

Classic WoW TBC Druid Macro Compilation by Morrigan

Introduction

This version of the guide alters the macro list to work well for TBC changes - [see here for the fully Classic macro compilation](#). Thanks to the Druid Classic discord for providing and testing some of these macros.

Almost all of these macros work with one button press. A good rule of thumb is that any macros involving a form shift should **not** be used during a GCD, unless a macro is labelled as spammable.

Macro tips and tricks:

- The form conditionals, such as **form:1/3** (form 1 or 3) use the order of the forms in your stance bar. So Bear is 1, Aquatic is 2, Cat is 3, Travel is 4, Tree/Moonkin form is 5, and Flight is 6. However, if you don't have Tree/Moonkin form then flight will be 5. If you are levelling and you skip the Aquatic form quest then subtract 1 from all form numbers except Bear.
- You can also use **noform** - which means caster form only, or **noform:1** - which means any form except form 1.
- If a macro says Dire Bear Form and you need to use it while levelling rename it to Bear Form.
- The conditionals process from left to right, and the first conditional that is satisfied will trigger. For example, **[@mouseover, help][@target, help]** will cast on your mouseover target if it is friendly, your current target if it is friendly, and otherwise on yourself (since **[]** is a shortcut for **[@player]**).
- The **mod** conditional checks for any ctrl/alt/shift modifier. **nomod** will do the opposite - you can also replace **mod** with **mod:ctrl** or **mod:alt** (which is useful if you already have shift modifiers bound to other keybinds).
- Macros which combine a form shift and an off-GCD ability like Dash or Prowl need to separate the casts into two lines - see the macros below for an example.
- If you need to save characters, you can replace **/cast** with **/use**, or remove spaces (almost all spaces except the ones directly after **/cast** are actually redundant and just inserted for readability).
- The **changeactionbar** trick. This trick uses the different action bars to store a single variable (usually the number of the form you started in). This allows you to combine powershift consumable macros for multiple forms into one.

For example:

```
/changeactionbar [form:1]2;[form:3]3;[form:4]4;  
/use [noform] Goblin Sapper Charge  
/use [bar:2]!Dire Bear Form;[bar:3]!Cat Form;[bar:4]!Travel Form  
/changeactionbar 1
```

The above macro will powershift and use a sapper charge - it will start and end in the same form, regardless of whether you started in Bear, Cat, or Travel form. Replace with any consumable to alter. You can also use this technique to create a macro which uses an ability in a form then immediately powershifts a consumable and goes back into form, while being spamable.

Here's an example, although with LIP nerfs this is less useful in TBC:

```
/changeactionbar [form:1]2;  
/cast [bar:2]Challenging Roar  
/use [bar:2]Limited Invulnerability Potion  
/changeactionbar [form:0]1  
/use [bar:1]Dire Bear Form;
```

This macro casts aoe taunt and shifts out to pop the consumable on the first button press, then on the second will shift back into form. Without the changeactionbar mechanic it would not be possible to combine these into one spamable macro.

TBC Macro Changes

- Focus target frames now exist, allowing the @focus conditional to be inserted into macros in order to use an ability on the focus target without switching target or using mouseover.
- There is a new CVar, "autoUnshift", which by default is turned on and will ensure that you automatically shift out of form if you use a caster form ability or change form. Therefore, /cancelform and /dismount are now almost always redundant, and quite a few macros to shift from one form into another are also redundant, since e.g. activating bear form when in cat instantly shifts with no macro required.
- If in a form, putting ! before a form cast will now automatically powershift, and prevent you from doing so if you don't have enough mana. So the powershift cat with no consumables macro becomes simply /cast !Cat Form.
- A new usable condition: flyable. Now we can have a single flight form/travel form/aquatic form macro.
- New PvP conditionals "arena1", "arena2", etc. These target the numbered enemy in the arena frames - eg /cast [@arena2] Cyclone will cast Cyclone at the second enemy in the arena frames.
- The new CVar mentioned above can be utilised to create a cat/bear powershift consumable macro which no matter how much you spam it, will never leave you in caster form, activate during a consumable cd, or activate when you don't have enough mana to shift back in. [This macro is listed in the guide here.](#)

Caster Form Ability Macros

Mouseover set focus target:

```
/focus [@mouseover,exists,nodead][@target, exists, nodead]
```

Hibernate on focus target with shift mod, otherwise hibernate on mouseover or target:

```
#showtooltip
```

```
/cast [@focus, mod:shift, harm, nodead][@mouseover, harm, nodead][@target, harm, nodead]
```

```
Hibernate
```

Thorns with cancelform and mouseover, casts on target if no mouseover, targetoftarget if it's friendly and target is hostile and on player if no target:

```
#showtooltip
```

```
/cast [@mouseover, help][@target, help][@targettarget, help][] Thorns
```

Mouseover Abolish Poison:

```
#showtooltip
```

```
/cast [@mouseover, help][@target, help][@targettarget, help][] Abolish Poison
```

Mouseover Decurse:

```
#showtooltip
```

```
/cast [@mouseover, help][@target, help][@targettarget, help][] Remove Curse
```

The above template is also useful for Innervate or any healing spell.

Mouseover Mark of the Wild, Gift of the Wild if you hold down alt/ctrl/shift:

```
#showtooltip
```

```
/cast [mod, @mouseover, help][mod, @target, help] Gift of the Wild; [nomod, @mouseover, help][nomod, @target, help] Mark of the Wild
```

Instantly cast Hurricane at cursor location:

```
#showtooltip Hurricane
```

```
/cast [@cursor] Hurricane
```

Faerie Fire in caster, Feral Faerie Fire in bear/cat with mouseover:

```
#showtooltip
```

```
/cast [form:1/3, @mouseover, harm][form:1/3, @target, harm] Faerie Fire (Feral); [@mouseover, harm, noform][@target, harm, noform] Faerie Fire
```

Innervate Macro with whisper target:

You can replace "WHISPER" with "SAY", "YELL", etc to modify.

```
#showtooltip Innervate  
/cast [@target, help][] Innervate  
/run SendChatMessage("You have innervate!", "WHISPER", nil, GetUnitName("target", true));
```

Shifting Macros

Flight form where possible and not in combat, travel form otherwise and aquatic form in the water:

```
#showtooltip  
/use [swimming]Aquatic Form;[flyable,nocombat]Flight Form;[outdoors]Travel Form
```

Powershift Cat with any instant consumable use (not spamable, don't press during GCD).

Works the same with Bear Form:

```
#showtooltip <item>  
/use <item>  
/cast !Cat Form
```

Powershift Cat (spamable, prevents shifting with low mana):

```
#showtooltip Cat Form  
/cast !Cat Form
```

Powershift Cat with any instant consumable use (spamable, but can leave you out of form if you don't have enough mana):

Can replace Cat Form with Dire Bear form to modify.

```
#showtooltip <item>  
/cast [form:3] Cat Form  
/use [noform] <item>  
/cast [noform:3] !Cat Form
```

Powershift with any instant consumable use (spamable, protects against low mana shifting and shifting when pot is on CD unlike the above option). If you want #showtooltip replace the item name with the item ID in GetItemCooldown:

```
/run if GetSpellCooldown(768)+GetItemCooldown(<item>)>0 or  
UnitPower("player",0)<GetSpellPowerCost(768)[1].cost then SetCVar("autoUnshift",0) end;  
/use <item>  
/cast [noform:1]!Dire Bear Form  
/run SetCVar("autoUnshift",1)
```

Any form into Stealth (also dismounts you automatically, single button press):

```
#showtooltip Prowl
```

/cast [noform:3] !Cat Form
/cast !Prowl

Any form into Dash:

#showtooltip Dash
/cast [noform:3] !Cat Form
/cast Dash

Cat/Bear Macros

Standard Mangle + autoattack (the Cat version is also useful):

#showtooltip
/startattack
/cast Mangle (Bear)

Enrage + autoremove to get instant rage with Intensity talent but avoid armor debuff (requires two button presses):

/cast [form:1] Enrage
/cancelaura Enrage

Mouseover Taunt:

#showtooltip Growl
/cast [@mouseover, harm, form:1][@target, harm, form:1] Growl

Mouseover Swipe with switching autoattacks to mouseover target:

#showtooltip Swipe
/cast [@mouseover, harm, form:1][@target, harm, form:1] Swipe
/startattack [@mouseover, harm, form:1][@target, harm, form:1]

Ravage when stealthed, Shred when not stealthed:

#showtooltip
/cast [stealth] Ravage; [nostealth] Shred

PvP Macros

One button opener:

#showtooltip
/castsequence reset=target Pounce, Rake, Rip

Cancel form to NS/Healing Touch combo, with Mouseover, Target, and Target of Target:

#showtooltip Nature's Swifttness

/cast Nature's Swiftmess

/cast [@mouseover, help][@target, help][@targettarget, help][] Healing Touch

Any form into Bash (requires Furor):

#showtooltip Bash

/cast [noform:1] !Dire Bear Form

/cast Bash

Any form into Feral Charge, with mouseover (requires two button presses because the rage from furor/wolfshead is batched):

#showtooltip Feral Charge

/cast [noform:1] Dire Bear Form

/cast [@mouseover, harm][harm] Feral Charge

Any form into Feral Charge into Bash, with Enrage for rage from Intensity that is cancelled after the Bash - this button must be spammed:

#showtooltip Feral Charge

/cast [noform:1] Dire Bear Form

/cast [@mouseover, harm][harm] Feral Charge

/cast Enrage

/cast Bash

/cancelaura Enrage

Weapon Swap Macros

Bear + Weapon Macro:

/cast Dire Bear Form

/equip <weapon>

Cat + Weapon Macro:

/cast Cat Form

/equip <weapon>

Rejuvenation + Weapon Macro (this doesn't give you the +heal from the weapon but is done because weapon swap triggers GCD):

/cast Rejuvenation

/equip <weapon>