

HEALING DRUID

1 BALANCE

6 FERAL

44 RESTORATION

This talent build maximizes a Druid's healing capabilities, preparing anyone playing the class to be the main healer in groups when necessary or be a welcome addition to any end game raid group.

BALANCE TREE



FERAL COMBAT TREE



NATURE'S GRASP

1/1



This talent has a 35% chance to entangle an attacking enemy in roots while outdoors. While not needed as much (or ever) in end game raids, Nature's Grasp can still come in handy for some PVP action or to escape annoying mobs.

FEROCITY

5/5



Ferocity is not really needed for a Restoration Druid, but with all necessary talent points used in the Restoration tree it never hurts to have some Feral for fun. It reduces the rage and energy costs of some bear and cat attacks which helps during some solo killing and when you are called on to be a substitute tank.

REQUIRES 5 POINTS IN FERAL COMBAT TALENTS

THICK HIDE

1/5



Points in Thick Hide increases armor contribution from items. This is mainly needed for those pesky AOE enemies.

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REQUIRES 5 POINTS IN RESTORATION TALENTS

IMPROVED HEALING TOUCH 5/5



The most important reason to put points in Improved Healing Touch is to grab Nature's Swiftmend later in the tree. Healing Touch has greater value for instances when you are the main healer than it has for end game raids, so there are situations when the reduced casting time becomes helpful.

NATURE'S FOCUS 5/5



When a raid runs smoothly, this talent never comes into play. However, there are times when you will take damage (generally from AoE attacks) and must still perform as a healer. This talent makes it easier to perform that job under duress.

REQUIRES 10 POINTS IN RESTORATION TALENTS

REFLECTION 3/3



Mana is a precious commodity during the lengthy boss encounters of end game raiding. With Reflection, 15% of your overall mana regeneration continues even while casting.

INSECT SWARM 1/1



Insect Swarm doesn't come into play during raids all that often, but it does have some value in PVP due to its relatively low mana cost and useful effects. Its true value lies in being a prerequisite for Gift of Nature.

SUBTLETY 5/5



Five points in this talent reduces the threat generated by healingspells by 20%. This talent is most useful while learning encounters or while in groups still learning how to work together.

REQUIRES 15 POINTS IN RESTORATION TALENTS

TRANQUIL SPIRIT 5/5



This prerequisite for Swiftmend reduces the mana costs for Tranquility and Healing Touch, which are likely more useful in instances than end game raiding.

IMPROVED REJUVENATION 3/3



With the addition of Swiftmend, Rejuvenation's value has increased. This talent increases the effectiveness of Rejuvenation by 15%, and rarely is more healing a bad thing.

REQUIRES 20 POINTS IN RESTORATION TALENTS

NATURE'S SWIFTFNESS 1/1



Nature's Swiftmend is, in effect, an instant healing spell once every three minutes. While Nature's Swiftmend can be used for any Nature spell, it's most commonly used for an emergency Healing Touch when someone's health is dangerously low.

GIFT OF NATURE 5/5



A flat increase to all healing spells by 10% means fewer heals should be necessary, which means less mana used. Less mana used means you can heal over a greater period of time, a definite benefit for end game raiding.

REQUIRES 25 POINTS IN RESTORATION TALENTS

IMPROVED REGROWTH 5/5



Improved Regrowth increases the critical chance of Regrowth by 50%. This is another healing talent that can be valuable because it could be a saving heal or just another way to reduce mana usage by not needing to cast another heal after a critical Regrowth spell is made.

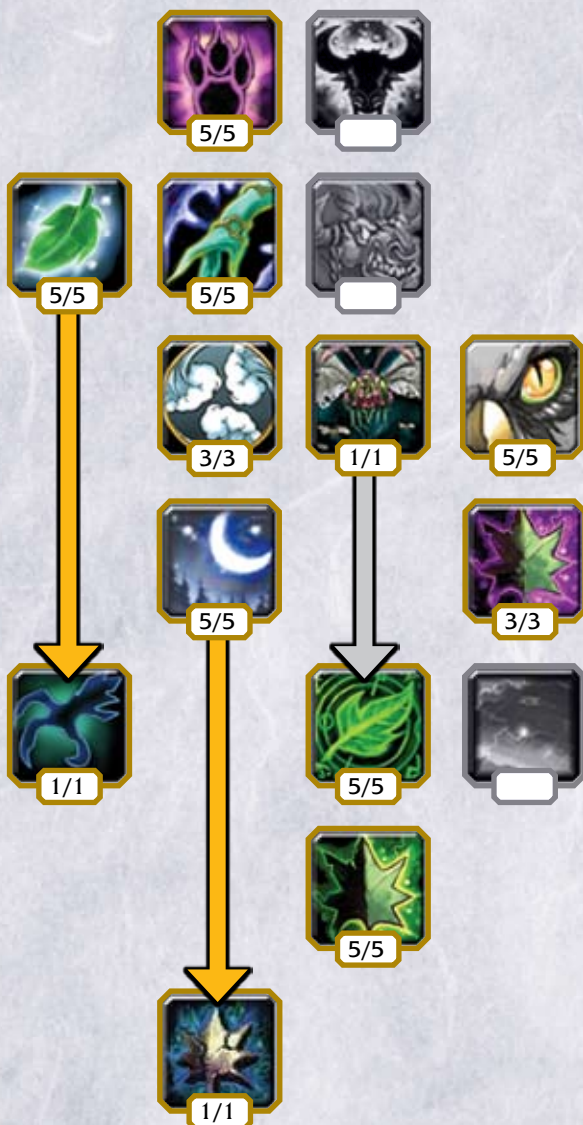
REQUIRES 30 POINTS IN RESTORATION TALENTS

SWIFTMEND 1/1



The final talent in the Druid Restoration tree is Swiftmend. Along with Nature's Swiftmend this talent can quickly save a life. Swiftmend turns the healing over time of Rejuvenation or Regrowth into instant full heals. Its 15 second cooldown also allows it to be repeated often as mana allows.

RESTORATION TREE



IMPROVED MARK OF THE WILD 5/5



The class-defining buff for Druids becomes 35% better for a mere five talent points. At level 60, that means an additional 7 points to all resistances and nearly one hundred additional armor.

STRENGTHS OF THIS TEMPLATE

This talent setup is for the ultimate end game healing Druid. With this build it is very easy for a Druid to be a main healer in a small group or the secondary healer in larger groups that already have main healer Priests. A Druid with good gear and this sort of build should never have trouble providing great heals.

ROOM FOR FLEXIBILITY

While the points in Restoration tree are there for great healing power the rest of the points could be placed wherever you desire. If you work with good groups and people you trust, especially tanks, points are not needed in threat reduction talents. This opens up additional points for the Feral Combat tree (adding to the Balance tree could hurt since Balance abilities use mana that would be better used for healing) with two more levels of Thick Hide and the following additions.

BRUTAL IMPACT

2/2



When a Druid needs to step in for tanking or is just soloing, Brutal Impact increases the stun time of Bash and Pounce by 1 second.

FERAL CHARGE

1/1



This nifty talent comes into play when you are working in Bear form. It can interrupt spell casting and immobilizes the target. While not needed for the end game healing it can be useful as a solo Druid or when you are filling in as a tank.

EQUIPMENT

As a Restoration Druid it is best to find equipment with high Intellect, Spirit and Stamina. It can be argued that Stamina may not be as important given that you shouldn't be getting the damage and should be more concerned about mana use, but Stamina would be important for solo questing and PVP. Also there are many types of equipment that regenerate mana and there are talents in the Restoration tree, like Reflection, that help to regenerate mana, so Spirit could give way. While Stamina and Spirit both have their ups and downs, there should be no doubt about Intellect, which is by far the most important attribute to a Restoration Druid. Just do what makes you feel most comfortable; you can always play around with equipment to see what feels best.

FINAL NOTES

Some Druids find that they never use Regrowth and so Improved Regrowth may be useless. If you find that you never use certain spells and have been happy with your healing, those points can always be placed elsewhere. Usually it is best to place spare points in the Feral tree because of the low mana use. Because the cost to unlearn talents now decays over time you can always try different talent builds for a month or so to see what works best for you. This is extremely helpful to a hybrid class like Druid.

