

OOMKIN DRUID

37 BALANCE

14 RESTORATION

Talent points primarily spent in the Balance Tree is the choice for Druids who like to spend their time as a spell caster. Other casters enjoy a boost to spell critical chance when grouped with a Balance Druid in the right form.

BALANCE TREE



IMPROVED WRATH 5/5



One of the most popular spells in a Moonkin's arsenal. Improved Wrath with 5 points spent in it decreases cast time by half a second.

NATURE'S GRASP 1/1



This talent has a 35% chance to entangle an attacking melee enemy in roots while outdoors. Although not needed as much in most end game raid zones, Nature's Grasp comes in handy during PvP action or to escape annoying mobs.

IMPROVED NATURE'S GRASP 1/4



Nature's Grasp can save your life, Improved Nature's Grasp improves the odds that roots will entangle the attacking melee enemy. This talent should be a must have for all soloing and helps your survivability.

REQUIRES 5 POINTS IN BALANCE TALENTS

IMPROVED MOONFIRE 5/5



A popular spell in the Balance Tree, points in this talent increases critical strike chance and damage of Moonfire by 10%.

REQUIRES 10 POINTS IN BALANCE TALENTS

IMPROVED THORNS 3/3



Thorns are a nice buff to place on tanks and Improved Thorns make it even better. With the max of 3 points in it, it increases the damage done by 75%.

NATURE'S REACH 2/2



This talent increases the range of your most important Balance spells by 20%.

REQUIRES 15 POINTS IN BALANCE TALENTS

VENGEANCE 5/5



Vengeance, with all 5 points placed in it, increases the critical strike damage bonus of Moonfire, Starfire and Wrath spells by an amazing 100%.

IMPROVED STARFIRE 5/5



Starfire is one of the most powerful spells a Balance Druid uses. Improved Starfire reduces the long cast time by half a second and also gives a 15% chance to stun the target for 3 seconds.

REQUIRES 20 POINTS IN BALANCE TALENTS

NATURE'S GRACE 1/1



If a spell produces a critical, Nature's Grace reduces the casting time of your next spell by half a second.

MOONGLOW 3/3



Moonglow reduces the mana cost of Moonfire, Starfire and Wrath by 9% as well as the healing spell, Healing Touch, Regrowth and Rejuvenation by 9%.

REQUIRES 25 POINTS IN BALANCE TALENTS

MOONFURY 5/5



This talent increases the damage done by the very important Balance spells, Moonfire, Starfire and Wrath spells by 10%.

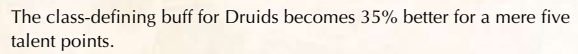
REQUIRES 30 POINTS IN BALANCE TALENTS

MOONKIN FORM 1/1

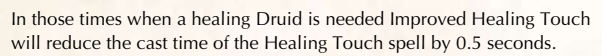


The final talent in the Balance tree and the ability that the Balance tree is best known for is Moonkin Form. While in Moonkin Form, armor is increased by 360% and there is an increase in spell critical chance by 3% to all party members within 30 yards. Only Balance spells can be cast while in Moonkin form.

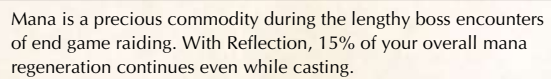
THE MOONKIN DRUID



IMPROVED HEALING TOUCH 5/5



REFLECTION 3/3



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.



STRENGTHS OF THIS TEMPLATE

This build is meant to enhance the spell casting of your Druid. While Druids aren't the most powerful casters they are still an imposing presence and with Moonkin Form their aura helps out other casters.

ROOM FOR FLEXIBILITY

Improved Thorns is sometimes a questionable talent, but many raids contain several tanks and Improved Thorns adds to their damage and threat levels. Points spent in the Restoration Tree could be used in the Feral Tree instead wherever you choose; however, keeping 5 points in Improved Mark of the Wild is highly advised for raid and small party buffs.

EQUIPMENT

As a spell caster, Intellect is most important followed by Spirit. While Druids can wear leather it is sometimes more useful to wear cloth gear meant for spell casters. This can be especially beneficial while in a great group with tanks who can easily hold the attention of attacking enemies and armor isn't as important.

FINAL NOTES

Moonkin is often called Oomkin because of their rapid use of mana. Watch your mana use and even if you run out you can still try to melee as best as you can (when you aren't needed for Moonkin Aura, you can always shift to another form). There are many ways to restore your mana (such as mana potions) and increases to mana regeneration on armor. There is also Innervate, though it is sometimes needed for the main healer and you cannot be in Moonkin form to use it. Don't be afraid to try Moonkin Form because of the Oomkin label! Many find it one of the better PvP forms with its increased armor and powerful spells.

