



DRUID

Druids are the keepers of nature and the world itself. Using their force of will and spirit, these protectors wander the Emerald Dream, focusing the power of the land. As a Druid, you have the power to shape shift and use different forms of spells to rejuvenate yourself and allies while dealing damage to enemies. Outside, where nature seems so close at hand, your roots are able to hold enemies in place, plaguing melee opponents with frustration. Ultimately, the Druids are jacks of all trades and masters of none; they can fill almost any role well, and round out groups splendidly.

A DRUID'S TALE



I met above the Wailing Caverns and meditated for a short time to see if the stories were true. Indeed, I could feel that the place had become lost to our order, but we pushed it out of our minds and rose together. We were to go into the caves below in several groups.

The Raptors below were different; the diseases of mind and body had affected them, turning them into something unnatural. Several of them had been hiding in adjacent caverns and came out when we passed deeper into the Wailing Caverns, I held a moment to bring my focus together, then raised my arms to call nature's strength into the room. My companions changed into their altered selves to defend us, as Calimos took the form of a great bear, and Mariyn became a cat to slip behind our attackers. Together, we lashed into the beasts until peace was granted them. And we continued.

Our battles took us to the very end of dungeon, where the darkest monsters I have faced were waiting. The taint was in almost all things that live in those oppressing chambers, but we returned it to a state of waiting. I don't think we could have succeeded without the help of all involved, but isn't that way of things? Together, we stood against this darkness. If we continue to cooperate, perhaps I will see the Emerald Dream again before I pass into the World.



INTRODUCTION TO PLAYING THE DRUID

If you like the idea of being able to play a different set of classes with the same character, Druids are the perfect thing for you! These casters are able to heal, nuke, root, and engage in modest melee skirmishes, but they can Shapeshift and become powerful beasts. Through these forms, Druids can mimic the abilities of Warriors and Rogues. This means a Druid can act as a group's backup tank, a DPS class, or a spare healer. It's hard to go wrong with options like that, and the Talent choices of a Druid make a huge difference in terms of customization.

Groups don't often grab a Druid as their first choice because of the uncertainty over what each Druid can do well, but there are certainly ways to make a Druid appealing as a soloer, a group member, or as a PvPer. With the focus on healing abilities, Druids are able to respond extremely well to backup and even some primary healer duties. Specced for soloing, a Druid can rip through targets as a DPS attacker and switch from cat form to their caster (natural) form to heal after battles. This offers a low-downtime, exciting way to work through the game's outside areas.

Also, people look to Druids for their stackable buffs; other classes are able to raise specific attributes (Intellect and Stamina being most obvious targets for Mages and Priests). The Druid buffs add a damage shield and a spell that raises all attributes, increases armor, and improves resists. Mark of the Wild isn't a good buff, it's an incredible buff!



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Night Elf	22	21	22	23	21
Tauren	25	23	19	20	22

ATTRIBUTES APPLIED

Strength	Increases Damage
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Critical Hit and Dodge
Intellect	More Mana, Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point/Mana Recovery in All Forms

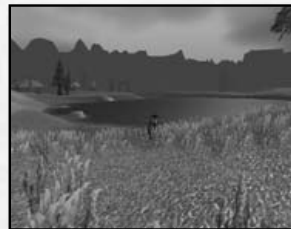


ITEMS AND EQUIPMENT

Druids are able to wear up to leather armor, and they wield Staves naturally. Beyond that, they are able to train in One- and Two-Handed Maces, Daggers, and Fist Weapons. Two-Handed Maces are popular for their damage output, while Staves are desired for their bonuses to caster attributes. The best choice for your Druid is one that enhances your preferred style of fighting (more damage if you prefer the melee aspects of Druids, or choose higher Intellect and Spirit to follow the caster line).

Keeping armor up to date doesn't sound as important for a caster, since you are going to get chewed up no matter what, but that just isn't the case with Druids. This class' ability to switch forms and fighting styles necessitates having the best armor possible, even if leather is your cap. Druids that transform into bears to provide tank support to a party should remain on the lookout to boost their armor value.

Attributes are rough to deal with as a Druid; you need practically everything. Intellect is nice to supplement the weaker mana pool of the Druid. Spirit helps all the animal forms to a decent extent, so that is a decent secondary choice. Beyond that, look for gear that improves your favorite form: Strength and Stamina for the bear, Agility and more Agility for the cat. Unlike most classes, it's often wise to go for equipment that has more total bonuses than any single bonus. (e.g. better to have +15 to Agility and Spirit than +25 to Agility).



CHOOSING YOUR PROFESSION

There are a number of good choices in this area, so it's debatable which path to take. Druids benefit highly from Alchemy/Herbalism for various potions, all of which can aid the Druid at one time or another. However, Skinning and Leatherworking help a great deal with armor. Caster Druids are probably a bit better off with Alchemy, while Shapeshifting Druids gain more from Leatherworking.

If you know that your character is going to have a pile of money (by being twinkled, supported by your guild, etc.), it's fine to take Leatherworking and Alchemy, and simply purchase the supplies from others.

Secondary Skills aren't as vital to Druids as they are to non-magical classes that melee. First Aid and Cooking are downtime reducers that benefit everyone, but these have diminishing returns for a class that can move between melee and magic without delay.



CLASS ABILITIES

Druid Abilities are divided by the form needed to cast them. For ranged magic, the natural form of the Druid is used. As a bear the Druid can take far more damage and use warrior abilities. As a cat the Druid is stealthy and able to deal much higher damage.

Notice that the form of a Druid also dictates which secondary bar they have (Mana for the caster, Rage for the bear, and Energy for the cat).

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Mark of the Wild	1	1	Restoration	Mark of the Wild	3	20	Restoration	Regrowth	4	30	Restoration	Rejuvenation	7	40	Restoration	Cower	3	52	Feral Combat
Moonfire	1	4	Balance	Omen of Clarity	1	20	Balance	Shred	2	30	Feral Combat	Swiftmend	1	40	Restoration	Demoralizing Roar	5	52	Feral Combat
Rejuvenation	1	4	Restoration	Prowl	1	20	Feral Combat	Tranquility	1	30	Restoration	Tranquility	2	40	Restoration	Moonfire	9	52	Balance
Thorns	1	6	Balance	Rebirth	1	20	Restoration	Travel Form (Shapeshift)	N/A	30	Feral Combat	Demoralizing Roar	4	42	Feral Combat	Rejuvenation	9	52	Restoration
Wrath	2	6	Balance	Rip	1	20	Feral Combat	Wrath	5	30	Balance	Faerie Fire	3	42	Balance	Rip	5	52	Feral Combat
Entangling Roots	1	8	Balance	Starfire	1	20	Balance	Demoralizing Roar	3	32	Feral Combat	Faerie Fire (Feral)	3	42	Balance	Faerie Fire	4	54	Balance
Healing Touch	2	8	Restoration	Moonfire	4	22	Balance	Healing Touch	6	32	Restoration	Maul	5	42	Feral Combat	Faerie Fire (Feral)	4	54	Balance
Bear Form (Shapeshift)	N/A	10	Feral Combat	Rejuvenation	4	22	Restoration	Ravage	1	32	Feral Combat	Ravage	2	42	Feral Combat	Rake	4	54	Feral Combat
Demoralizing Roar	1	10	Feral Combat	Remove Curse	N/A	22	Restoration	Track Humanoid	N/A	32	Feral Combat	Regrowth	6	42	Restoration	Regrowth	8	54	Restoration
Growl	1	10	Feral Combat	Shred	1	22	Feral Combat	Maul	4	34	Feral Combat	Starfire	4	42	Balance	Shred	5	54	Feral Combat
Mark of the Wild	2	10	Restoration	Soothe Animal	1	22	Balance	Moonfire	6	34	Balance	Healing Touch	8	44	Restoration	Soothe Animal	3	54	Balance
Maul	1	10	Feral Combat	Wrath	4	22	Balance	Rake	2	34	Feral Combat	Rake	3	44	Feral Combat	Swipe	5	54	Feral Combat
Moonfire	2	10	Balance	Rake	1	24	Feral Combat	Rejuvenation	6	34	Restoration	Rip	4	44	Feral Combat	Thorns	6	54	Balance
Nature's Grasp	1	10	Balance	Regrowth	3	24	Restoration	Starfire	3	34	Balance	Swipe	4	44	Feral Combat	Wrath	8	54	Balance
Rejuvenation	2	10	Restoration	Swipe	2	24	Feral Combat	Swipe	3	34	Feral Combat	Thorns	5	44	Balance	Frenzied Regeneration	3	56	Feral Combat
Teleport: Moonglade	1	10	Balance	Thorns	3	24	Balance	Thorns	4	34	Balance	Bash	3	46	Feral Combat	Healing Touch	10	56	Restoration
Enrage	N/A	12	Feral Combat	Tiger's Fury	1	24	Feral Combat	Entangling Roots	4	36	Balance	Pounce	2	46	Feral Combat	Pounce	3	56	Feral Combat
Regrowth	1	12	Restoration	Abolish Poison	N/A	26	Restoration	Frenzied Regeneration	1	36	Feral Combat	Frenzied Regeneration	2	46	Feral Combat	Claw	5	58	Feral Combat
Bash	1	14	Feral Combat	Dash	1	26	Feral Combat	Pounce	1	36	Feral Combat	Moonfire	8	46	Balance	Entangling Roots	6	58	Balance
Healing Touch	3	14	Restoration	Healing Touch	5	26	Restoration	Regrowth	5	36	Restoration	Pounce	2	46	Feral Combat	Hibernate	3	58	Balance
Thorns	2	14	Balance	Maul	3	26	Feral Combat	Rip	3	36	Feral Combat	Rejuvenation	8	46	Restoration	Maul	7	58	Feral Combat
Wrath	3	14	Balance	Starfire	2	26	Balance	Tiger's Fury	2	36	Feral Combat	Shred	4	46	Feral Combat	Moonfire	10	58	Balance
Aquatic Form (Shapeshift)	N/A	16	Feral Combat	Challenging Roar	1	28	Feral Combat	Claw	3	38	Feral Combat	Wrath	7	46	Balance	Nature's Grasp	6	58	Balance
Moonfire	3	16	Balance	Claw	2	28	Feral Combat	Healing Touch	7	38	Restoration	Claw	4	48	Feral Combat	Ravage	4	58	Feral Combat
Rejuvenation	3	16	Restoration	Cower	1	28	Feral Combat	Hibernate	2	38	Balance	Entangling Roots	5	48	Balance	Rejuvenation	10	58	Restoration
Swipe	1	16	Feral Combat	Entangling Roots	3	28	Balance	Nature's Grasp	4	38	Balance	Nature's Grasp	5	48	Balance	Starfire	6	58	Balance
Entangling Roots	2	18	Balance	Moonfire	5	28	Balance	Shred	3	38	Feral Combat	Regrowth	7	48	Restoration	Gift of the Wild	2	60	Restoration
Faerie Fire	1	18	Balance	Nature's Grasp	3	28	Balance	Soothe Animal	2	38	Balance	Tiger's Fury	3	48	Feral Combat	Growl	6	60	Feral Combat
Hibernate	1	18	Balance	Rejuvenation	5	28	Restoration	Wrath	6	38	Balance	Gift of the Wild	1	50	Restoration	Healing Touch	11	60	Restoration
Maul	2	18	Feral Combat	Rip	2	28	Feral Combat	Cower	2	40	Feral Combat	Growl	5	50	Feral Combat	Hurricane	3	60	Balance
Nature's Grasp	2	18	Balance	Bash	2	30	Feral Combat	Dire Bear Form (Shapeshift)	N/A	40	Feral Combat	Healing Touch	9	50	Restoration	Mark of the Wild	7	60	Restoration
Regrowth	2	18	Restoration	Faerie Fire	2	30	Balance	Growl	4	40	Feral Combat	Hurricane	2	50	Balance	Prowl	3	60	Feral Combat
Cat Form (Shapeshift)	N/A	20	Feral Combat	Faerie Fire (Feral)	1	30	Feral Combat	Innervate	1	40	Restoration	Mark of the Wild	6	50	Restoration	Rebirth	5	60	Restoration
Claw	1	20	Feral Combat	Faerie Fire (Feral)	2	30	Balance	Mark of the Wild	5	40	Restoration	Maul	6	50	Feral Combat	Regrowth	9	60	Restoration
Demoralizing Roar	2	20	Feral Combat	Growl	3	30	Feral Combat	Moonfire	7	40	Balance	Ravage	3	50	Feral Combat	Rejuvenation	11	60	Restoration
Feral Charge	1	20	Feral Combat	Mark of the Wild	4	30	Restoration	Moonskin Form	1	40	Balance	Rebirth	4	50	Restoration	Rip	6	60	Feral Combat
Growl	2	20	Feral Combat	Nature's Swiftswiftness	1	30	Restoration	Prowl	2	40	Feral Combat	Starfire	5	50	Balance	Starfire	7	60	Balance
Healing Touch	4	20	Restoration	Rebirth	2	30	Restoration	Rebirth	3	40	Restoration	Tranquility	3	50	Restoration	Tiger's Fury	4	60	Feral Combat
Insect Swarm	1	20	Restoration													Tranquility	4	60	Restoration



BALANCE

The forces of Balance lend the Druid powers of ranged damage with abilities like Moonfire, natural fury with abilities like Thorns, and the ability to bind their foes to the ground when outdoors by using Entangling Roots.



ENTANGLING ROOTS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	8	50	30yd	1.5	—	2 ●	Roots the target in place and causes 20 nature damage over 12 sec. Only useable outdoors.
2	18	65	30yd	1.5	—	19 ●	Roots the target in place and causes 50 nature damage over 15 sec. Only useable outdoors.
3	28	80	30yd	1.5	—	50 ●	Roots the target in place and causes 90 nature damage over 18 sec. Only useable outdoors.
4	36	95	30yd	1.5	—	1 ● 20 ●	Roots the target in place and causes 140 nature damage over 21 sec. Only useable outdoors.
5	48	110	30yd	1.5	—	2 ● 20 ●	Roots the target in place and causes 200 nature damage over 24 sec. Only useable outdoors.
6	58	125	30yd	1.5	—	3 ● 20 ●	Roots the target in place and causes 270 nature damage over 27 sec. Only useable outdoors.



FAERIE FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	18	55	30yd	IC	—	19 ●	Decrease the armor of the target by 175 for 40 sec. While affected, the target cannot stealth or turn invisible.
2	30	75	30yd	IC	—	60 ●	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.
3	42	95	30yd	IC	—	1 ● 60 ●	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	115	30yd	IC	—	2 ● 80 ●	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



HIBERNATE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	18	90	30yd	1.5 sec	—	19 ●	Forces the enemy target to sleep for up to 20 sec. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.
2	38	120	30yd	1.5 sec	—	1 ● 20 ●	Forces the enemy target to sleep for up to 30 sec. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.
3	58	150	30yd	1.5 sec	—	3 ● 20 ●	Forces the enemy target to sleep for up to 40 sec. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.



HURRICANE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
2	50	1180	30 yd	IC	1 minute	2 ● 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 sec. Druid must channel to maintain the spell.
3	60	1495	30 yd	IC	1 minute	3 ● 40 ●	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 sec. Druid must channel to maintain the spell.



MOONFIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	4	25	30yd	IC	—	1 ●	Burns the enemy for 7 to 9 Arcane damage and then an additional 12 Arcane damage over 9 sec.
2	10	50	30yd	IC	—	3 ●	Burns the enemy for 13 to 17 Arcane damage and then an additional 32 Arcane damage over 12 sec.
3	16	75	30yd	IC	—	18 ●	Burns the enemy for 25 to 31 Arcane damage and then an additional 52 Arcane damage over 12 sec.
4	22	105	30yd	IC	—	30 ●	Burns the enemy for 40 to 48 Arcane damage and then an additional 80 Arcane damage over 12 sec.
5	28	150	30yd	IC	—	50 ●	Burns the enemy for 61 to 73 Arcane damage and then an additional 124 Arcane damage over 12 sec.
6	34	190	30yd	IC	—	1 ●	Burns the enemy for 81 to 97 Arcane damage and then an additional 164 Arcane damage over 12 sec.
7	40	235	30yd	IC	—	1 ● 90 ●	Burns the enemy for 105 to 125 Arcane damage and then an additional 212 Arcane damage over 12 sec.
8	46	280	30yd	IC	—	2 ●	Burns the enemy for 130 to 154 Arcane damage and then an additional 264 Arcane damage over 12 sec.
9	52	325	30yd	IC	—	2 ● 60 ●	Burns the enemy for 157 to 185 Arcane damage and then an additional 320 Arcane damage over 12 sec.
10	58	375	30yd	IC	—	3 ● 20 ●	Burns the enemy for 189 to 221 Arcane damage and then an additional 384 Arcane damage over 12 sec.



SOOTHE ANIMAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	22	50	40yd	1.5 sec	—	30 ●	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 sec.
2	38	75	40yd	1.5 sec	—	1 ● 20 ●	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 sec.
3	54	100	40yd	1.5 sec	—	2 ● 80 ●	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 sec.



STARFIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	95	30yd	3.5 sec	—	20 ●	Causes 89 to 109 Arcane damage to the target.
2	26	135	30yd	3.5 sec	—	45 ●	Causes 137 to 167 Arcane damage to the target.
3	34	180	30yd	3.5 sec	—	1 ●	Causes 201 to 241 Arcane damage to the target.
4	42	230	30yd	3.5 sec	—	1 ● 60 ●	Causes 280 to 334 Arcane damage to the target.
5	50	275	30yd	3.5 sec	—	2 ● 30 ●	Causes 362 to 428 Arcane damage to the target.
6	58	315	30yd	3.5 sec	—	3 ● 20 ●	Causes 445 to 525 Arcane damage to the target.
7	60	340	30 yd	3.5 sec	—	—	Causes 496 to 584 Arcane damage to the target.



TELEPORT: MOONGLADE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	10	120	—	10 sec	—	—	Teleports the caster to the Moonglade.





THORNS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	6	35	30yd	IC	—	1 ●	Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 min.
2	14	60	30yd	IC	—	9 ●	Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 min.
3	24	105	30yd	IC	—	40 ●	Thorns sprout from the friendly target causing 9 Nature damage to attackers when hit. Lasts 10 min.
4	34	170	30yd	IC	—	1 ●	Thorns sprout from the friendly target causing 12 Nature damage to attackers when hit. Lasts 10 min.
5	44	240	30yd	IC	—	1 ● 80 ●	Thorns sprout from the friendly target causing 15 Nature damage to attackers when hit. Lasts 10 min.
6	54	320	30yd	IC	—	2 ● 80 ●	Thorns sprout from the friendly target causing 18 Nature damage to attackers when hit. Lasts 10 min.



WRATH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
2	6	35	30yd	1.7 sec	—	1 ●	Causes 25 to 29 Nature damage to the target
3	14	55	30yd	2 sec	—	9 ●	Causes 44 to 52 Nature damage to the target
4	22	70	30yd	2 sec	—	30 ●	Causes 63 to 73 Nature damage to the target.
5	30	100	30yd	2 sec	—	60 ●	Causes 101 to 115 Nature damage to the target.
6	38	125	30yd	2 sec	—	1 ● 20 ●	Causes 139 to 157 Nature damage to the target.
7	46	155	30yd	2 sec	—	2 ●	Causes 188 to 210 Nature damage to the target.
8	54	180	30yd	2 sec	—	2 ● 80 ●	Causes 236 to 264 Nature damage to the target.

SKILLS LEARNED FROM THE BALANCE TALENT TREE



MOONKIN FORM

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	40	684	—	—	—	—	Transforms the druid into Moonkin Form. While in this form armor 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.



NATURE'S GRASP

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	10	50	—	—	1 minute	—	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 sec.
2	18	65	—	IC	1 minute	95 ●	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 sec.
3	28	80	—	IC	1 minute	2 ● 50 ●	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 sec.
4	38	95	—	IC	1 minute	6 ●	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 sec.
5	48	110	—	IC	1 minute	11 ●	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 sec.
6	58	125	—	IC	1 minute	16 ●	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 sec.



OMEN OF CLARITY

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	120	—	—	—	—	Imbues the Druid with natural energy. Each of the druid's melee attacks has a chance of causing the caster to enter a Clearcasting state. The Clearcasting state reduces the Mana, Rage or Energy cost of your next damage or healing spell or offensive ability by 100%. Lasts 5 min.

FERAL COMBAT

Shapeshifting is the core of Druid versatility. This allows all Druids to reach speedier forms of travel (under water and on the ground) or to become either a tank or DPS class. Bear Form is gained at Level 10, Aquatic Form at 16, Cat Form at 20, Travel Form at 30, and Dire Bear Form at Level 40.



AQUATIC FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	16	23	—	IC	1.5 seconds	10 ●	Shapeshift into aquatic form, increasing swim speed by 50% and allowing the druid to breathe underwater. Also protects the caster from polymorph effects.



BASH

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	14	10	9yd	IC	1 minute	9 ●	Stuns the target for 2 sec.
2	30	10	9yd	IC	1 minute	55 ●	Stuns the target for 3 sec.
3	46	10	9yd	IC	1 minute	1 ● 90 ●	Stuns the target for 4 sec.



- DRUID
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR



BEAR FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	10	65	—	1C	1.5 seconds	10 ●	Shapeshift into a bear, increasing attack power by 30, armor contribution from items by 65%, health by 25, and health gained per point of stamina by 2. Also allows the use of various bear abilities. Also protects the caster from polymorph effects.



CAT FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	20	65	—	1C	1.5 seconds	—	Shapeshift into cat form, increasing attack power by 40 and allowing the use of various abilities. Also protects the caster from polymorph effects.



CHALLENGING ROAR

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	28	15	—	1C	10 minutes	50 ●	Forces all nearby enemies to focus on you for 6 seconds.



CLAW

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	45	9yd	1C	—	20 ●	Claw the enemy, causing 27 additional damage. Awards 1 combo point.
2	28	45	9yd	1C	—	50 ●	Claw the enemy, causing 39 additional damage. Awards 1 combo point.
3	38	45	9yd	1C	—	1 ● 20 ●	Claw the enemy, causing 57 additional damage. Awards 1 combo point.
4	48	45	9yd	1C	—	2 ● 20 ●	Claw the enemy, causing 88 additional damage. Awards 1 combo point.
5	58	45	9yd	1C	—	3 ● 20 ●	Claw the enemy, causing 115 additional damage. Awards 1 combo point.



COWER

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	28	20	9yd	1C	10 seconds	50 ●	Cower, causing no damage but lowering your threat a small amount, making the enemy less likely to attack you.
2	40	20	9yd	1C	10 seconds	1 ● 40 ●	Cower, causing no damage but lowering your threat a medium amount, making the enemy less likely to attack you.
3	52	20	9yd	1C	10 seconds	2 ● 60 ●	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.



DASH

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	26	—	—	1C	5 minutes	45 ●	Increases movement speed by 50% for 15 sec. Does not break Prowling.
2	46	—	—	1C	5 minutes	2 ●	Increases movement speed by 60% for 15 sec. Does not break Prowling.



DEMORALIZING ROAR

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	10	10	—	1C	—	3 ●	The druid roars, decreasing nearby enemies' attack power by 30. Lasts 30 sec.
2	20	10	—	1C	—	20 ●	The druid roars, decreasing nearby enemies' attack power by 50. Lasts 30 sec.
3	32	10	—	1C	—	80 ●	The druid roars, decreasing nearby enemies' attack power by 65. Lasts 30 sec.
4	42	10	—	1C	—	1 ● 60 ●	The druid roars, decreasing nearby enemies' attack power by 100. Lasts 30 sec.
5	52	10	—	1C	—	2 ● 60 ●	The druid roars, decreasing nearby enemies' attack power by 130. Lasts 30 sec.



DIRE BEAR FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	40	27	—	1C	1.5 seconds	1 ● 40 ●	Shapeshift into a dire bear, increasing 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.



ENRAGE

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	12	—	—	1C	1 minute	8 ●	Generates 20 rage over 10 sec, but reduces armor by 75%. The druid is considered in combat for the duration.



FRENZIED REGENERATION

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	36	up to 10 per sec	—	1C	3 minutes	—	Converts up to 10 Rage per second into health for 10 sec. Each point of rage is converted into 15 health.
2	46	up to 10 per sec	—	1C	3 minutes	2 ●	Converts up to 10 Rage per second into health for 10 sec. Each point of rage is converted into 15 health.
3	56	up to 10 per sec	—	1C	3 minutes	—	Converts up to 10 Rage per second into health for 10 sec. Each point of rage is converted into 20 health.



GROWL

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	10	—	5yd	1C	10 seconds	3 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.
2	20	—	5yd	1C	10 seconds	19 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.
3	30	—	5yd	1C	10 seconds	55 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.
4	40	—	5yd	1C	10 seconds	1 ● 30 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.
5	50	—	5yd	1C	10 seconds	2 ● 40 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.
6	60	—	5yd	1C	10 seconds	3 ● 90 ●	Taunts the target to attack you, but has no effect if the target is already attacking you.





MAUL

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	10	15	—	Next Melee	—	10 ●	Increases the druid's next attack by 18 damage.
2	18	15	—	Next Melee	—	19 ●	Increases the druid's next attack by 27 damage.
3	26	15	—	Next Melee	—	45 ●	Increases the druid's next attack by 37 damage.
4	34	15	—	Next Melee	—	1 ●	Increases the druid's next attack by 49 damage.
5	42	15	—	Next Melee	—	1 ● 60 ●	Increases the druid's next attack by 71 damage.
6	50	15	—	Next Melee	—	2 ● 30 ●	Increases the druid's next attack by 101 damage.
7	58	15	—	Next Melee	—	3 ● 20 ●	Increases the druid's next attack by 128 damage.



POUNCE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	36	50	9yd	IC	—	1 ● 10 ●	Pounce, stunning the target for 2 sec and causing 90 damage over 18 sec. Must be prowling and behind the target. Awards 1 combo point.
2	46	50	9yd	IC	—	2 ●	Pounce, stunning the target for 2 sec and causing 120 damage over 18 sec. Must be prowling and behind the target. Awards 1 combo point.
3	56	50	9yd	IC	—	3 ●	Pounce, stunning the target for 2 sec and causing 150 damage over 18 sec. Must be prowling and behind the target. Awards 1 combo point.



PROWL

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	—	—	IC	10 seconds	20 ●	Allows the Druid to prowl around, but reduces your speed to 60% of normal. Lasts until cancelled.
2	40	—	—	IC	10 seconds	1 ● 40 ●	Allows the Druid to prowl around, but reduces your speed to 65% of normal. Lasts until cancelled.
3	60	—	—	IC	10 seconds	3 ● 40 ●	Allows the Druid to prowl around, but reduces your speed to 70% of normal. Lasts until cancelled.



RAKE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	24	40	9yd	IC	—	40 ●	Rake the target for 19 damage and an additional 39 damage over 9 sec. Awards one combo point.
2	34	40	9yd	IC	—	1 ●	Rake the target for 28 damage and an additional 57 damage over 9 sec. Awards one combo point.
3	44	40	9yd	IC	—	1 ● 80 ●	Rake the target for 43 damage and an additional 75 damage over 9 sec. Awards one combo point.
4	54	40	9yd	IC	—	2 ● 80 ●	Rake the target for 58 damage and an additional 96 damage over 9 sec. Awards one combo point.



RAVAGE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	32	60	9yd	IC	—	80 ●	Ravage the target, causing 350% damage plus 147 to the target. Must be prowling and behind the target. Awards 1 combo point.
2	42	60	9yd	IC	—	1 ● 60 ●	Ravage the target, causing 350% damage plus 217 to the target. Must be prowling and behind the target. Awards 1 combo point.
3	50	60	9yd	IC	—	2 ● 30 ●	Ravage the target, causing 350% damage plus 273 to the target. Must be prowling and behind the target. Awards 1 combo point.
4	58	60	9yd	IC	—	3 ● 20 ●	Ravage the target, causing 350% damage plus 343 to the target. Must be prowling and behind the target. Awards 1 combo point.



RIP

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	30	9yd	IC	—	20 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 54 damage over 12 sec. 2 points: 90 damage over 12 sec. 3 points: 126 damage over 12 sec. 4 points: 162 damage over 12 sec. 5 points: 198 damage over 12 sec.
2	28	30	9yd	IC	—	50 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 78 damage over 12 sec. 2 points: 132 damage over 12 sec. 3 points: 186 damage over 12 sec. 4 points: 240 damage over 12 sec. 5 points: 294 damage over 12 sec.
3	36	30	9yd	IC	—	1 ● 10 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 108 damage over 12 sec. 2 points: 180 damage over 12 sec. 3 points: 252 damage over 12 sec. 4 points: 324 damage over 12 sec. 5 points: 396 damage over 12 sec.
4	44	30	9yd	IC	—	1 ● 80 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 156 damage over 12 sec. 2 points: 258 damage over 12 sec. 3 points: 360 damage over 12 sec. 4 points: 462 damage over 12 sec. 5 points: 564 damage over 12 sec.
5	52	30	9yd	IC	—	2 ● 60 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 216 damage over 12 sec. 2 points: 360 damage over 12 sec. 3 points: 504 damage over 12 sec. 4 points: 648 damage over 12 sec. 5 points: 792 damage over 12 sec.
6	60	30	9yd	IC	—	3 ● 40 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 300 damage over 12 sec. 2 points: 498 damage over 12 sec. 3 points: 696 damage over 12 sec. 4 points: 894 damage over 12 sec. 5 points: 1092 damage over 12 sec.



- DRUID
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- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR



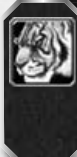
SHRED

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS	
1	22	60	5yd	IC	—	30	Shred the target, causing 225% damage plus 54 to the target. Must be behind the target. Awards 1 combo point.	
2	30	60	5yd	IC	—	60	Shred the target, causing 225% damage plus 72 to the target. Must be behind the target. Awards 1 combo point.	
3	38	60	5yd	IC	—	1	20	Shred the target, causing 225% damage plus 99 to the target. Must be behind the target. Awards 1 combo point.
4	46	60	5yd	IC	—	2	Shred the target, causing 225% damage plus 144 to the target. Must be behind the target. Awards 1 combo point.	
5	54	60	5yd	IC	—	2	80	Shred the target, causing 225% damage plus 180 to the target. Must be behind the target. Awards 1 combo point.



SWIPE

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS	
1	16	20	5yd	IC	4 seconds	18	Swipe 3 nearby enemies, inflicting 18 damage.	
2	24	20	5yd	IC	4 seconds	40	Swipe 3 nearby enemies, inflicting 25 damage.	
3	34	20	5yd	IC	4 seconds	1	Swipe 3 nearby enemies, inflicting 36 damage.	
4	44	20	5yd	IC	4 seconds	1	80	Swipe 3 nearby enemies, inflicting 60 damage.
5	54	20	5yd	IC	4 seconds	2	80	Swipe 3 nearby enemies, inflicting 83 damage.



TIGER'S FURY

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS	
1	24	30	—	IC	1 second	40	Increases damage done by 10 for 6 sec.	
2	36	30	—	IC	1 second	1	10	Increases damage done by 20 for 6 sec.
3	48	30	—	IC	1 second	2	20	Increases damage done by 30 for 6 sec.
4	60	30	—	IC	1 second	3	40	Increases damage done by 40 for 6 sec.



TRACK HUMANOID

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	32	—	—	IC	—	80	Shows the location of all nearby humanoids on the minimap. Only one type of thing can be tracked at a time.



TRAVEL FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	30	10	—	IC	1.5 seconds	60	Transforms the druid into a travel form, increasing movement speed by 40%. Also protects the caster from polymorph effects. Only useable outdoors.

SKILLS LEARNED FROM THE FERAL COMBAT TALENT TREE



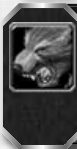
FAERIE FIRE (FERAL) - BEAR FORMS

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS	
2	30	5	30yd	IC	—	10	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.	
3	42	5	30yd	IC	—	1	50	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	5	30yd	IC	—	2	70	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



FAERIE FIRE (FERAL) - CAT FORM

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS	
2	30	15	30yd	IC	—	10	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.	
3	42	15	30yd	IC	—	1	50	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	15	30yd	IC	—	2	70	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



FERAL CHARGE

MINIMUM		RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	5	8 - 25 yd	IC	15 seconds	—	Requires Bear Form, Dire Bear Form. Causes you to charge an enemy, immobilizing and interrupting any spell being cast for 4 sec.

RESTORATION

Through Restoration, Druids are able to heal allies and themselves, and even resurrect fallen friends. With its various heal spells and buff, Mark of the Wild, the Restoration line, more than any other, makes Druids a welcome addition to any group.



ABOLISH POISON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	26	8	30 yd	IC	—	45	Attempts to cure 1 poison effect on the target, and one more poison effect every 2 seconds for 8 sec.



GIFT OF THE WILD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	50	900	40 yd	IC	—	—	Increases the armor of your party members by 240, all attributes by 10 and all resistances by 1.5 for one hour.
2	60	1200	40 yd	IC	—	—	Increases the armor of your party members by 285, all attributes by 12 and all resistances by 20 for one hour.





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HEALING TOUCH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	1	30	40yd	1.5 sec	—	—	Heals a friendly target for 37 to 51
2	8	60	40yd	2 sec	—	2	Heals a friendly target for 88 to 112.
3	14	120	40yd	2.5 sec	—	9	Heals a friendly target for 195 to 243.
4	20	205	40yd	3 sec	—	20	Heals a friendly target for 363 to 445.
5	26	300	40yd	3.5 sec	—	45	Heals a friendly target for 572 to 694.
6	32	370	40yd	3.5 sec	—	80	Heals a friendly target for 742 to 894.
7	38	445	40yd	3.5 sec	—	1 20	Heals a friendly target for 936 to 1120.
8	44	545	40yd	3.5 sec	—	1 80	Heals a friendly target for 1199 to 1427.
9	50	660	40yd	3.5 sec	—	2 30	Heals a friendly target for 1516 to 1796.
10	56	790	40yd	3.5 sec	—	3	Heals a friendly target for 1890 to 2230.
11	60	800	40 yd	3.5 sec	—	—	Heals a friendly target for 2267-2677.

INNERVATE

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	40	62	30 yd	1C	6 minutes	1 40	Increases the target's Mana regeneration by 400% and allows 100% of the target's Mana regeneration to continue while casting. Lasts 20 sec.

MARK OF THE WILD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	1	20	30yd	1C	—	10	Increases the friendly target's armor by 25 for 30 min.
2	10	50	30yd	1C	—	3	Increases the friendly target's armor by 65 and all attributes by 2 for 30 min.
3	20	100	30yd	1C	—	20	Increases the friendly target's armor by 105 and all attributes by 5 for 30 min.
4	30	160	30yd	1C	—	60	Increases the friendly target's armor by 150, all attributes by 6 and all resistances by 5 for 30 min.
5	40	240	30yd	1C	—	1 40	Increases the friendly target's armor by 195, all attributes by 8 and all resistances by 10 for 30 min.
6	50	340	30yd	1C	—	2 30	Increases the friendly target's armor by 240, all attributes by 10 and all resistances by 15 for 30 min.
7	60	445	30yd	1C	—	3 40	Increases the friendly target's armor by 285, all attributes by 12 and all resistances by 20 for 30 min.

REBIRTH

RANK	LEVEL	MANA	REAGENT	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	42	Maple Seed	2 sec	30 minutes	20	Returns the spirit to the body, restoring a dead target to life with 400 health and 700 mana.
2	30	42	Stranglethorn Seed	2 sec	30 minutes	60	Returns the spirit to the body, restoring a dead target to life with 750 health and 1200 mana.
3	40	42	Ashwood Seed	2 sec	30 minutes	1 40	Returns the spirit to the body, restoring a dead target to life with 1100 health and 1700 mana.
4	50	42	Hornbeam Seed	2 sec	30 minutes	2 30	Returns the spirit to the body, restoring a dead target to life with 1600 health and 2200 mana.
5	60	42	Ironwood Seed	2 sec	30 minutes	3 40	Returns the spirit to the body, restoring a dead target to life with 2200 health and 2800 mana.

REGROWTH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	12	120	40yd	2 sec	—	8	Heals a friendly target for 84 to 98 and another 98 over 21 sec.
2	18	205	40yd	2 sec	—	19	Heals a friendly target for 164 to 188 and another 175 over 21 sec.
3	24	280	40yd	2 sec	—	40	Heals a friendly target for 240 to 274 and another 259 over 21 sec.
4	30	350	40yd	2 sec	—	60	Heals a friendly target for 318 to 360 and another 343 over 21 sec.
5	36	420	40yd	2 sec	—	1 10	Heals a friendly target for 405 to 457 and another 427 over 21 sec.
6	42	510	40yd	2 sec	—	1 60	Heals a friendly target for 511 to 575 and another 546 over 21 sec.
7	48	615	40yd	2 sec	—	2 20	Heals a friendly target for 646 to 724 and another 686 over 21 sec.
8	54	740	40yd	2 sec	—	2 80	Heals a friendly target for 809 to 905 and another 861 over 21 sec.
9	60	880	40yd	2 sec	—	3 40	Heals a friendly target for 1003 to 1119 and another 1064 over 21 sec.

REJUVINATION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	4	25	40yd	1C	—	1	Heals the target for 32 over 12 sec.
2	10	40	40yd	1C	—	3	Heals the target for 56 over 12 sec.
3	16	75	40yd	1C	—	18	Heals the target for 116 over 12 sec.
4	22	105	40yd	1C	—	30	Heals the target for 180 over 12 sec.
5	28	135	40yd	1C	—	50	Heals the target for 244 over 12 sec.
6	34	160	40yd	1C	—	1	Heals the target for 304 over 12 sec.
7	40	195	40yd	1C	—	1 40	Heals the target for 388 over 12 sec.
8	46	235	40yd	1C	—	2	Heals the target for 488 over 12 sec.
9	52	280	40yd	1C	—	2 60	Heals the target for 608 over 12 sec.
10	58	335	40yd	1C	—	3 20	Heals the target for 756 over 12 sec.
11	60	360	40 yd	1C	—	—	Heals the target for 888 over 12 sec.





REMOVE CURSE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
N/A	24	5	30yd	IC	—	40	Dispels 1 curse from a friendly target.



TRANQUILITY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	30	375	—	IC	10 minutes	60	Regenerates all nearby group members for 94 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
2	40	505	—	IC	10 minutes	1 40	Regenerates all nearby group members for 138 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
3	50	695	—	IC	10 minutes	2 30	Regenerates all nearby group members for 205 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
4	60	925	—	IC	10 minutes	3 40	Regenerates all nearby group members for 294 every 2 seconds for 10 sec. Druids must channel to maintain the spell.

SKILLS LEARNED FROM THE RESTORATION TALENT TREE



INSECT SWARM

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	20	45	30 yd	IC	—	—	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 66 Nature damage over 12 sec.



NATURE'S SWIFTESS

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	1	—	—	IC	3 minutes	—	When activated, your next Nature spell becomes an instant cast spell.



SWIFTMEND

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECTS
1	40	20% Base	40 yd	IC	15 seconds	—	Consumes a Rejuvenation or Regrowth effect on a friendly target to instantly heal them an amount equal to 12 sec. of Rejuvenation or 15 sec. of Regrowth.

3 TALENTS

Druid Talents take the class far and wide, enabling the character to become a deft caster, a master of shifting forms, or a quality healer. The Balanced line offers many mystic improvements, raising attack damage, efficiency, and critical potential of Druid combat spells. Feral Combat brings the Druid's Cat and Bear forms closer in line with Rogues and Warriors, respectively, making the class far more effective at DPS work and tanking. Finally, the Restoration line aids healing spells with decreased Threat, improved efficiency, and some interruption avoidance. Restoration also has some supplementary additions to the Druid's Shifting Forms.

BALANCE	TALENT NAME	RANKS	PREREQUISITES	EFFECTS
	Improved Wrath	5	None	Reduces the cast time of your Wrath spell by 0.1 seconds (Per Rank).
	Nature's Grasp	1	None	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.
	Improved Nature's Grasp	4	1 Point in Nature's Grasp	Increases the chance for your Nature's Grasp to entangle an enemy by 15%. Progression 15%/30%/45%/65%.
	Improved Entangling Roots	3	5 Points in Balance	Gives you a 40% chance to avoid interruption caused by damage while casting Entangling Roots. Progression 40%/70%/100%.
	Improved Moonfire	5	5 Points in Balance	Increases the damage and critical strike chance of your Moonfire spell by 2% (Per Rank).
	Natural Weapons	5	5 Points in Balance	Increases the damage you deal with physical attacks in all forms by 2% (Per Rank).
	Natural Shapeshifter	3	5 Points in Balance	Reduces the mana cost of shapeshifting by 10% (Per Rank).
	Improved Thorns	3	10 Points in Balance	Increases damage caused by your Thorns spell by 25% (Per Rank).
	Omen of Clarity	1	10 Points in Balance, 5 Points in Natural Weapons	Imbues the Druid with natural energy. Each of the druid's melee attacks has a chance of causing the caster to enter a Clearcasting state. The Clearcasting state reduces the Mana, Rage, or Energy cost of your next damage or healing spell or offensive ability by 100%. Lasts 5 minutes.
	Nature's Reach	2	10 Points in Balance	Increases the range of your Wrath, Entangling Roots, Faerie Fire, Moonfire, Starfire, and Hurricane spells by 10% (Per Rank).
	Vengeance	5	15 Points in Balance, 5 Points in Improved Moonfire	Increases the critical strike damage bonus of your Starfire, Moonfire, and Wrath spells by 20% (Per Rank).
	Improved Starfire	5	15 Points in Balance	Reduces the cast time of Starfire by 0.1 seconds (Per Rank) and has 3% chance (Per Rank) to stun the target for 3 seconds.
	Nature's Grace	1	20 Points in Balance	All spell criticals grace you with a blessing of nature, reducing the casting time of your next spell by 0.5 seconds.
	Moonglow	3	20 Points in Balance	Reduces the Mana cost of your Moonfire, Starfire, Wrath, Healing Touch, Regrowth, and Rejuvenation spells by 3% (Per Rank).
	Moonfury	5	25 Points in Balance Talents, 1 Point in Nature's Grace	Increases the damage done by your Starfire, Moonfire, and Wrath spells by 2% (Per Rank).
	Moonkin Form	1	30 Points in Balance	Transforms the druid into Moonkin Form. While in this form armor 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.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

FERAL COMBAT

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Ferocity	5	None	Reduces the cost of your Maul, Swipe, Claw, and Rake abilities by 1 Rage or Energy (Per Rank).
Feral Aggression	5	None	Increases the Attack Power reduction of your Demoralizing Roar by 8% (Per Rank) and the damage caused by your Ferocious Bite by 3% (Per Rank).
Feral Instinct	5	5 Points in Feral Combat	Increases threat caused in Bear and Dire Bear Form by 3% (Per Rank) and reduces the chance enemies have to detect you while Prowling.
Brutal Impact	2	5 Points in Feral Combat	Increases the stun duration of your Bash and Pounce abilities by 0.5 seconds (Per Rank).
Thick Hide	5	5 Points in Combat	Increases your Armor contribution from items by 2% (Per Rank).
Feline Swiftress	2	10 Points in Feral Combat	Increases your movement speed by 15% (Per Rank) while outdoors in Cat Form and increases your chance to dodge while in Cat Form by 2% (Per Rank).
Feral Charge	1	10 Points in Feral Combat	Requires Bear Form, Dire Bear Form. Causes you to charge an enemy, immobilizing and interrupting any spell being cast for 4 seconds.
Sharpened Claws	3	10 Points in Feral Combat	Increases your critical strike chance while in Bear, Dire Bear, or Cat Form by 2% (Per Rank).
Improved Shred	3	15 Points in Feral Combat	Reduces the Energy cost of your Shred ability by 6 (Per Rank).
Predatory Strikes	3	15 Points in Feral Combat	Increases your Attack Power in Cat, Bear, and Dire Bear Forms by 50% of your level (Per Rank).
Blood Frenzy	2	15 points in Feral Combat, 3 Points in Sharpened Claws	Your critical strikes from Cat Form abilities that add combo points have a 50% chance (Per Rank) to add an additional combo point.
Primal Fury	2	15 Points in Feral Combat, 3 Points in Sharpened Claws	Gives you a 50% chance (Per Rank) to gain an additional 5 Rage anytime you get a critical strike while in Bear and Dire Bear Form.
Savage Fury	2	20 Points in Feral Combat	Increases the damage caused by your Claw, Rake, Maul and Swipe abilities by 10% (Per Rank).
Faerie Fire (Feral)	1	20 Points in Feral Combat	Requires Cat Form, Bear Form, Dire Bear Form. Decreases the armor of the target by 175 for 40 seconds. While affected, the target cannot stealth or turn invisible.
Heart of the Wild	5	25 Points in Feral Combat, 3 Points in Predatory Strikes	Increases your Intellect by 4% (Per Rank). In addition, while in Bear or Dire Bear Form your Stamina is increased by 4% (Per Rank) and while in Cat Form your Strength is increased by 4% (Per Rank).
Leader of the Pack	1	30 Points in Feral Combat	While in Cat, Bear, or Dire Bear Form, the Leader of the Pack increases ranged and melee critical chance of all party members within 45 yards by 3%.

RESTORATION

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Mark of the Wild	5	None	Increases the effects of your Mark of the Wild and Gift of the Wild spells by 7% (Per Rank).
Furor	5	None	Gives you a 20% chance (Per Rank) to gain 10 Rage when you shapeshift into Bear and Dire Bear form or 40 Energy when you shapeshift into Cat Form.
Improved Healing Touch	5	None, 5 Points in Restoration	Reduces the cast time of your Healing Touch spell by 0.1 seconds (Per Rank).
Nature's Focus	5	5 Points in Restoration	Gives you a 14% chance (Per Rank) to avoid interruption caused by damage while casting the Healing Touch, Regrowth, and Tranquility spells.
Improved Enrage	2	5 Points in Restoration	The Enrage ability now instantly generates 5 Rage (Per Rank).
Reflection	3	10 Points in Restoration	Allows 5% (Per Rank) of your Mana regeneration to continue while casting.
Insect Swarm	1	10 Points in Restoration	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 66 Nature damage over 12 seconds.
Subtlety	5	10 Points in Restoration	Reduces the threat generated by your Healing spells by 4% (Per Rank).
Tranquil Spirit	5	15 Points in Restoration	Reduces the mana cost of your Healing Touch and Tranquility spells by 2% (Per Rank).
Improved Rejuvenation	3	15 Points in Restoration	Increases the effect of your Rejuvenation spell by 5% (Per Rank).
Nature's Swiftress	1	20 Points in Restoration, 5 Points in Improved Healing Touch	When activated, your next Nature spell becomes an instant cast spell.
Gift of Nature	5	20 Points in Restoration, 1 Point in Insect Swarm	Increases the effect of all healing spells by 2% (Per Rank).
Improved Tranquility	2	20 Points in Restoration	Reduces threat caused by Tranquility by 40% (Per Rank).
Improved Regrowth	5	25 Points in Restoration	Increases the critical effect chance of your Regrowth Spell by 10% (Per Rank).
Swiftmend		30 Points in Restoration, 5 Points in Tranquil Spirit	Consumes a Rejuvenation or Regrowth effect on a friendly target to instantly heal them an amount equal to 12 sec. of Rejuvenation or 15 sec. of Regrowth.

STRATEGIES

Playing a Druid varies greatly from area to area, group to group, and even from moment to moment. Because so much can be done to change the dynamic of a Druid in battle, it takes considerable practice to master all facets of this class. Once done though, a Druid can seamlessly switch between the major roles of group members, taking over for anyone who falls short during a fight.

First off, have your keys bound so that Shapeshifting between forms is fast and easy. Using Control + the Function Keys is somewhat standard, but placing the keys beneath the number or anywhere close to your hand's natural placement is sensible.

COMBAT IN CASTER FORM

A simple fight for a Druid comes down to throwing some damage at range (Starfire or Wrath), then hitting the target with Moonfire or Faerie Fire during its approach. Crush enemies in melee combat while regenerating mana and head off to the next kill when everything is done. This is a Balanced Druid's approach to fighting, and it's effective against a wide range of monsters.

Starfire is a great spell for maintaining efficient damage, and its maximum damage dealt is solid for a given level (compared to Wrath). What Wrath offers is the ability to dump a fair amount of mana into a target over a short period, because of its brief casting time, a Druid can spam Wrath into one or even multiple targets.

As for Healing, notice that HoTs are more expensive in terms of mana per hit points restored, though Regrowth has a fairly short casting time. Rejuvenation heals far less, but is an instant cast and has a trivial cost; it's useful to slap on while entering melee.



Healing Touch is the spell to spam when your group needs consistent and efficient healing. This spell is effective at bringing back decent amounts of life in large battles. If things start to get so bad that a primary healer is losing the fight against multiple wounds, use Tranquility to help everyone get back on their feet (and prepare to deal with some aggro). This group heal is best used during the later stages of a difficult fight, when everyone has grabbed their share of aggro; finish off any target that is on you and get in the clear so your Channeling won't be interrupted.

If multiple enemies are inbound against your group, Hurricane is powerful enough to be able to deal damage against them and reduce their attack speed.

When outdoors and in need of extra mana or time to apply bandages, it's possible to use Entangling Roots against enemies and move out of their attack range. This is also a good way to handle adds; slap them with Entangling Roots and back away until they cannot contribute to the fight with any melee or ranged attacks. Handled correctly, this becomes a very substantial method of outdoor crowd control.

Before going into your alternate forms, use any spells, potions, or items that are needed in future combat (these things aren't usable once in an Animal form, but the effects transfer when you Shift). So, drink potions for Strength, Armor etc., before going down on all fours.



CAT FORM

Use Cat Form as a way to solo or add DPS to a group. Druids deal high damage in Cat Form, especially if specced for Feral Combat. The best trick with this is to lean on the DPS for several kills, until health begins to get low, then switch to your Caster Form for some healing magic. Restore any buffs, Shapeshift back into a Cat, then repeat the process.

At Level 32, Druids in Cat form can use the Track Humanoid ability. This is a rare ability that's not available to any other class except Hunters. As such, Druids have a few perks in PvE and PvP combat. When trying to avoid or hunt down PvP opponents, this ability dramatically improves your groups' chance at gaining the initiative. Attacking when enemies are already engaged, distracted, or just looking the wrong way can be enough to overwhelm superior numbers and levels.



BEAR FORM

The Bear Form isn't needed as often as the Cat because there are so many Warriors out in the world. Yet, the group you choose may need a bit of help. Bear Form is decent for Taunting, solid for surviving damage, and can certainly make it worth a group's time to include you in their exploits. Similar to Cat Form, it is wise to save mana for important times and switch back to Caster for bursts of activity.

If Bear Form is often needed in the groups you enjoy, invest in as high an Armor Rating as you can reach. Take Talents such as Thick Hide, use Defense Potions, and emulate as much of a Warrior's mentality as you can.

Read through the class description for Warriors to gain better ideas for Taunting, selecting the right targets to gather aggro, and so forth.



CLASS QUESTS

ALLIANCE

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Verdant Sigil	1	Conservator Ilthalaïne	Mardant Strongoak	N	40
Heeding the Call	10	Theridran	Mathrengyl Bearwalker	S	85
Moonglade	10	Mathrengyl Bearwalker	Dendrite Starblaze	Y	210
Great Bear Spirit	10	Dendrite Starblaze	Dendrite Starblaze	Y	40
Back to Darnassus	10	Dendrite Starblaze	Mathrengyl Bearwalker	Y	85
Body and Heart	10	Mathrengyl Bearwalker	Mathrengyl Bearwalker	Y	—
Lessons Anew	14	Mathrengyl Bearwalker	Dendrite Starblaze	S	100
The Principal Source	14	Dendrite Starblaze	Alannadarian Nightsong	Y	750
Gathering the Cure	14	Alannadarian Nightsong	Alannadarian Nightsong	Y	750
Curing the Sick	14	Alannadarian Nightsong	Dendrite Starblaze	Y	750
Power over Poison	14	Dendrite Starblaze	Mathrengyl Bearwalker	Y	975
A Lesson to Learn	16	Mathrengyl Bearwalker	Dendrite Starblaze	S	120
Trial of the Lake	16	Dendrite Starblaze	Tajarri	Y	90
Trial of the Sea Lion	16	Tajarri	Dendrite Starblaze	Y	875
Pendant of the Sea Lion	16	Dendrite Starblaze	Mathrengyl Bearwalker	Y	1150

HORDE

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Verdant Note	1	Gruhl Hawkwind	Gart Mistrunner	N	40
Heeding the Call	10	Gennia Runetotem	Turak Runetotem	S	85
Moonglade	10	Turak Runetotem	Dendrite Starblaze	Y	210
Great Bear Spirit	10	Dendrite Starblaze	Dendrite Starblaze	Y	40
Back to Thunder Bluff	10	Dendrite Starblaze	Turak Runetotem	Y	85
Body and Heart	10	Turak Runetotem	Turak Runetotem	S	—
Lessons Anew	14	Mathrengyl Bearwalker	Dendrite Starblaze	S	100
The Principal Source	14	Dendrite Starblaze	Tonga Runetotem	Y	750
Gathering the Cure	14	Tonga Runetotem	Tonga Runetotem	Y	750
Curing the Sick	14	Tonga Runetotem	Dendrite Starblaze	Y	750
Power Over Poison	14	Dendrite Starblaze	Turak Runetotem	Y	975
A Lesson to Learn	16	Turak Runetotem	Dendrite Starblaze	S	120
Trial of the Lake	16	Dendrite Starblaze	Tajarri	Y	875
Pendant of the Sea Lion	16	Dendrite Starblaze	Turak Runetotem	Y	1150

SHARED

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Torwa Pathfinder (Alliance)	50	Mathrengyl Bearwalker	Torwa Pathfinder	S	200
Torwa Pathfinder (Horde)	50	Turak Runetotem	Torwa Pathfinder	S	200
Toxic Test	52	Torwa Pathfinder	Torwa Pathfinder	Y	2050
A Better Ingredient	52	Torwa Pathfinder	Torwa Pathfinder	Y	2550
The Emerald Dream	62	Dire Maul	Lorekeeper Javon	N	7050