# **Unofficial World of Warcraft Druid Guide - Sample**

This is a 4-page sample from the unofficial <u>World of Warcraft Druid Guide</u> available from <u>www.killerguides.com</u>. It's an excerpt from the Balance Tree description in the Druid Talents chapter. A complete version of the strategy guide is available in the company's online store: <u>http://www.killerguides.com/guides/wow/guide/world-of-warcraft/druid</u>

### 3.1. Balance Tree

The balance tree mostly contains talents that are geared towards increasing your DPS through spells. Heavy investment will enable you to nuke your enemies effectively and considerably increase your spell crit chance. However, you will never reach the amount of spell DPS that a mage or warlock are able to deal to their enemies. So does it still make sense to invest in the balance tree? Sure, as long as you accept your limitation in this field, balance specced druids can make for an interesting and unique playing experience. With Moonkin Form and the right equipment, druids are the only class able to pull off a melee caster playing style ("Panzerkin").

### 3.1.1. Improved Wrath

Туре:	Passive
Requirements:	None
Description/Stats:	Reduces cast time of Wrath
	Rank 1: Reduces cast time by 0.1 Rank 2: Reduces cast time by 0.2 Rank 3: Reduces cast time by 0.3 Rank 4: Reduces cast time by 0.4 Rank 5: Reduces cast time by 0.5
Usefulness:	Grouped
	Solo Raid PvP
Comments:	There are few playing styles where you will be nuking with Wrath. If you don't see any use for Nature's Grasp (no interest in PvP or solo PvE), you might decide to go with Improved Wrath to get past Tier 1. Otherwise Nature's Grasp is the better choice to spend your five points. Moderately useful in group PvE.

## 3.1.2. <u>Nature's Grasp</u>

Туре:	Active. Instant cast, lasts 45 sec, 1 charge, costs 50 Mana, 1 min. cooldown.
Requirements:	None
Description/Stats:	While active, any time an enemy strikes the caster, they have a chance to become affected by Entangling Roots (Rank 1). Only useable Outdoors. 1 charge.
	Rank 1: 35% chance Root proc shield
Usefulness:	Solo Grouped Raid
Comments:	This is a great defensive skill. For example, it can be cast while running away (instant cast) and has a good chance of rooting whoever or whatever is following you. If you buy this talent, you can buy increasing levels of it at the trainer to keep its roots on par with your Entangling Roots level. Talent used to be a must-have when cooldown was still at 15 seconds, but it was nerfed to 1 minute. It's still well worth the point. Highest usefulness in PvP.

#### 3.1.3. Improved Nature's Grasp

Туре:	Passive
Requirements:	1 Point in Balance, 1 Point in Nature's Grasp
Description/Stats:	Increases the chance for your Nature's Grasp to entangle an enemy.
	Rank 1: Increases the chance by 15% (50% total) Rank 2: Increases the chance by 30% (65% total) Rank 3: Increases the chance by 45% (80% total) Rank 4: Increases the chance by 65% (100% total)
Usefulness:	Solo Grouped Raid
Comments:	100% root proc is very nice to have. It gives you a certainty in PvP combat that will allow you to follow a standard routine after you cast Nature's Grasp and you KNOW the attacker has been rooted. You will most probably have to decide to put your points in this talent and Improved Wrath. The good news is: You can divide them up, e.g. putting 2 points in Improved Nature's Grasp and 2 Points in Improved Wrath can be a viable solution. Again, great usefulness in PvP.