

Raiding Druids by Gotcharms (with Contributions by Kuvani)

Druids are currently the most versatile priest in the game. Able to provide caster-essential ADPS, while also pumping out incredible amounts of damage themselves, Druids are part Cleric, part Wizard, and part Necromancer.

It's entirely possible for Druids to parse out top 5 DPS on certain events in top-tier guilds. This guide does not aim to show you how to execute on that. What it will do is give a basic understanding of the Druid's various roles, while also providing some essential building blocks for doing "good" Druid DPS.

We're going to cover several sections:

Healing (Bonus section on Multibinding found [here!](#))

Debuffing

ADPS/Support

DPS

These constitute the primary functions Druids will be asked to fulfil on raids. Please note that doing only one or two of these means you are completely wasting entire parts of your kit. The biggest advantage to the Druid toolkit is the ability to do *all of these at once*, and by ignoring one or more categories you are actively hamstringing yourself or your raid force.

Playing a Druid requires you to be adaptive, flexible, and quick on your feet. Getting the most of your unique abilities will take hours of practice, timing, and experimentation. Keep at it!

Healing

This is a Druid's primary role. Again, I'd like to stress that *primary* does not mean *only*. Before we jump into lineups, let's talk about everyone's favorite guide topic: Multibinding.

Multibinding

You need to multibind. You can do so by opening your "options" window and going to the "chat" tab. Then open a new blank hotbar and make note of which # it is. Find that # in your chat tab. Assign the same key to multiple slots in that hotbar, like so:



So when I push my "F" key, all the spells in the top row of "Hotbar 11" are going to fire in sequence. When I push my "G" key, it will do the same for the bottom row. Note that I have to continue pressing the key each time I want to cast a spell.

Druids may require several multibinds to maximize their effectiveness. It wouldn't be uncommon to find a multibind for single-target heals, a multibind for group heals, and a multibind for a nuke lineup. You could easily do this in a single hotbar ("F" for nukes in slots 1-6, "G" for single-target heals in slots 7-10, "Y" for group heals in slots 11-12).

Single-target heals

Revitalization -> Adrenaline Barrage-> Curavida

This is your basic “single-target” heal lineup. It will most frequently be used for clutch saves on your group and the occasional tank support. Note that the first two heals are your “quick-heals” and are on long cooldowns, so taking care with their usage can mean the difference between an alive group member and a dead one.

Also take note that your two largest heals are also nukes; more on that later.

Group Heals

Druids are pretty limited here, but they do have three strong group-healing tools. You’ll need to plan accordingly because it may not always be beneficial to load two group heals onto your spell bar, while in other situations it may be necessary.

Lunasalve
Survival of the Auspicious
Wildtender’s Survival

Keen-eyed or experienced Druids will notice something of a problem here - there is no functional Druid “group heal spam.” Lunasalve operates on a decently long cooldown, as does Survival. Wildtender’s Survival is an AA that gives us an extra emergency cast of Survival, but is also on a cooldown.

This means that being a good Druid group healer isn’t just about spamming Lunasalve - it’s about predicting incoming damage to the group and using your heals accordingly. If you just wasted your survival cast seconds before a massive AE hits, chances are you’re going to be scrambling - and likely failing - to get everyone topped off again.

Never be afraid to burn your Wildtender’s Survival cooldown if it means saving your group.

Reptile

You should, at the very least, throw reptile onto tanks before an event starts. Maintaining it would be even better, but not always possible due to limited spell bar space.

Healing AAs

Nature's Boon - Can be used to provide a small boost to healing in situations where it's needed. Long re-use time, and the heal itself isn't stellar. Use as a supplement tool and not an end-all "oh shit" button.

Spirit of the Wood - Massive AE heal that can (and should) be MGB'd. While this can technically be used as an emergency heal, it is often better used for massive heavy AE damage on encounters where it's needed to keep an entire raid alive.

Spirit of the Bear - While not technically a heal, Spirit of the Bear can be used to save a tank or give them the boost they need in a dire situation. Don't be afraid to make use of this.

Convergence of Spirit - Single-target "oh-shit" heal button. Moderate recast timer.

Nature's Blessing - Guarantees all heals will land critically for a short time. This is the very definition of a "heal-burn" AA and is on a very long timer. Use it when you absolutely need to save someone or your group.

Blessing of Tunare - Large "splash" type heal on a long recast timer.

Swarm of Fireflies - Provides a large heal if the target drops below 40% HP. Useful for predicting damage.

Get your rez stick from Old Man McKenzie missions! If you don't know what this means or how to get it, ask someone. You need it.

Debuffing

Druids have several of the most powerful debuffs in the game. Not only do these debuffs increase the damage inflicted by members of your raid, they can dramatically reduce the damage your tanks are taking as well.

There are several debuffs that need to be placed on every single "main" boss NPC the raid encounters. You can break these debuffs up by assignment so that one Druid isn't doing all the work.

Frostreave Breath - The primary cold debuff. Frostreave breath dramatically reduces armor class and increases cold damage taken by the target. It also heals the target's target.

Skin to Sumac - Increases fire damage taken by the target. Does not work on all NPCs.

Glistening Frost - Dramatically decreases the target's Attack and Armor Class stats.

Blessing of Ro (AA)/Vortex of Ro(AA) - Casts the highest rank of Cowl of Ro you have scribed. Massive fire debuff/damage increase/debuff. Vortex casts an AE version of the same spell.

All Druids can cast Blessing of Ro on whatever the raid encounters (including add trash). Save the larger debuffs for bosses and assign one to each Druid to spread the work out. This will not only save spell slots, but decrease the time needed to debuff a mob.

You can create a GINA timer for your assigned debuff. Each lasts 10 minutes (Skin to Surmac only lasts 3 and will need more maintenance), so you may need to refresh it on longer encounters.

ADPS & Support

You can find a macro overview of caster ADPS by clicking [here](#). Please read this document thoroughly as it will help you to understand your role in a competitive caster group.

Your primary ADPS tools are Group Spirit of the Black Wolf and Frostreave Aura. These provide huge benefits to your group for long portions of each raid encounter. Note that you also provide ADPS via your powerful debuffs, so proper debuffing is part of your job as a good caster support.

You also have an additional caster “burn” tool in the form of the Season’s Wrath AA, which can and should be rotated by Druids present in the raid to maximize its use.

Group Black Wolf will often be used at the start of an encounter in coordination with an Enchanter’s main burn to provide a huge boost to crit rate and crit damage for your group. It will also reduce the mana cost for spells cast during its duration. Group Black Wolf is on a ~7.5 minute recast timer and lasts for 4 minutes, so it should be used often (and “on cooldown”).

Your Frostreave Aura need to be maintained at all times. It gives a powerful DPS increase to casters in your group.

Remember that good ADPS and support revolves entirely around strong communication. The best caster DPS groups coordinate frequently and are always talking with each other to ensure they’re maximizing their potential during raids.

DPS

There's a few basic concepts to go over for Druid DPS. The first thing you need to get used to doing is always having Twincast on your spellbar. Use it early in an encounter and often. It can be used to twincast powerful DoTs like Nature's Blistering Wrath.

The second thing you'll want to familiarize yourself with is the rotation of GBW/Self Black Wolf. While it's not always feasible to use Self Black Wolf (there are rare occasions when you will use Self White Wolf), it can be used in 90% of raid encounters to help improve your damage and mitigate the amount of mana you're expending on offensive spells. Between GBW and Self Black Wolf, you can always have a form of Black Wolf running on yourself.

Once again, you can use the [Caster DPS Overview](#) to better understand how caster burns work and what your goal should be when utilizing yours. Druids have a handful of personal burns:

Improved Twincast - Twincasts your next X spells.

Distant Conflagration - Twincasts your next 10 remote spells

Nature's Fury - Increases nuke damage by 30%

Destructive Vortex - Increases critical DoT damage + 9% DoT crit chance

First Spire - 24% increased crit chance

BP Click - It does something for heals or nukes, use it.

Offensive Casts (DoTs)

Druids have four extremely powerful DoTs that can be utilized during burns. You want to cast as many of these as possible during spell twincast (not ITC). Once spell twincast has faded you can hit ITC and finish your rotation:

Nature's Blistering Wrath - Always cast this first

Horde of Polybiads

Sunflame

Chill of the Wildtender - This is a large "doom dot" that triggers a larger DoT when it fades

You can maintain these on large boss target(s) for as long as your mana/group survivability will allow. Note that these DoTs *are* incredibly mana intensive and learning to balance your mana usage so you have something left over for healing is key.

Offensive Casts (Nukes)

Your nukes are substantially less powerful than your DoTs, but can still be used to provide both a DPS increase *and* healing. You can multibind this lineup (in this order):

Dicho -> Remote Sunblaze -> Cyclonic Roar -> Anabatic Roar -> Winter's Wildblaze

Take note that the first two spells in this lineup provide a massive heal as well as top nuke damage for the class. Making frequent use of them essentially fulfills two of your roles perfectly.

You should also weave the Storm Strike AA into your spell lineup. It can be cast on global cool down (GCD) and is essentially "free" damage.

Burning

Based on the above, you can start to sketch out the beginnings of a basic burn order.

Twincast (Spell) -> Nature's Blistering Wrath -> Horde -> Sunflame -> Chill of the Wildtender -> Improved Twincast -> Nuke Weave -> DoT refresh as needed