


Wotlk balance druid pve guide

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April 7, 2016 1 - Introduction Hello everyone and welcome to my Moonkin PvE guide! Before I get into it, I should probably say a few things about me. I'm a former Guild Master of Mutual Hate, once a top guild raids on Frostwolf. We were 2nd in Molten server down King-Lich in 25-man mode, just 4 days after his release, and continued to defeat him every week for some time. I have been playing World of Warcraft since December 2009, during which I almost exclusively played as Druid's balance sheet. I always strive to improve my performance and I got to the point where I can't really get better except for the small details in the struggle adaptation. While this statement may seem a little cocky on my part, the truth is that I've been playing my Moonkin almost religiously for a very long time, and I take some pride in how well I've become at performing with a fluffly title offs. Please note that I no longer play the game and only very, very rarely check out this theme. However, given that everything in this guide has been optimized for the 3.3.5a patch and that it is still a current patch on WoTK servers, all the information should be accurate and up to date. With this guide, I hope to help both new and experienced players. I will provide information based on both the theory and my experience with the game, as well as my own testimony related to Munkin, which I have done in recent years. Please keep in mind, however, that this guide will not explain simple things like What is Starfire?, as I believe you have some understanding of the core abilities of the Druids, or know how to read tooltips. Enjoy (: 2 - Strengths and weaknesses I think the first important step in exploring specialization is to understand our strengths and weaknesses. : Strengths: The huge arsenal of raid buffsPowerful explosion AoE damage To Eclipse is our main weakness because it is also our main positive damage effect. In a raid setting, and depending on your gear, Eclipse's downtime can be somewhere between 60% and 80%. The problem with Eclipse is that Blizzard has developed a Moonkin DPS to be balanced around it, so that whenever we are not polished by it, our DPS falls compared to the average. We need Eclipse to put our DPS on par with other classes - but not only are we often unable to use it because of the movement, we will actually lose precious seconds effect while driving as well. We also have nothing to do when moving to compensate for this loss of DPS, except to update our relatively weak DOTs. At times, you'll even find yourself repeatedly casting anger for what may seem like an eternity, unable to The eclipse is just out of sheer bad luck. This is a huge loss of DPS. RNG affects our damage more than most DPSers. On the other hand, we provide great raid buffs. Here's the list: This huge arsenal of raid lovers, combined with a relatively small number of Moonkin players, makes it pretty easy for us to find a place in guilds or PuGs. Finally, we also have the best explosion of AoE damage in the game. Starfall and Hurricane, combined with Grace Nature, provide us with absolutely obscene amounts of AoE damage within 10 seconds. 3 - Talent build Although everyone has their own style of play and have to appreciate which talents are better suited to them, we can't get away from the fact that there is a top DPS build, because our style of play has to be a certain way if we want to maximize our raid DPS. However, ideal assemblies vary depending on meetings (e.g., the talents of the pushback cut are useless on Deathbringer Saurfang, but are sure to have on the Blood queen Lana'Tel). Below is a perfect multi-amm assembly. I'll be discussing the more controversial talents below. I also strongly recommend you work on building your own based on what you raid and your preferences. Common PvE Build: 58/0/13 However, I would recommend this build instead if you're primarily focusing on RAID: Perfect ICC Build: 56/0/15 Also, there are a few other builds you might want to consider, depending on whether you want to pick up Manu, AoE Utilities, and/or pushback talents. Alternative builds: Mana talents: we have a lot of mana talents. It's a list of orderly efficiency, from the highest to the lowest: Moonkin FormOmen clarityIntensityDreamstateMoonglow As you get the best gear, your intelligence will go up and your spirit will go down, and Dreamstate will become more powerful than intensity. However, at this point you should be far from having problems with mana. Because we get 2% of our total mana back every time we crit while in Munkin's form (and we're critical a lot), our mana efficiency is excellent. We should never need Innervate for ourselves. You should never spec in mana talents if you have up uldar level gear. If mana is a problem, intensity is the best option. Never neglect the foreshadowing of clarity. It's a great mana talent for just 1 point and it procs our T10 2p bonus. Genesis: Don't waste your points there. There is absolutely no reason to go 5/5 or even 2/5 in this for more DPS. Buffering our DOTs up to 5% is a terrible option because they only have 10-15% of our total damage. Even at best, Genesis only has a 0.15% DPS increase per point. Currently I have Genesis 1/5, but only because I need to spend a point somewhere to get to the next level and the only alternative is Moonglow, which is an unnecessary mana talent. Nature Focus: Nature Focus Situational Talent. You usually don't have to deal with pushback if you stand somewhere you shouldn't. Some Some like Bone Storm will cause a permanent rollback, but you can just throw Barkskin and avoid most of it. However, there are exceptional encounters like Festergut and the blood of queen Lana'Tel, during which there is so much pushback that all your anger throws will be delayed by 1s even with a concentration of auras. Pain and suffering also causes a lot of pushback. I would recommend putting at least two items into Nature Focus if you raid the ICC often. Nature Reach: Many people will ignore this talent because it is assumed tanks never have a threat problem in high-tier gear, and the 6-yard range increase doesn't seem to clear DPS benefits. However, the greater range is more DPS. Most fights require you to move or switch targets (Bones Spikes, LDW adds, volatile Oozes, etc.). DPS got off a larger range much more than if you dropped this talent and went to Genesis instead (the only other alternative). Also, less threat means you can burst bosses earlier or snap up for newly generated adds with less risk of pulling agro, which could cause a raid to destroy if you didn't have the talent. Owlkin Frenzy: Owlkin Frenzy seems like it would be a great talent for fights during which there is a lot of damage to AoE, but it's actually a really horrible PvE talent. Almost all AoE boss damage will not cause Owlkin Frenzy, and proc chance is too low to make it worth having for the boss abilities that do. Typhoon: A typhoon is usually not necessary as this loss of DPS throw it between hurricanes while AoEing. However, pushback is extremely useful against bloody beasts, nefarious spirits or blood worms. I personally donated 1 point from Imp. Insects Roy to pick it up. Gail Winds: Gail Winds is situational and many will choose not to pick it up. I personally invest 2 points in it as I can often use my bonuses in the ICC. I use typhoon on Saurfang, Dreamwalker, and King-Lich, and Hurricane is a major part of my DPS on Dreamwalker. In addition, the only alternative to DPS is Genesis. Are you going to donate 30% of the hurricane damage to 0.30% DPS on a single target? I also like the increase of Gale Winds on the cyclone range. This is extremely useful on Lady Deathwhisper 25 people where Moonkins are the best choice for cyclone mind controlled players. The only reason I could imagine not picking up Gail Winds is to make pushback resistance build while maintaining low DPS talents like Imp. MotW or Furor. Glyphs Top 3 DPS glyphs for balance druids are: Glyph StarfireGlyph MoonfireGlyph Starfall There is no getting around these. Roy's Glyph was stronger than Starhopa's Glyph before Starfall was polished in patch 3.3.3. However, Starfall's damage time is ridiculously high, and it is necessary to pick up glyph for it. Also, keep in mind that Starfall is not only useful for its damage. He is also a constant proc procs and the grace of nature, as well as mana-return from the Cretans. 4 - Elementing Gearing your Moonkin correctly will sometimes be frustrating. Here's an example: ICC25 doesn't have a single leather drop that's made for Moonkins. All skin drops of the charmer have a spirit and are thus designed to restore the druids. Although we transform the spirit by the effect of the spell, it is still not as useful as haste or crit. This often makes you compete with fabric owners for gears who subsequently hate you until you remind them of your amazing aura and/dance. Stat Priority Is a list of your statistics from the most important to the least important. Hit-rated (if below the cap)SpellpowerHaste rating (if below the soft cap)Critical strike rating (if below the soft cap)Haste ratingCrittIntellect Hit rating: Hit rating, as for each DPS class, is #1 damage stat to limited. It takes a 26.23 hit rating to reach a 1% spell hit chance, and you have a base 17% chance of missing?? Raid Boss (No.3 levels) with spells. Balance of Power and Imp. Faerie Fire reduce your chance of missing to 10%. This means that the munkin hit the rating cap is 10 x 26.23 and 263. With Draenel in your group (and within your range), it drops to 237. However, this is unlikely to happen all the time. Get 263 hit rankings and then focus on another statistic. Spellpower: Spellpower is the bread and butter of all classes of DPS charmer, and will always be better than your other stats (unless hit is limited). Moonkins love spellpower far more than any of the other statistics listed below - get a lot of it. Rating rush: Haste is great and not very big at the same time. We don't scale very well with the rush, because at 585 rush (401 w/Anger Air Totem), Anger will have 1.00s throw time with Grace Nature (which, as your outfit gets better, has a very high downtime). Any amount of haste that nullifies the cast time of Wrath below 1.00s is wasted because the global cool can go down below 1 second. It also means that we only benefit from heroism/bloodlust during a lunar eclipse. Starfire will always enjoy the rush, however. Critical Beat Rating: The Crit rating becomes more valuable than the rush after you've passed the soft-cap rush. However, even the soft cover of the crit is quite low, so the force of the spell easily exceeds all our other statistics. You reach your soft crit cover, when Starfire has a 100% chance of a crit during a lunar eclipse. To calculate this cover, first add all your buffs/talents, which increases Starfire's chance of crit. This gives a total of 54.80%. This means that you will reach your soft crit lid when you have There is a 45.20% crit chance while polished and in the shape of Moonkin. Other abilities such as Focus Magic or Improved Scorch can reduce it even further. Once you're over both soft crit and haste covers, the rush rating will be (very slightly) more valuable than the crit rating once again. Spirit: The Spirit is Not statistics, but other statistics already mentioned easily overshadow it. Imp. Moonkin Shape converts 30% of our spirit into a force of spells - however, that doesn't mean you have to outfit for it. Take this example: do you prefer to have a 100 spirit, or a 100 crit rating? You can safely ignore the regeneration of the spirit. You have to choose a crit rating because 100 of them will give you more damage than 30 spells. Intelligence: Some players believe that intelligence is the highest Munkin stat, because it increases our pool mana, our regen (2% of the total number of mana back from crits), our critical chance of hitting, our force of spells (12% of intelligence converted into the force of spells), and scales with Furor (10% intel). However, point by point, the intelligence is very weak. This buffs our stats, but only very slightly. 1 intelligence point only increases your chance of create by 0.0056%, for example. It is never better to get intelligence over another stat. Enchants Here's the list. It's pretty simple: the power of a spell where you can have it. If you're wondering about Tusccarr's Vitality: the appeal of this charm is the increased running speed. Faster speed means faster entry from point A to point B, which means more time for DPS or more time not to be killed by something. Gemming Gemming Gemming gems is also very simple: About Blue Rosettes: A Cleaned Dreadstone is only better than Ruled Cardinal Ruby if the bonus outfit is 9 pounds. That's because 10 spirit will be transformed into 3 power spells, giving you 12 x 9 x 3 and 24 spellpower. However, you need at least 2 blue gems to activate your meta gem, so you have to put 2 peeled Dreadstones in two blue sockets that are given the highest spell bonuses. Put Runed Cardinal Rubies otherwise if you still have blue sockets with bonuses for 9 spells (extremely unlikely). 5 - Profession Link I have here expired. Unfortunately. So instead of describing each profession I just move on to the top two: Jewelcrafting and Engineering. First, however, let me just say that it really doesn't matter what profession you get, since almost every non-collection profession will eventually give you the equivalent of about 46 spellpower, which is what you want. Jewelcrafting stands a little higher than other professions for two reasons - first, because it gives you tremendous flexibility in the statistics you want; and secondly, because custom gems give you more statistics than other professions (for example, you can get 48 pounds from Jewelcrafting, while you can only get 46 pounds from Charming). Engineering is another top profession because of the extent to which it works with Eclipse. Hyperspeed boosters can be activated to give you a 340 rush pulse for 12 seconds to 1 minute cooling. This means you can potentially get the positive effect of rushing any other Lunar eclipse - it's incredibly strong and you don't have to pass it. You'll also get all the extra extra such as Nitro Boosts and Jeeves. 6 - Rotation In this section, I'll discuss the balance of Druid rotation (I also link the video further down). I quote the word because I believe that the priority of the spell is a more accurate way of describing the process. The spell you will play depends on the specific factors that I will try to explain below. The rotation itself is pretty simple: Maintaining Faerie Fire on target if Feral Druid is tossing it. Throw Starfall on the cooling. There are several reasons you can delay casting Starfall (though never more than 5-10s): You'd pull unwanted agro on nearby mobs. You know, you'll move very soon -- save it for a while. You are expected to do AoE rotation damage soon. Throw the Power of Nature to cool, but try to stop it so that Treats stay alive as far as possible. Spam anger during a solar eclipse, and spam Starfire during the Lunar Eclipse Spam anger after leaving the solar eclipse, and spam Starfire after leaving the lunar eclipse, until the next eclipse procs. The tricky part begins when doTs are involved. Our doTs don't scale very well (especially the insect roy). When out of Eclipse, doTs are definitely worth casting, but when in Eclipse, they are not. The issue with deciding when doTs is worth casting is that the global cooling used for casting could also be used to cast anger, which may have prot-eed Eclipse - so even if the DpET (Damage for Performance time) doT could be better than the un-eclipse anger, it's still hard to gauge the difference in the potential DPS was the wrath of the proc-ed issue. It also depends on the equipment. DoTs are less important at higher transmission levels, but they still quite cost it at T9 gear levels (especially with a 2p bonus). My advice on DoT priority is this: If the Eclipse and DoTs are down: update DoTs If in Eclipse and DoTs go down: don't update DoTs. Stick to Anger/Starfire.If Eclipse is just proc-ed and DoTs down: upgrade Insect Roy for Solar, Moonfire for Lunar.If Eclipse has just ended and DoTs down: update IS if you've just come out of the moon, upgrade MF if you've just come out of Solar.If Eclipse is just proc-ed and DoTs have 3 seconds left on them: don't update DoTs. Especially if the Lunar Fire has not yet extended and the eclipse is lunar. I recorded a quick video showing Munchin's rotation, which you can find here: WoWV 3.3.5 Moonkin Rotation And here's another DPS video that I recorded randomly. My rotation is more polished and my DPS is higher in this: WoW Moonkin bauble test (RoTU and PoTU)Also, I recorded myself in the ICC10 guild! It's not pro-raid (mostly violas), but it should show you everything you need: Additional tips: If you have the haste items you can use during the fight, then during the lunar eclipse. Never spend them on Wrath. Use Barkskin when you expect a pushback (for example, during a bone storm). 7 - Best in slot list because many people have asked, here is the BIS Moonkin list for 3.3.5. Voteshop items I won't be listing reservations. Not only can you find these items on your own based on your current gear needs, but the armor is also incredibly easy to get into the game. Weapons: The Trinkets: Getting a flash of heaven will most likely have to be at the top of the list, as it is a very strong bauble, and it may take some time before you can replace it with the best. 8 - Conclusion Moonkins are awesome! We have decent DPS, great raid lovers and we have fun to play with. We're fluffly and feathery! Go Munkins! Comments are welcome and encouraged. I love me some moonkin discussion. Let me know if I made a mistake somewhere and I'll correct it. Make sure to read existing comments, especially if you are interested in Moonkin stuff. There is a lot of discussion and content to be found out there and I have tried to answer all the questions I can. Cheers (: January 8, 2017 Talent Trees Links Broken, Can U Please Fix? January 23, 2017 is the perfect ICC specs that clovis put. P.S. After writing this comment I checked out the talent links and they work just fine. Dahell. April 7, 2017 It's so sad that all the theorycrafting of the comments are long gone never to come back. I remember Clovis himself, publishing his export powa, came to the thought of it would be pretty great if someone so far had them they were exceptional on April 7, 2017 It's so sad that all the theorycrafting of the comments long gone will never come back. I remember the clovis yourself you posted his export of powa, comes to think it would be pretty grand if anyone still has them, they were exceptional I passed through the deleted posts and I believe I found myself to find it; Originally published as Ausra:st3.0.0S; gcd:bofalse; b:n1; anim1:n1; g:n0.10588235294118; ortunitn:bofalse; ignoremaj:botrue; Instance25ManHeroic:n0; StacksLower:n0; Target:bofalse; icon:stInterface-Icons Ability_Druid_Eclipse; beginSpin:bofalse; Xersion:n1; r:n0; Optional:bofalse; y:n0; x:nu55; customsoundend:st; customname:st; RoleMeleDps:n0; isAlive:botrue; таймдурация:n0; unitn:st; баффтип:n1; стeki:n0; фокус:bofalse; Instance10ManHeroic:n0; рейд:bofalse; текстура:n103; альфа:n0.75; аурастекст:st; аурастекст:st; симетрие:n0; owntext:bofalse; isResting:n0; продолжительность:n0; моя:bofalse; multiid:st; inVehicle:n0; скорость:n1; Instance5Man:n0; anim2:n0; id:nu73; HideRequest:bofalse; стekiОператор:st>; realaura:n1; Активный:bofalse; звук:n0; buffname:stEclipse (Лунный); 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id:nu77; HideRequest:bofalse; StacksGrapher:st;g; realaura:n1; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; Raid:bofalse; Texture:nu73; alpha:nu0.75; аурастекст: InstanceBv:n0; symetrie:n0; owntext:bofalse; isResting:n0; продолжительность:n0; моя:bofalse; multiid:st; inVehicle:n0; Speed:n1; Instance5Man:n0; anim2:n0; id:nu77; HideRequest:bofalse; StacksGrapher:st;g; realaura:n1; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; Raid:bofalse; Texture:nu73; alpha:nu0.75; аурастекст: InstanceBv:n0; symetrie:n0; owntext:bofalse; isResting:n0; продолжительность:n0; моя:bofalse; multiid:st; inVehicle:n0; Speed:n1; Instance5Man:n0; anim2:n0; id:nu77; HideRequest:bofalse; StacksGrapher:st;g; realaura:n1; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; Active:bofalse; Sound:n0; Focus:bofalse; Instance10ManHeroic:n0; 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