Restoration Druid

Heals over time. Everyone, always.

The heal-over-time druid: Rejuvenation, Regrowth and Swiftmend, with WoW Forever's **Bloom**, **Living Spirit** and the new 31-point **Wild Growth**.

Healer | Heals over time | Group healing

THE 30-SECOND VERSION

Three things to remember

Roll your HoTs

Rejuvenation and Regrowth on whoever is taking damage.

HoTs bloom at the end

Bloom: when Rejuvenation or Regrowth runs out, it heals for 100% of your Spirit.

Wild Growth at 40

Your 31-point talent: a heal over time on your target and their whole 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).

Swiftmend heals the whole effect

It now heals for the full duration of the HoT it uses up.

Bloom and Living Spirit

Spirit is a healing stat: more Spirit, bigger Blooms.

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

- Level as Balance or Feral; heal dungeons with **Healing Touch** and **Rejuvenation**.
- Take **Nature's Focus** (less pushback) and **Heart of the Wild**.
- **Regrowth** (12) for a quick heal plus a HoT.

LEVELS 20–39

- Take **Naturalist**, **Reflection** and **Bloom**.
- Take **Improved Rejuvenation** and **Swiftmend**.
- **Innervate** (40) on yourself or another healer.

LEVELS 40–59

- Take **Nature's Swiftness**, **Living Spirit** and **Improved Regrowth**.
- **Wild Growth** (31-point) on the group taking damage.
- **Tranquility** when the whole raid is hurt.

IN A DUNGEON OR RAID

How to heal at level 60

1. **Rejuvenation** on the tank, always.
2. **Regrowth** on the tank when damage picks up.
3. **Wild Growth** on a group that is taking damage.
4. **Swiftmend** eats a HoT for an instant heal when someone drops fast.
5. **Nature's Swiftness, then Healing Touch** when someone is about to die.
6. **Innervate** on yourself when your mana is low.

TALENTS

Talents that matter

TALENT	TREE	WHY TAKE IT
Nature's Focus	Restoration	Less pushback.
Heart of the Wild	Restoration	More Intellect.
Naturalist	Restoration	Faster Healing Touch.
Reflection	Restoration	Mana regeneration while casting.
Gift of Nature	Restoration	More healing.
Bloom	Restoration	HoTs heal again when they end.
Improved Rejuvenation	Restoration	Stronger Rejuvenation.
Swiftmend	Restoration	An instant heal from a HoT.
Nature's Swiftness	Restoration	An instant big heal.
Living Spirit	Restoration	+5% Spirit.
Improved Regrowth	Restoration	More Regrowth crit.
Wild Growth	Restoration (31)	A party-wide heal over time.

Best race for this spec

ALLIANCE

NIGHT ELF

Elune's Light gives +10% crit for bigger heals. Skyborne (High Order) Read Leyline helps mana.

HORDE

TAUREN

Endurance keeps you alive, and War Stomp buys time. Skyborne (Windshaper) 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

Do not overwrite HoTs

Recasting before they end wastes mana and skips the Bloom.

Spirit is healing

Bloom heals for your Spirit; Living Spirit adds 5%.

Pre-HoT the tank

Rejuvenation on the tank before the pull.

Revive after wipes

You can bring people back out of combat with Revive.

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.
Swiftmend will not cast	It needs your Rejuvenation or Regrowth on the target.
Bloom never seems to heal	It heals when the HoT **expires**. Let HoTs run out instead of refreshing early.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ is built for damage rotations. Use its levelling list while you quest, then turn it off or switch to a healing layout in groups.

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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