

# Balance Druid Guide

## By Gebuz



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## Introduction

Hello and welcome to my Balance Druid Guide. The goal of this guide is to give you all the information you need to play a Balance Druid in mythic raids. Therefore, this guide will not explain what your spells, talents, stats, and etc. does but rather when to use them, how to use them, and why you should be using them. If you do not intend to do any mythic content, you should still find the guide useful but I would suggest that you have a basic understanding of the specialization before reading the guide. If you are new to the class, I would recommend first reading [Cyous' guide](#) on wowhead.

If you have any questions or suggestions for the guide, the best way to reach me is either in [my thread](#) on mmo-champion.com or by sending me a [direct message](#) on Discord. If you are looking for help on how to improve your dps and did not find the answers in this guide, I would suggest that you check out [WoWAnalyzer](#), a great tool for analyzing your logs. Its Balance module is currently being maintained by myself. Otherwise, there is usually always a couple of friendly boomkins in the [Druid Discord](#) that are happy to help (myself included).

# What Is New In Antorus

## January 9th hotfixes

- Wax and Wane (Artifact trait) damage bonus per stack reduced to 6% (was 25%).
- Lunar Strike damage increased by 8%.
- Solar Wrath damage increased by 8%.

The net result of the Wax and Wane nerf is a ~40% reduction of Moonfire and Sunfire direct damage. This effectively kills the “Moonfire spam” rotation. The changes are roughly equal on single target (it is up to ~2% buff while completely stationary, while it is a nerf to heavy movement). The biggest hit is to our 2-4 target damage where it is up to 5% lost damage (up to a maximum of ~10% on 2 targets if you are not comfortable playing Stellar Flare on 2 targets). It is also huge hit to our burst damage on short lived adds. For instance our bat damage on Antoran High Command is going to take a heavy hit.

## New Legendary

- Insignia of the Grand Army: Increase the effects of Light and Shadow powers granted by the Netherlight Crucible by 50%. *This legendary is weak compared to most of our other legendaries, but it is a decent starter legendary if you do not have access to the rest yet.*

## New Tier Set

The new tier set is very weak for single target due to the 4-piece increasing Moonfire and Sunfire damage. You will want to pick up 2-piece and use it together with your 4-piece tier 20 for single target. The ideal pieces to use will depend on the item level of the different pieces but assuming all your tier 20 pieces are the same item level you will want to use tier 21 chest and head. For AOE you should use tier 21 as soon as you have 4-piece of the same or higher item level.

## New Trinkets

Your Ideal trinkets will likely be a pantheon trinket combined with Acrid Catalyst Injector. Which pantheon trinket will likely depend on the rest of the gear, but Aman'thul's Vision is usually better.

# TRINKET LIST

## Recent Bug Fixes

- Lady and the Child should now always correctly hit a secondary target within 20 yards during boss encounters, even if the second target does not have a threat table.

## Talents

### Level 15

DPS tier. If you are using Fury of Elune, Stellar Flare, or Starfall you should use Warrior of Elune or Force of Nature. Otherwise you should use Starlord.



#### Force of Nature

It only does damage to a single target, however, it does not scale negatively with multiple targets like Starlord does.



#### Warrior of Elune

The talent is behind both of the other options when it comes to single target, but it is the only one that scales with multiple targets. **Recommended for multi target.**

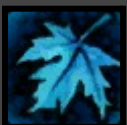


#### Starlord

Amazing on single target but useless on AOE as you will not be generating any empowerment buffs when not casting Starsurge. **Recommended for single target.**

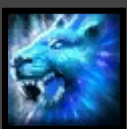
### Level 30

Utility tier. Displacer Beast should be your default choice, as it is superior to the alternatives in the vast majority of scenarios. If you find that you have no need of a blink, use Renewal.



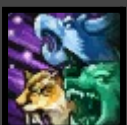
#### Renewal

A powerful heal, but Displacer Beast being mandatory for most content means this will rarely be the correct choice. Use it only if you are certain that you will not need a blink.



#### Displacer Beast

A blink is a too powerful tool to pass up on. It will save your life more often than Renewal as by completely avoiding a mechanic you usually avoid more than Renewal would heal and on top of that Displacer Beast has 1/4th the cooldown of Renewal. **Recommended.**

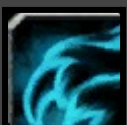


#### Wild Charge

Wild Charge has a traveltime and you have to face the opposite way of where you want to go, further increasing the delay of the blink. It is however off the GCD, and it does not put you in Cat Form, saving you 2 GCDs. It also has half the cooldown of Displacer Beast. **Recommended when you need a blink more often than every 30 seconds.**

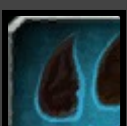
### Level 45

Utility tier. Restoration Affinity should be your default choice, but if you find yourself taking huge spikes in damage (>70% of your max HP) that your healers struggle to heal up, you should consider picking up Guardian Affinity if you are willing to sacrifice some dps to help out the healers. If you find that an encounter requires extreme movement, Feral Affinity is a decent choice.



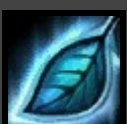
#### Feral Affinity

The only benefit of this talent is the passive 15% movement speed. Since we have a blink in Displacer Beast and a sprint in Dash, It will rarely do anything but allow you to get an extra hardcast or two instead of an instant cast over the course of a raid encounter. Nearly useless. **Recommended for extreme movement.**



#### Guardian Affinity

The 6% passive damage reduction is alright, but the number one reason to pick Guardian Affinity is using Frenzied Regeneration to heal after taking a massive hit. Keep in mind that it requires you to sit in bear form for the full 3 second duration of the heal, which is a significant DPS trade off. **Recommended if you have issues surviving burst damage.**

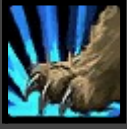


#### Restoration Affinity

The passive healing compares pretty well to Guardian affinity's passive damage reduction. For Guardian affinity to be better, you need to take 50% of your maximum HP in damage every 5 second on average. **Recommended.**

## Level 60

Crowd Control Tier. All the options are completely situational. Consult with your Raid or Dungeon group on what CC you should pick on a boss to boss basis.



### Mighty Bash

Our only hard CC, at the cost of being single target and melee range. Useful when single adds needs to be kept in place while dpsing them.



### Mass Entanglement

Generally it has very few uses due to breaking on pretty much any damage. The only use it has is when you want to completely ignore a large group of adds that are susceptible to roots for an extended period.

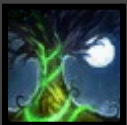


### Typhoon

Usually the most useful of the talents, as knockbacks can be extremely powerful, and is unique to a few classes/specs in the game.

## Level 75

DPS tier. Incarnation is substantially ahead of both of the other talents single target. Soul of the Forest is very strong for constant AOE, but comes at the cost of single target dps. Stellar Flare can shine on sustained multidotting, but it needs to be the vast majority of an encounter for it to make up for the huge single target loss.



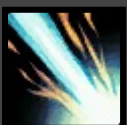
### Soul of the Forest

The passive option of the tier. The empowerment buffs is quite weak, but the cost reduction on Starfall is huge. It allows us to create a talent build revolving around Starfall, both for AOE and to some degree single target. While this build is not the best single target spec, it gives us a crazy amount of free cleave. **Recommended for multi target.**



### Incarnation: Chosen of Elune

Best single target and best burst. This should be your choice in almost all situations. **Recommended for single target.**



### Stellar Flare

The talent can only compete with Incarnation if you have 2-4 long lived targets up for the majority of an encounter. On top of that it depends entirely on the Soul of the Archdruid legendary to be viable.

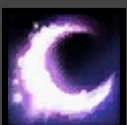
## Level 90

DPS tier. Shooting Star should be your default choice for sustained multi target and Blessing of the Ancients for single target.



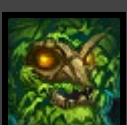
### Shooting Stars

The only option that scales with multiple targets and thus our best choice as soon as we average more than four active dots which requires only 2 targets. **Recommended for multi target.**



### Astral Communion

Unlike the alternatives, Astral Communion does not scale with haste. It does provides burst Astral Power, however the moon spells fill the same role, which greatly devalues it.



### Blessing of the Ancients

The talent scales negatively with more targets, as you spent less time casting your generators. Blessing of Elune is the best choice for pure single target. Blessing of Anshe has very little use, as it can not compete with Shooting Stars on multiple targets, or Blessing of Elune on single target. **Recommended for single target.**

## Level 100

DPS tier. Nature's Balance should be your default choice for single target, and Stellar Drift for Starfall AOE. Fury of Elune is extremely niche, but if its niche is ever relevant it will be strong.



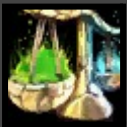
### Fury of Elune

A weak spell due to no mastery scaling. The extreme conditions required for it to work combined with the inferior damage output makes it see next to no play. Fury of Elune is by far the hardest ability in our toolkit to use optimally. It has the smallest AOE of any player spells in the game that you need to move around between casts and at the same time requires you to be constantly generating as much Astral Power as possible.



### Stellar Drift

The damage increase to Starfall is solid for AOE and the increased radius is sometimes useful. Being able to cast while moving is nearly useless for AOE as our starfall rotation consists primarily of instant casts anyway but it can be very useful for single target if you are using Oneth's Intuition. Pick this talent Whenever you want to prioritize AOE over Single target damage. **Recommended for multi target.**



### Nature's Balance

The talent offers very little on single target since our movement filler is Sunfire and Moonfire which results in our dots often being refreshed anyway. Still, since neither of the alternatives provide anything on single target, this is our default choice. Note that contrary to what the tooltip states, Solar Wrath refreshes all your active Sunfires within your range, and Lunar Strike refreshes Moonfire on all targets it hit. **Recommended for single target.**

# Artifact

## Relics

The relic you should be using is not always the one that gives the most ilvl to your weapon. Below is a table showing the damage gain from all the relics on a single target and a table showing all the relics on five targets. Since the percentage increases are so small, we can basically just add them together to compare two relics. For instance, using single target, if you have a +46 ilvl Sunfire Burns relic and a +45 ilvl Solar Stabbing Relic, the Sunfire Burns relic would be better ( $0.4\% + 0.5\% = 1.1\%$  versus  $0.6\%$ ) Since the exact values depends on your gear, I would suggest simming your own character to be sure if the values are close.

### Single Target

The value of Falling Star and Light of the Evening Star is zero if you are not using Oneth's Intuition.

Relic	Increase
+5 ilvl	1.8%
Scythe of the Stars	1.5%
+4 ilvl	1.4%
+3 ilvl	1.1%
+2 ilvl	0.8%
Dark Side of the Moon	0.7%
Solar Stabbing	0.6%
Twilight Glow	0.5%
Sunfire Burns	0.5%
Falling Star	0.4%
+1 ilvl	0.4%
Empowerment	0.4%
Light of the Evening Star	0.1%
No DPS relic	0.0%

### 5 Targets

These values assume that you use Lady and the Child. If not, the value of Twilight Glow is closer to Sunfire Burns.

Relic	Increase
+5 ilvl	1.8%
Falling Star	1.6%
Twilight Glow	1.5%
+4 ilvl	1.4%
+3 ilvl	1.1%
Sunfire Burns	1.1%
Light of the Evening Star	1.1%
+2 ilvl	0.8%
+1 ilvl	0.4%
Dark Side of the Moon	0.2%
Solar Stabbing	0.1%
Scythe of the Stars	0%
Empowerment	0%
No DPS relic	0.0%

# Netherlight Crucible

Because two out of the three of the tier 3 talent options are locked behind either the shadow or light tier 2 talent, you will often have to choose between a combination of one tier 2 talent plus a tier 3 talent versus another tier 2 and tier 3 talent. For that reason I have made a table similar to the ones for choosing traits above, so that you can easily compare them. You should also consider how much you value the benefits of the tertiary stats from Master of Shadows and Light Speed, as both are pretty decent. Keep in mind that the below sims was done with a heavy mastery > haste gear set, which results in all the secondary stat buffs being very close for single target, where you might otherwise expect mastery and haste to be further ahead of the other two.

## Single Target

Relic	Increase
+5 Ilvl	1.8%
Torment the Weak	1.6%
+4 Ilvl	1.4%
Shadowbind	1.4%
Secure in the Light	1.4%
Infusion of Light	1.4%
Master of Shadows	1.2%
Light Speed	1.2%
Murderous Intent	1.2%
Shocklight	1.2%
Chaotic Darkness	1.2%
+3 Ilvl	1.1%
+2 Ilvl	0.8%
Dark Sorrows	0.7%
+1 Ilvl	0.4%
No DPS trait	0.0%

## 5 Targets

Relic	Increase
+4 Ilvl	1.4%
Master of Shadows	1.3%
Light Speed	1.2%
Shocklight	1.1%
Murderous Intent	1.1%
+3 Ilvl	1.1%
Dark Sorrows	0.9%
+2 Ilvl	0.8%
+1 Ilvl	0.4%
Infusion of Light	0.4%
Secure in the Light	0.4%
Torment the Weak	0.4%
Shadowbind	0.3%
Chaotic Darkness	0.3%
No DPS trait	0.0%



# Stats and Gear

DISCLAIMER: If you want your personal stat weights, you should always sim it. Simming your character is always your best choice for single target. Just keep in mind that your stat weights change every time you change gear. If crit shows as your best stat and you get another 1000 crit rating on your gear, it might not be your best stat anymore.

What stats you want changes depending on your talents, your legendary, the number of enemies and your current stats. Thus, there is no simple answer to what your stat priority should be. For raiding, I would recommend the following as a general guide line:

Mastery >= Haste > Critical Strike >= Versatility > Intellect  
Do not sacrifice more than 5 ilvl on any armor slots.

Get haste and mastery on as many pieces as possible. Your jewelry should almost always be haste and mastery.  
Avoid crit/vers where possible. It is fine to have a bit of it, but try to always keep them lower than the others.

However, it might not be the correct choice for every encounter. For that reason, it is a good idea to save pieces with different stats in case you want to swap some stats around for a specific encounter.

Pawn string ( Pawn: v1: "Balance Druid": Intellect=1, CritRating=1.45, HasteRating=1.6, MasteryRating=1.65, Versatility=1.4 )

Guideline Pawn import. These weights are very rough and weights Single target ~70% and Multi target ~30%. For optimal stat weights, you should always sim your own character!

## Simulationcraft notes

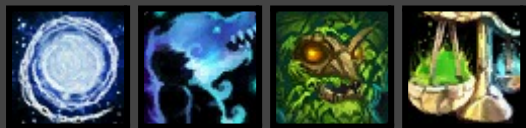
Always consider simulation results from a critical approach. World of Warcraft is an extremely complex game when it comes to DPS, and in Legion it is harder than ever before to consider all circumstances. We have more viable talents, legendaries that completely alters our rotation, 20 different versions of the same item, and a bunch of different encounter types. I simply can not account for all of these in a guide. I will cover some of the most common scenarios, that will provide you with a decent guideline, but if you want to know what is the absolutely best for you, the best thing you can do is run the simulations for your own character, and adjust it to the specific encounter you are interested in. Do not pay too much attention to the DPS numbers, the important numbers are the stat weights and the differences in DPS (percentage wise) between different talents/legendaries.



# Talent Builds

I will list the most common talent combinations here. Keep in mind that these are only general guidelines, they might not apply perfectly to every situation.

## Pure Single Target

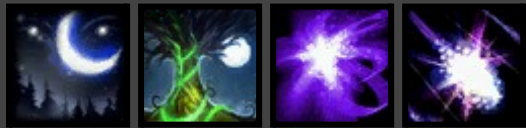


**Stats:** Mastery = Haste > Critical Strike = Versatility > Intellect

**Boss Examples:** Nythendra, Elerethe Renferal, Guarm.

You want to run this build whenever doing as much single target damage as possible is your number one priority. If you are using Oneth's Intuition, you should be using Stellar Drift instead of Nature's Balance.

## Pure AOE

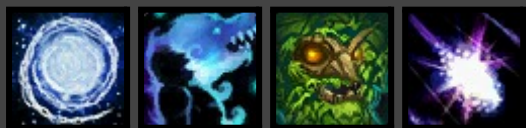


**Stats:** Mastery >> Haste > Critical Strike > Versatility > Intellect

**Boss Examples:** Helya, Demonic Inquisition, most Trash.

This is the best build when you want to maximize your sustained AOE output.

## Majority Single Target

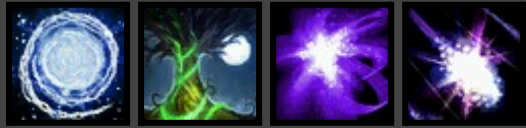


You want to play this build when single target is your number one priority, but there is also short periods of the encounter that have adds you want to AOE. You should also use this for pure single target if you are using Oneth's Intuition.

**Stats:** Mastery > Haste > Critical Strike = Versatility > Intellect

**Boss Examples:** Krosus, Star Augur Etraeus, Trilliax, Sisters of the Moon, Fallen Avatar.

## Majority AOE

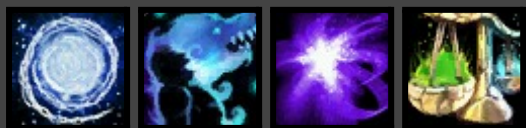


**Stats:** Mastery >> Haste > Critical Strike > Versatility > Intellect

**Boss Examples:** Spellblade Aluriel, Grand Magistrix Elisande, Harjatan, The Desolate Host, mythic+.

This build is a hybrid of the single target and AOE build, that sacrifices as little single target as possible to do competitive AOE burst. If adds die so fast that Shooting Stars is inefficient, you can use Blessing of the Ancients instead.

## 2+ Spread Targets (no Starfall)



**Stats:** Haste > Critical Strike > Mastery = Versatility > Intellect

**Boss Examples:** Cenarius.

You want to use this build when your primary focus is single target but you can dot up extra targets to generate more Astral Power, or when you are multidotting multiple targets that are too spread for Starfall to be effective. Because of Starfalls huge AOE, and how little damage our dots do without Starfall, there is very few situations where you want to use this talent build.

## Legendaries



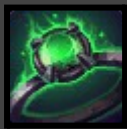
### Oneth's Intuition

The free Starfalls while doing single target provides a bit of free cleave, while the free starsurges provides a solid amount of free priority target damage while AOEing. The only way this legendary changes your rotation is that you want to spend your proc before casting your next Starfall/Starsurge, to avoid overwriting and wasting your old proc. The exception to this is on encounters with periods of adds, where you might want to save free Starfall procs for the adds. If you are using this, you should spec Stellar Drift even for single target. Overall one of our strongest legendaries.



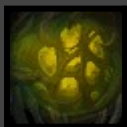
### The Emerald Dreamcatcher

It would be the best option pure single target if it was not in a tier slot. It is significantly harder to play with than any of the alternatives. It requires you to be using Starsurge as your primary spender, which means it loses a lot of value when you are casting Starfall. Your rotation changes significantly with this legendary. You can find the rotation you should be using with this legendary [here](#).



### Impeccable Fel Essence

It is always a solid choice, and one of our best single target legendaries. It gains a ton of value if an encounter favours having a cooldown available more often. It loses some value with movement as you generate less Astral Power, but it gains value from multi target dps where you generate more Astral Power. However, if you are playing Soul of the Forest it loses a ton of value, making it primarily a single target legendary.



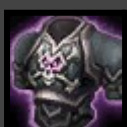
### Cinidaria, the Symbiote

It loses a lot of value on any fight with adds because of our ramp up while aoeing, and our travel time on Starsurge and long cast time on Full Moon makes it so that single adds will often be below 90% by the time we land our first spell. It also loses a ton of value during progress, since the first 10% of a boss is usually the easiest part of the encounter. It is a weak dps option unless the boss spends an unusual amount of time over 90% HP. The healing is also insignificant.



### Promise of Elune, The Moon Goddess

At 20 stacks, Regrowth heals for about half your HP (or full if it crits). On a single target it takes about a minute to reach 20 stacks, while it takes significantly longer multi target. With the buff in 7.2, these are a not a bad option dps wise for single target, and offer strong utility on top.



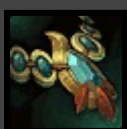
### Ekowraith, Creator of Worlds

It is pretty much just a big stat stick with a bit of damage reduction or healing. Because it is in a slot that scales really well with ilvl, it is actually not terrible dps wise, but it is far from the best.



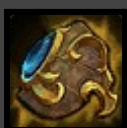
### Sephuz's Secret

While 10% haste on average sounds pretty good, it is very rare that you will actually be able to trigger it on cooldown since you can not proc it on bosses that are immune to crowd control. Solar Beam, Entangling Roots, Mighty Bash and Mass Entanglement can all proc the ring, however you will want to be careful with how you use these spells, as when you can control the adds you will often want to save the spells to actually control them properly, instead of just using them on cooldown to proc the ring. If you can reliably proc it on cooldown without messing with add control on the encounter, it is actually a very strong legendary. If you are using this, consider specing Mass Entanglement to proc it on cooldown if you do not need Typhoon.



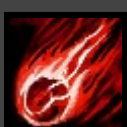
### Prydaz, Xavaric's Magnum Opus

The shield is relatively strong, and the neck is significantly over budget. Since 2 of the 3 stats are very good for us, it is a solid legendary for progression, especially if you are not struggling to meet the dps requirements.



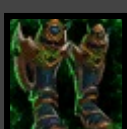
### Lady and the Child

A very strong legendary for multi target encounters, as it significantly reduces ramp up, and saves a lot of GCDs. It is pretty much a must have for AOE. For single target it is very weak.



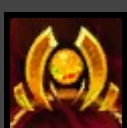
### Kil'jaeden's Burning Wish

The on use is pretty neat considering that our burst aoe is not amazing, but unless your raid needs the extra burst on adds it is not amazing. The damage is often insignificant because of the insane AOE burst other classes provide.



### The Sentinel's Enternal Refuge

Very weak, basically just a stat stick with 3 sockets and speed on it. Do not bother crafting this for progression.



### Soul of the Arch Druid

Soul of the Forest is very weak on single target. If you are playing Soul of the Forest for AOE, this is a decent legendary as it essentially gives you Incarnation, giving you a decent chunk of ST dps while AOEing, or better aoe for anything that lives 20-30 seconds.



### Radiant Moonlight

Solid option for single target and AOE. If you do not have all legendaries available to you, this is often a solid option.



### Insignia of the Grand Army

A pretty weak option. It offers slightly more than our weakest DPS options but offers no or very little utility depending on your Netherlight Crucible traits.

So what legendaries should you be using?

It depends on both the encounter and what your raid is struggling with. If dps is a non issue, you should consider using a defensive legendary instead of a DPS focused one. If your raid has enough AOE without you, consider going for more single target oriented legendaries.

## Legendary ranking

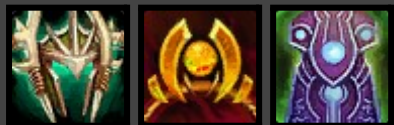
This is my personal Legendary ranking in terms of usefulness.

### Tier 1



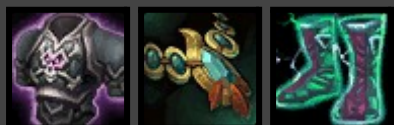
God tier legendaries. Impeccable Fel Essence and Oneth's Intuition is our best two single target legendaries by quite margin. Lady and the Child is by far our best legendary for AOE.

### Tier 2



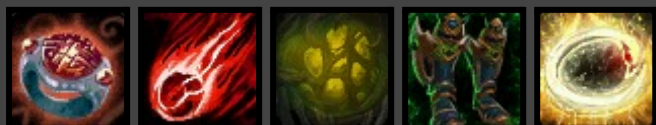
Situational legendaries. The Emerald Dreamcatcher is the only legendary that can keep up with Impeccable Fel Essence and Oneth's Intuition on single target, but it falls behind as soon as you add any extra targets, and it competes with 2p19. Soul of the Archdruid is good whenever you want to spec Soul of the Forest for AOE, but still want Incarnation for either burst phases or for single target DPS. It is particularly useful in mythic plus where you can swap it in for trash and still keep Incarnation for bosses. Radiant Moonlight is theoretically our second best legendary for AOE after Lady and the Child. However, we will often prefer Oneth's Intuition or Soul of the Forest over it for higher priority target damage.

### Tier 3



Defensive Legendaries. These all 3 have strong defensive properties. Ekowraith and Prydaz are decent overall legendaries as they both have an extra secondary stat. Promise of Elune is better than the other two single target, but does not provide anything extra for AOE.

### Tier 4



Extremely situational legendaries. These are all extremely niche in their uses, and they are all near the bottom for pure AOE and pure single target DPS.

## Gems

Since mastery and haste are very close, your choice will usually depend on how much you have of each. For more mastery, use [\[Masterful Argulite\]](#) and for more haste, use [\[Quick Lightsphene\]](#). Using [\[Saber's Eye of Intellect\]](#) is not worth using.

## Enchants

Cloak: [\[Enchant Cloak - Binding of Intellect\]](#)

Rings: [\[Enchant Ring - Binding of Mastery\]](#) or [\[Enchant Ring - Binding of Haste\]](#)

Neck: [\[Enchant Neck - Mark of the Trained Soldier\]](#) or if you are low on haste: [\[Enchant Neck - Mark of the Claw\]](#)

## Consumables

Potion: [\[Potion of Prolonged Power\]](#), Situational: [\[Potion of Deadly Grace\]](#) for short single target burst windows.

Flask: [\[Flask of the Whispered Pact\]](#)

Food: [\[Lavish Suramar Feast\]](#), [\[Nightborne Delicacy Plater\]](#), or [\[Azshari Salad\]](#) depending on your stat weights.

## Racials

Alliance: Night Elf and Worgen are pretty much equal.

Horde: Troll is a bit ahead of Tauren.

## Set Bonuses and Unique Items

### Tier 21

2p is worth about ~3% dps increase single target and AOE.

4p is worth about ~3% dps increase single target and ~8% dps increase for AOE.

### Tier 20

2p is worth about ~3% dps increase single target. It provides no direct AOE increase, however it allows for more Astral Power pooling for Starfall.

4p is worth about ~8% dps increase for both AOE and single target.

### Tier 19

2p is worth about ~4% dps increase single target. The 2p does nothing for AOE.

4p is worth about ~5% dps increase single target. The 4p does nothing for AOE.

### Jacin's Ruse

The items are not very well optimized, but the ~600 free stats on average is decent. The set bonus is roughly worth 20 ilvl on both slots, or 40 total.

### Druid Crafted Neck

[\[Sylvan Maelstrom Amulet\]](#)'s extra effect was changed to no longer work in raids.

### Journey Through Time

The set bonus gives 1k bonus haste on the proc, which averages out to 167 haste, which is worse than a gem.

### March of the Legion

The proc is extremely weak, you are better off getting a ring and neck with haste and mastery.

### Gnawed Thumb Ring

The on use effect might be favoured more if burst is required to beat a certain encounter, but on average it is worth about 30 ilvl on the ring. It does not have haste however, which causes it to lose some value.

## Trinkets

# TRINKET LIST



## Best in Slot

Because almost any item can roll up to the ilvl cap now, a best in slot list is rather useless. You could make a technical Best in Slot list, but it is unlikely you would ever get even one item on the list (other than the legendaries), so it seems rather pointless. In order to determine whether an item is an upgrade or not, the best thing you can do is use [simulationcraft](#) to simulate your character. If you do not want to go through the trouble of simulating every single item you get, going by the stat weights I suggested in the start of this chapter is a good alternative. Keep in mind that stat weights will not be enough with most trinkets and legendaries.













# Rotation





## Single Target


Balance druid has no set rotation but simply plays to avoid going over the caps and wasting resources. Other than that, the order of the spells are only significant during cooldowns or trinket procs or when pooling resources for either bursting down adds with  Starsurge or setting up for  Fury of Elune.

### The basics:

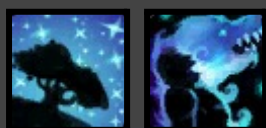
1. Keep  Moonfire,  Sunfire and  Stellar Flare (if specced) up on the target.
2. Cast  Starsurge to avoid going over 100 Astral Power.
3. Cast  New Moon,  Half Moon and  Full Moon to avoid going over 3 Charges on the spell.
4. Cast  Solar Wrath and  Lunar Strike to avoid going over 3 empowerment buffs.
5. Cast  Solar Wrath as a filler.

### Advanced:

1. When you have no active trinket procs or cooldowns, delay casting  Starsurge as much as possible without going over 100 Astral Power or reaching 3 charges of the moon spells. Likewise, you will want to prioritize those spells when you do have cooldowns or trinket procs active.
2. Much like the above, you will want to delay casting  Moonfire,  Sunfire, and  Stellar Flare if you DO have an active trinket proc or cooldown and said cooldown or trinket proc will fade before the dot does.
3. Plan your cooldown usage before pulling a boss. This is a general rule that applies to all classes and specs, but it can be detrimental to your dps if you do not do this. Figure out what the maximum number of uses you can get from each cooldown is and plan accordingly.

For instance, on a 5-6 minute fight where you need to Timewarp at the very end you can get a total of two  Celestial Alignment casts. The first should be used on the pull in order to stack it with prepot and higher trinket proc chance, while the second should be used with the second potion during Timewarp.

4. Pool resources for priority targets. Again, this a general rule that applies to all dps specs. How much you want to pool can vary, but if your raid or dungeon group is struggling to kill a specific add in time, you should consider saving everything you have for it, at least until it is not an issue anymore.














### Celestial Alignment and Incarnation

When you have decided when you want to cast your Celestial Alignment or Incarnation, you can also plan how you are going to set up for it. If you intended to cast Fury of Elune during your cooldown the Fury of Elune rotation takes priority.

To set up for Celestial Alignment or Incarnation you will want close to 100 Astral Power, zero charges of the moon spell, and, if you are specced for it, Warrior of Elune should be ready. If you are using Celestial Alignment, you will also want to refresh your dots before casting it so that you do not have to do it while Celestial Alignment is active. The same applies to Incarnation with Nature's Balance talented, where you will want to make sure that the remaining duration on your dots are long enough to last the full duration of Incarnation.

Priority list during Celestial Alignment or Incarnation:

1. Keep  Moonfire,  Sunfire up on the target.
2.  Starsurge if you have more than 90 Astral Power or it will not overcap you on empowerments.
3. Any of the    moon spells if you are about to reach 3 charges and it will not take you over 100 Astral Power.
4. Empowered  Solar Wrath if you have 3 solar empowerments.
5. Empowered  Lunar Strike if you have 3 lunar empowerments.
6. Empowered  Solar Wrath.
7. Empowered  Lunar Strike.
8.  Solar Wrath.



### The Emerald Dreamcatcher











Your rotation changes significantly with this legendary. Your goal becomes to keep 100% uptime on the buff, meaning you have to cast a Starsurge every 5 seconds. Because the buff has a static 5 second duration, different amounts of haste will allow you to fit different cast time spells in between two Starsurges. This essentially creates a bunch of haste breakpoints. The most notable ones are below. You should aim to always have atleast the 24% breakpoint, that allows you to spent both empowerments and either refresh a dot, cast a new moon or cast an unempowered Solar Wrath. The other breakpoints are not something you should gear for, but just keep in mind when you play, as dynamic haste buffs might allow you to reach those.

Breakpoint	Haste % required	Rating required
Solar Wrath /w Starlord, Lunar Strike /w Starlord & 1 GCD	24%	9000
Solar Wrath /w Starlord, 2x Lunar Strike /w Starlord	34%	12750
Solar Wrath /w Starlord, Lunar Strike /w Starlord & Half Moon	34%	12750
Solar Wrath /w Starlord, Lunar Strike /w Starlord & Full Moon	54.4%	20250

Keep in mind that in order to meet this breakpoint you need to cast spells exactly as the previous finishes. To combat this, you can either choose to shoot for significantly higher haste than the breakpoint (we are talking ~5% extra) or you can increase the lag tolerance on spell queueing. This is hidden in the default options menu now, so you will need to install an addon like [this](#). Moon and Stars messes with these numbers big time. To deal with this, I suggest that you have an addon showing your current haste % whenever you have an active haste buff (like Incarnation, Bloodlust, Chronoshard proc, etc.).

### The Single Target Starfall Rotation

If you are playing with an AOE focused talent and gear set, Starfall plus it's empowerments does more damage than Starsurge single target. You should thus consider using this rotation if this is the case. This rotation becomes extra advantageous when there is movement involved, due to Stellar Drift letting you cast on the move.

1. Keep  Moonfire and  Sunfire up on the target.
2. Cast  Starfall if it is not already active, otherwise spent your Astral Power on  Starsurge
3. Any of the    moon spells if they will not take you over 100 Astral Power.
4. Empowered  Solar Wrath.
5. Empowered  Lunar Strike.
6.  Solar Wrath

## Multi Target

For two or more targets sustained with equal dps priority, this is the basics:

1. Keep  Moonfire,  Sunfire up on all targets.
2. Spent Astral Power on  Starfall
3. Cast  New Moon,  Half Moon and  Full Moon to avoid going over 3 Charges on the spell.
4.  Lunar Strike if it hits 5 or more targets, otherwise  Solar Wrath.



### Starfall

Starfall becomes higher DPS than Starsurge when you can hit two or more targets. However, because priority damage on a specific target often is more important, you might not always want to cast Starfall just because you can hit two or more targets. Consult your Raid or Dungeon group on what you should focus your DPS on before making the decision. Starfall is generally one of the most efficient AOE spells in the game, so you will often want to be the first DPS to switch to an AOE focused spec.



### Fury of Elune

To set up for Fury of Elune, make sure that you pool 100 Astral Power and have at least two charges on the moon spells. Ideally you will also want less than 5 seconds cooldown on the third charge, but sometimes you might need to sit on 3 charges for a bit. You will also want to refresh your dots before casting it, as they generate less Astral Power per cast time than your other spells. If you are specced for Warrior of Elune and/or Astral Communion you should also save those for Fury of Elune. If you intended to use your big cooldown you should cast Incarnation the GCD before Fury of Elune, and Celestial Alignment should ideally be used in a macro with the spell after Fury of Elune. If the adds lives for less than the full duration of Fury of Elune, less setup is required. This will often be the case, so you rarely need to pool all of the things mentioned above. You will also want to cancel the spell if the adds die before you run out of Astral Power. When casting Fury of Elune, you will want to try and fit in as many spells as possible before it expires. The most important ones are the moon spells, as these generate significantly more Astral Power than your other spells. When deciding between casting Lunar Strike or Solar Wrath as the filler, consider if you want the extra AOE provided by Lunar Strike, or the extra single target and astral power provided by Solar Wrath.



### Stellar Flare

Stellar Flare requires Soul of the Archdruid to work as without it you can not maintain both Starfall and Stellar Flare on multiple targets. If you do decide to play with Stellar Flare keeping close to 100% uptime on both Stellar Flare and Starfall should be a priority, even single target.

## Opener

Time stamps assume 0 haste and thus a 1.5 second GCD. Adjust as needed. With high haste and big boss models it is possible to precast 2 Solar Wraths and a New Moon.

Time	Cast
-3.0	Pot + Solar Wrath
-1.5	New Moon
0.0	Moonfire
1.5	Sunfire
3.0	Half Moon
5.0	Full Moon
8.0	Incarnation/Celestial Alignment
8.0	Starsurge
9.5	Starsurge



# UI, Addons and Macros

Having a proper UI is essential to playing a Balance Druid well. By default, our Astral Power is displayed in the top left corner of the screen (character portrait), empowerment and Starfall buffs in the top right corner of the screen (buff bar), while our moon spell charges are displayed at the bottom of our screen (action bar). This is absolutely horrid to play with. You should move all of these close to each other, in the same section of the screen to make it easier for you to keep track of everything. Personally I like to have everything displayed slightly below my character, as I find that is the closest I can get it to my character without impairing my vision of everything else that is going on around me too much. To achieve this, there are a bunch of different addons you can use. Before we dive into the different addons, I would suggest that you install [Curse Client](#) if you do not already have it. Keeping your addons up to date is very important (especially when it comes to boss mods), and Curse Client will help you with this.

## WeakAuras 2

This is easily my favourite addon. I use it to display nearly all the combat information I need about my buffs, debuffs, resources and cooldowns. You can find my balance specific Weakauras on mmo-champion's druid forum [here](#). If you do not like WeakAuras 2, a good alternative to it is TellMeWhen or Power Auras.

[WeakAuras 2](#) - [TellMeWhen](#) - [Power Auras](#)

## Gnosis

This is my cast bar addon of choice. While the default castbar works, I like customizing the way my cast bar looks. It also allows you to choose what information you want to show and what you want to hide. If you want to copy my Gnosis settings, you can find them [here](#). Good alternatives are Quartz and AzCastBar.

[Gnosis](#) - [Quartz](#) - [AzCastBar](#)

## Skada

Some would argue having a damage meter does not make you a better player; I disagree. Having quick access to information from the previous pull like how much damage you did to a priority target, or what exactly caused your death will help you learn what you did wrong or right, and thus help you improve as a player. Both addons provide more than enough information than you usually need between two pulls on raid boss, but for more detailed information you will likely want to use [Warcraftlogs](#). Good alternatives are Details and Recount.

[Skada](#) - [Recount](#) - [Details](#)

## Unit Frames

I use Elvui for unit frames, but most other unit frame addons like Vuhdo or Shadowed Unit Frames would do the job too. The main point is that using custom unit frames instead of the default frames allows you to customize them to your needs. It is particularly debuffs and buffs on your raid frames and the boss frames that you will want to filter. If you want to copy my elvui setup, you can find it [here](#).

[ElvUI](#) - [Vuhdo](#) - [Shadowed Unit Frames](#)

## DBM or BigWigs

You likely already know of these addons if you are reading this guide, but I figured I should mention them anyway. Paying attention to boss mechanics is almost always the single most important thing when it comes to raiding. You will want to make sure that the timers, especially the sub 10 second timers are in a place on your screen where you notice them. Personally I have the short timers appear above my character, and the longer ones next to my boss frames on the right. I personally prefer BigWigs, as it tends to be updated earlier at the start of a new tier.

[Deadly Boss Mods](#) - [BigWigs](#)

## Macros

Here is a list of macros that you might find useful as a Balance Druid.

<pre>#showtooltip /cast [talent:1/1]Force of Nature; [talent:1/2]Warrior of Elune /cast [talent:1/2]Lunar Strike</pre>
Automatically switches between Force of Nature and Warrior of Elune + Lunar Strike.
<pre>#showtooltip /cast [talent:2/1]Renewal; [talent:2/2]Displacer Beast; [talent:2/3]Wild Charge</pre>
Automatically switches between your tier 2 talents.
<pre>#showtooltip /cast Nature's Control</pre>
Automatically switches between your tier 4 talents.

#showtooltip  
/cast [talent:6/2]Astral Communion; [talent:6/3]Blessing of the Ancients

Automatically switches between Astral Communion and Blessing of the Ancients.

#showtooltip  
/cast [@PLAYERNAME] Innervate

Replace “PLAYERNAME” with the healer you want to cast it on. Casts Innervate on that player without you having to target them.

#showtooltip  
/cast [nostance:4] Moonkin Form

Power shifting is gone, but this will make it so you don’t accidentally leaves Moonkin Form again.

#showtooltip  
/use Healthstone  
/cast [nostance:1] Bear Form  
/cast Barkskin  
/cast Renewal  
/cast Frenzied Regeneration

Full panic button. Uses all defensive cooldowns you have in one click.

#showtooltip  
/cast [@mouseover,exists] Rebirth

Casts Rebirth at the target you have your mouse over.

#showtooltip  
/cast [@mouseover,nodead][] Healing Touch

Casts Healing Touch at the target you have your mouse over. If no target is found it is cast on yourself. You can make similar Macros for Swiftmend, Rejuvenation, and Innervate by simply replacing the name of the spell.

#showtooltip  
/cast [noflyable] Azure Water Strider  
/cast Travel Form

Casts Flight Form if you can fly, Azure Water Strider (you can replace this with a mount of your liking) if you can not fly, and Stag Form if you are in combat.

/cancelaura Fury of Elune

Stops Fury of Elune instantly, preventing it from draining further Astral Power if your targets die.

/cast [@player] Starfall

Casts Starfall centered on your position. Also works with Fury of Elune.

/cast[@cursor] Fury of Elune

Casts Fury of Elune centered on your current cursor position. Also works with Starfall.

# Raids

## Overall Notes Concerning Choice of Talents and Legendaries

These suggestions should only be considered as general guidelines. A lot of the talent choices, particular Level 30, 45, and 60 are completely down to personal choice on most encounters. In general, you should switch to more AOE or Single Target oriented talents as you see fit for the encounter when your guild is progressing on it. The same applies to legendary choices, both when it comes to AOE vs. Single target, but also when it comes to utility vs. DPS. Note that these suggestions are made with the mythic mode in mind.

The old talent and legendary guide for previous tiers can be found [here](#).

## Antorus, the Burning Throne



Garothi Worldbreaker

### Talents:



### Legendaries:



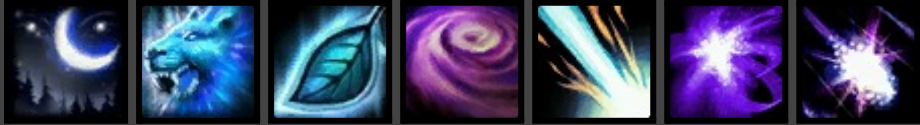
**Comments:** Use Stellar Drift if you are using Oneth's Intuition.

**Youtube:** [https://www.youtube.com/watch?v=-TWH\\_1JDE8U](https://www.youtube.com/watch?v=-TWH_1JDE8U)

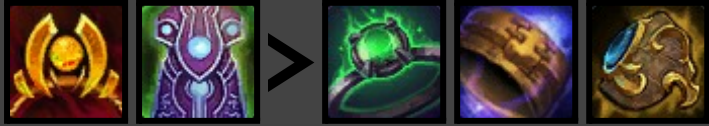


Felhounds of Sarger

### Talents:



### Legendaries:



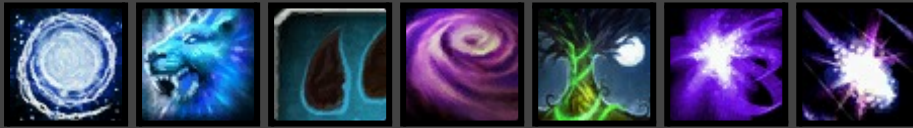
**Comments:** If the dogs are not close enough for Starfall to hit them both you should go for a single target spec with Shooting Stars.

**Youtube:** [https://www.youtube.com/watch?v=jpY\\_UQ6gtSQ](https://www.youtube.com/watch?v=jpY_UQ6gtSQ)

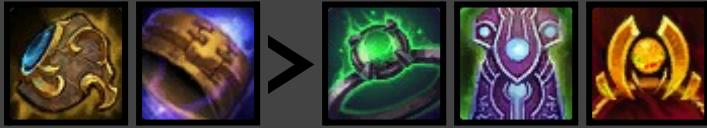


### Antoran High Command

#### Talents:



#### Legendaries:



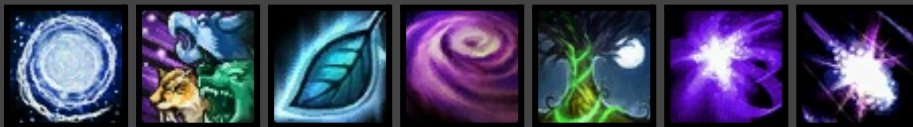
**Comments:** Balance is one of if not the best AOE specs for the encounter. Ask your raid leader to not put you into pods if possible and if you have to make sure that it is when there are no adds up.

**Youtube:** <https://www.youtube.com/watch?v=LOqZ1nGvDYI>

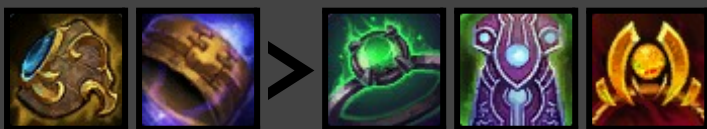


### Portal Keeper Hasabel

#### Talents:



#### Legendaries:



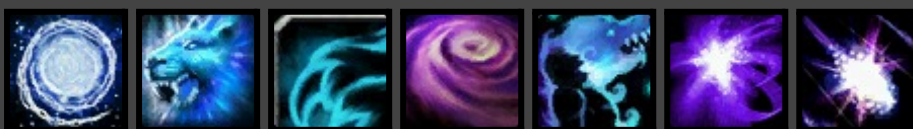
**Comments:** If your raid does not need your damage on the adds you should use a single target spec. If your single target burst is needed on a platform you should spec Incarnation.

**Youtube:**

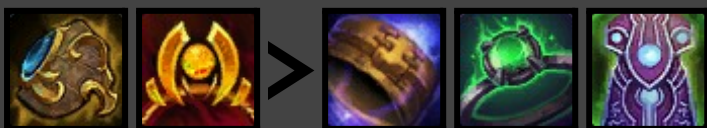


### Eonar the Life-Binder

#### Talents:



#### Legendaries:



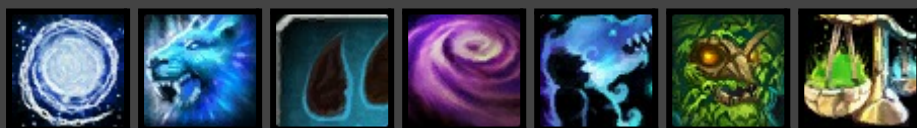
**Comments:** If you do not need Incarnation to kill the Paraxis Inquisitor or certain add waves you should spec Soul of the Forest instead. If you do not have Soul of the Archdruid you should also spec Soul of the Forest. Mass Entangle is great if you do not have Afflictions Warlocks perma slowing the adds.

**Youtube:** <https://www.youtube.com/watch?v=f4YLLKG0pQY8>



## Imonar the Soulhunter

### Talents:



### Legendaries:



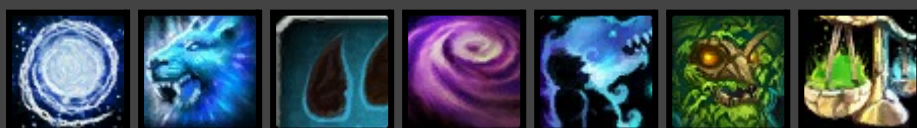
**Comments:** Use Stellar Drift if you are using Oneth's Intuition.

**Youtube:** <https://www.youtube.com/watch?v=lkH-PwPaFIQ>

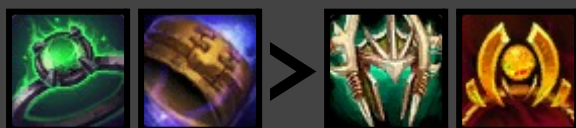


## Kin'garoth

### Talents:



### Legendaries:



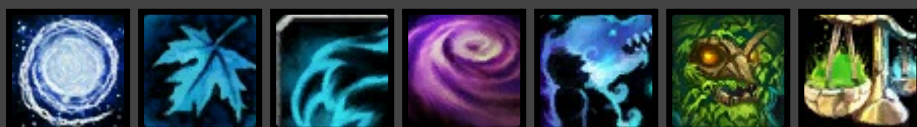
**Comments:** Use Stellar Drift if you are using Oneth's Intuition. Incarnation and Impeccable Fel Essence are a must to burst down the adds. If you need to cleave the adds on top of the boss or each other you can go Shooting Stars and switch Oneth's Intuition out for Soul of the Forest.

**Youtube:** <https://www.youtube.com/watch?v=SVvC8anQOE0>



## Varimathras

### Talents:



### Legendaries:



**Comments:** Use Stellar Drift if you are using Oneth's Intuition. Make sure to pool Astral Power for the adds if needed.

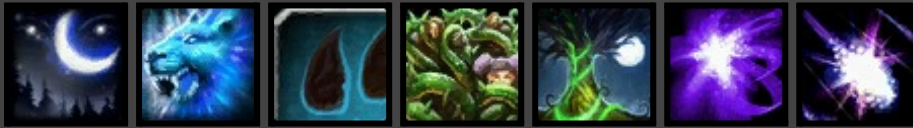
**Youtube:**



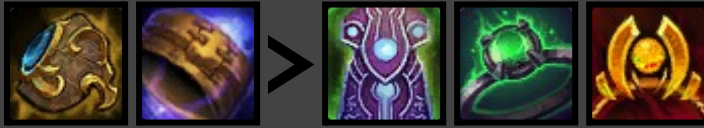


## The Coven of Shivarra

### Talents:



### Legendaries:



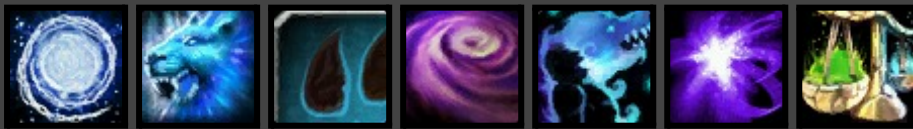
**Comments:** For max boss damage, spec Stellar Flare and use Lady and the Child and Soul of the Arch Druid. Keep in mind that this will significantly impact your ability to kill the adds. If you have to single target adds, you should spec Starlord. Use Mass Entanglement to root the lines of Norgannon Torments.

**Youtube:** <https://www.youtube.com/watch?v=tq1dq5hf0NU>

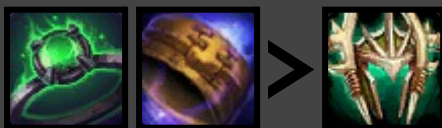


## Aggramar

### Talents:



### Legendaries:



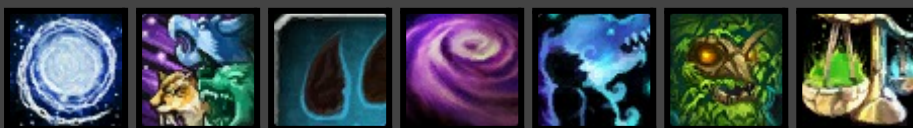
**Comments:** Use Stellar Drift if you are using Oneth's Intuition. Sunfire the grouped up adds for Astral Power generation if your raid is killing them. If your raid is not killing the adds you should spec Blessing of the Ancients and you can consider Mass Entanglement aswell if your raid needs it more than Typhoon. If you are assigned to killing the adds you should spec Soul of the Forest and Stellar Drift and use Lady and the Child and Oneth's Intuition.

**Youtube:**



## Argus the Unmaker

### Talents:



### Legendaries:



**Comments:** Use Stellar Drift if you are using Oneth's Intuition.

**Youtube:**

## Balance Druid Resources

### WoWAnalyzer

An amazing tool for analyzing your logs. Its Balance Druid module is currently being maintained by myself.

### Cyous' Balance Druid Guide on wowhead

### Guti's Mythic+ Balance Druid Guide

### The Druid Discord

One of the biggest discord communities. If you have any questions about Balance Druids, the #balance channel is a great place to ask.

### MMO-Champion's Druid Forums

### Balance Druid Trinkets Spreadsheet



## FAQ

Q: I have a question for you, how do I reach you?

A: Ask me on [Discord](#). Please make sure you have looked in the guide for an answer first. Please avoid asking me in game, as I will often miss the whispers.

Q: Could you please take a look at my logs?

A: Sorry, I do not have the time to look at everybody's logs. I would suggest that check out [WoWAnalyzer](#), An amazing tool for analyzing your logs. Its Balance Druid module is currently being maintained by myself. Alternatively you could ask for someone on the [Druid Discord](#) in the #balance channel to take a look at them.

Q: What is better, Item X or Item Y?

A: It usually depends on the situation. Ask me on [Discord](#), or try asking on the [Druid Discord](#) in the #balance channel. Please avoid asking me in game, as I will often miss the whispers.

Q: How come the stat weights I get when I sim my character does not match the stat priority in your guide?

A: <https://binkenstein.wordpress.com/2016/09/28/a-short-rant-about-stat-weights/>

Q: There is not much about mythic+ in your guide, can you help me?

A: Take a look at [Guti's Mythic+ Guide](#)

Q: I have The Emerald Dreamcatcher, and I am above the breakpoint, however I still can not cast the spells that your guide says that I should be able to between my Starsurge casts.

A: Try the following:

1. Make sure that all your casts are empowered, and that you have Starlord.
2. Make sure that you are using spell queueing. If you do not know how to do this, install an addon like [this](#), as the option is hidden by default. Enable Custom Lag Tolerance, and set it to 400 ms (you can always lower this later if you find it to be too high)



3. Make sure that you are a few percent haste above the breakpoint. If you are trying to cast multiple spells (like 2 Solar Wraths) at low Astral Power, you either need to end up at enough Astral Power for a Starsurge after the first cast, in order to enable queueing of the Starsurge or you need to be significantly over the breakpoint (~10%).

## Changelog

28-08-2016	Released.
29-08-2016	Updated legendary sims because of a bug with Stellar Flare and the Emerald Dreamcatcher.
13-09-2016	Removed 100 Astral Power opener due to hotfix making it near impossible.
18-09-2016	Updated Trinket sims.
03-10-2016	Updated haste breakpoints for the Emerald Dreamcatcher and Emerald Nightmare boss guides.
04-10-2016	Added Mastery Snapshotting to the rotation chapter.
25-10-2016	Removed Mastery Snapshotting from the guide. Added Chapter for What Is New In 7.1.
01-11-2016	Updated trinket list.
23-12-2016	Added boss notes for Trial of Valor.
08-01-2017	Added FAQ. Moved boss videos to Youtube.
10-01-2017	Added What is New in 7.1.5 Chapter.
12-01-2017	Added common talent builds, their stat weights and Legendary priority for the builds to the Gear and Stats Chapter.
16-01-2017	Added Trinket List/Spreadsheet for 7.1.5.
21-03-2017	Updated boss guides with Nighthold videos (9/10) and added rough legendary priorities.
05-04-2017	Updated Legendary priority to 7.2
10-06-2017	Started updating guide for 7.2.5
11-06-2017	Updated relic values, talent builds, and stat weights and added new legendaries.
13-06-2017	Updated The Emerald Dreamcatcher rotation and added Radiant Moonlight.
12-09-2017	Added Netherlight Crucible sim results.
27-09-2017	Updated Dark Sorrow value.
23-11-2017	Updated for Antorus. New Trinket list.
10-01-2018	Added hotfixes.
19-01-2018	Replaced Log Analysis guide with WoWAnalyzer links.