Preface

* As a druid you have so much utility that are often overlooked. Most of the tips on this guide won’t show up on meters or give you big dick deeps. However, whoever reads the logs will love you If you’re playing druid to top charts you’re probably playing the wrong class anyway. These are also just recommendations and not the only way to play the game of course. Overall, they are just general tips and tricks that you can utilize on top of your dps/heals.

Blue – Boomchicken

Black – general tips

Orange – Resto tips

Taloc – all difficulties

* Incarnation at start – Will be up again for phase 3
* Treants are best single target. Use 2 instead if you’re having trouble positioning/falling asleep
* Fury of Elune is not worth here. Neither is PoTM, run Streaking or any Uldir traits here.
* DO NOT FORGET TO INNERVATE.
* Innervate yourself in P1 with cat affinity for amazing burst
* Cat affinity is recommended. Resto also works
* Wild charge is good for dodging club/mages who blink into you
* Plenty of opportunities to kitty weave in guardian/resto
* Damage is spikey/spot healing – Pre-HOT those who have blood de-buff
* Efflorescence talent is good for how much grouping up there is. 2 min Tranq is not worth for how short the fight goes on
* Tanks do not really take that much damage.
* Wait until sets of blood go off to pop your Tranq/Incarn to make full use out of it
* Bear form to soak tank damage (Mythic only) DO NOT TAUNT BY ACCIDENT!
* Don’t forget to use Barkskin/self-heals for blood if you go out of range when dropping bloods. Use wild charge in normal form to get to a healer. Travel form charge also works I believe (might be only phase 3)

M.O.T.H.E.R

* Best to save incarn for phase 3 if you can’t request raid leader to let you stay for extended periods of time.
* Fury of Elune is a quick and easy way to do damage on adds
* Run Streaking for p3 unless adds are a problem.
* DON’T FORGET TO INNERVATE
* Use the winds to allow you to get to the other side since the following winds will be on the opposite side. Winds are very good in general to navigate as you can cast while drifting
* Make use of Barkskin/self-heals when not in the same room as M.O.T.H.E.R.
* Mighty bash works in emergencies.
* Resto affinity is recommended for wild growth spam to help healers, cat form should be enough to avoid winds
* No matter what spec you are you should be CCing the adds to help.

Zek’voz

* Incarnation at start, chances are you probably won’t get an orb in third phase
* Continuing from previous point, it’s probably better to run PoTM for cleave as you probably won’t get an orb
* Help CC with mass entangle/typhoon
* DO NOT DOT THE BIG ADDS UNLESS YOU ARE CERTAIN. MAGES WILL HATE YOU
* DON’T FORGET TO INNERVATE
* Plenty of opportunities to kitty weave here
* Don’t heal the tanks after the 3-tank hit combo. They take 0 healing.
* Pretend you’re a resto shaman for this fight. Run 2-minute tranquility and Incarnation and alternate between cooldowns for every big circle phase
* Tranq + flourish is king here
* Most of the time people won’t need topping up immediately. Most of the people who take damage in this fight are safe after they take damage. Your use of CDs will be enough to keep up during tough periods.
* Focus on tanks instead, Cenarian ward and HOTS should do it
* Most of the healers go out of mana quickly (especially the monks), use tranquility and Incarn + innervate will make you full mana by the time they run out. Don’t bother hotting most people – dps instead.
* Don’t even bother healing last phase. Just kitty weave
* Ursol’s vortex the adds

Vectis

* Incarn at start, run pure single target build
* Just kitty weave to be honest. Not much damage being taken by people either.
* Run Efflorescence talent. People are stacked
* Bear form and soak puddles, not much damage being taken by most people during this phase. Use frenzy if you remember to
* **To be honest with you this boss isn’t memorable, and I don’t even remember doing this boss most of the time.**

Fetid

* Save incarn for 50% lust
* Run single target, adds die easily enough and can’t really be cleaved anyway.
* Run double rejuv here and Cenarian ward. Heavy tank damage here.
* Heavy spothealing as well.
* Utilize barkskin and bear form/frenzy regen to negate as much damage and spot healing requirement as possible
* Use Wild Charge to negate the knockback by boss
* Focus offtank and get brez ready (main tank is likely to be brezed by a healer immediately while offtank takes over, offtank is likelier to be chunked in 1 hit)
* If brez is down go bear form, taunt and run. He only melees. Reset if possible if both tanks dead and no brez is available (unless boss is close to dying)

Zul, Reborn

* Your goal this fight is to maximize RAID damage, while maximizing your own damage as much as possible
* Priority this fight is as follows
  + Dispel the fear induced by Minions of Zul if it goes off, prioritize the healers (It helps overall healing/dps). It is a curse.
  + Soak the puddles as much as possible. Frenzy whenever you can in bear form.
  + Don’t root the hexers. Solarbeam if you must.
* Guardian affinity works if you aim to soak puddles. Otherwise Resto works for wild growth spam for circles
* Save Fury of Elune for Crawgs. It’s not worth doing it on 1-2 targets.
* PoTM is great here. But might want 1 streaking stars if we aim to get Zul down as much as possible. If not zerging then run PoTM.
* Incarn at start. It will be up for very end of second phase. Fight normally goes for 4 minutes with burn strat
* Nature’s Balance is great for opener
* DON’T FORGET TO INNERVATE, ESPECIALLY PHASE 2
* Two minute tranq works here for early phases when the circles go off. You can alternate between tranq/tree for circles
* Second phase is tank damage heavy, Cenarian ward or Ironbark is amazing for tank swaps.

Mythrax

* Easy fight for boomies. Don’t stack, just do your normal single target rotation (will change for mythic)
* Take resto affinity if you feel adventurous.
* DON’T FORGET TO INNERVATE
* Heavy tank/raid damage especially if people screw up with stacking
* You can go a bit higher stacks than others especially if you’re running Guardian affinity.
* Typhoon works, just watch where you are typhooning.

G’huun

* Spam moonfire for phase 1
* Spam moonfire (or swipe or sunfire) for phase 1
* Incarn for start with moonfire spam and for laserbeam phase. That’s when we usually hero
* Dark Youngs are not priority, pad as much as you want on tentacles. Take 1 stack of Dark Bargain and keep it up as always.
* DON’T FORGET TO INNERVATE
* Efflorescence talent is amazing for p2 due to how stacked people are
* HEAVY HEAVY TANK DAMAGE. Make use of Ironbark.