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Druid Balance Talent Guide

Posted December 19th, 2007 by Messiah

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Restoration Talent Guide

This Restoration talent guide goes over each of the talents in the Druid healing talent tree. The Restoration talent tree is for Druids that spend their time healing. The restoration talent tree is the most commonly used talent tree for high level Druids, as there is always a huge requirement for healing in the end game. The tree allows you to cast bigger, faster, more effective heals that will keep your group alive longer.

Return to the Druid Talent Guide. The Druid Talent guide contains the links to all three talent trees: Balance, Restoration and Feral. These Talent guides provide you with the resources to better understand Talents and the best ways to go about spending your Talent Points.

Tier 1

Tier 1 is available at level ten, when your first talents open up.

Improved Mark of the Wild - Max 5 points, provides up to a 35% increase to your Mark and Gift of the wild spells.

35% is nothing to sneeze at, but at max level it never seems to make a difference if you have it or not.

While nice it is not required, other than for one of your raid druids to have it.

Recommended

Furor- Max 5 points, Provides up to a 100% chance to gain 10 rage the you shapeshift to Bear or Dire Bear for or 40 Energy when shifting into cat form.

Not needed as a healer, however very nice as a hybrid. The ability to drop into bear from if a tank goes down and charge or roar right away is invaluable.

Recommended

Tier 2

Tier 2 talents are available as soon as you have 5 points in that talent tree.

Naturalist - Max 5 points, reduces the time to cast healing touch by up to 0.5 seconds and increases the damage you cause by physical attacks by up to 10%.

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A half second off your big heal is a huge boost in healing power and a must have for healers.

The 10% physical damage increase is a must have increase for feral druids, so you need to come into the restoration tree to get this talent.

Strongly Recommended

Nature's Focus - Max 5 points, Provides up to a 70% chance to avoid interruption caused by damage while casting Healing Touch, Regrowth, and Tranquility spells.

A very strong talent if you are getting hit in combat while trying to heal which will happen while leveling, in PUGs or PvP.

In raid situations in the end game though it is almost a waste, as if you are being hit, something has gone horribly wrong.

Recommended

Natural Shapeshifter - Max 3 points, Reduces the mana cost of shape shifting by up to 30%.

Only really useful in PvP where you spend lots of time shifting back and forth between shapes. In PvE you tend to remain in one shape for longer.

Skip it unless your heal into PvP

Tier 3

Tier 3 talents are available as soon as you have 10 points in that talent tree.

Omen of Clarity - 1 point skill, each melee attack has a chance to cause you to enter a clearcasting state. The clearcasting state reduces mana, rage or energy of your next spell or ability by 100%.

This ability gives you a chance to cast spells or attacks for free. Obviously best used for attack form since melee attacks trigger it

Not used up by changing form and the attack used to trigger it does not effect what can be done with it. So when it procs you can immediately case your biggest heal or damage spell for free.

Recommended

Intensity - Max 3 points, Allows up to 15% of your mana to regenerate while casting, and causes your enrage to generate up to 10 rage instantly.

Neither ability by itself is that great, however combined they give good utility.

Take it only if you have the points

Subtlety - Max 5 points, reduces the threat generated by your healing spells by up to 20%

Reduction of your threat is a good thing while doing pugs or 5 man instances, however by the end levels the tank will be generating far more agro than you can.

Take it to start with, then at max level re-spec to remove it

Recommended

Tier 4

Tier 4 talents are available as soon as you have 15 points in that talent tree.

Tranquil Spirit - Max 5 points, reduces the mana cost of your healing touch and tranquility spells by up to 10%.

While not very exciting, a 10% reduction in mana cost translates to at least 10% more heals, therefore its a must have talent for healing builds.

Strongly Recommended

Improved Rejuvenation - Max 3 points, Increases the effect of rejuvenation by up to 15%.

This can be a very important talent if you use the spell. Some druids rely on it, other prefer to actively heal.

If you use rejuvenation then you have to get this talent.

Strongly Recommended

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Tier 5

Tier 5 talents are available as soon as you have 20 points in that talent tree.

Nature's Swiftness - 1 point skill, this is an instant cast ability with a 3 minute cool down, that when activated, your next Nature spell becomes an instant cast spell.

This allows you to recover from bad situations by turning a big heal into an instant cast.

While not 100% required it does offer a nice safety net when things go bad.

Also allows that extra bit of burst DPS for PvP

Strongly Recommended

Gift of Nature - Max 5 points, Increases the effect of all healing by up to 10%.

While not all that exciting this is a very solid healing talent that stacks with the other healing bonuses.

Since your this far into the Restoration tree you should take it, you are a healer after all.

Strongly Recommended

Improved Tranquility - Max 2 points, Reduces threat generated from tranquility by up to 100%

While tranquility is a very nice talent, it seems to be a waste to most players to spend 2 talent points on an ability with a 10 minute cool down.

You can skip this safely.

Skip

Tier 6

Tier 6 talents are available as soon as you have 25 points in that talent tree.

Improved Regrowth - Max 5 points, Increases the critical effect chance of regrowth by up to 50%.

A 50% bonus to crit to any spell is nothing to ignore.

This becomes a must have if you choose to go with the Tree of Life form since it will be one of your main heals.

However, relying on critical's when healing is never a good thing, so some players chose to ignore it. Counting on a 50% crit rate though isn't a bad thing and can help save mana in long fights.

Recommended

Empowered Touch - Max 2 points, Healing touch gains up to an additional 20% healing bonus from your +healing gear.

Scales with gear to increase effectiveness as your gear gets better

Nice to have

Tier 7

Tier 7 talents are available as soon as you have 30 points in that talent tree.

Living Spirit - Max 3 points, increases your spirit by up to 15%

Spirit is not all that useful unless you are in long raid fights.

Slightly better teamed with Intensity, however still not that great

Skip it unless your a raid healer

Swiftmend - 1 point skill, This ability consumes a Rejuvenation or Regrowth effect on a friendly target to instantly heal them an amount equal to 12 seconds of Rejuvenation or 18 seconds of Regrowth.

A very nice instant heal on a 15 second cool down.

Since at this point in the tree you are a full time healer, take it to have what is essentially another castable heal.

Strongly Recommended

Natural Protection - Max 3 points, your critical strike chance with spells is increased by

up to 3%, and melee and ranged critical strikes against you cause up to 12% less damage.

In either of the other talent trees this would be a great ability, however this deep in Restoration it is essentially useless.

Skip it

Tier 8
Tier 8 talents are available as soon as you have 35 points in that talent tree.

Empowered Rejuvenation - Max 5 points, adds up to an additional 20% of your +healing effects to you heal over time spells.

Since this is your only option at tier 8 and since it is required to get the tier 9 talent you have no choice.

20% extra to your HoT's is a very nice bonus and can really add up as your gear gets better.

Required to get Tree of Life form

Must have for Tree Form

Tier 9
Tier 9 is the top tier talent and is available as soon as you have 40 points in that talent tree.

Tree of Life - 1 point skill, Transforms the Druid into the Tree of Life Form. While in this form, you increase healing done by 25% of your total Spirit on all party members within 40 yards, your movement speed is reduced by 20%, and you can only cast Swiftmend 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.

While you do not need this talent to heal, it is a very nice option. Even if you choose to not use the form all the time it is nice to have the option to switch into it.

Limits your healing options, but reduces the cost of the spells allowing much higher mana efficiency.

A solid option as a raid healer since you can keep many players healed through HoTs at a low cost.

Strongly Recommended

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Druid Feral Talent Guide

Posted December 17th, 2007 by Messiah

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Feral Talent Guide

This Feral talent guide goes over each of the talents in the Druid feral talent tree. The Feral talent tree is for Druids that wish to either do melee damage or tank. The feral talent tree is the second most commonly used talent tree for high level Druids, as there is always a huge requirement for tanking in the end game. The feral tree is usually also the leveling tree as it allows you to move quickly from one fight to the other without waiting for mana.

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Tier 1

Tier 1 is available at level ten, when your first talents open up.

Ferocity - Max 5 points, reduces the cost time of your Maul, Swipe, Claw, Rake and Mangle by up to 5 rage or energy.

Cuts the rage cost by up to 1/3rd on some of your key feral abilities.

If you are going to be a feral spec druid these points are an essential starting point.

Must Have Talent

Feral Aggression - Max 5 points, increases the attack power reduction of your demoralizing roar by up to 40% and the damage caused by your ferocious bite by up to 15%.

Not a great talent since ferocious bite rarely gets used, instead you will use Rip.

Demoralizing roar usually gets over ridden by demoralizing shout from the group warrior, so unless you normally group without a warrior the increase is useless..

Skip it

Tier 2

Tier 2 talents are available as soon as you have 5 points in that talent tree.

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Feral Instinct - Max 3 points, increases threat caused in Bear and Dire Bear form by 15% and reduces the chance enemies have to detect you while Prowling.

If you are tanking, any increase in threat is a good one. The 15% that this provides puts you on par with warrior threat levels, therefore you need it if your going to tank.

The stealth improvement is nice in numerous situations so that you are not seen, however it's not a big deal.

Must have if your going to tank

Brutal Impact - Max 2 points, Increases the stun duration of your Bash and Pounce abilities by up to 1 second.

The extra second is very useful since it allows more time to cast a heal, get some distance or any number of other useful things.

Very useful in PvP since it can give time to get away or stop an opponents heal.

Recommended

Thick Hide - Max 3 points, increases the armor you gain from items by up to 10%.

A 10% increase is a huge waste of points if you are not tanking as your armor will not add up to much. However it stacks with the 400% bonus when in bear form. Therefore a base 1000 armor value becomes 4000 and then 4400, which is very useful in raids.

Only really useful once you hit the end game raids where damage really adds up.

Must have if your a raid tank

Tier 3

Tier 3 talents are available as soon as you have 10 points in that talent tree.

Feral Swiftess - Max 2 points, Increases your movement speed by 30% while outdoors in cat form and increases your chance to dodge while in cat form, bear form and dire bear form by 4%.

The movement bonus alone is worth the two points while leveling before gaining your mount.

The 4% dodge adds a lot of survivability early in the game and is great in any sort of combat.

The speed bonus also affects you when stealthed making it quicker to get around.

Strongly Recommended

Feral Charge - 1 point skill, Requires you to be in Bear or Dire Bear form, allows you to charge an enemy and stun them for 4 seconds.

A great all around ability. When tanking it allows you to chase down runners, get to the MOB the healer aggroed, and interrupt casters.

Even better in PvP where it gives another interrupt and short term CC.

Only costs one talent point!

Strongly Recommended

Sharpened Claws - Max 3 points, increases your critical strike chance in Bear, dire bear and cat form by up to 6%.

6% crit is a great boost, and translates to a good DPS boost.

Required for primal fury.

Recommended

Tier 4

Tier 4 talents are available as soon as you have 15 points in that talent tree.

Shredding Attacks - Max 2 points, reduces the energy cost of shred by up to 18 and the rage cost of lacerate by up to 2.

This ups your DPS by a considerable amount by allowing you to use these abilities more often.

Only really strong when used by a cat form druid.

Skip it

Predatory Strikes - Max 3 points, increases your melee attack power in Cat, Bear, Dire

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Bear and Moonkin Forms by 150% of your level.

This is a prerequisite for Heart of the Wild, which is a must have talent, making this talent a must have.

At level 70 this equates to a 105 attack power boost which while not bad isn't all that much, equating to only about 8 DPS.

Must Have for heart of the wild.

Primal Fury - Max 2 points, Gives you a 100% chance to gain an additional 5 Rage anytime you get a critical strike while in Bear and Dire Bear Form and your critical strikes from Cat Form abilities that add combo points have a 100% chance to add an additional combo point..

This allows for faster rage generation as a bear while tanking and more DPS while in cat form.

Allows moving to finishing moves quicker for greater burst DPS in PvP.

Must Have Talent

Tier 5

Tier 5 talents are available as soon as you have 20 points in that talent tree.

Savage Fury - Max 2 points, Increases the damage you cause by claw, rake and mangle by 20%.

Great for feral dps builds as these are core abilities.

No real benefit for bear form tanks

Recommended for DPS, Skip if you tank

Faerie Fire (Feral) - 1 point skill, decrease the armor of the target by 610 for 40 sec. While affected, the target cannot stealth or turn invisible. Only usable in Cat Form, Bear Form, and Dire Bear Form.

Not very useful early on when soloing but very useful later in groups and pvp.

Used mainly as a pull method for feral tanks, it also allows a slight dps increase for the whole party.

In PvP it stops stealth and invisibility which make it very useful.

Must have Talent for Tanks

Nurturing Instinct - Max 2 points, increases the amount healed by your healing spells by up to 50% of your strength.

Allows decent heal amounts while geared with your feral gear and can save a party member occasionally.

While in feral gear you will not have much of a mana pool though so while your heals will be bigger, you can not cast many.

A nice idea, but not required

Tier 6

Tier 6 talents are available as soon as you have 25 points in that talent tree.

Heart of the Wild - Max 5 points, increase your Intellect by up to 20%, also while in Bear or Dire Bear Form your Stamina is increased by up to 20%, and while in Cat Form your Attack Power is increased by up to 10%.

Everything gets better. 20% more health for tanking, 20% more mana for casting and 10% more AP for DPSing.

This is a key feral talent and one you can not skip

Must have talent

Survival of the Fittest - Max 3 points, increases all attributes by up to 3% and reduces the chance you can be critically hit by melee attacks by up to 3%.

The 3% chance to be missed is huge when in tanking form for end game raids. It allows you to be uncritable at 415 def at level 70 instead of 490.

The 3% bonus to attributes is almost nothing and can be ignored.

Must have talent for tanks

Tier 7

Tier 7 talents are available as soon as you have 30 points in that talent tree.

Primal Tenacity - Max 3 points, increases your chance to resist stun and fear effects by up to 15%.

The resistance is nice, but at only 15% its not very reliable

Good for tanking on the MOBs or bosses that fear or stun, however again the chance is so low that its only nice, not needed.

Where it really comes into play is in PvP where avoiding stuns and fear is critical and even 1 time avoiding it can save you a death.

Pick it up if you PvP otherwise Skip it

Leader of the Pack - 1 point passive skill, While in Cat, Bear or Dire Bear Form, the Leader of the Pack increases the ranged and melee critical chance of all party members within 45 yards by 5%.

This is an amazing ability for melee groups since it can up your DPS significantly.

Even better in PvP where burst damage rules.

Must have Talent

Improved Leader of the Pack- Max 2 points, causes Leader of the Pack to also have up to a 100% chance to heal themselves for 4% of their total health when they critically hit with a melee or ranged attack. The healing effect cannot occur more than once every 6 sec.

This makes an already good talent even better.

While soloing it allows you to have to stop and eat or heal less, while in groups it lessens the healing required by the group healer.

Must Have Talent

Tier 8

Tier 8 talents are available as soon as you have 35 points in that talent tree.

Predatory Instincts - Max 5 points, Increases your critical strike damage with melee attacks by up to 10% and your chance to avoid area of effect attacks by up to 15%.

A 10% increase to your critical hit damage brings it up to 220% of base damage which is a nice improvement.

While in raids, there are a lot of AoE effects and this can really help.

Great for PvP as it allows you to avoid some AoE and increase your burst DPS.

Recommended

Tier 9

Tier 9 is the top tier talent and is available as soon as you have 40 points in that talent tree.

Mangle - 1 point skill, This allows you to mangle the target, inflicting damage and causing the target to take additional damage from bleed effects for 10 sec. This ability can be used in Cat Form or Dire Bear Form. In bear form it costs 20 rage, while in cat form it costs 45 energy. Bear form does 115% damage +155 and adds 30% extra damage from bleed effects for 12 seconds. In cat form it does 160% of damage +264 and causes the same increase in bleed effects and awards a combo point.

This is a great talent as it greatly improves your damage in both forms, but also improves the threat you can cause while tanking.

A good PvP talent since it allows your bleeds to do more damage.

Recommended

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Furor- Max 5 points, Provides up to a 100% chance to gain 10 rage the you shapeshift to Bear or Dire Bear for or 40 Energy when shifting into cat form.

Not needed as a healer, however very nice as a hybrid. The ability to drop into bear from if a tank goes down and charge or roar right away is invaluable.

Recommended

Tier 2

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Naturalist - Max 5 points, reduces the time to cast healing touch by up to 0.5 seconds and increases the damage you cause by physical attacks by up to 10%.

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A half second off your big heal is a huge boost in healing power and a must have for healers.

The 10% physical damage increase is a must have increase for feral druids, so you need to come into the restoration tree to get this talent.

Strongly Recommended

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A very strong talent if you are getting hit in combat while trying to heal which will happen while leveling, in PUGs or PvP.

In raid situations in the end game though it is almost a waste, as if you are being hit, something has gone horribly wrong.

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Natural Shapeshifter - Max 3 points, Reduces the mana cost of shape shifting by up to 30%.

Only really useful in PvP where you spend lots of time shifting back and forth between shapes. In PvE you tend to remain in one shape for longer.

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This ability gives you a chance to cast spells or attacks for free. Obviously best used for attack form since melee attacks trigger it

Not used up by changing form and the attack used to trigger it does not effect what can be done with it. So when it procs you can immediately case your biggest heal or damage spell for free.

Recommended

Intensity - Max 3 points, Allows up to 15% of your mana to regenerate while casting, and causes your enrage to generate up to 10 rage instantly.

Neither ability by itself is that great, however combined they give good utility.

Take it only if you have the points

Subtlety - Max 5 points, reduces the threat generated by your healing spells by up to 20%

Reduction of your threat is a good thing while doing pugs or 5 man instances, however by the end levels the tank will be generating far more agro than you can.

Take it to start with, then at max level re-spec to remove it

Recommended

Tier 4

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Tranquil Spirit - Max 5 points, reduces the mana cost of your healing touch and tranquility spells by up to 10%.

While not very exciting, a 10% reduction in mana cost translates to at least 10% more heals, therefore its a must have talent for healing builds.

Strongly Recommended

Improved Rejuvenation - Max 3 points, Increases the effect of rejuvenation by up to 15%.

This can be a very important talent if you use the spell. Some druids rely on it, other prefer to actively heal.

If you use rejuvenation then you have to get this talent.

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This allows you to recover from bad situations by turning a big heal into an instant cast.

While not 100% required it does offer a nice safety net when things go bad.

Also allows that extra bit of burst DPS for PvP

Strongly Recommended

Gift of Nature - Max 5 points, Increases the effect of all healing by up to 10%.

While not all that exciting this is a very solid healing talent that stacks with the other healing bonuses.

Since your this far into the Restoration tree you should take it, you are a healer after all.

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While tranquility is a very nice talent, it seems to be a waste to most players to spend 2 talent points on an ability with a 10 minute cool down.

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However, relying on critical's when healing is never a good thing, so some players chose to ignore it. Counting on a 50% crit rate though isn't a bad thing and can help save mana in long fights.

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Scales with gear to increase effectiveness as your gear gets better

Nice to have

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Spirit is not all that useful unless you are in long raid fights.

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up to 3%, and melee and ranged critical strikes against you cause up to 12% less damage.

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Since this is your only option at tier 8 and since it is required to get the tier 9 talent you have no choice.

20% extra to your HoT's is a very nice bonus and can really add up as your gear gets better.

Required to get Tree of Life form

Must have for Tree Form

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Druid Balance Talent Tree Guide

Posted December 14th, 2007 by Messiah

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Balance Talent Guide

This Balance talent guide goes over each of the talents in the Druid balance talent tree. The Balance talent tree is for Druids that either want to gain some mana efficiency for other trees or want to become DPS casters known as Boomkin. The Balance talent tree is most commonly used as a fill in talent tree for the other two trees. However it has gained some acceptance as a caster based DPS tree since the release of the Burning Crusade.

Return to the Druid Talent Guide. The Druid Talent guide contains the links to all three talent trees: Balance, Restoration and Feral. These Talent guides provide you with the resources to better understand Talents and the best ways to go about spending your Talent Points.

Tier 1

Tier 1 is available at level ten, when your first talents open up.

Starlight Wrath - Max 5 points, reduces the cast time of your Wrath and Starfire spells by up to 0.5 seconds.

Cutting the casting time is a big increase to your DPS output and nice decrease in the time you have to be interrupted when doing PvP.

Strongly Recommended

Nature's Grasp - 1 point skill, Instant spell that places a buff on you that while active has a 35% chance of placing Entangling roots on anyone who strikes you. Has one charge and only usable outdoors.

Very good preemptive crowd control. Cast if before combat and then control anything that hits you briefly.

Great for PvP where it can allow you to escape.

Recommended

Improved Nature's Grasp - Max 4 points, increases the chance of your nature's grasp entangling your enemy by up to 65%.

If you rely on nature's grasp this can be a good talent, however it is very rare to put all 4 points into it as generally it will proc after a hit or two without wasting talent points.

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Skip it

Tier 2

Tier 2 talents are available as soon as you have 5 points in that talent tree.

Control of Nature - Max 3 points, decreases the chance to be interrupted by damage when casting entangling roots and cyclone by up to 100%

Very useful for PvP late in the game once you have both spells.

Limited use early since you will only have 1 of the spells.

Limited use in dungeons and raids since most are indoor where you cant use the spells.

Skip it unless you are max level and PvP allot.

Focused Starlight - Max 2 points, Increases the critical strike chance of your wrath and starfire spells by up to 4%.

If you are a Boomkin it is a very nice up to your DPS for only 2 talent points.

Required to get the Vengeance talent.

Recommended

Improved Moonfire - Max 2 points, Increases the damage and critical strike chance of your moonfire spells by up to 10%.

This is a very nice upgrade to DPS as you will often spam moonfire

Great for PvP when chasing after players.

Recommended

Tier 3

Tier 3 talents are available as soon as you have 10 points in that talent tree.

Brambles - Max 3 points, increases the amount of damage caused by your thorns and entangling roots by up to 75%

While 75% is a big number, the base damage of both spells is relatively small, therefore it doesn't really do allot.

Can be ok in PvP when fighting fast attacking opponents, but overall not that useful

Skip it

Insect Swarm - 1 point skill, the enemy is attacked by a swarm of insects decreasing their chance to hit by 2% and causing 792 damage over 12 seconds.

A very useful talent since it is 1 point and provides a decent DoT spell.

Very mana efficient

Strongly Recommended

Nature's Reach - Max 2 points, Increases the range of your balance spells and Faerie Fire (feral) abilities by up to 20%.

A nice ability as it provides you the distance to hit things earlier.

Great for PvP where you can hit them before being hit.

Nice to have

Tier 4

Tier 4 talents are available as soon as you have 15 points in that talent tree.

Vengeance - Max 5 points, Increases the critical strike damage bonus of your starfire, moonfire and wrath spells by up to 100%.

This ups your critical damage caused by these spells to 200% of the base damage.

Great overall damage increase, amazing for burst damage in PvP, can be hard to manage aggro in PvE

Strongly Recommended

Celestial Focus - Max 3 points, Gives your starfire spell up to a 15% chance to stun the target for 3 seconds, and increase the chance you'll resist interruption from damage when casting your wrath spell by up to 70%.

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Nice when your soloing or PvPing to avoid losing casting time

The stun is infrequent so only really nice in PvP where it can help allot.

Recommended for PvP players

Tier 5

Tier 5 talents are available as soon as you have 20 points in that talent tree.

Lunar Guidance - Max 3 points, Increases your spell damage by up to 25% of your total Intellect

At high levels this can easily be over +100 damage to spells.

Scales with your gear, so as you get better its benefit becomes bigger as well.

Must have Talent

Nature's Grace - 1 point passive skill, All spell critical's reduce the casting time of your next spell by 0.5 seconds.

Nice ability since you will be critting a lot at high levels.

Does not effect the global cool down triggers so does not help all spells.

Required to gain access to Moonfury

Must have Talent

Moonglow - Max 3 points, reduces the mana cost of your Moonfire, Starfire, Wrath, Healing Touch, Regrowth and Rejuvenation spells by up to 9%.

A great talent for any build that can reach it other than PvP builds.

Restoration druids often find the points to come into Balance to get this for mana efficiency.

Boomkins run through mana like water, so need this.

Must Have Talent

Tier 6

Tier 6 talents are available as soon as you have 25 points in that talent tree.

Moonfury - Max 5 points, increases the damage done by your starfire, moonfire and wrath spells by up to 10%.

A 10% increase in 3 of your main damage spells as a Boomkin.

Strongly Recommended

Balance of Power - Max 2 points, increases the chance to hit with spells by up to 4% while reducing the chance you will be hit by the same amount.

+To hit is hard to find on Boomkin gear and much needed at higher levels. Making this a very good use of 2 talent points.

Very useful to reduce resists against other players in PvP.

Strongly Recommended

Tier 7

Tier 7 talents are available as soon as you have 30 points in that talent tree.

Dreamstate - Max 3 points, Regenerates mana equal to 10% of your intellect every 5 seconds, even when casting.

Boomkin are always low on mana and this can easily provide up to an additional +40mp5 at high levels.

Essential for long fights where mana becomes an issue, not always useful when soloing though as you can always take time to sit and drink to regen mana.

Must Have for Raid Builds

Moonkin Form - 1 point skill, Transforms the Druid 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 spells while shape shifted. The act of shape shifting frees the caster of Polymorph and other movement impairing effects.

This is the form you have come down the balance tree for, this is what turns you into a Boomkin.

Excellent armor bonus and even better spell bonus.

Can not heal while in this form, so mainly a group build but can work well when soloing.

The Essential Boomkin Talent

Improved Faerie Fire - Max 3 points, your faerie fire spells also increase the chance the target will be hit by melee and ranged attacks by up to 3%.

This is a great group buff while in raids as it allows everyone to hit more often. Loses some effect as all players reach the to hit cap.

Great in PvP for the same reason as above.

A selfless use of points since it will up everyone else's DPS, but not your own.

Recommended for Raiders

Tier 8

Tier 8 talents are available as soon as you have 35 points in that talent tree.

Wrath of Cenarius - Max 5 points, Your starfire spells gain up to an additional +20% of your +damage effects, while your wrath gains up to and additional 10%.

This is a nice talent since it scales with your gear. By this point you will have a lot of +damage gear anyway and it will be worth while.

Recommended

Tier 9

Tier 9 is the top tier talent and is available as soon as you have 40 points in that talent tree.

Force of Nature - 1 point skill, Instant cast, 3 min cool down. Summons 3 treants to attack the enemy target for 30 sec.

This ability can be very useful since the treants can attack quickly and do a decent amount of damage.

Not useable on many bosses since they are susceptible to AOE and have a small health pool.

Great in PvP as they can constantly interrupt a caster and force them to focus on them instead of you.

Strongly Recommended

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