Balance Druid

Moonfire, Starfire, Eclipse.

The caster druid: Moonfire, Insect Swarm, Wrath and Starfire, with WoW Forever's **Eclipse**, **Genesis** and **Nature's Majesty**, and Moonkin Form at 40.

Ranged damage | Nature and Arcane | Party crit aura

THE 30-SECOND VERSION

Three things to remember

DoTs first

Moonfire and Insect Swarm on the target, then nuke.

Wrath into Starfire

Eclipse: each Wrath makes your next Starfire faster (up to 4 charges).

Moonkin Form at 40

Your 31-point talent: armor for you and spell crit for your party.

NEW IN WOW FOREVER

What changed for you

Revive

New: druids can bring a dead ally back out of combat.

Skyborne druids

Both Skyborne races can be druids (a paid race).

Eclipse

Wrath charges speed up your next Starfires.

Genesis and Nature's Majesty

Stronger DoTs and heals over time, and +2% crit.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Wrath** to pull, **Moonfire** to finish, **Healing Touch** and **Rejuvenation** to heal yourself.
- Keep **Mark of the Wild** and **Thorns** up.
- Melee with your staff to save mana between casts.

LEVELS 10–19

- **Bear Form** (10 quest) for tough mobs; it saves mana.
- Take **Improved Wrath** and **Genesis**.
- Moonfire, then Wrath; bear up if something reaches you.

LEVELS 20–39

- Take **Nature's Majesty**, **Moonglow** and **Nature's Splendor**.
- Take **Insect Swarm** and **Improved Starfire**.
- **Cat Form** (20) for travel and stealth between pulls.

LEVELS 40–59

- Take **Nature's Grace**, **Eclipse** and **Moonfury**.
- **Moonkin Form** (31-point): stay in it.
- **Hurricane** on packs.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Balance.

1. **Innervate** when your mana is low (or on a healer).
2. **Moonfire** keep it on the target.
3. **Insect Swarm** keep it on the target.
4. **Hurricane** on packs.
5. **Starfire** when Eclipse has made it fast.
6. **Wrath** to build Eclipse and fill.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Wrath	Balance	Faster Wrath.
Genesis	Balance	Stronger DoTs and heals over time.
Nature's Majesty	Balance	+2% crit.
Moonglow	Balance	Cheaper spells.
Nature's Splendor	Balance	Longer Moonfire and Insect Swarm.
Insect Swarm	Balance	A nature DoT.
Vengeance	Balance	Bigger crits.
Improved Starfire	Balance	Faster Starfire.
Nature's Grace	Balance	Faster next spell after a crit.
Eclipse	Balance	Wrath speeds up Starfire.
Moonfury	Balance	More damage.
Moonkin Form	Balance (31)	Armor and party crit.

Best race for this spec

ALLIANCE

NIGHT ELF

Elune's Light gives +10% crit for 15 sec. Skyborne (High Order, +2% haste) is the paid choice.

HORDE

TAUREN

Endurance and War Stomp. Skyborne (Windshaper, +2% haste) is the paid choice.

RACE	SIDE	RACIALS
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Moonkin can still bear

Shift to Bear Form if you pull aggro, then back to Moonkin.

Innervate the healer

In groups, your Innervate often does more on a healer.

Night Elf crit

Elune's Light gives +10% crit for 15 sec: use it with Starfire.

Stand back

Nature's Reach adds range: cast from far.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Out of mana	Use Innervate on yourself, shift into a form to regenerate, and drink between pulls.
My buffs vanish when I shift	They do not. But shifting costs mana, so stay in one form when you can.
Starfire feels slow	Cast 2 to 4 Wraths first to build Eclipse charges.
Cannot heal in Moonkin	Leave the form to heal, then shift back.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell and follows your Moonfire and Insect Swarm from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: druid changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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