat increasing food and drink
- Clicky Buff Items: Stuff you get from the Blasted Lands, Winterfall, and Felwood (heal and mana potions on different timers). Demonic Runes from Felwood or Dark Runes from Scholo transform health into mana – useful when you are not taking damage and in combination with Rejuvenate or bandages.
- Raid items: Repair bots (if you are responsible for them), quest components
- Current versions of UI add-ons and macros
- Time to complete (this stage of) the raid

11.2.Talents and Spells

A few words on talents and what you need to know about them:

- Restoration Spec: Nature's Swiftiness requires at least 21 points in Restoration and without it, you are a support healer at best. Most raid guilds and especially those new to raiding with a lack of healers won't accept that.

- Innervate: Get to know your raid. Which are the most efficient or crucial healers and damage dealers. Keep an eye on DPS and Heal meters – who deals the most while not taking agro.
- Exploit Starfire's 100% damage boost from +spell damage to increase your mana/damage efficiency. Damage enhancers (Adds up to soandso many points on top of magic damage) are calculated based on the spell cast time. Spells that take 3.5 seconds or longer are more likely gain the maximum of additional damage points, whereas instant only receive a partial bonus. DPS wise there isn't much difference, but it is much more mana efficient to use long-casting spells.

11.3.General Roles

11.3.1.Heal

- See the advice for AoE healing in the Group chapter. It's a good starting point and you should be familiar with those concepts before you move on.
- If using raid bars set them to show players by class rather than by group.
- Know the hit points of your casters and use the appropriate level of Healing Touch to avoid overhealing and wasting mana. Why heal someone for 3000 points when they only have 2000? For Restoration specced druids Healing Touch Rank 8 is the most common heal. The more healing items you have the lower you can go.
- Healing for endgame content is significantly different as the primary concern here is usually mana efficiency rather than reaction speed. Rejuvenation serves pretty much the same purpose. Because of its inefficiency, Regrowth is mostly used as a quick emergency heal, rather than the druid's primary tool. Many druids use rank 4 Healing Touch for raid content since the spell has a much shorter casting time than higher ranked versions. With enough healing gear it can still be large enough to be effective and is a good way to avoid overheals. (<http://www.curse-gaming.com/en/wow/addons-761-1-recap.html>)

11.3.2.Offtanking

There are few situations where this can happen. Usually it occurs if your guild is extremely low on Warriors and/or Warlocks. You might then be required to offtank mobs in encounters such as Ancient Corehound Packs, Garr or Majordomo.

- Most guilds will assign targets by telling you to /assist a specific raid member upon receiving a tell. Some will number them and assign you to one. If it's your first time, ask some more experienced member to double check if you have the right target.
- Your target should be killed 2nd or 3rd – while you are probably the weakest link in the chain in regards to Stamina, you might also need some time to build up rage. Having target number 2 on the kill list usually works out best.
- Never switch target or forms unless your raid leader (or whoever else has been put in command for it) tells you to do so. With multiple mobs who have the same name this can screw up things for everyone and changing forms will probably get you killed faster than anything else. Be patient and trust your guild mates and leader.

11.4. Specific Zones

World of Warcraft features very creative raid encounters. It's not only about different resists and minor strategy variations, but whole different encounters and playstyles. Accordingly you have to vary your strategies to fulfill your role to the best. Exact hints depend for the most part on your guild's strategies, but a few factors are the same for everyone and will be described in the following chapters.

11.4.1. Zul'Gurub

Zul'Gurub is an excellent progression instance raid for guilds that are building towards MC (in members and in know-how). Due to enchants available in ZG it is even popular with some of the most advanced raid guilds.

Your Role

- Many beasts in ZG are sleepable and it's a good idea for you to hibernate one or two of the adds when pulling packs.
- Removing poison and curses is also essential, especially to Alliance raids (Horde has got shaman totems to take care of that).

11.4.2. Molten Core

The first and usually most well known raiding zone (I am counting Onyxia more as a single encounter than a raiding zone).

Your Role

- Remove curses when fighting Ancient Core Hounds, Lucifron, Gehennas, and Shazzrah
- Heal (surprise!)
- Offtank when asked to (e.g. when fighting Core Hound Packs, Garr, Sulfuron Harbinger and Majordomo Executus)
- DPS if you are not assigned to anything of the above

11.4.3. Onyxia

When fighting Onyxia Druids can shine with their in-combat rezzes – nothing else works here. This is a huge bonus and responsibility at the same time. Make sure you are in line with the raid lead who qualifies for your rezzes.

Your Role

- During phase one (standard fight Onyxia vs Main Tank) you won't have much to do aside from doing standard ranged DPS (unless you are assigned to heal the main tank)
- In phase two (Onyxia flies and does ranged damage) you'll be responsible for ranged DPS and especially DoTs (to keep her from casting her AoE). During this phase everyone heals themselves and unless someone in your group is in deep and serious trouble you are not supposed to take your attention off of Onyxia.
The alternative strategy is being placed close to the egg spawns to help out with heals to battle the adds.
- In phase three (Onyxia lands, casts area fear and lava comes out of the floor) things get serious for you. Keep a good eye on your assigned people and keep them close to you. It will be difficult for most of them to avoid damage and without the proper resists low hit point classes die very easily at this point.
- Save your rezzes for key classes. Druid rezzes are the only available ones, so be wary for whom you use them (in most cases you want to save them for the main tank and everyone who directly supports him).

11.4.4.Kazzak

- Remove Curses
- Watch your mana during the battle: If you drop below 20% mana there is a chance you will blow up the raid.
- Keep people alive – everyone that dies heals Kazzak

11.4.5.Blackwing Lair

BWL is about endurance fights, meaning that your raid group will have to last a long time. There is little chance that you will have resources left for DPS or off-tanking, so healing will be your primary task 95% of the time. There are a few other things you have to do however:

Your Role

- Since a lot of the Dragonkin are hibernateable, you will often be assigned to keep one specific mob locked down.
- Use innervate on those raid members that can use it to the greatest benefit of the raid
- Save your rezzes and talk to the raid lead who qualifies for them
- Due to the long fights you might draw heal agro at some point. Change into cat form and cower every now and then to avoid this.
- In BWL it is important to be as efficient as possible – so you need to learn not to overheal your assigned targets. Your mana is precious and with fights that last 20 minutes and longer you can't really waste any.
- Tank Nefarion if time permits ☺
(http://riseandshine.cjb.net/upload/Classes/Druid/Cepton/Cepton_vs_Nefarian.rar)
- Play around with feral builds ☺
(http://files.filefront.com/Azoth_AQ_Feralwmv/4914507/;fileinfo.html)

11.4.6.Naxxramas

(This section will be revamped and expanded in the near future)

This is the latest and most difficult raid encounter in World of Warcraft. You gain access through the Argent Dawn – either for free or by handing in items and gold – the more the lower your faction standing with them is (minimum is honored).

The dungeon is divided into four wings (in increasing difficulty): the Spider Wing, the Deathknight Wing, the Plague Wing, and the Abomination Wing. Each of them holds different types of creatures including cryptlords and cryptfiends, death knights, abominations and risen dead, as well as your old friends the necromancers and liches. There are 15 boss encounters and if you count the four horsemen as four different bosses you have 18 different boss mobs – more than MC and BWL combined. Kel'Thuzad can drop 16 epic quality items, eight of them are weapons. Among them is the ring piece of the Tier 3 armor sets available in the instance (Tier 3 sets contain 9 items).

Map (tactical): http://www.anikki.com/share/wow/naxxramas_latest.png

Bosses

Abomination Wing

- Patchwerk (Shoulder)
- Grobbulus (Shoulder)
- Gluth (Shoulder/Belt/Wrist/feet)
- Thaddius (Headx2)
- Feugen (Unique named non boss monster)
- Stalagg (Unique named non boss monster)

Deathknight Wing

- Instructor Razuvious (Feet)
- Gothik the Harvester (Feet)
- The Four Horsemen: (Chestx2)
- Highlord Mograine
- Thane Korthazz
- Lady Blaumeux
- Sir Zeliek

Plague Wing

- Noth The Plaguebringer (Belt)
- Heigan the Unclean (Belt)
- Loatheb (Leggingx2)

Spider Wing

- Anub'Rekhan (Wrist)
- Grand Widow Faerlina (Wrist)
- Maexxna (Handx2)

Frostwyrn Lair

- Sapphiron (Drops materials for AD shoulder enchantings)

Kel'Thuzad Chamber

- Kel'Thuzad (Ringx2)

12. Professions

Professions have much less to do with the class you play than most people think. It is very rare that you create a piece of equipment and actually use it afterwards. And if you do, chances are it could have been easier obtained from the auction house.

Sure you can always use potions and engineering gadgets, but what class can't?

The real advantages of your class lie in gathering the components. Druids are the best gathering class there is in WoW, as they can stealth and shift to travel form.

Skinning doesn't really count as gathering, since the loot is right in front of you. If you want to take full advantage of the druid's strengths, you'll choose herbalism and mining.

As these two professions don't require any processing, they are really not very time consuming and make for a nice and easy profit without having to worry too much about getting the right ingredients, not falling behind on your skill level making the right items to get a profit etc.

With mining and herbalism you will make more than enough profit to make up for the equipment and potions you can't produce yourself.

Engineering however is worth a consideration, since most of the engineering items are only usable by engineers. Gadgets like bombs, grenades, exploding sheep, rocket boots and mind control caps are not only a lot of fun to use, they can also decide PvP fights.

You will make much less money with mining and engineering, however, since that combination is obviously very popular on most servers and the selection of final products you can sell is very limited to say the least.

So here's the plan. Ready?

- Start with herbalism and mining.
- Be on the lookout for herbs and minerals at all times. Switch between find herbs and find minerals frequently when traveling, they don't cost any mana.
- Get everything you can get, unless you know the price is so low it's definitely not worth your time
- Sell everything for a nice and steady profit. If you're sure you want to change to engineering later, save the mining products you'll need for that on an alternate account.
- After you get your mount and everything and you have a handful of gold to spare, you can spend a few hours leveling engineering from 0 to 300 in one session
- Enjoy the fun of engineering

If you wish to level engineering from 0 to 300, here is how to get to 260. You'll have to skill the remaining 40 points with schematics you buy from the auction house or loot from monsters.

You will need:

- 50 Rough Stones (40s)
- 86 Copper Bars (5g85s)
- 40 Linen Cloth (1g)
- 30 Coarse Stone (2g)
- 135 Bronze Bar (11g)
- 60 Wool Cloth (3g)
- 20 Silver Bars (1g50s)
- 40 Weak Flux (Vendor) (35s)
- 20 Heavy Stone (1g)
- 20 Medium Leather (30s)
- 20 Gold Bar (4g)
- 40 Iron Bar (3g)
- 40 Solid Stone (3g)
- 40 Heavy Leather (2g)
- 160 Mithril Bar (24g)
- 20 Mageweave (1.5g)
- 100 Dense Stone (7g)

- 200 Thorium Bars (40g)
- 140 Runecloth (15g)

That's 126 gold for ingredients from the auction house, but if you spent 60 levels selling herbs and ores, you'll have earned a lot more. Prices may vary on your server. Make sure you have enough money to buy the necessary skills from the engineering trainers and some more ingredients from the local vendors. Now here's how you get from 0 to 300:

Skill up to level	With item	Requires
30	Rough Blasting Powder	Rough Stone (1)
50	Handful of Copper Bolts	Copper Bar (1)
51	Arclight Spanner	Copper Bar (6)
65	Copper Tubes	Copper Bar (2), Weak Flux (1)
75	Copper Modulator	Copper Bolts (2), Copper Bar (1), Linen Cloth(2)
85	Coarse Blasting Powder	Coarse Stone (1)
90	Advanced Target Dummy	Copper Modulator (1), Copper Bolts (2), Bronze Bar (1), Wool Cloth (1)
125	Bronze Tubes	Bronze Bar (2), Weak Flux (1)
	Large Copper Bombs	Copper Bar (3), Coarse Blasting Power (4), Silver Contact (1)
145	Heavy Blasting Powder	Heavy Stone (1)
155	Bronze Framework	Bronze Bar (2), Medium Leather (1), Wool Cloth (1)
160	Gold Power Core	Gold Bar (1)
175	Iron Struts	Iron Bar (2)
185	Gyrochronatom	Iron Bar (1), Gold Power Core (1)
195	Solid Blasting Powder	Solid Stone (2)
	Advanced Target Dummy (keep for repairbots)	Iron Strut (1), Bronze Framework (1), Gyrochronatom (1), Heavy Leather (4)
205	Mithril Tube	Mithril Bar (3)
215	Unstable Trigger	Mithril Bar (1), Magewaeve (1), Solid Blasting Powder (1)
235	Mithril Casing	Mithril Bar (3)
	Mithril Frag Bomb	Mithril Casing (1), Unstable Trigger (1), Solid Blasting Powder (2)
250	Hi-Explosive Bomb	Mithril Casing (2), Unstable Trigger (1), Solid Blasting Powder (2)
260	Dense Blasting Powder	Dense Stone (2)

You can sell all the stuff you don't need in the auction house, but don't count on great revenue here.

13.Making Gold

Making gold is an essential part of World of Warcraft. If you are able to spam potions, afford all quest components, got easy access to resist gear and don't have to worry about the cost of items you will usually get the upper hand in PvP encounters and when competing with guild members for raid spots. For those that do not daily come across random blue and epic drops the following hints provide you with useful gold making information throughout the levels:

13.1.1.All levels

In the Hinterlands there's a vendor at 34,37 (cosmos locs – see the Macros and UI Add-Ons chapter). The path up is at 32,40 - when you walk up the side heading east, you will see a strange gear rotating out of the ground, the hut with the NPC is there). The vendor sells mithril dragonlings for 10s. You can resell this recipe for 7-10g in the AH. (<http://www.thottbot.com/?i=15912>).

For levels 1 to 30 I recommend to focus only on reselling items as anything you might be able to farm below level 30 is not really worth the return on the invested time. Aside from that the money you can make from gathering skills like mining and herbalism usually already exceeds your expenses.

13.1.2.Level 30

By killing Basilisks south of Duskwood in Stranglethorn Vale (<http://wow.allakhazam.com/db/mob.html?wmob=688>) you can manage a decent 10 gold per hour. Grind here for a few hours while leveling up and you shouldn't have to worry about your mount at level 40.

13.1.3.Level 35

Below Admons End in the southern mountains area of the Badlands (<http://wow.allakhazam.com/dyn/mobs/zone17.html>) you will find Earth Elementals (http://wow.allakhazam.com/db/moblookup.html?mname=rock+elemental&level_min=35&level_max=40). They are excellent grinding targets. If you don't have enough gold for your mount yet, you should give this spot a try. The elemental earth stones dropped by them sell really well in the AH (10 gold a stack) and counting in the additional loot you receive, 10-20 gold per hour seems to be an adequate range.

13.1.4.Level 40

In the Arathi Highlands you'll find the Circle of West Binding - a smaller version of the Fire Plume Ridge in Un'goro Crater. There are about 10 Burning Exiles level 37-39 that hit rather hard and got melee-unfriendly damage shields. If your spec allows for some serious spell damage, they are easy prey. Exiles drop Elemental Fire (1-2 gold each), burning pitch (vendor trash) and coal. The gold is decent and the easy experience makes it a really rewarding location.

13.1.5.Level 45

In your high 40ies you should head over to Azshara to farm ghosts - easy kills that drop Mageweave and cash. With a lot of the commercial gold farmers been banned you can make some serious money here again. The Lichlings are casters with few hit points that die even faster than the apprentices you find around there. You can make up to 30 gold per hour after developing a kill-route and selling Mageweave, rare drops and looting cash.

13.1.6.Level 50

Felstone Field in the Western Plaguelands is a great place to grind for money in your early 50ies. Runecloth, potion and money drops are plentiful. Rare drops and lots of uncommon loot should net you a decent income. Since Argent Dawn faction is required for many high level tasks you want to hunt here anyway at some point. This way you can make experience, cash and faction at the same time.

13.1.7.Level 55

From level 55 on you might want to start farming Scarlet Monaster Chests (locations: <http://i41.photobucket.com/albums/e274/firehazard00/smchests.jpg>). Move into the instance, stealth to the chest spots, kill nearby mobs, loot, run back, reset the instance – and start from the beginning again. In most cases I recommend waiting till you are 60 – not really much you should spend your money on till then and you have way more and easier options then.

13.1.8. Level 60

Farming Wildheart bracers and belts (both BoE): You can easily get up to 5 in one play session that sell for up to 30g or more per piece. They drop pretty commonly off normal mobs in Brs/Strat/and Scholo. The best way to get these is off the first few mobs in BRS:

- Zone into BRS and wait for the patrol to go to one side
- Kill the orcs in the following order
- First pair
- Single patrol
- Second pair
- Pair patrol
- If you're in a small group, then try the lower area and the small rooms there.
- Reset instance and repeat.

Essence Farming: In northern Felwood there are a group of toxic horrors (<http://www.thottbot.com/?n=4047279> around a small pond of "water" (<http://www.thottbot.com/?m=404727>). Ideally you want to farm here during the off-peak hours to avoid competition and PvP fights. Aggro two to three mobs at a time in case you are confronted with farmers of the same faction. With 7 to 10 gold per essence you can make a decent profit around this spot.

Hakkari Thorium Vein farming: In Zul'Gurub
(http://worldofwarcraft.gameamp.com/modules/game_map/game_map_images/166_full.jpg)
there is a lot of profit potential for druid/hunter (alternatively druid / rogue) duos. Move to the first vein (right before you get to the exploding bats). The hunter sends his stealthed cat to the vein, jumps out of prowl and aggroes all the mobs. This gives you roughly 10 seconds to mine the vein. You'll need to be fast. Rogues would use ranged weapons and sprint to the zone before vanishing. Reset the instance and repeat the process. With a 30% Souldarite (<http://www.thottbot.com/www.guilduniverse.com/witsend?i=51098>) drop chance on top of the Thorium and a decent market on your server, you probably look at up to 50 gold per hour if the strategy gets executed flawlessly.

14.PvP

Druids are an interesting PvP class. Their versatility allows them to act as stealthers, healers, flag runners or meat shields. Multiple druids can cooperate outstandingly well in larger groups due to their ability to last through damage in bear form as long as there are backup healers.

14.1.General Hints

There are a few things you should keep in mind for all PvP encounters. They help you in many situations and summarize the common knowledge and little tricks you should always be aware of. I say aware of, because in the hectic of a PvP battle you tend to forget some of the most basic things you learned in PvE

- Shapeshifting will release you from Polymorph, Entangled Roots, Frost Nova and other spells that snare you.
- Make sure War Stomp is on an easy to reach hotkey when you are playing a Tauren.
- Have Mark of the Wild and Thorns up at all times. You never know when a stealthier is around.
- Always carry potions around with you – they can negate tremendous stat penalties
- Rooting: Entangling Root helps in feral form against casters and in caster form against melees. A lot of talents, special abilities and items break root, nevertheless it's a good idea to get your opponent to use up those items. Sooner or later he runs out of tricks.
- Feline swiftness and travel form can help you get away from your enemy – not to flee but to kite him. Cast DoTs (Moonfire, Rip...) on them, and then run. Alternatively use it to get some time to heal yourself.
- Nature's Grasp helps tremendously against melee classes. It can save your hide many times.
- As a Balance Druid you should stick to Moonkin against melee classes and try to root / kite them.
- Diminishing returns: If you cast the same kind of spell on a target within 15 seconds, after casting it for the first time it loses 25% of its efficiency, the next one will only be half as effective and with the fifth spell the target will be immune to it. After 15 seconds have passed the timer gets reset.

- Get out of combat by using root, deselecting the player and running away. Your opponent will remain in combat due to the damage caused by your root spell.
- Buy the “good” water from Battleground vendors whenever possible – Morning Glory won’t fully restore your mana at level 60.

14.2.Healing in PvP

- Heal early and heal often. If you wait till you get low on health you can face some ugly combos, silence casts and burst damage from nearly all classes.
- See to keep Regrowth and Rejuvenation active and recast it whenever you get the chance. It takes you two seconds and continues to heal you throughout the fight.
- Healing Touch is difficult to cast. Aside from using your instant cast talent or gaining distance on classes that cannot effectively range interrupt you won’t get it off very often. Regrowth is faster and probably more likely to help you in tight situations.

14.3.Duels

14.3.1.Rogue

Rogues are a mixed bag and with the upcoming talent changes for them there might also be quite a few surprises for you. In an open PvP encounter you can assume that they get in the first shot. Your best bet is to outlast them with bear form, mana efficient heals (with the help of roots, stuns...) and by preventing them from bandaging or disappearing to heal up.

- If you see a rogue first, drop a DoT – that gives you an excellent starting point and robs him of the his powerful openers. Follow up immediately with a Faerie Fire – this will prevent them from restalthing once the DoT wears off.
- Against a rogue that’s worth his /played time you won’t get off any non-instant spells while in melee range. If he is combat skilled you are even facing a 2 sec silence from his kicks that are on 10 sec recast timers.
- Dire Bear Form helps: Due to their dependence on timers you are sometimes able to simply outlast their initial round of cool-downs and then get them mercilessly once they run out of special skills.
- Always, always, always have Nature’s Grasp precast when you know a rogue is incoming. It’s pure hell for rogues. They will have to waste one of their precious vanishes to get out of root if they don’t want to get the full DoT, Faerie Fire, Nuke routine.

- Don't run further away than absolutely necessary when they are rooted and you are trying to heal. If you remain below a distance of 8 yards, they cannot use their (instant) throwing weapons. Additionally, you gain less time the further you run, since a rogue can pop a 70% sprint when racing towards you. He will cover the distance in a much shorter time, thus causing you to lose time by running further before you heal.
- Rogues love stun-bandage-macros. Keep DoTs on them for all the time even if they are Faerie Fired to prevent this. A successful stun-bandage gains the Rogue 1500 hit points.
- Responding to an ambush is a little talent dependent. Barkskin helps you survive the upcoming finisher (2000+ damage unmitigated). With Nature's Swiftness you can respond by healing immediately up again. In my opinion not an overwhelmingly great option since you do not take the initiative AND lose one of your strongest timers. Travel form won't help you against an experience rogue if you are unable to slow him down since his 70% sprint will eat you alive.
- In mass and group PvP you should DoT and Faerie Fire every rogue that is remotely near your casting range. They hate that.

14.3.2.Warrior

As a feral druid you want to outlast a Warrior in Dire Bear Form (anything else results in kitty salad for dinner). Balance and Restoration specs should try to keep the Warrior at a distance with roots while nuking him with Starfire and Wrath. At some point you will need to go into melee due to diminishing returns on root and to regain some mana.

- If you fight in Dire Bear Form cast Faerie Fire, Moonfire, Rejuvenation, Regrowth and Insect Farm before entering feral form. Those spells are "mana" free since by the time you change back you'll be at full mana again.
- Save Bash until you need to heal yourself. A bash before switching to caster form (and a potential war stamp) gives you enough time to root, back away and heal.
- With Nature's Grasp you have an excellent tool to gain some distance every now and then to get in some nukes as a casting druid.
- Barkskin and Hurricane help against Warriors that run around you in circles (making it difficult to get your spells off).
- Remove Hamstring and Piercing Howl by shifting forms

- Never allow your hit points to approach 20%. If the warrior has some decent rage build up there is a nasty execute coming your way otherwise.
- For only 10 rage Warriors can pummel and interrupt your spells. Don't expect to get off a heal if the warrior is not rooted or stunned.

14.3.3.Priest

Against a typical and well-equipped priest you don't stand a chance of nuking him down faster (and more efficient) than he can heal. You will have to exhaust his mana and rely on melee DPS. If you got a day off you might consider having a duel between a resto druid and holy priest. Usually those matches end in favor of the person who went to the restroom last before the fight started.

- As usual heal early – especially Shadow Priests can deal some serious burst damage and will save Silence and Psychic Scream till the moment you allow yourself to go low on hit points.
- Use decurse to remove Vampiric Embrace.
- Use Healing Touch to save mana since dispel magic costs the priest less mana to cast than your (wasted) HoT.
- Remain in Feral form as long as possible since you are immune to Mana Burn during that time. He in return will try to nuke you down to get you to switch. The longer you can last in bear form meaning the more you interrupt him, the higher your chances of winning the match.
- Save your nukes for critical burst damage, otherwise you are simply throwing your mana out of the window.
- Cat form gives you 1.0 attack speed and can mess up their ability to cast spells significantly.
- Against a careless priest who goes low on health drop into Dire Bear Form, bash him and go for peak DPS.
- If you can maintain the necessary distance use Feral Charge to interrupt heals.
- In real world PvP and in Battlegrounds harassing the priest can be just as important as killing him. Good use of the fast Cat Form attacks, Bash and Feral Charge can dramatically reduce a priest's effectiveness as a healer, allowing your team mates to kill him or his allies easily.

14.3.4.Warlock

As a restoration druid you will be trying to outlast a Warlock. If it comes to druid mana pool versus warlock mana pool (including life tap), you'll win. The challenge is to heal faster than the Warlock can dish out DPS.

- Bear form doesn't help since most of a Warlocks damage will be magic based (though succubi can dish out a serious amount of damage as well) and the additional hit points are hardly worth shifting shapes.
- You are facing a possible damage peak, followed by fear, another damage peak and Death Coil. Surviving that requires you to stay at 70-80% hit points at all times and keeping your HoTs up at all time.
- Decurse Curse of Agony, Elements and Shadows – the mana saving aspect being less important than the DPS reduction. You don't want your opponent to gain any momentum in this fight.
- Melee even in caster form – slowing his casting time gives you more to react while avoiding the dangerous cool-down of shape-shifting.
- Pets: Nature's Grasp should do, though Roots are good if you have the time (no need to if he uses an imp).
- Maintain Regrowth and Rejuvenation on yourself when a Succubus is up. Unless your Warlock friend is extremely lucky he won't gain much by seducing you since the healed amount will make up for the incoming shadow bolt.
- Felhunter: A nasty dog you want to keep rooted at all times. Has a 30 sec cooldown counterspell called spell lock. Make sure you change into bear form and bash it before you heal. You can also fake a heal against a Warlock by using (and aborting) your hearthstone. Expect the Warlock to use the Felhunter's ability Devour Magic to remove buffs such as MotW, Regrowth and Rejuvenation.
- Moonfire and Insect Swarm are instant casts which help you to reduce the Warlocks mana indirectly. It's a good idea to keep it on the Warlock to get some initiative.

14.3.5.Mage

Key Concepts:

- Approach a Mage in Caster form. If he Frost Novas you, you can change into bear form and attack – saving you one shape-shift.

- Mages will use Counterspell – a 30 seconds cool-down that prevents you from casting any spells of the school you were casting when it hit you for 10 seconds. Usually used against critical heals. How to deal with it:
- Try to get them to counter your Starfire
- Use the hearth stone trick to fake a heal
- Switch to travel form and run until the effect wears off
- Disregard healing and go full DPS in caster or feral form
- A commonly used Add-On is spell alert – it lets them know when you are trying to heal. If you see them abort a spell of their own, do the same. Chances are high that they have done so to get in a counter spell after seeing your spell being cast.
- Hotkey grenades (engineering is great in PvP hint) to counter counterspells
- Mages use blink to get out of Entangling Roots
- While in animal form you cannot be polymorphed – you can also use shape-shift to get out of sheep. Mages sometimes only use it to gain time for bandages or evocation, so you have to be quick.
- If you get frost-rooted, shape-shift quickly to avoid the 50% additional crit rate of frost mages against frozen targets. The most efficient way to handle this in caster form is to change into travel form and back.
- Mages have some of the most efficient damage spells (Fire Ball deals roughly 2 damage per mana point – no match though in a direct comparison to Healing Touch with 2.6 health per mana). However, that only works if you have more mana than the Mage – which is probably only the case for Restoration / Balance Druids.
- With Faerie Fire on the mage you get excellent returns on your melee attacks, especially since a Mage's armor isn't that high in the first place.
- As always heal early. A successful Counterspell gives the Mage 10 seconds to unleash his full damage potential.

14.3.6. Druid

Druid vs. Druid fights depend heavily on you and your opponents talent distribution. Restoration and Balance Druids fight in a very similar way, while hybrid ones are more complicated to play (and to fight):

- Balance/Resto vs. Balance/Resto

- Short facts: The healing potential is by far greater than the damage potential so nuking is not an option. This is even true for the best geared balance druids.
- If one druid lets their hit points run low and the other manages to moonspam (or maybe a fortunate Starfire stun) in combination with furor and a quick bash that duel has a chance to end. Otherwise you are probably standing there and healing yourself for all eternity.
- Balance/Resto vs. Feral
- As a feral druid you can outdamage the healing abilities of your opponent, especially in cat form and with a lucky burst damage streak
- Additionally balance/resto druids suffer from diminishing returns, especially when the Feral Druid owns decent resist gear and spells need to be recasted more often.
- However, balance/resto druids can fight back by kiting the feral druid with Nature's Grasp and Roots. This forces the feral to use up his mana to shift shapes or heal the damage. With a significantly lower mana pool this is his most important weakness.
- Balance/resto druids can use Hibernate to buy themselves some time to heal, regen or flee
- Balance druids have a slight edge over Restoration druids since their increased DPS forces the Feral more often out of feral form, causing him to burn his mana faster.
- Feral vs. Feral
- Usually a bear vs bear duel with the better equipped druid winning.
- The added hitpoints and armor are already a good choice against a rogue, so against a half-rogue cat druid they give you an immense advantage. Bash also helps you to buy time or prevent the other druid from healing.

14.3.7.Hunter

Keep pets out of the fight by using Root or Hibernate. Depending on the spec of the hunter the pet can have an extremely high Nature resistance. If you notice your spells braking fast and often that's probably the case and you shouldn't bother recasting them. Instead use barkskin to keep casting.

- The skill you need to learn against a Hunter is to determine the "dead zone" quick and accurate. This is the 5-8 yard range, where neither melee nor ranged weapons can be used. Root the hunter, move into the dead zone and blast away.

- Use cure or abolish poisons to remove Hunters' sting attacks
- Serpent Sting: 15 sec dot, very mana efficient
- Viper Sting: drains mana over 8 secs – very annoying
- Scorpion Sting: Debuff that lowers strength and agility for 25-30% for 20 seconds
- Feral form is risky since Hunters can use fear animals. You can shapeshift and use your PvP trinket to get out of it, but that costs you a lot of time while you are being moved in position for the hunter.
- Shift out of concussion shot – with a 12 seconds cool-down and a 4 seconds duration this is one of the most favourite tools of most hunters.
- Hunters rely heavily on mana to keep their DPS at such a high level. If you outlast their mana pool and can keep the pet out of your way you pretty much won the fight.
- Balance Druids should root in moonkin, head for the dead zone, throw up bark skin and blast away with Starfire.

14.3.8. Paladin

A hassle to fight since a paladin can regenerate mana faster than a Druid can do damage

If you want to try, go the Moonfire, Faerie Fire route followed by Dire Bear. At half health shift to Caster and throw up Barkskin, Regrowth and hit him with a Moonfire before shifting back. If you get him down to 20%, use Bash and spam Moonfire followed by Warstomp once the first stun is gone.

If the Paladin is using a low damage weapon you can kite him in cat form (either with the PvP set or with talents invested in +movement). Spam your energy, outdistance them, regenerate energy. Shred, claw and rake until you have 5 points in and land your finisher. Rinse and repeat

14.3.9. Shaman

Tough fight and difficult to predict. They can either act as a healer, melee class or ranged damage dealer. If you attack first, watch them fight other mobs/players while stealthed so you know what you are facing.

- Shamans' Ghost Wolf has a 3 second cast time (1 second with talents). Just like the druid travel form it provides 40% speed increase. In other words – you should always be able to run from a Shaman when you want to avoid the fight
- Ideally you counter with Regrowth, Moonfire and Dire Bear Form.
- Shamans' main weakness is their limited mana pool compared to druids. He'll make up for it by removing Regrowth, Nature's Swiftness, MotW, Rejuvenate and Innervate
- Use Moonfire level 1 to take care of any totems the Shaman places
- With Windfury and some luck a Shaman can be a serious danger even while you are in Bear Form and when he is out of mana
- Earthshock, Flameshock and Frostshock are on the same timer – wait till he casts one of them and then heal or run to kite, depending which option you can use.
- His shocks have got a shorter maximum casting distance than most of your spells, meaning you can kite him to a limited degree. As a balance druid you have quite a few problems here: Ideally you try the kite strategy after opening up with a cat pounce, rake and rip combo. Wrath them when they heal and if they let their hit points fall low, use a stun in combination with wraths.
- A good shaman will use his mana to heal himself since heals are more mana efficient. You should stick to the same strategy. Keep in mind that he'll use Earth Shock rank 1 to interrupt your spells and silence that spell school. You can go for the fake-heal-hearthstone trick to work around that problem.

14.4.Team PvP

The immensely important role of healers in PvP usually means that you will be responsible for main healing, outlasting burst attacks by enemy rogues and keeping your priests alive. If you are lucky, you are on stealthier missions with a team of rogues. In case your team has a significant healer surplus and the other team is low on healers, you might want to volunteer to disturb their healers with cat form attacks, bash and feral charge.

14.4.1.Warsong

From level 30 on you have an instant cast 40% speed buff (travel form), making you one of the best flag running classes. With proper PvP gear that bonus can be as high as 55%. Additionally your shape-shifting ability can get rid of any snares you might have on you. In advanced groups Warsong is more similar to grouped PvP where people stick together and

move as one team. This section deals more with smaller (duo and trio flag running teams) which are common for pick-up groups.

- Priests can AoE fear, cast shield and renew, giving you an additional HP bonus. Excellent team, but it's rare that your team can spare two healers for a duo attack.
- Warriors can cast AoE fear (need to build up some rage though first) and Hamstring to help you get away. An alternative is to have the Warrior take the flag and make a run while you wait stealthed. Once the warrior dies and loses the flag you pick it up and start the real run.
- Mages can lockdown flocks of players with frost nova and use polymorph to take out especially dangerous enemies. A rather nasty strategy is to have the mage spam instant AoEs to lag slower computers down.
- Paladins – similar to the Warrior fake-running strategy. They take ages to take down. If your Paladin is really well equipped, have him run through the tunnel while you wait half way down healing him. Paladins can get rid of snare effects comparably easy and might be able to make it outside with only minimal support even against overwhelming numbers (given the right equipment).
- Shamans can use totems to slow down enemies and frostshock dangerous defenders.
- Warlocks might get a Howl of Terror of while their Succubus seduces your closest pursuer.
- Rogues – the fastest flag runners. Properly specced they have two 15 seconds 70% sprints which they can usually follow up with a trinket. In other words: If they get the speed buff in the tunnel they can sprint to their own base faster than regular mounts. Usually druids go for the fake attack with larger defender groups, with smaller groups it's the rogue's job to fake (since there will be more defenders fighting on the field).
- Hunters can frost trap the tunnel and concussion shot the closes pursuers (they should wait in the tunnel). Alternatively they can distract defenders by firing down from the roof.
- Druids make interesting partners, you can either have one do a fake run, or work as a duo (if the odds aren't too overwhelming) to reach your support group.

General Advice

Take a look at the battleground before grabbing the flag – can you make a fast exit by feral charging a bad (or for you: well) positioned defender? Which of the defenders have used their special abilities (Hamstring, Death Coil...) already and aren't as dangerous anymore?

If you can't get around an especially persistent flag guard, open with pounce before you grab the flag – that buys you another two seconds. Alternatively shift to bear and bash.

14.4.2.Arathi Basin

If you are facing a zerging team, set up a duo with a rogue and capture nodes with only one or two defenders (three if your rogue knows what he is doing). Work together to sap damage dealers and kill healers.

On the move watch out for stealthing classes. If you see a single stealthier riding towards one of your bases, throw in a Faerie Fire – that will cost him at least 30 seconds – causing him either to ride back or wait and sit it out.

While defending wait in cat form. Do not stand too close to the flag or a scouting rogue might discover you before you see him. If you are facing overwhelming numbers, cast HoTs, DoTs and switch into bear and hopefully last till help arrives. Use frenzied regeneration and NS (if you have it) to heal yourself and swipe as many targets as possible around the flag.

Moonspam level 1 is the easiest way to prevent flag captures – remember that hurricane won't prevent flag caps.

14.4.3.Alterac Valley

There are three possible roles you can play: Healer, Ninja or Damage Absorbear.

Smart raid leaders are usually aware of the lack of know-how of many AV players and take advantage of it. A lot of (new) players who try to go for the healers first, will still target you in bear, in spite of your 10.000 AC – this can defuse a lot of the enemies damage power when you have decent heal backup and works as an excellent decoy.

As a ninja you help capture graveyards behind enemy lines. This either serves as starting point before winning that GY for good, or to distract the enemy and cause them to spread their forces.

Alternatively you can be employed to hunt enemy farmers (who hunt rams/wolves) – plenty of 1on1s, and you keep them from using their special abilities.

The healing role is nothing new and by now you should be familiar how things work in regards to this.

14.5.Videos

There is a good thread on the official US Druid boards that includes links to some of most interesting PvP videos. Once you have some experience, found your own play style and played around with different strategies, you might want to take a closer look at how other people play the class: <http://forums.worldofwarcraft.com/thread.aspx?fn=wow-druid&t=783820&p=1>