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Introduction Let's start with the acronym you need to know when playing a Druid Recovery: HoT - Heal over time. The phrase HoTs is used as a collecting umbrella that allows magic to include a healing component over time, after you have finished casting. Examples: Lifebloom, Rejuvenation, Regrowth. FSR - Five-second rule. Every time you finish casting a spell (except NS), you now have 5 seconds until your Spirit will regenerate as usual. Being in FSR means you've cast a spell, and now there's no soul full of regen. HPS - Heals every second. It means a healing spell every second. For example, your rejuvenation is 999 per 3 seconds. Magic has an HPS of 333. If magic is not HoT magic, HPS is identical to HPSC. HPSC – Heals every second casting. That means how much a healing spell heals in total, every second you spend casting. For example, a spell heals for 3000 and you spend 3 seconds casting. Magic has an HPSC of 1000. HPM - Heal every mana. That means how much per point you spend on a spell, healing goals. For example, a spell costs 100 mana and heals for 1500. Magic has an HPM of 15. HPT - Heal each tick. For example, your rejuvenation heals the target in 1200 out of 4 ticks and 12 seconds. HPT is 300. GCD - Global Cooldown. The cast magic immediately causes a cooldown of 1.5 seconds on all spells. This cannot be improved by rated hastily spelled, but can be improved by the medic Blood Lust. Overhealing – How much of your healing is done with one or some magic that overheal, i.e. lands on the goal but doesn't do any good because it's already in full health. For example, a spell that heals a target for 3000. The goal of just 1000 healing is done to be in full health. Overhealing is 200%, or 66%. Effective healing - Raw healing except overhealing. In essence, how much you actually heal your goals. Downranking – Generally refers to using the lower rank of a spell to get a higher HPM at the expense of a lower HPSC. Druid Recovery – A druid cure using mostly restorable plants, and most of the time the Tree of Life (see The Talents). Dreamstate Druid – A druid cure using a combination of restoring and balancing plants (see The Talents). NS - Swiftmess of Nature. A talented 21 points in the recovery that all full-time healing druids will have. It makes your next nature spell the actor immediately (All healing spells are natural). NG - Grace's Nature. A talent in the balancing tree, on an important spell strike, reduces the cast time of your next spell by 0.5 seconds. ToL - Tree of Life, a form 41 points in tree restoration disable Healing Touch and Abolish Poison and Remove Curse, reduce HoT mana costs by 20%, and give an aura to your Party that increases healing on party members up to 25% of your spirit. & View Tips Tricks to exploit. Stats +Healing By magic and effects - index items most wanted for any Resto druid. It scales very well (see The Skills) and it's also hard to increase by pots and buffs. This is the main index of your druid resto, and each upgrade should be considered from that perspective. Mental - only works when you are outside the FSR rule, or at 30% efficiency while you are thanks to a talent. The spirit also stacks well with blessing of kings (unlike +healing and mp/5s) and also buffs your ToL aura and your +healing if you have a priest doing Divine Spirit. Since patch 2.3, it is overall better than mp5 when it comes to raiding. See addons for Fubar_Regenu to measure FSR. MP/5s is the third statistic that any resto druid should look out for. As a resto druid, you will rarely find yourself outside the FSR rule - meaning that mp5 (always works) is a good way to regenerate mana. The best way to regenerate mana is in fact MP/5s (but God wins overall due to the blessing of kings, sacred spirit and ToL aura). Typically, keeping a 10:1 ratio between +healing and mp/5s while casting (check your character information panel in the game) is a good idea to be unbuffed. Stamina - must not be underestimated in any way. Many encounters require it, and you should have it. Either at all times, or on a separate, healing-gimped stamina setting (like PVP entries). Intelligence - waste index. If I could take all my intelligence and convert it into something useful, I would. In boss encounters, you almost always regen mana so much, that any Int you have is so dwarfed that you can start crying. DO NOT CONSIDER THIS A healing STAT (unless you refuse to leave the tree balanced and stick with Dreamstate). Damage - Only one encounter in TBC Endgame needs you to do damage, and even then it can be ignored. Any item that has +damage instead of + healing and damage, is a bad item to heal unless you can't find anything better. + damage costs a lot of item points, and will not work for healing in the long run. Spelling Rush - Bottom of the barrel. It doesn't affect global cooldown, and is almost entirely wasted on a Resto druid. Talented Dreamstate Build – Instead of relying on HoTs, this build focuses on giving Healing Touch all the boosts it can get, to spam it. This build also has better mana regen than a resto built by Dreamstate, but ultimately suffered from poor Mana effect and relied too much on slow neck healing. In other words, this is an MT Healing Build. I don't advise should build this in the PvE situation due to the lack of a lot of good talent in the Recovery Tree. Building Restoration - Instead of relying on HT, this build focuses on giving HoTs all the they can get, to spam it. This build also has a better mana effect than a dreamstate built by the Tree of Life, but ultimately suffered from poor overhealing measurements and relied too much on slow Heal over time spells. Rejuvenation skills - HoT actors instantly mark 4 times in 12 seconds, marking the first 3 seconds after cast. Rejuvenation can be used by Swiftmend. Regrowth - A 2-second cast spell with a direct healing component and a 21-second HoT marked every 3 seconds for a total of 7 ticks. The first tick is made 3 seconds after direct healing has landed (5 seconds after you start casting). Get a total of 53% crit from talent. Regrowth can be used by Swiftmend. Swiftmend - An instant cast spelling with a direct healing component. Requires a rebirth or rejuvenation on the goal to work properly. Consuming regrowth or rejuvenation on a target when used. Always select HoT on the target with at least the time remaining until it expires. As for mathematics, keep in mind that using Swiftmend has an additional cost in the HoT it consumes that won't mark. Healing done by Swiftmend is determined by your talent and healing, not by the one who casts HoT. Lifebloom - An instant cast spelling with a HoT duration of 7 seconds, with ticks per second. At the end of 7 seconds, a healing hatch is applied. Lifebloom also stacks up to 3 times. With 2 stacks, ticks are doubled in strength. With 3 stacks, ticks are tripled from 1 stack. The healing hatch is always the same, no matter how many stacks. The rate of crit bloom of heal is determined by the chance of your goal to Critically Strike with magic. Recasting a Lifebloom on a Lifebloom time resets goal. For mathematical analysis, hatching is always due to the first stack. Keep in mind that (just like Swiftmend) recasting (stacking) Lifebloom before it has expired on a target that has an additional cost in ticks that will now not mark. To maximize mana efficiency, Lifebloom should be renewed after 6 seconds has elapsed on HoT time. Healing Touch - A second 3rd cast heals with only one direct healing component. Famous for downgrading to achieve mana effect. - Lifebloom stacking is by far the best way to achieve mana and HPSC efficiency on a goal that will continue to take damage – a single lifebloom is excellent (high HPSC, high HPM, moderate HPS) to restore health to slightly damaged targets. A Lifebloom as well. Two is bad. - Rejuvenation is not good at anything, more of an all-rounder (slightly higher than HPSC than a lifebloom stack, but worse in all other respects). — Healing Touch scales very badly with +healing, and is left behind in all respects as gear improves. It's complete. Is to deal with Spike damage on a single target. — Regrowth has the highest HPSC of all healing spells (except Lifebloom stacks). However, it has HPS is low, and pays for its high HPSC by having a terrible HPM (almost as bad as HT). — Swiftmend is still a magic situation, used only if a target has a magic attrition, and is in danger – however it has relatively high HPS and HPM (excluding ticks lost from spell consumption) – Of all the magic, Lifebloom scales best with improved equipment, whether you stack up or not. Skills and when using them With the above information, I can say that: - If a raidtarget takes a hit, use a single Lifebloom, and let eventually heal Bloom. - If you heal the tank, keep 3 stacks of Lifebloom at all times on MT - If you need urgent healing or if many are lacking in health, I use Regrowth – If I need urgent healing, I use Swiftmend if possible – if the target already has Lifebloom and I need a little more punch, I use rejuvenation if the hatch is just casting, or a stack of 2 if it's almost over. Spell Rotation magic is mainly used in conjunction with lifebloom rolling. Basically, it's a phrase to point out that you now have a limited amount of GCD to use to keep lifebloom up, and you want to make the most of it. Given that Lifebloom rolls should be refreshed every 6-6.5 seconds, we are given a certain amount of GCD to use for other tools. For example, if you're using lifebloom reels on two tanks, your spelling rotation will look like: First GCD (1.5 seconds): Cast Lifebloom on the 2nd GCD tank (3 seconds): Cast Lifebloom on the 3rd GCD 2 tank (4.5 seconds): Cast rejuvenation / Swiftmend / Lifebloom / NS + Regro on a random goal. 4th GCD (6 seconds): Rejuvenation of actors / Swiftmend / Lifebloom / NS + Regro on random goals. And then you'll start over, because then the Lifebloom reels are expiration on the tank. If you only heal 1 tank, that leaves you with 3 GCD, or if you want, a Regrowth and 1 GCD. If you only heal 2 tanks, it is common practice to spread your rejuvenation to GCD 4 and leave the 3rd open for Swiftmends/Raidtarget Lifeblooms. In your first spin, you put a Rejuvenation on one tank, and in the second spin you put it on the other. If you only heal 3 tanks, basically you have to refresh the Lifebloom roll most of the time, and only on gcd 4th you can do anything else. If you are healing 4 tanks, you won't have time to do anything except refresh the Lifebloom reels. These factors also need to be understood when it comes to dealing with lifebloom reels that accidentally expire before they should have. If you are healing 2 tanks, you can put up a 3 stack of Lifebloom immediately on tank 2 after you have refreshed the roll on 1. If you are dealing with 3 tanks, you will have to spread out stack on 2 spins. If you are dealing with 4 tanks, you will have to spread out the stacks on 3 spins. This is done so that you don't get more expired scrolling. Make a new scroll of must also be considered from the point of view of jewelry, to ensure that you get the highest HPS and HPSC and HPM possible from your rotation. Deliberately expires the reels as a point of discussion. Basically, it depends on how many tanks you are rolling Lifeblooms on, as that will also determine the time it takes to re-apply a full stack. If you are dealing with a 2 tank scenario, and a tank will not take damage for 20s or so, I recommend let your hatch expire. If healing 3 tanks, the same number would be somewhere around 30-40s. Note that unless you are healing 4 tanks, you do not need to use each GCD for one spell. The GCDs place the upper limit on the spelling rotation, but the lower limit is determined by the number of tanks (healing 2 tanks - then you MUST use at least 2 GCDs per spin). This _____ guide can be left for some debate with some pieces out of the ATM on. But the best cake guide that I agree with I find here. Gear+List edit it for available content and raid needs. Lifebloom Rolling is what you call it when you have a Lifebloom that you try to keep up for as long as possible on a single goal taking a lot of damage. The reason is that Mana's effective and healing of weighted out-of-time outs against GCD is extremely good. Lifebloom rolling means you start with 3 stacks, and then refresh it every 6-6.5 seconds has passed. Know when to use Regrowth, and when to use Lifebloom, and when to use Swiftmend, and when to use NS, and when to use rejuvenation. I can't stress this enough. Regrowth = Expect more damage to the target, and he was low. Lifebloom = moderate or minor injury target (or Rolling, see above). Swiftmend = You have a rejuvenation or rebirth on a goal that is almost dead, and you need immediate healing. Swiftmess of Nature = You absolutely believe that the target will die in the next second if you do not save him. Rejuvenation = use only if you expect a target to take more than 12 seconds damage instead of 7 seconds (Lifebloom), and only use on tanks if they already have Lifebloom and Regrowth on them. The kind of fight is also of great concern - is it a quick fight? Then you don't need mana. Is it a 10-minute timer that you can barely manage? Later, Lifebloom was king. Experience of a problem healer. The only way to really learn how to heal well, is 1. Raid a lot. 2. Analyze how your raid cure behaves, and fill in the gaps. That's all hots can do. That's what druids can do better than anyone. Bring consumables for all encounters that require it. Flask of Mighty Restoration Superior Mana Oil Golden Sticks Blackened Sporefish Super Mana Potions Gems & Enchants Gems : Meta – Bracing Earthstorm Diamond Red – Teardrop Crimson Spinel 22 healing + 8 spell spell (No longer exists due to Cataclysm and wowhead changes) Blue - Royal Shadownsong Amethyst (De-existent in-game by Cataclysm and wowhead changes) 11 healing + 4 spelling damage + 2 mp5 Enchants Head - Arcanum of Renewal (35 healing + 12 spelling damage + 7 mp5, requires a degree of reverence for Thrallmar) Shoulders - Larger inscriptions of Oracle (6 mp5 + 22 healing) Cloak - Enchant Cloak - Major Resistance Chest - Enchant Chest - Major Spirit Wrist - Enchant Bracer - Superior Healing (30 Healing + 10 Damage Spell) Hands - Enchant Gloves - Major Healing (35 Healing + 12 Spelling Damages) Legs - Golden Spellthread (done by May - 6 6 Healing + 22 Damage Spell + 20 Stamina) Feet - Enchant Boots - Vitality Rings (Enchanters Only) - Enchant Ring - Healing Power Weapon - Enchant Weapon - Major Healing Tips & Tricks Using True Idols is something you can't stress enough about. Each available idol gives you an extra 2-3% on all healing spells you can use. Harold's Rejuvenating Broach also buffs Swiftmend, if you're using it on a rejuvenating spell. Use the tree of aura life as a tool, not something you pay for but want to come back to. It has its uses. Find them. For example, it is a great aura on Gurtogg Bloodboil, or Supreme Lord Naj'Entus. Ask the magic buff wizard Amplify Magic if someone won't take magic damage. It adds +230 cures made per spell on that goal. Innervate is more than just a boss spell - use it to clear trash faster. The faster you clear the trash, the more time you have on the boss. If you don't need your inner in a fight, then someone else can use it. Rejuvenation + Swiftmend is usually not a good idea, but may be required if you are moving in a boss fight. Cast Rejuvenation and then immediately cast Swiftmend. Some heal 3k during cast time of 1.5 seconds (3 seconds GCD). NS and moved out of ToL often work magic Macro: / cancelform / Swiftmess actor of nature / actor Healing Touch and spamclick. However, keep in mind that NS+ Regro + Swiftmend will cost less if you plan to switch back to ToL. Also remember to keep any interface modifications from automatically converting idols when you leave ToL, causing GCD. Omen of Clarity and Thorns - use it. It doesn't cost the mana you use in combat, and even a few thousand extra threat points in combat can be the difference between wiping and killing one. OoC is great for those times when you have a moment and don't cast anything – throw a few melee swings, best with your staff. If your OoC procs clearcasting, your next spelling is free and doesn't start Careers are a great way to get healing equipment - especially May. Grind the carpet in the wild before you turn 70, and then buy what you can to craft Whitemend and Primal Mooncloth. You will be hard pressed to replace it for endurance equipment, but not before starting Hyjal Summit / Black Temple. Well, they really are good. The interface option has an interesting feature in the bottom right corner of the Advanced Options tab. It displays healing as damage is often displayed on the screen. This option is called Show Healing. Credit go to: -Druid Wiki -<GetSmart> -GuildLaunch -GuildLaunch <GetSmart>

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