



Network Sites

“this game sucks and anyone who likes it sucks. penny arcade sucks and is as funny as something that's not funny at all.”  
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## Druid Spell List

### Level 1

Name	Category	Level	Mana	Cast	Recast	Range	Description
<b>Healing Touch</b> Rank 1	Restoration	1	25	1.50	0.0	40 yards	Heals a friendly target for 37 to 51.
<b>Mark of the Wild</b> Rank 1	Restoration	1	20	0.00	0.0	30 yards	Increases the friendly target's armor by 25 for 30 minutes.
<b>Wrath</b> Rank 1	Balance	1	20	1.50	0.0	30 yards	Causes 12 to 14 Nature damage to the target.

### Level 4

Name	Category	Level	Mana	Cast	Recast	Range	Description
<b>Rejuvenation</b> Rank 1	Restoration	4	25	0.00	0.0	40 yards	Heals the target for 32 over 12 seconds.
<b>Moonfire</b> Rank 1	Balance	4	25	0.00	0.0	30 yards	Burns the enemy for 7 to 9 Arcane damage and then an additional 12 Arcane damage over 9 seconds.

### Level 6

Name	Category	Level	Mana	Cast	Recast	Range	Description
<b>Thorns</b> Rank 1	Balance	6	35	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 minutes.
<b>Wrath</b> Rank 2	Balance	6	35	1.70	0.0	30 yards	Causes 25 to 29 Nature damage to the target.










### Level 8

Name	Category	Level	Mana	Cast	Recast	Range	Description
<b>Healing Touch</b> Rank 2	Restoration	8	55	2.00	0.0	40 yards	Heals a friendly target for 88 to 112.
<b>Entangling Roots</b> Rank 1	Balance	8	50	1.50	0.0	30 yards	Roots the target in place and causes 20 Nature damage over 12 seconds. Damage caused may interrupt the effect. Only useable outdoors.



### Level 10

Name	Category	Level	Mana	Cast	Recast	Range	Description
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- Users: 1,377,619
- Comments: 9,454,231





	<b>Demoralizing Roar</b> Rank 1	Feral Combat	10	100	0.00	0.0	Self Only	decreasing nearby enemies' melee attack power by 30. Lasts 30 seconds.
	<b>Bear Form</b> Shapeshift	Feral Combat	10	35%	0.00	0.0	Self Only	Shapeshift into bear form, increasing melee attack power by 30, armor contribution from items by 180%, and Stamina by 25%. Also protects the caster from Polymorph effects and allows the use of various bear abilities.
	<b>Maul</b> Rank 1	Feral Combat	10	150	0.00	0.0	5 yards	The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects. Increases the druid's next attack by 18 damage.
	<b>Growl</b>	Feral Combat	10	0	0.00	10.0	5 yards	Taunts the target to attack you, but has no effect if the target is already attacking you.
	<b>Mark of the Wild</b> Rank 2	Restoration	10	50	0.00	0.0	30 yards	Increases the friendly target's armor by 65 and all attributes by 2 for 30 minutes.
	<b>Rejuvenation</b> Rank 2	Restoration	10	40	0.00	0.0	40 yards	Heals the target for 56 over 12 seconds.
	<b>Moonfire</b> Rank 2	Balance	10	50	0.00	0.0	30 yards	Burns the enemy for 13 to 17 Arcane damage and then an additional 32 Arcane damage over 12 seconds.
	<b>Nature's Grasp</b> Rank 1	Balance	10	0	0.00	60.0	Self Only	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.
	<b>Teleport: Moonglade</b>	Balance	10	120	10.00	0.0	Self Only	Teleports the caster to the Moonglade.

### Level 12



Name	Category	Level	Mana	Cast	Recast	Range	Description	
	<b>Enrage</b>	Feral Combat	12	0	0.00	60.0	Self Only	Generates 20 rage over 10 seconds, but reduces base armor by 27% in Bear Form and 16% in Dire Bear Form.
	<b>Regrowth</b> Rank 1	Restoration	12	80	2.00	0.0	40 yards	Heals a friendly target for 84 to 98 and another 98 over 21 seconds.

### Level 14


Name	Category	Level	Mana	Cast	Recast	Range	Description	
	<b>Bash</b> Rank 1	Feral Combat	14	100	0.00	60.0	5 yards	Stuns the target for 2 seconds.



	<b>Healing Touch</b> Rank 3	Restoration	14	110	2.50	0.0	40 yards	Heals a friendly target for 195 to 243.
	<b>Cure Poison</b>	Restoration	14	13%	0.00	0.0	40 yards	Cures 1 poison effects on the target.
	<b>Thorns</b> Rank 2	Balance	14	60	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 minutes.
	<b>Wrath</b> Rank 3	Balance	14	55	2.00	0.0	30 yards	Causes 44 to 52 Nature damage to the target.

## Level 16

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Swipe</b> Rank 1	Feral Combat	16	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 10 damage. Damage increased by attack power.
	<b>Aquatic Form</b> Shapeshift	Feral Combat	16	13%	0.00	0.0	Self Only	Shapeshift into aquatic form, increasing swim speed by 50% and allowing the druid to breathe underwater. Also protects the caster from Polymorph effects.
	<b>Aquatic Form (Passive)</b> Passive	Feral Combat	16	0	0.00	0.0	Self Only	The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects. Increases swimming speed by 50% and allow's the druid to breathe underwater.
	<b>Rejuvenation</b> Rank 3	Restoration	16	75	0.00	0.0	40 yards	Heals the target for 116 over 12 seconds.
	<b>Moonfire</b> Rank 3	Balance	16	75	0.00	0.0	30 yards	Burns the enemy for 25 to 31 Arcane damage and then an additional 52 Arcane damage over 12 seconds.





## Level 18

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Maul</b> Rank 2	Feral Combat	18	150	0.00	0.0	5 yards	Increases the druid's next attack by 27 damage.
	<b>Regrowth</b> Rank 2	Restoration	18	135	2.00	0.0	40 yards	Heals a friendly target for 164 to 188 and another 175 over 21 seconds.
	<b>Faerie Fire</b> Rank 1	Balance	18	55	0.00	0.0	30 yards	Decrease the armor of the target by 175 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Entangling Roots</b> Rank 2	Balance	18	65	1.50	0.0	30 yards	Roots the target in place and causes 50 Nature damage over 15 seconds. Damage caused may interrupt the effect.

	<b>Nature's Grasp</b> Rank 2	Balance	18	0	0.00	60.0	Self Only	useable outdoors. 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.
	<b>Hibernate</b> Rank 1	Balance	18	90	1.50	0.0	30 yards	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.

## Level 20

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Cat Form</b> Shapeshift	Feral Combat	20	35%	0.00	0.0	Self Only	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.
	<b>Claw</b> Rank 1	Feral Combat	20	45	0.00	0.0	5 yards	Claw the enemy, causing 27 additional damage. Awards 1 combo points.
	<b>Demoralizing Roar</b> Rank 2	Feral Combat	20	100	0.00	0.0	Self Only	The druid roars, decreasing nearby enemies' melee attack power by 50. Lasts 30 seconds.
	<b>Rip</b> Rank 1	Feral Combat	20	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 42 damage over 12 seconds. 2 points: 66 damage over 12 seconds. 3 points: 90 damage over 12 seconds. 4 points: 114 damage over 12 seconds. 5 points: 138 damage over 12 seconds.
	<b>Prowl</b> Rank 1	Feral Combat	20	0	0.00	10.0	Self Only	Allows the Druid to prowl around, but reduces your movement speed by 40%. Lasts until cancelled.
	<b>Healing Touch</b> Rank 4	Restoration	20	185	3.00	0.0	40 yards	Heals a friendly target for 363 to 445.
	<b>Mark of the Wild</b> Rank 3	Restoration	20	100	0.00	0.0	30 yards	Increases the friendly target's armor by 105 and all attributes by 4 for 30 minutes.

	<b>Rebirth</b> Rank 1	Restoration	20	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 400 health and 700 mana.
	<b>Omen of Clarity</b> Rank 1	Restoration	20	120	0.00	0.0	Self Only	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 30 minutes.
	<b>Starfire</b> Rank 1	Balance	20	95	3.50	0.0	30 yards	Causes 89 to 109 Arcane damage to the target.
	<b>Insect Swarm</b> Rank 1	Balance	20	50	0.00	0.0	30 yards	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 108 Nature damage over 12 seconds.


## Level 22

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Shred</b> Rank 1	Feral Combat	22	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 54 to the target. Must be behind the target. Awards 1 combo points.
	<b>Rejuvenation</b> Rank 4	Restoration	22	105	0.00	0.0	40 yards	Heals the target for 180 over 12 seconds.
	<b>Wrath</b> Rank 4	Balance	22	70	2.00	0.0	30 yards	Causes 63 to 73 Nature damage to the target.
	<b>Moonfire</b> Rank 4	Balance	22	105	0.00	0.0	30 yards	Burns the enemy for 40 to 48 Arcane damage and then an additional 80 Arcane damage over 12 seconds.
	<b>Soothe Animal</b> Rank 1	Balance	22	50	1.50	0.0	40 yards	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.


## Level 24

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Swipe</b> Rank 2	Feral Combat	24	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 14 damage. Damage increased by attack power.
	<b>Tiger's Fury</b> Rank 1	Feral Combat	24	30	0.00	1.0	Self Only	Increases damage done by 10 for 6 seconds.
	<b>Rake</b> Rank 1	Feral Combat	24	40	0.00	0.0	5 yards	Rake the target for $[\$AP/100+17]$ bleed damage and an additional $[30+\$AP*0.06]$ damage over 9 seconds. Awards 1 combo points.
	<b>Regrowth</b> Rank 3	Restoration	24	185	2.00	0.0	40 yards	Heals a friendly target for 240 to 274 and another 259 over 21 seconds.
	<b>Remove Curse</b> Rank 1	Restoration	24	8%	0.00	0.0	40 yards	Dispels 1 Curse from a friendly target.

Thorns sprout from the

 <b>Thorns</b> Rank 3	Balance	24	105	0.00	0.0	30 yards	friendly target causing 9 Nature damage to attackers when hit. Lasts 10 minutes.
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## Level 25



Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Faerie Fire (Feral)</b> Rank 1	Feral Combat	25	0	0.00	6.0	30 yards	Decrease the armor of the target by 175 for 40 seconds. While affected, the target cannot stealth or turn invisible.

## Level 26











Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Maul</b> Rank 3	Feral Combat	26	150	0.00	0.0	5 yards	Increases the druid's next attack by 37 damage.
 <b>Dash</b> Rank 1	Feral Combat	26	0	0.00	300.0	Self Only	Increases movement speed by 50% for 15 seconds. Does not break prowling.
 <b>Healing Touch</b> Rank 5	Restoration	26	270	3.50	0.0	40 yards	Heals a friendly target for 572 to 694.
 <b>Abolish Poison</b>	Restoration	26	13%	0.00	0.0	40 yards	Attempts to cure 1 poison effect on the target, and 1 more poison effect every 2 seconds for 8 seconds.
 <b>Starfire</b> Rank 2	Balance	26	135	3.50	0.0	30 yards	Causes 137 to 167 Arcane damage to the target.


## Level 28

Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Claw</b> Rank 2	Feral Combat	28	45	0.00	0.0	5 yards	Claw the enemy, causing 39 additional damage. Awards 1 combo points.
 <b>Challenging Roar</b>	Feral Combat	28	150	0.00	600.0	Self Only	Forces all nearby enemies to focus attacks on you for 6 seconds.
 <b>Cower</b> Rank 1	Feral Combat	28	20	0.00	10.0	5 yards	Cower, causing no damage but lowering your threat a small amount, making the enemy less likely to attack you.
 <b>Rip</b> Rank 2	Feral Combat	28	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 66 damage over 12 seconds. 2 points: 108 damage over 12 seconds. 3 points: 150 damage over 12 seconds. 4 points: 192 damage over 12 seconds. 5 points: 234 damage over 12 seconds.
 <b>Rejuvenation</b> Rank 5	Restoration	28	135	0.00	0.0	40 yards	Heals the target for 244 over 12 seconds.
 <b>Moonfire</b> Rank 5	Balance	28	150	0.00	0.0	30 yards	Burns the enemy for 61 to 73 Arcane damage and then an additional 124 Arcane damage over 12 seconds. Roots the target in place and causes 90

	<b>Entangling Roots</b> Rank 3	Balance	28	80	1.50	0.0	30 yards	Nature damage over 18 seconds. Damage caused may interrupt the effect. Only useable outdoors.
	<b>Nature's Grasp</b> Rank 3	Balance	28	0	0.00	60.0	Self Only	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.

## Level 30





	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Shred</b> Rank 2	Feral Combat	30	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 72 to the target. Must be behind the target. Awards 1 combo points.
	<b>Bash</b> Rank 2	Feral Combat	30	100	0.00	60.0	5 yards	Stuns the target for 3 seconds.
	<b>Travel Form</b> Shapeshift	Feral Combat	30	13%	0.00	0.0	Self Only	Shapeshift into travel form, increasing movement speed by 40%. Also protects the caster from Polymorph effects. Only useable outdoors.
								The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
	<b>Faerie Fire (Feral)</b> Rank 2	Feral Combat	30	0	0.00	6.0	30 yards	Decrease the armor of the target by 285 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Mark of the Wild</b> Rank 4	Restoration	30	160	0.00	0.0	30 yards	Increases the friendly target's armor by 150, all attributes by 6 and all resistances by 5 for 30 minutes.
	<b>Regrowth</b> Rank 4	Restoration	30	230	2.00	0.0	40 yards	Heals a friendly target for 318 to 360 and another 343 over 21 seconds.
	<b>Tranquility</b> Rank 1	Restoration	30	525	0.00	600.0	Self Only	Heals all nearby group members for 351 every 2 seconds for 8 seconds. Druid must channel to maintain the spell.
	<b>Rebirth</b> Rank 2	Restoration	30	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 750 health and 1200 mana.
	<b>Faerie Fire</b> Rank 2	Balance	30	75	0.00	0.0	30 yards	Decrease the armor of the target by 285 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Wrath</b> Rank 5	Balance	30	100	2.00	0.0	30 yards	Causes 101 to 115 Nature damage to the target.
								The enemy target is swarmed by insects,

	<b>Insect Swarm</b> Rank 2	Balance	30	85	0.00	0.0	30 yards	decreasing their chance to hit by 2% and causing 192 Nature damage over 12 seconds.
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## Level 32

Name	Category	Level	Mana	Cast	Recast	Range	Description	
	<b>Track Humanoids</b>	Feral Combat	32	0	0.00	0.0	Self Only	Shows the location of all nearby humanoids on the minimap. Only one type of thing can be tracked at a time.
	<b>Ravage</b> Rank 1	Feral Combat	32	60	0.00	0.0	5 yards	Ravage the target, causing 385% damage plus 147 to the target. Must be prowling and behind the target. Awards 1 combo points.
	<b>Demoralizing Roar</b> Rank 3	Feral Combat	32	100	0.00	0.0	Self Only	The druid roars, decreasing nearby enemies' melee attack power by 65. Lasts 30 seconds.
	<b>Ferocious Bite</b> Rank 1	Feral Combat	32	35	0.00	0.0	5 yards	Finishing move that causes damage per combo point and converts each extra point of energy into 1 additional damage. Damage is increased by your attack power. 1 point : 50-66 damage 2 points: 86-102 damage 3 points: 122-138 damage 4 points: 158-174 damage 5 points: 194-210 damage
	<b>Healing Touch</b> Rank 6	Restoration	32	335	3.50	0.0	40 yards	Heals a friendly target for 742 to 894.


## Level 34



Name	Category	Level	Mana	Cast	Recast	Range	Description	
	<b>Rake</b> Rank 2	Feral Combat	34	40	0.00	0.0	5 yards	Rake the target for $[\$AP/100+26]$ bleed damage and an additional $[45+\$AP*0.06]$ damage over 9 seconds. Awards 1 combo points.
	<b>Maul</b> Rank 4	Feral Combat	34	150	0.00	0.0	5 yards	Increases the druid's next attack by 49 damage.
	<b>Swipe</b> Rank 3	Feral Combat	34	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 21 damage. Damage increased by attack power.
	<b>Rejuvenation</b> Rank 6	Restoration	34	160	0.00	0.0	40 yards	Heals the target for 304 over 12 seconds.
	<b>Thorns</b> Rank 4	Balance	34	170	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 12 Nature damage to attackers when hit. Lasts 10 minutes.
	<b>Starfire</b> Rank 3	Balance	34	180	3.50	0.0	30 yards	Causes 201 to 241 Arcane damage to the target.
	<b>Moonfire</b> Rank 6	Balance	34	190	0.00	0.0	30 yards	Burns the enemy for 81 to 97 Arcane damage and then an additional 164 Arcane damage over 12 seconds.

## Level 36




Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Tiger's Fury</b> Rank 2	Feral Combat	36	30	0.00	1.0	Self Only	Increases damage done by 20 for 6 seconds.
 <b>Pounce</b> Rank 1	Feral Combat	36	50	0.00	0.0	5 yards	Pounce, stunning the target for 3 seconds and causing 270 damage over 18 seconds. Must be prowling. Awards 1 combo points.
 <b>Rip</b> Rank 3	Feral Combat	36	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 90 damage over 12 seconds. 2 points: 144 damage over 12 seconds. 3 points: 198 damage over 12 seconds. 4 points: 252 damage over 12 seconds. 5 points: 306 damage over 12 seconds.
 <b>Frenzied Regeneration</b> Rank 1	Feral Combat	36	0	0.00	180.0	Self Only	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 10 health.
 <b>Regrowth</b> Rank 5	Restoration	36	275	2.00	0.0	40 yards	Heals a friendly target for 405 to 457 and another 427 over 21 seconds.





## Level 38

Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Claw</b> Rank 3	Feral Combat	38	45	0.00	0.0	5 yards	Claw the enemy, causing 57 additional damage. Awards 1 combo points.
 <b>Shred</b> Rank 3	Feral Combat	38	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 99 to the target. Must be behind the target. Awards 1 combo points.
 <b>Healing Touch</b> Rank 7	Restoration	38	405	3.50	0.0	40 yards	Heals a friendly target for 936 to 1120.
 <b>Wrath</b> Rank 6	Balance	38	125	2.00	0.0	30 yards	Causes 139 to 157 Nature damage to the target.
 <b>Entangling Roots</b> Rank 4	Balance	38	95	1.50	0.0	30 yards	Roots the target in place and causes 140 Nature damage over 21 seconds. Damage caused may interrupt the effect. Only useable outdoors.
 <b>Soothe Animal</b> Rank 2	Balance	38	75	1.50	0.0	40 yards	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects Beast targets level


	<b>Nature's Grasp</b> Rank 4	Balance	38	0	0.00	60.0	Self Only	55 or lower. Lasts 15 seconds. 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.
	<b>Hibernate</b> Rank 2	Balance	38	120	1.50	0.0	30 yards	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.






## Level 40

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Cower</b> Rank 2	Feral Combat	40	20	0.00	10.0	5 yards	Cower, causing no damage but lowering your threat a medium amount, making the enemy less likely to attack you.
	<b>Dire Bear Form</b> Shapeshift	Feral Combat	40	35%	0.00	0.0	Self Only	Shapeshift into dire bear form, increasing melee attack power by 120, armor contribution from items by 400%, and Stamina by 25%. Also protects the caster from Polymorph effects and allows the use of various bear abilities.
	<b>Prowl</b> Rank 2	Feral Combat	40	0	0.00	10.0	Self Only	The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
	<b>Feline Grace</b> Passive	Feral Combat	40	0	0.00	0.0	Self Only	Allows the Druid to prowling around, but reduces your movement speed by 35%. Lasts until cancelled.
	<b>Ferocious Bite</b> Rank 2	Feral Combat	40	35	0.00	0.0	5 yards	Reduces damage from falling. Finishing move that causes damage per combo point and converts each extra point of energy into 1.5 additional damage. Damage is increased by your attack power. 1 point : 79-103 damage 2 points: 138-162 damage 3 points: 197-221 damage 4 points: 256-280 damage 5 points: 315-339 damage
	<b>Mark of the Wild</b> Rank 5	Restoration	40	240	0.00	0.0	30 yards	Increases the friendly target's armor by 195, all attributes by 8 and all resistances by 10 for 30 minutes.
	<b>Rejuvenation</b> Rank 7	Restoration	40	195	0.00	0.0	40 yards	Heals the target for 388 over 12 seconds. Heals all nearby

	<b>Tranquility</b> Rank 2	Restoration	40	705	0.00	600.0	Self Only	group members for 515 every 2 seconds for 8 seconds. Druid must channel to maintain the spell.
	<b>Rebirth</b> Rank 3	Restoration	40	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 1100 health and 1700 mana.
	<b>Moonfire</b> Rank 7	Balance	40	235	0.00	0.0	30 yards	Burns the enemy for 105 to 125 Arcane damage and then an additional 212 Arcane damage over 12 seconds.
	<b>Hurricane</b> Rank 1	Balance	40	880	0.00	60.0	30 yards	Creates a violent storm in the target area causing 70 Nature damage to enemies every 1 sec, and increasing the time between attacks of enemies by 25%. Lasts 10 seconds. Druid must channel to maintain the spell.
	<b>Moonkin Form</b> Shapeshift	Balance	40	22%	0.00	0.0	Self Only	Shapeshift into Moonkin Form. While in this form the armor contribution from items is increased by 400%, attack power is increased by 150% of your level and all party members within 30 yards have their spell critical chance increased by 5%. Melee attacks in this form have a chance on hit to regenerate mana based on attack power. The Moonkin can only cast Balance and Remove Curse spells while shapeshifted.
								The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
	<b>Innervate</b>	Balance	40	4%	0.00	360.0	30 yards	Increases the target's Spirit based mana regeneration by 400% and allows full mana regeneration while casting. Lasts 20 seconds.
	<b>Insect Swarm</b> Rank 3	Balance	40	110	0.00	0.0	30 yards	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 300 Nature damage over 12 seconds.

## Level 42


	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Ravage</b> Rank 2	Feral Combat	42	60	0.00	0.0	5 yards	Ravage the target, causing 385% damage plus 217 to the target. Must be prowling and behind the target. Awards 1 combo points.
	<b>Maul</b> Rank 5	Feral Combat	42	150	0.00	0.0	5 yards	Increases the druid's next attack by 71 damage. The druid roars,








	<b>Demoralizing Roar</b> Rank 4	Feral Combat	42	100	0.00	0.0	Self Only	decreasing nearby enemies' melee attack power by 100. Lasts 30 seconds.
	<b>Faerie Fire (Feral)</b> Rank 3	Feral Combat	42	0	0.00	6.0	30 yards	Decrease the armor of the target by 395 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Regrowth</b> Rank 6	Restoration	42	335	2.00	0.0	40 yards	Heals a friendly target for 511 to 575 and another 546 over 21 seconds.
	<b>Faerie Fire</b> Rank 3	Balance	42	95	0.00	0.0	30 yards	Decrease the armor of the target by 395 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Starfire</b> Rank 4	Balance	42	230	3.50	0.0	30 yards	Causes 280 to 334 Arcane damage to the target.

## Level 44





	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Rake</b> Rank 3	Feral Combat	44	40	0.00	0.0	5 yards	Rake the target for $[\$AP/100+40]$ bleed damage and an additional $[60+\$AP*0.06]$ damage over 9 seconds. Awards 1 combo points.
	<b>Rip</b> Rank 4	Feral Combat	44	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 138 damage over 12 seconds. 2 points: 222 damage over 12 seconds. 3 points: 306 damage over 12 seconds. 4 points: 390 damage over 12 seconds. 5 points: 474 damage over 12 seconds.
	<b>Swipe</b> Rank 4	Feral Combat	44	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 41 damage. Damage increased by attack power.
	<b>Healing Touch</b> Rank 8	Restoration	44	495	3.50	0.0	40 yards	Heals a friendly target for 1199 to 1427.
	<b>Thorns</b> Rank 5	Balance	44	240	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 15 Nature damage to attackers when hit. Lasts 10 minutes.
	<b>Barkskin</b>	Balance	44	12%	0.00	60.0	Self Only	The druid's skin becomes as tough as bark. All damage taken is reduced by 20%. While protected, damaging attacks will not cause spellcasting delays. This spell is usable while stunned, frozen, incapacitated, feared or asleep. Lasts 12 seconds.



## Level 46

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Bash</b> Rank 3	Feral Combat	46	100	0.00	60.0	5 yards	Stuns the target for 4 seconds. Increases










 <b>Dash</b> Rank 2	Feral Combat	46	0	0.00	300.0	Self Only	movement speed by 60% for 15 seconds. Does not break prowling.
 <b>Pounce</b> Rank 2	Feral Combat	46	50	0.00	0.0	5 yards	Pounce, stunning the target for 3 seconds and causing 330 damage over 18 seconds. Must be prowling. Awards 1 combo points.
 <b>Shred</b> Rank 4	Feral Combat	46	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 144 to the target. Must be behind the target. Awards 1 combo points.
 <b>Frenzied Regeneration</b> Rank 2	Feral Combat	46	0	0.00	180.0	Self Only	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 15 health.
 <b>Rejuvenation</b> Rank 8	Restoration	46	235	0.00	0.0	40 yards	Heals the target for 488 over 12 seconds.
 <b>Wrath</b> Rank 7	Balance	46	155	2.00	0.0	30 yards	Causes 188 to 210 Nature damage to the target.
 <b>Moonfire</b> Rank 8	Balance	46	280	0.00	0.0	30 yards	Burns the enemy for 130 to 154 Arcane damage and then an additional 264 Arcane damage over 12 seconds.





## Level 48

Name	Category	Level	Mana	Cast	Recast	Range	Description
 <b>Tiger's Fury</b> Rank 3	Feral Combat	48	30	0.00	1.0	Self Only	Increases damage done by 30 for 6 seconds.
 <b>Claw</b> Rank 4	Feral Combat	48	45	0.00	0.0	5 yards	Claw the enemy, causing 88 additional damage. Awards 1 combo points.
 <b>Ferocious Bite</b> Rank 3	Feral Combat	48	35	0.00	0.0	5 yards	Finishing move that causes damage per combo point and converts each extra point of energy into 2 additional damage. Damage is increased by your attack power. 1 point : 122-162 damage 2 points: 214-254 damage 3 points: 306-346 damage 4 points: 398-438 damage 5 points: 490-530 damage
 <b>Regrowth</b> Rank 7	Restoration	48	405	2.00	0.0	40 yards	Heals a friendly target for 646 to 724 and another 686 over 21 seconds.
							Roots the target in place and causes

	<b>Entangling Roots</b> Rank 5	Balance	48	110	1.50	0.0	30 yards	200 Nature damage over 24 seconds. Damage caused may interrupt the effect. Only useable outdoors.
	<b>Nature's Grasp</b> Rank 5	Balance	48	0	0.00	60.0	Self Only	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.

## Level 50

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Ravage</b> Rank 3	Feral Combat	50	60	0.00	0.0	5 yards	Ravage the target, causing 385% damage plus 273 to the target. Must be prowling and behind the target. Awards 1 combo points.
	<b>Maul</b> Rank 6	Feral Combat	50	150	0.00	0.0	5 yards	Increases the druid's next attack by 101 damage.
	<b>Mangle (Bear)</b> Rank 1	Feral Combat	50	200	0.00	6.0	5 yards	Mangle the target for 115% normal damage plus 86.25 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds.
	<b>Mangle (Cat)</b> Rank 1	Feral Combat	50	45	0.00	0.0	5 yards	Mangle the target for 160% normal damage plus 158.4 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds. Awards 1 combo points.
	<b>Healing Touch</b> Rank 9	Restoration	50	600	3.50	0.0	40 yards	Heals a friendly target for 1516 to 1796.
	<b>Mark of the Wild</b> Rank 6	Restoration	50	340	0.00	0.0	30 yards	Increases the friendly target's armor by 240, all attributes by 10 and all resistances by 15 for 30 minutes.
	<b>Tranquility</b> Rank 3	Restoration	50	975	0.00	600.0	Self Only	Heals all nearby group members for 765 every 2 seconds for 8 seconds. Druid must channel to maintain the spell.
	<b>Rebirth</b> Rank 4	Restoration	50	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 1600 health and 2200 mana.
	<b>Gift of the Wild</b> Rank 1	Restoration	50	900	0.00	0.0	40 yards	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.
	<b>Tree of Life</b> Shapeshift	Restoration	50	28%	0.00	0.0	Self Only	Shapeshift into the Tree of Life. While in this form you increase healing received by 25% of your total Spirit for all party members within 45 yards, your movement speed is reduced by 20%, and you can only cast Swiftmend, Innervate, Nature's Swiftmend, Rebirth, Barkskin, and










								removing and healing over time spells, but the mana cost of these spells is reduced by 20%.
								The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
	<b>Starfire</b> Rank 5	Balance	50	275	3.50	0.0	30 yards	Causes 362 to 428 Arcane damage to the target.
	<b>Hurricane</b> Rank 2	Balance	50	1180	0.00	60.0	30 yards	Creates a violent storm in the target area causing 100 Nature damage to enemies every 1 sec, and increasing the time between attacks by 25%. Lasts 10 seconds. Druid must channel to maintain the spell.
	<b>Force of Nature</b>	Balance	50	12%	0.00	180.0	30 yards	Summons 3 treants to attack enemy targets for 30 seconds.
	<b>Insect Swarm</b> Rank 4	Balance	50	135	0.00	0.0	30 yards	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 432 Nature damage over 12 seconds.

## Level 52

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Cower</b> Rank 3	Feral Combat	52	20	0.00	10.0	5 yards	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.
	<b>Rip</b> Rank 5	Feral Combat	52	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 192 damage over 12 seconds. 2 points: 312 damage over 12 seconds. 3 points: 432 damage over 12 seconds. 4 points: 552 damage over 12 seconds. 5 points: 672 damage over 12 seconds.
	<b>Demoralizing Roar</b> Rank 5	Feral Combat	52	100	0.00	0.0	Self Only	The druid roars, decreasing nearby enemies' melee attack power by 130. Lasts 30 seconds.
	<b>Rejuvenation</b> Rank 9	Restoration	52	280	0.00	0.0	40 yards	Heals the target for 608 over 12 seconds.
	<b>Moonfire</b> Rank 9	Balance	52	325	0.00	0.0	30 yards	Burns the enemy for 157 to 185 Arcane damage and then an additional 320 Arcane damage over 12 seconds.



## Level 54

	Name	Category	Level	Mana	Cast	Recast	Range	Description
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	<b>Shred</b> Rank 5	Feral Combat	54	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 180 to the target. Must be behind the target. Awards 1 combo points.
	<b>Rake</b> Rank 4	Feral Combat	54	40	0.00	0.0	5 yards	Rake the target for [\$AP/100+55] bleed damage and an additional [75+\$AP*0.06] damage over 9 seconds. Awards 1 combo points.
	<b>Swipe</b> Rank 5	Feral Combat	54	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 60 damage. Damage increased by attack power.
	<b>Faerie Fire (Feral)</b> Rank 4	Feral Combat	54	0	0.00	6.0	30 yards	Decrease the armor of the target by 505 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Regrowth</b> Rank 8	Restoration	54	485	2.00	0.0	40 yards	Heals a friendly target for 809 to 905 and another 861 over 21 seconds.
	<b>Thorns</b> Rank 6	Balance	54	320	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 18 Nature damage to attackers when hit. Lasts 10 minutes.
	<b>Faerie Fire</b> Rank 4	Balance	54	115	0.00	0.0	30 yards	Decrease the armor of the target by 505 for 40 seconds. While affected, the target cannot stealth or turn invisible.
	<b>Wrath</b> Rank 8	Balance	54	180	2.00	0.0	30 yards	Causes 236 to 264 Nature damage to the target.
	<b>Soothe Animal</b> Rank 3	Balance	54	100	1.50	0.0	40 yards	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.

## Level 56

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Pounce</b> Rank 3	Feral Combat	56	50	0.00	0.0	5 yards	Pounce, stunning the target for 3 seconds and causing 450 damage over 18 seconds. Must be prowling. Awards 1 combo points.
	<b>Ferocious Bite</b> Rank 4	Feral Combat	56	35	0.00	0.0	5 yards	Finishing move that causes damage per combo point and converts each extra point of energy into 2.5 additional damage. Damage is increased by your attack power. 1 point : 173-223 damage 2 points: 301-351 damage

									3 points: 429-479 damage 4 points: 557-607 damage 5 points: 685-735 damage
	<b>Frenzied Regeneration</b> Rank 3	Feral Combat	56	0	0.00	180.0	Self Only		Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 20 health.
	<b>Healing Touch</b> Rank 10	Restoration	56	720	3.50	0.0	40 yards		Heals a friendly target for 1890 to 2230.

## Level 58

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Claw</b> Rank 5	Feral Combat	58	45	0.00	0.0	5 yards	Claw the enemy, causing 115 additional damage. Awards 1 combo points.
	<b>Ravage</b> Rank 4	Feral Combat	58	60	0.00	0.0	5 yards	Ravage the target, causing 385% damage plus 343 to the target. Must be prowling and behind the target. Awards 1 combo points.
	<b>Maul</b> Rank 7	Feral Combat	58	150	0.00	0.0	5 yards	Increases the druid's next attack by 128 damage.
	<b>Mangle (Bear)</b> Rank 2	Feral Combat	58	200	0.00	6.0	5 yards	Mangle the target for 115% normal damage plus 120.75 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds.
	<b>Mangle (Cat)</b> Rank 2	Feral Combat	58	45	0.00	0.0	5 yards	Mangle the target for 160% normal damage plus 204.8 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds. Awards 1 combo points.
	<b>Rejuvenation</b> Rank 10	Restoration	58	335	0.00	0.0	40 yards	Heals the target for 756 over 12 seconds.
	<b>Starfire</b> Rank 6	Balance	58	315	3.50	0.0	30 yards	Causes 445 to 525 Arcane damage to the target.
	<b>Moonfire</b> Rank 10	Balance	58	375	0.00	0.0	30 yards	Burns the enemy for 189 to 221 Arcane damage and then an additional 384 Arcane damage over 12 seconds.
	<b>Entangling Roots</b> Rank 6	Balance	58	125	1.50	0.0	30 yards	Roots the target in place and causes 270 Nature damage over 27 seconds. Damage caused may interrupt the effect. Only useable outdoors.
	<b>Nature's Grasp</b> Rank 6	Balance	58	0	0.00	60.0	Self Only	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.
								Forces the enemy target to sleep for



**Hibernate**  
Rank 3

Balance

58

150

1.50






0.0

30 yards



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.

## Level 60


Name	Category	Level	Mana	Cast	Recast	Range	Description
<b>Tiger's Fury</b> Rank 4	Feral Combat	60	30	0.00	1.0	Self Only	Increases damage done by 40 for 6 seconds.
<b>Rip</b> Rank 6	Feral Combat	60	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 1 point : 270 damage over 12 seconds. 2 points: 438 damage over 12 seconds. 3 points: 606 damage over 12 seconds. 4 points: 774 damage over 12 seconds. 5 points: 942 damage over 12 seconds.
<b>Prowl</b> Rank 3	Feral Combat	60	0	0.00	10.0	Self Only	Allows the Druid to prowl around, but reduces your movement speed by 30%. Lasts until cancelled.
<b>Ferocious Bite</b> Rank 5	Feral Combat	60	35	0.00	0.0	5 yards	Finishing move that causes damage per combo point and converts each extra point of energy into 2.7 additional damage. Damage is increased by your attack power. 1 point : 199-259 damage 2 points: 346-406 damage 3 points: 493-553 damage 4 points: 640-700 damage 5 points: 787-847 damage
<b>Cower</b> Rank 4	Feral Combat	60	20	0.00	10.0	5 yards	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.
<b>Mark of the Wild</b> Rank 7	Restoration	60	445	0.00	0.0	30 yards	Increases the friendly target's armor by 285, all attributes by 12 and all resistances by 20 for 30 minutes.
<b>Regrowth</b> Rank 9	Restoration	60	575	2.00	0.0	40 yards	Heals a friendly target for 1003 to 1119 and another 1064 over 21 seconds.
<b>Tranquility</b> Rank 4	Restoration	60	1295	0.00	600.0	Self Only	Heals all nearby group members for 1097 every 2 seconds for 8 seconds. Druid must channel to maintain the spell.
<b>Rebirth</b> Rank 5	Restoration	60	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 2200 health and 2800 mana.
<b>Gift of the Wild</b> Rank 2	Restoration	60	1200	0.00	0.0	40 yards	Gives the Gift of the Wild to the target's party, increasing armor by 285, all attributes by 12 and

	<b>Rejuvenation</b> Rank 11	Restoration	60	360	0.00	0.0	40 yards	all resistances by 20 for 60 minutes.
	<b>Healing Touch</b> Rank 11	Restoration	60	800	3.50	0.0	40 yards	Heals the target for 888 over 12 seconds.
	<b>Hurricane</b> Rank 3	Balance	60	1495	0.00	60.0	30 yards	Creates a violent storm in the target area causing 134 Nature damage to enemies every 1 sec, and increasing the time between attacks by 25%. Lasts 10 seconds. Druid must channel to maintain the spell.
	<b>Starfire</b> Rank 7	Balance	60	340	3.50	0.0	30 yards	Causes 496 to 584 Arcane damage to the target.
	<b>Insect Swarm</b> Rank 5	Balance	60	155	0.00	0.0	30 yards	The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 594 Nature damage over 12 seconds.

## Level 61




	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Shred</b> Rank 6	Feral Combat	61	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 236 to the target. Must be behind the target. Awards 1 combo points.
	<b>Wrath</b> Rank 9	Balance	61	210	2.00	0.0	30 yards	Causes 278 to 312 Nature damage to the target.

## Level 62

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Maim</b> Rank 1	Feral Combat	62	35	0.00	10.0	5 yards	Finishing move that causes damage and incapacitates the target. Any directly damaging attack will revive the target. Causes more damage and lasts longer per combo point: 1 point : [129+\$mw]- [129+\$MW] damage, 2 sec 2 points: [213+\$mw]- [213+\$MW] damage, 3 sec 3 points: [297+\$mw]- [297+\$MW] damage, 4 sec 4 points: [381+\$mw]- [381+\$MW] damage, 5 sec 5 points: [465+\$mw]- [465+\$MW] damage, 6 sec
	<b>Demoralizing Roar</b> Rank 6	Feral Combat	62	100	0.00	0.0	Self Only	The druid roars, decreasing nearby enemies' melee attack power by 240. Lasts 30 seconds.
	<b>Healing Touch</b> Rank 12	Restoration	62	820	3.50	0.0	40 yards	Heals a friendly target for 2364 to 2790.

## Level 63

	Name	Category	Level	Mana	Cast	Recast	Range	Description
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	<b>Ferocious Bite</b> Rank 6	Feral Combat	63	35	0.00	0.0	5 yards	causes damage per combo point and converts each extra point of energy into 4.1 additional damage. Damage is increased by your attack power. 1 point : 259-292 damage 2 points: 428-461 damage 3 points: 597-630 damage 4 points: 766-799 damage 5 points: 935-968 damage
	<b>Rejuvenation</b> Rank 12	Restoration	63	370	0.00	0.0	40 yards	Heals the target for 932 over 12 seconds.
	<b>Moonfire</b> Rank 11	Balance	63	430	0.00	0.0	30 yards	Burns the enemy for 220 to 258 Arcane damage and then an additional 444 Arcane damage over 12 seconds.


## Level 64

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Swipe</b> Rank 6	Feral Combat	64	200	0.00	0.0	5 yards	Swipe 3 nearby enemies, inflicting 84 damage. Damage increased by attack power.
	<b>Rake</b> Rank 5	Feral Combat	64	40	0.00	0.0	5 yards	Rake the target for [ $\$AP/100+78$ ] bleed damage and an additional [ $108+\$AP*0.06$ ] damage over 9 seconds. Awards 1 combo points.
	<b>Lifebloom</b> Rank 1	Restoration	64	220	0.00	0.0	40 yards	Heals the target for 273 over 7 seconds. When Lifebloom completes its duration or is dispelled, the target instantly heals themselves for 600. This effect can stack up to 3 times on the same target.
	<b>Thorns</b> Rank 7	Balance	64	400	0.00	0.0	30 yards	Thorns sprout from the friendly target causing 25 Nature damage to attackers when hit. Lasts 10 minutes.





## Level 65

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Frenzied Regeneration</b> Rank 4	Feral Combat	65	0	0.00	180.0	Self Only	Converts up to 10 rage per second into health for 10 seconds. Each point of rage is converted into 25 health.
	<b>Dash</b> Rank 3	Feral Combat	65	0	0.00	300.0	Self Only	Increases movement speed by 70% for 15 seconds. Does not break prowling.
	<b>Regrowth</b> Rank 10	Restoration	65	675	2.00	0.0	40 yards	Heals a friendly target for 1215 to 1355 and another 1274 over 21 seconds.

## Level 66

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Faerie Fire (Feral)</b> Rank 5	Feral Combat	66	0	0.00	6.0	30 yards	Decrease the armor of the target by 610 for 40 seconds. While affected, the target cannot stealth or turn invisible.

Ravage the target,




	<b>Ravage</b> Rank 5	Feral Combat	66	60	0.00	0.0	5 yards	causing 385% damage plus 514 to the target. Must be prowling and behind the target. Awards 1 combo points.
	<b>Pounce</b> Rank 4	Feral Combat	66	50	0.00	0.0	5 yards	Pounce, stunning the target for 3 seconds and causing 600 damage over 18 seconds. Must be prowling. Awards 1 combo points.
	<b>Lacerate</b> Rank 1	Feral Combat	66	150	0.00	0.0	5 yards	Lacerates the enemy target, dealing 31 bleed damage and making them bleed for 155 damage over 15 seconds and causing a high amount of threat. Damage increased by attack power. This effect stacks up to 5 times on the same target.
	<b>Faerie Fire</b> Rank 5	Balance	66	145	0.00	0.0	30 yards	Decrease the armor of the target by 610 for 40 seconds. While affected, the target cannot stealth or turn invisible.

## Level 67

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Maul</b> Rank 8	Feral Combat	67	150	0.00	0.0	5 yards	Increases the druid's next attack by 176 damage.
	<b>Claw</b> Rank 6	Feral Combat	67	45	0.00	0.0	5 yards	Claw the enemy, causing 190 additional damage. Awards 1 combo points.
	<b>Rip</b> Rank 7	Feral Combat	67	30	0.00	0.0	5 yards	Finishing move that causes damage over time. Damage increases per combo point and by your attack power: 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.
	<b>Starfire</b> Rank 8	Balance	67	370	3.50	0.0	30 yards	Causes 540 to 636 Arcane damage to the target.

## Level 68





	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Flight Form</b> Shapeshift	Feral Combat	68	13%	0.00	0.0	Self Only	Shapeshift into flight form, increasing movement speed by 60% and allowing you to fly. Cannot use in combat. Can only use this form in Outland.
	<b>Mangle (Bear)</b> Rank 3	Feral Combat	68	200	0.00	6.0	5 yards	The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects. Mangle the target for 115% normal damage plus 155.25 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds.





	<b>Mangle (Cat)</b> Rank 3	Feral Combat	68	45	0.00	0.0	5 yards	Mangle the target for 160% normal damage plus 264 and causes the target to take 30% additional damage from Shred and bleed effects for 12 seconds. Awards 1 combo points.
	<b>Entangling Roots</b> Rank 7	Balance	68	160	1.50	0.0	30 yards	Roots the target in place and causes 351 Nature damage over 27 seconds. Damage caused may interrupt the effect. Only useable outdoors.
	<b>Nature's Grasp</b> Rank 7	Balance	68	0	0.00	60.0	Self Only	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 7). Only useable outdoors. 1 charge. Lasts 45 seconds.

## Level 69

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Cower</b> Rank 5	Feral Combat	69	20	0.00	10.0	5 yards	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.
	<b>Healing Touch</b> Rank 13	Restoration	69	935	3.50	0.0	40 yards	Heals a friendly target for 2707 to 3197.
	<b>Rejuvenation</b> Rank 13	Restoration	69	415	0.00	0.0	40 yards	Heals the target for 1060 over 12 seconds.
	<b>Rebirth</b> Rank 6	Restoration	69	68%	2.00	1200.0	30 yards	Returns the spirit to the body, restoring a dead target to life with 3200 health and 3200 mana.
	<b>Wrath</b> Rank 10	Balance	69	255	2.00	0.0	30 yards	Causes 381 to 429 Nature damage to the target.

## Level 70

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	<b>Shred</b> Rank 7	Feral Combat	70	60	0.00	0.0	5 yards	Shred the target, causing 225% damage plus 405 to the target. Must be behind the target. Awards 1 combo points.
	<b>Swift Flight Form</b> Shapeshift	Feral Combat	70	13%	0.00	0.0	Self Only	Shapeshift into swift flight form, increasing movement speed by 280% and allowing you to fly. Cannot use in combat. Can only use this form in Outland.
	<b>Tranquility</b> Rank 5	Restoration	70	1650	0.00	600.0	Self Only	The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects. Heals all nearby group members for 1518 every 2 seconds for 8 seconds. Druid must channel to maintain the spell.
	<b>Mark of the Wild</b> Rank 8	Restoration	70	565	0.00	0.0	30 yards	Increases the friendly target's armor by 340, all attributes by 14 and all resistances by 25.

	<b>Gift of the Wild</b> Rank 3	Restoration	70	1515	0.00	0.0	40 yards	30 minutes. Gives the Gift of the Wild to the target's party, increasing armor by 340, all attributes by 14 and all resistances by 25 for 60 minutes.
	<b>Moonfire</b> Rank 12	Balance	70	495	0.00	0.0	30 yards	Burns the enemy for 305 to 357 Arcane damage and then an additional 600 Arcane damage over 12 seconds.
	<b>Hurricane</b> Rank 4	Balance	70	1905	0.00	60.0	30 yards	Creates a violent storm in the target area causing 206 Nature damage to enemies every 1 sec, and increasing the time between attacks by 25%. Lasts 10 seconds. Druid must channel to maintain the spell.
	<b>Soothe Animal</b> Rank 4	Balance	70	140	1.50	0.0	40 yards	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects Beast targets level 85 or lower. Lasts 15 seconds.
								Tosses the enemy target into the air,