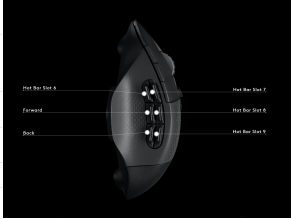

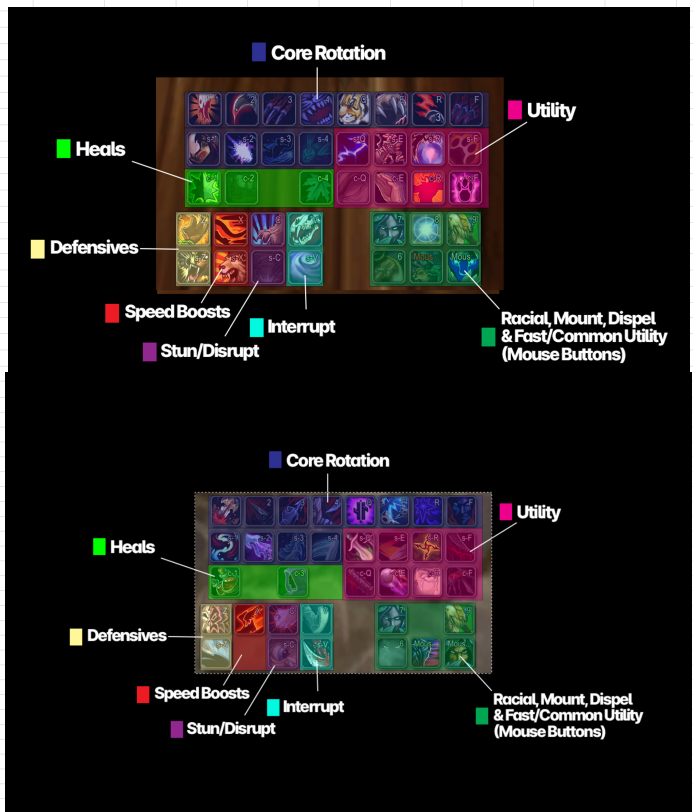


Intro	<p>Hey! This is my personal spreadsheet for tracking + determining class binds across classes. Hover over any fields with a corner mark to see notes. - Matt of BellularGaming</p> <p>To use this, go to File -> Make A Copy so you can work with it locally, then go to Shared Binds and your class below. Fill in the Binds column with your own buttons to plan it all out!</p>	Mount/Autorun	<p>Having mount + autorun on mouse buttons means you can move effectively while sitting, or just real quick with your mouse before you get up to grab a drink.</p>	Mouse Buttons	<p>I use a Logitech G604, which has 6 buttons on the side - mouse 4 through 9.</p> <p>I heavily recommend getting an MMO mouse on the Black Friday sale, like a Razer Naga or Corsair Scimitar.</p> <p>If you have to use only keyboard binds, you can use Control and Alt combos of Z, X, C, and V instead.</p>
Thoughts	<p>At the end of the day, do what works for you! We all have different setups and different ways of thinking about our buttons. Also, Dragonflight has a shit ton of new buttons, so uh... good luck!</p> <p>There are objectively better ways to do things, though, so aim for the best that suits you, not what's comfortable.</p>	Modifiers	<p>Shift, Control and Alt are easy for most buttons, and mouse buttons can be rebound to modifiers as well.</p>		
Keybinding Principles	<p>The most important is having muscle memory through consistently practicing. Use buttons that are comfortable and easy to press a lot.</p>	Strafing/Movement	<p>Some buttons might be awkward for your hands/keyboard, so take time to test which work for you and which don't. If a combo doesn't work, try another button.</p>		
		Interface	<p>It might take some getting used to, but rebound A+D to Strafe Left + Strafe Right, then use Q+E for key abilities.</p>		
	<p>Put abilities you press most often on the easiest buttons to press.</p>	Interface	<p>If adapting to a new key for interface elements doesn't work for you, try things like the Alt + the original key: i.e. Alt+V for nameplates, Alt+Z for sit and Alt+C for character panel!</p>		
	<p>Make sure to actually practice using these keybinds. To quote Bruce Lee: "You have to keep your reflexes so that when you want it - it's there. When you want to move - you are moving."</p>	Interface			
	<p>Put all of your abilities in groups in a way that makes sense to you. My examples might not work.</p>	Macros	<p>Sample macros here: https://docs.google.com/document/d/1KXSKGZL_0Bz46b_G0JXKlgD34isVh7kx93T09889/edit?usp=sharing</p>		
	<p>Destroy Blizzard's default keybindings, they weren't fit for purpose in 2004 and they aren't in 2022.</p> <p>Sometimes, a system doesn't work. Sometimes, you have to make exceptions. Muscle memory + ease of use are always king.</p>	Macros	<p>There are also a few specific macros in the spec keybind notes (corner mark on a cell), so keep an eye out!</p>		
		OPie	<p>Should you use OPie? It's another addon to rely on & set up, but if you're tight on binds, it can be worth it. Example setups described in Shared Binds.</p>		

Shared Binds	Binds [1]	Legend
Strafe [2]	A+D	Combat
Autorun [3]	Mouse 3	Healing [4]
		Defensive [5]
Mount/Travel Form [6]	Mouse 9	Movement [7]
Dragonriding Mount	Shift+Mouse 9	CC [8]
Transmog Yak	Ctrl+Mouse 9	Combat Utility [9]
		Out of Combat Utility [10]
		Auras, Buffs, Etc. [12]
		/ [14]
		What are 'Rings'?
		OPie Rings - they're amazing!
		Help! I don't want to use OPie! [15]
		For reference, my main and alt's keybinds and layout: This is basically how I think about binds.
Battle Res [11]	Ctrl+R	
Interact Key [13]	.	
Trinket 1	Alt+Q	
Engineering Item 1 (Speed Belt)	Alt+E	
Engineering Item 2 (Glider Cloak)	Alt+R	
Racial	Mouse 7	
Boss/Zone Ability	5	
Raid Marker Ring	\	
World Marker Ring	Shift+\ [16]	
Quest Item Ring [17]	Mouse - [18]	
Travel Ring [19]	T	
Tradeskill Ring [20]	Shift+T	
Prep Ring [21]	G	
Pet Movement [22]	Shift+Mouse 3	



Blood	Frost	Unholy	Binds	Legend
Heart Strike	Obliterate	Scourge Strike	1	Combat
Marrowrend	Frost Strike	Festering Strike	2	Defensive
Blood Boil	Howling Blast	Death Coil	3	Movement
Death and Decay	Death and Decay	Death and Decay	4	CC [23]
Death Strike	Pillar of Frost	Dark Transformation	Q	Healing
Blooddrinker/Consumption	Remorseless Winter	Outbreak	E	Combat Utility [24]
Tombstone	Glacial Advance	Epidemic	R	Out of Combat Utility [25]
Vampiric Blood	Frostscythe	Apocalypse	F	Auras, Buffs, Etc. [26]
Dancing Rune Weapon/Empower Rune Weapon [27]	Empower Rune Weapon	Empower Rune Weapon	Shift+1	Talent [28]
Bonestorm	Frostwyrms's Fury	Unholy Assault	Shift+2	/ [29]
Blood Tap	Breath of Sindragosa	Unholy Blight	Shift+3	
Abomination Limb	Horn of Winter	Abomination Limb/Soul Reaper	Shift+4	
Raise Dead	Raise Dead	Summon Gargoyle	Shift+Q	
Gorefiend's Grasp	Chill Streak	Vile Contagion	Shift+R	
		Army of the Dead		
Death's Caress			Ctrl+Q	
Anti-Magic Shell	Anti-Magic Shell	Anti-Magic Shell	Mouse 8	
Icebound Fortitude	Icebound Fortitude	Icebound Fortitude	Z	
Lichborne	Lichborne	Lichborne	Shift+Z	
Rune Tap			Shift+F	
Death's Advance	Death's Advance	Death's Advance	Mouse 6	
Wraith Walk	Wraith Walk	Wraith Walk	X	
Mind Freeze	Mind Freeze	Mind Freeze	Shift+X	
Chains of Ice	Chains of Ice	Chains of Ice	V	
Asphyxiate	Asphyxiate	Asphyxiate	Shift+V	
Blinding Sleet	Blinding Sleet	Blinding Sleet	C	
	Death Strike	Death Strike	Shift+C	
Sacrificial Pact	Sacrificial Pact	Sacrificial Pact	Ctrl+1	
Death Pact	Death Pact	Death Pact	Ctrl+2	
Death Coil	Death Coil	Death Coil	Ctrl+3	
Anti-Magic Zone	Anti-Magic Zone	Anti-Magic Zone	Ctrl+4	
Dark Command	Dark Command	Dark Command	Shift+E	
Death Grip	Death Grip	Death Grip	Mouse 4	
Raise Ally	Raise Ally	Raise Ally	Mouse 5	
Path of Frost	Path of Frost	Path of Frost	Ctrl+R	
Control Undead	Control Undead	Control Undead	Ctrl+E	
		Raise Dead	Ctrl+F	
			Prep Ring	

Holy	Protection	Retribution	Binds	Legend
Crusader Strike	Crusader Strike	Crusader Strike	1	Combat
Judgment	Judgment	Judgment	2	Defensive
Holy Shock	Avenger's Shield	Blade of Justice	3	Movement
Light of Dawn	Shield of the Righteous	Templar's Verdict	4	CC [30]
Word Of Glory	Word Of Glory	Divine Storm	Q	Healing
Hammer of Wrath	Hammer of Wrath	Hammer of Wrath	E	Combat Utility [31]
Consecration	Consecration	Consecration	R	Out of Combat Utility [32]
Light's Hammer	Eye Of Tyr	Wake of Ashes	F	Auras, Buffs, Etc. [33]
Avenging Wrath	Avenging Wrath	Avenging Wrath	Shift+1	Talent [34]
Seraphim	Seraphim	Seraphim	Shift+2	/ [35]
Tyr's Deliverance	Bastion Of Light	Execution Sentence	Shift+3	
Aura Mastery	Moment Of Glory	Final Reckoning	Shift+4	Honestly, Holy Paladin is a complete mess to keybind because it has SO many buttons.
Divine Toll	Divine Toll	Divine Toll	Ctrl+4	
Beacon Of Light			Mouse 8	
Beacon Of Faith [36]			Shift+Mouse 8	
Divine Protection	Ardent Defender	Shield of Vengeance/Divine Protection	Z	
Shield of the Righteous	Guardian of Ancient Kings	Shield of the Righteous	Shift+Z	
Divine Shield	Divine Shield	Divine Shield	Mouse 5	
Divine Steed	Divine Steed	Divine Steed	X	
Hammer of Justice	Hammer of Justice	Hammer of Justice	C	
Rebuke	Rebuke	Rebuke	V	
Divine Favor		Hand of Hindrance	Shift+V	
Repentance/Blinding Light	Repentance/Blinding Light	Repentance/Blinding Light	Shift+C	
Turn Evil	Turn Evil	Turn Evil	Shift+X	
Flash of Light [37]	Flash of Light	Flash of Light	Ctrl+1	
Holy Light		Word of Glory	Ctrl+2	
Blessing Of Summer		Justicar's Vengeance/Eye For An Eye	Ctrl+3	
Blessing of Freedom	Blessing of Freedom	Blessing of Freedom	Shift+Q	
Blessing of Protection	Blessing of Protection	Blessing of Protection	Shift+E	
Blessing of Sacrifice	Blessing of Sacrifice	Blessing of Sacrifice	Shift+R	
Lay On Hands	Lay On Hands	Lay On Hands	Shift+F	
Rule Of Law			Shift+X	
Bestow Faith			Ctrl+Q	
Barrier Of Faith	Blessing Of Spellwarding		Ctrl+E	
Intercession	Intercession	Intercession	Ctrl+R	
Light of The Martyr			Ctrl+F	
Cleanse	Cleanse Toxins	Cleanse Toxins	Mouse 6	
Hand of Reckoning	Hand of Reckoning	Hand of Reckoning	Mouse 4	
Crusader Aura	Crusader Aura	Crusader Aura	F1	
Devotion Aura	Devotion Aura	Devotion Aura	F2	
Concentration Aura	Concentration Aura	Concentration Aura	F3	
Retribution Aura	Retribution Aura	Retribution Aura	F4	

Item	Key	Abilities	Level	Legend
Scam	Blowforce	Shield Dash	1	Combo
Moral Strike	Highly Slow Down [H]	Shove	2	Defensive
Colossal Smash	Shove	Thunder Clap	2	Defensive
Overseer	Whirlwind	Overseer	4	CC [H]
Demolish	Demolish	Demolish	4	Offense
Charge	Thunderous Roar	Shield Break	5	Combo/Utility [H]
Whirlwind	Outsight	Spine Dash	6	Shield/Combo/Utility [H]
Smashing Strike	Clay's Fury	Demolishing Smash	7	Combo, Utility, Stc, CC
Avatar	Avatar	Avatar	8	Team CC
Thunderous Roar/Spear Of Bastion [H]	Thunderous Roar/Spear Of Bastion [H]	Thunderous Roar/Spear Of Bastion [H]	8	/ [H]
Bladestorm	Bladestorm	Bladestorm	8	
Burst	Outsight	Shield Charge	8	
		Burst	8	
Die By The Sword	Crushed Reposement	Shield Wall	9	
Spell Reflection	Spell Reflection	Spell Reflection	9	
Spore Rain	Spore Rain	Spore Rain	9	
Reliving Cry	Reliving Cry	Reliving Cry	9	
Heals Leap	Heals Leap	Heals Leap	9	
Charge	Charge	Charge	9	
Storm Rush	Storm Rush	Storm Rush	9	
Shockwave	Shockwave	Shockwave	9	
Paralyze	Paralyze	Paralyze	9	
Hamstring	Hamstring	Hamstring	9	
Flaming Head	Flaming Head	Flaming Head	9	
Victory Rush	Victory Rush	Victory Rush	9	
Star Anomaly	Star Anomaly	Star Anomaly	9	
Intense	Intense	Intense	9	
Mech Thrust	Mech Thrust	Mech Thrust	9	
Smasher Rage	Smasher Rage	Smasher Rage	9	
Smashing Thrust	Smashing Thrust	Smashing Thrust	9	
Team	Team	Team	9	
Defensive Stance	Defensive Stance	Defensive Stance	9	
Battle Stance	Battle Stance	Battle Stance	9	
Battle Shield	Battle Shield	Battle Shield	9	

Devastation	Preservation	Binds	Legend
Living Flame	Living Flame	1	Combat
Azure Strike	Azure Strike	2	Defensive
Disintegrate	Disintegrate	3	Movement
Fire Breath	Fire Breath	4	CC [47]
Pyre	Echo	Q	Healing
Firestorm	Emerald Blossom	E	Combat Utility [48]
Eternity Surge	Reversion	R	Out of Combat Utility [49]
Shattering Star	Time Dilation	F	Auras, Buffs, Etc. [50]
Deep Breath	Deep Breath	Shift+1	Talent [51]
Dragonrage	Dream Flight	Shift+2	/ [52]
Unravel	Stasis	Shift+3	
	Rewind	Shift+4	
	Spiritbloom	Shift+Q	
	Dream Breath	Shift+E	
	Temporal Anomaly	Shift+R	
Obsidian Scales	Obsidian Scales	Z	
Hover	Hover	X	
Zephyr	Zephyr	Shift+X	
Tail Swipe	Tail Swipe	C	
Oppression Roar	Oppression Roar	Shift+C	
Quell	Quell	V	
Wing Buffet	Wing Buffet	Shift+V	
Landslide	Landslide	Ctrl+R	
Emerald Blossom		Ctrl+1	
Renewing Blaze	Renewing Blaze	Ctrl+2	
Fury Of The Aspects	Fury Of The Aspects	Shift+F	
	Emerald Communion	Ctrl+4	
	Sleep Walk	Ctrl+Q	
Time Spiral	Time Spiral	Ctrl+E	
Rescue	Rescue	Mouse 4	
Verdant Embrace	Verdant Embrace	Mouse 5	
Expunge	Expunge	Mouse 6	
Cauterizing Flame	Cauterizing Flame	Mouse 8	
Soar	Soar	Mouse 7	
Blessings Of The Bronze	Blessings Of The Bronze	Fight Prep Ring	
Visage	Visage	Ctrl+F	

Beast Mastery	Marksmanship	Survival	Binds	Legend
Cobra Shot	Arcane Shot	Rapid Strike	1	Combat
Barbed Shot	Steady Shot	Kill Command	2	Defensive
Kill Command	Aimed Shot	Flanking Strike	3	Movement
Multi-Shot	Rapid Fire	Wildfire Bomb	4	CC [S]
Kill Shot	Kill Shot	Kill Shot	Q	Healing
Bestial Wrath	Multi-Shot	Carve	E	Combat Utility [S4]
Bloodied/A Murder Of Crows	Serpent Sting	Serpent Sting	R	Out of Combat Utility [S5]
Die Beast	Valley	Fury of the Eagle	F	Alphas, Buffs, Etc [S4]
Aspect of the Wild	Trueshot	Coordinated Assault	Shift+1	/ [S7]
Call of the Wild	Double Tap	Aspect of the Eagle	Shift+2	
Death Chakram	Death Chakram	Spearhead	Shift+3	
Walking Arrow	Walking Arrow	Harpoon	Shift+4	
Survival of the Fittest	Survival of the Fittest	Survival of the Fittest	Z	
Aspect of the Turtle	Aspect of the Turtle	Aspect of the Turtle	Shift+Z	
Aspect of the Cheetah	Aspect of the Cheetah	Aspect of the Cheetah	K	
Disengage	Disengage	Disengage	Mouse 5	
Intimidation	Intimidation	Intimidation	C	
Counter Shot	Counter Shot	Muzzle	V	
Freezing Trap	Freezing Trap	Freezing Trap	Shift+C	
Concussive Shot	Concussive Shot	Wing Clip	Shift+V	
Bursting Shot	Bursting Shot	Bursting Shot	Shift+X	
Exhilaration	Exhilaration	Exhilaration	Ctrl+1	
Mend Pet	Mend Pet	Mend Pet	Ctrl+2	
Barrage/Explosive Shot	Barrage/Explosive Shot	Barrage/Explosive Shot	Shift+Q	
Binding Shot/Scatter Shot	Binding Shot/Scatter Shot	Binding Shot/Scatter Shot	Shift+E	
Tar Trap	Tar Trap	Tar Trap	Shift+B	
Sentinel Owl	Sentinel Owl	Sentinel Owl	Shift+F	
Misdirection	Misdirection	Misdirection	Ctrl+Q	
Transquiling Shot	Transquiling Shot	Transquiling Shot	Ctrl+E	
Scare Beast	Scare Beast	Scare Beast	Ctrl+E	
Flare	Flare	Flare	Ctrl+E	
Feign Death	Feign Death	Feign Death	Mouse 4	
Hunter's Mark	Hunter's Mark	Hunter's Mark	Mouse 6	
Call Pet	Call Pet	Call Pet	Fight Prep Ring	
Dismiss Pet	Dismiss Pet	Dismiss Pet	Fight Prep Ring	
Tame Beast	Tame Beast	Tame Beast	Fight Prep Ring	
Camouflage	Camouflage	Camouflage	Mouse 8	

Elemental	Enhancement	Restoration	Binds	Legend
Lightning Bolt	Stormstrike	Lightning Bolt	1	Combat
Lava Burst	Lava Lash	Lava Burst	2	Defensive
Flame Shock	Flame Shock	Flame Shock	3	Movement
Earth Shock	Crash Lightning	Chain Lightning	4	CC [58]
Icefury	Ice Strike	Healing Wave	Q	Healing
Frost Shock	Frost Shock	Riptide	E	Combat Utility [59]
Chain Lightning	Chain Lightning	Chain Heal	R	Out of Combat Utility [60]
Earthquake	Doom Winds	Healing Surge	F	Auras, Buffs, Etc. [61]
Fire Elemental	Feral Spirits	Ever-Rising Tide	Shift+1	/ [62]
Stormkeeper	Elemental Blast	Stormkeeper	Shift+2	
Primordial Wave	Sundering	Primordial Wave	Shift+3	
Ascendence	Ascendence	Ascendence	Shift+4	Shaman has way too many possible buttons.
Nature's Swiftnes	Nature's Swiftnes	Nature's Swiftnes	Shift+Mouse 4 [63]	There's a better way...
	Fire Nova	Unleash Life	Shift+Mouse 6 [64]	But I haven't found it yet.
Astral Shift	Astral Shift	Astral Shift	Z	
Stoneskin Totem	Stoneskin Totem	Stoneskin Totem	Shift+Z	
Earth Elemental	Earth Elemental	Earth Elemental	Ctrl+F	
Ghost Wolf	Ghost Wolf	Ghost Wolf	X	
Wind Rush Totem	Wind Rush Totem	Wind Rush Totem	Shift+X	
Spiritwalker's Grace	Windfury Totem	Spiritwalker's Grace	Mouse 5	
Spirit Walk/Gust Of Wind	Spirit Walk/Gust Of Wind	Spirit Walk/Gust Of Wind	Mouse 4	
Capacitor Totem	Capacitor Totem	Capacitor Totem	C	
Wind Shear	Wind Shear	Wind Shear	V	
Hex	Hex	Hex	Shift+C	
Earthbind Totem	Earthbind Totem	Earthbind Totem	Shift+V	
Thunderstorm	Thunderstorm	Thunderstorm	Ctrl+C [65]	
Lightning Lasso	Lightning Lasso	Lightning Lasso	Ctrl+V [66]	
Healing Surge	Healing Surge	Downpour	Ctrl+1	
Chain Heal	Chain Heal	Mana Tide Totem	Ctrl+2	
Healing Stream Totem	Healing Stream Totem	Healing Stream Totem	Ctrl+3	
Earth Shield	Earth Shield	Earth Shield	Ctrl+4	
Purge	Purge	Purge	Shift+Q	
Ancestral Guidance	Ancestral Guidance	Healing Rain	Shift+E	
Totemic Recall	Totemic Recall	Totemic Recall	Shift+R	
Heroism/Bloodlust	Heroism/Bloodlust	Heroism/Bloodlust	Shift+F	
Totemic Projection	Totemic Projection	Totemic Projection	Mouse 8	
Cleanse Spirit	Cleanse Spirit	Purify Spirit	Mouse 6	
Mana Spring Totem	Mana Spring Totem	Mana Spring Totem	Shift+Mouse 5 [67]	
		Mana Tide Totem	Ctrl+Q	
		Spirit Link Totem	Ctrl+E	
		Ancestral Protection Totem	Ctrl+R	
Tremor Totem	Tremor Totem	Tremor Totem	Ctrl+X [68]	
Poison Cleansing Totem	Poison Cleansing Totem	Poison Cleansing Totem	Ctrl+Z [69]	
Lightning Shield	Lightning Shield	Lightning Shield	Fight Prep Ring	
Flametongue Weapon	Flametongue Weapon	Flametongue Weapon	Fight Prep Ring	
	Windfury Weapon	Earthliving Weapon	Fight Prep Ring	
		Water Shield	Fight Prep Ring	

Havoc	Vengeance	Binds	Legend
Chaos Strike	Shear/Fracture	1	Combat
Blade Dance	Soul Cleave	2	Defensive
Immolation Aura	Immolation Aura	3	Movement
Demon's Bite	Spirit Bomb	4	CC [70]
Eye Beam	Demon Spikes	Q	Healing
Felblade	Felblade	E	Combat Utility [71]
Sigil of Flames	Sigil of Flames	R	Out of Combat Utility [72]
Vengeful Retreat	Vengeful Retreat	F	Auras, Buffs, Etc. [73]
Metamorphosis	Metamorphosis	Shift+1	/ [74]
The Hunt	The Hunt	Shift+2	
Elysian Decree	Fel Devastation	Shift+3	
Essence Break	Soul Carver	Shift+4	
	Fiery Brand	Shift+E	
Throw Glaive	Throw Glaive	Mouse 8	
Blur	Soul Barrier/Bulk Extraction	Z	
Netherwalk		Mouse 5	
Fel Rush	Infernal Strike	X	
Chaos Nova	Sigil of Misery	C	
Disrupt	Disrupt	V	
Fel Eruption	Sigil of Misery	Shift+C	
	Sigil Of Silence	Shift+V	
Imprison	Imprison	Ctrl+Q	
	Sigil of Chains	Ctrl+E	
Consume Magic	Consume Magic	Shift+Q	
Darkness	Darkness	Shift+F	
Torment	Torment	Mouse 4	
Spectral Sight	Spectral Sight	Ctrl+R	

Balance	Feral	Guardian	Restoration	Binds	Legend
Wrath	Shred	Mangle	Regrowth/Wrath	1	Combat
Starfire	Rake	Moonfire	Rejuvenation/Starfire	2	Defensive
Moonfire	Rip	Moonfire	Lifebloom/Moonfire	3	Movement
Sunfire	Ferocious Bite	Ironfur	Swiftmend/Sunfire	4	CC [75]
Starsurge	Tiger's Fury	Frenzied Regen	Wild Growth	Q	Healing
Starfall	Thrash	Thrash	Nature's Swiftmess	E	Combat Utility [76]
Stellar Flare	Swipe	Swipe	Efflorescence	R	Out of Combat Utility [77]
Wild Mushroom	Primal Wrath	Rage Of The Sleeper	Cenarion Ward	F	Auras, Buffs, Etc. [78]
Celestial Alignment	Berserk	Berserk	Tranquility	Shift+1	/ [79]
Force of Nature	Moonfire	Pulverize	Incarnation	Shift+2	
Convoke	Convoke	Convoke/Incarnation	Overgrowth	Shift+3	
New Moon	Adaptive Swarm	Bristling Fur	Flourish	Shift+4	
Moonkin Form	Cat Form	Bear Form	Caster Form [80]	Mouse 8	
Barkskin	Barkskin	Barkskin	Barkskin	Z	
	Survival Instincts	Survival Instincts		Shift+Z	
Dash	Dash/	Dash	Dash	X	
Stampeding Roar	Stampeding Roar	Stampeding Roar	Stampeding Roar	Shift+X	
Wild Charge	Wild Charge	Wild Charge	Wild Charge	Mouse 5	
Mighty Bash/Incapacitating Roar	Mighty Bash/Incapacitating	Mighty Bash/Incapacitating Roar	Mighty Bash/Incapacitating Roar	C	
Solar Beam	Skull Bash	Skull Bash	Skull Bash	V	
Cyclone	Cyclone	Cyclone	Cyclone	Shift+C	
Typhoon	Typhoon	Typhoon	Typhoon	Shift+V	
Entangling Roots	Entangling Roots	Entangling Roots	Entangling Roots	Shift+E	
Ursol's Vortex/Mass Entanglement	Ursol's Vortex/Mass Entang	Ursol's Vortex/Mass Entanglem	Ursol's Vortex/Mass Entanglem	Shift+R	
Hibernate	Hibernate	Hibernate	Hibernate	Ctrl+Q	
Regrowth	Regrowth	Regrowth		Ctrl+1	
Swiftmend	Swiftmend	Swiftmend	Swiftmend	Ctrl+2	
Nature's Vigil	Nature's Vigil	Nature's Vigil	Nature's Vigil	Ctrl+3	
Renewal	Renewal	Renewal	Renewal	Ctrl+4	
Innervate	Innervate	Innervate	Innervate	Shift+Q	
Heart of the Wild	Heart of the Wild	Heart of the Wild	Heart of the Wild	Shift+F	
Soothe	Soothe	Soothe	Soothe	Ctrl+E	
Rebirth	Rebirth	Rebirth	Rebirth	Ctrl+R	
				Ctrl+F	
Remove Corruption	Remove Corruption	Remove Corruption	Nature's Cure	Mouse 6	
Prowl	Prowl	Growl [81]	Prowl	Mouse 4	
Bear Form	Bear Form	Bear Form	Bear Form	F1	
Cat Form	Cat Form	Cat Form	Cat Form	F2	
Travel Form	Travel Form	Travel Form	Travel Form	F3/Mount Button	
Moonkin Form	Moonkin Form	Moonkin Form	Moonkin Form	F4	
Mark Of The Wild	Mark Of The Wild	Mark Of The Wild	Mark Of The Wild	Fight Prep Ring	

Brewmaster	Mistweaver	Windwalker	Binds	Legend
Tiger Palm	Tiger Palm	Tiger Palm	1	Combat
Blackout Kick	Blackout Kick	Blackout Kick	2	Defensive
Rising Sun Kick	Rising Sun Kick	Rising Sun Kick	3	Movement
Keg Smash	Spinning Crane Kick	Fists of Fury	4	CC [82]
Celestial Brew	Vivify	Strike of the Wind Lord	Q	Healing
Purifying Brew	Renewing Mist	Whirling Dragon Punch	E	Combat Utility [83]
Spinning Crane Kick	Enveloping Mist	Spinning Crane Kick	R	Out of Combat Utility [84]
Breath of Fire	Faeline Stomp	Faeline Stomp	F	Auras, Buffs, Etc. [85]
Invoke Niuzao	Thunder Focus Tea	Storm, Earth and Fire/Serenity	Shift+1	/ [86]
Weapons of Order	Invoke Chi-Ji/Yu'lon	Invoke Xuen	Shift+2	
Chi Wave	Chi Burst	Chi Burst	Shift+3	
Exploding Keg	Bonedust Brew	Bonedust Brew	Shift+4	
Rushing Jade Wind	Zen Pulse	Flying Serpent Kick	Shift+Q	
Touch of Death	Essence Font	Touch of Death	Shift+E	
Healing Elixir	Mana Tea		Ctrl+4	
Summon White Tiger Statue [87]	Summon White Tiger Statue [88]	Summon White Tiger Statue	Mouse 5	
Dampen Harm		Touch of Karma	Z	
Fortifying Brew	Fortifying Brew	Fortifying Brew	Shift+Z	
Roll	Roll	Roll	X	
Tiger's Lust	Tiger's Lust	Tiger's Lust	Shift+X	
Transcendence	Transcendence	Transcendence	Ctrl+Q	
Transcendence: Transfer	Transcendence: Transfer	Transcendence: Transfer	Ctrl+E	
Leg Sweep	Leg Sweep	Leg Sweep	C	
Spear Hand Strike	Spear Hand Strike	Spear Hand Strike	V	
Paralysis	Paralysis	Paralysis	Shift+C	
Ring of Peace	Ring of Peace	Ring of Peace	Shift+V	
Zen Meditation	Touch of Death		Ctrl+R	
Expel Harm	Soothing Mist	Expel Harm	Ctrl+1	
Vivify	Expel Harm	Vivify	Ctrl+2	
Diffuse Magic	Diffuse Magic	Diffuse Magic	Ctrl+3	
Crackling Jade Lightning	Crackling Jade Lightning	Crackling Jade Lightning	Shift+R	
Bonedust Brew	Bonedust Brew	Bonedust Brew	Shift+F	
Detox	Detox	Detox	Mouse 6	
Provoke	Crackling Jade Lightning	Provoke	Mouse 4	
Zen Flight	Zen Flight	Zen Flight	Ctrl+F	
no-one will ever believe you				

Assassination	Outlaw	Subtlety	Binds	Legend
Mutilate	Sinister Strike	Backstab	1	Combat
Garrote	Pistol Shot	Shadowstrike	2	Defensive
Rupture	Between the Eyes	Rupture	3	Movement
Envenom	Dispatch	Eviscerate	4	CC [89]
Shiv	Roll the Bones	Symbols of Death	Q	Healing
Fan of Knives	Blade Flurry	Shuriken Storm	E	Combat Utility [90]
Crimson Tempest	Ambush	Black Powder	R	Out of Combat Utility [91]
Ambush	Blade Rush (T7)	Secret Technique	F	Auras, Buffs, Etc. [92]
Vendetta	Adrenaline Rush	Shadow Dance	Shift+1	/ [93]
Exsanguinate (T6)	Dreadblades	Shadow Blades	Shift+2	
Sepsis	Sepsis	Sepsis	Shift+3	
Kingsbane	Keep It Rolling	Flagellation	Shift+4	
Marked For Death	Marked For Death	Marked For Death	Shift+Q	
Slice and Dice	Slice and Dice	Slice and Dice	Shift+E	
Echoing Reprimand	Echoing Reprimand	Echoing Reprimand	Shift+R	
Indiscriminate Carnage		Shuriken Tornado	Shift+F	
Thistle Tea	Thistle Tea	Thistle Tea	Ctrl+3	
Cold Blood	Cold Blood	Cold Blood	Ctrl+4	
Evasion	Riposte	Evasion	Z	
Feint	Feint	Feint	Shift+Z	
Cloak of Shadows	Cloak of Shadows	Cloak of Shadows	Ctrl+2	
Sprint	Sprint	Sprint	X	
Shadowstep	Shadowstep	Shadowstep	Mouse 5	
Kidney Shot	Kidney Shot	Kidney Shot	C	
Kick	Kick	Kick	V	
Cheap Shot	Cheap Shot	Cheap Shot	Shift+C	
Gouge	Gouge	Gouge	Shift+V	
Blind	Blind	Blind	Ctrl+Q	
Crimson Vial	Crimson Vial	Crimson Vial	Ctrl+1	
	Shiv	Shiv	Shift+X	
Tricks of the Trade	Tricks of the Trade	Tricks of the Trade	Ctrl+F	
Poisoned Knife	Grappling Hook	Shuriken Toss	Mouse 8	
Vanish	Vanish	Vanish	Mouse 6	
Sap	Sap	Sap	Ctrl+R	
Distract	Distract	Distract	Ctrl+E	
Stealth	Stealth	Stealth	Mouse 4	
Shroud of Concealment	Shroud of Concealment	Shroud of Concealment	Mouse 4 [94]	
Poisons	Poisons	Poisons	Prep Ring	

Acname	File	From	From	From	From	Legend
Acname Blast	Fireball	Fireball	Fireball	1		Control
Acname Barrage	Fire Blast	Ice Lance	Ice Lance	2		Defensive
Acname Blaster	Pyroblast	Flare	Flare	2		Movement
Acname Ob	Scorch	Fractal Orb	Fractal Orb	4		CC [S]
Evocation	Flowers of Flame	Ebonfl	Ebonfl	0		Healing
Touch of the Magi	Stardust	Blizzard	Blizzard	2		Control Utility [S]
Acname Explosions	Miner	Ice Nova	Ice Nova	1		Out of Combat Utility [S]
Presence of Mind	Living Bomb	Ordeal Spike	Ordeal Spike	1		Acname, Buffs, No [S]
Acname Surge	Combustion	Ice Wave	Ice Wave	1		/ [S]
Rune of Power	Rune of Power	Rune of Power	Rune of Power	1		
Barbed Spark	Rune of Power	Ray of Frost	Ray of Frost	1		
Shilling Power	Shilling Power	Shilling Power	Shilling Power	1		
Storm of Cold	Storm of Cold	Storm of Cold	Storm of Cold	1		
Wether Tornado	Storm of Cold	Storm of Cold	Storm of Cold	1		
Wether	Storm of Cold	Storm of Cold	Storm of Cold	1		
Phantom Barrier	Blazing Barrier	Ice Barrier	Ice Barrier	2		
Minor Freeze	Minor Freeze	Minor Freeze	Minor Freeze	1		
Ice Block	Ice Block	Ice Block	Ice Block	1		
Blink	Blink	Blink	Blink	1		
Displacement	Displacement	Displacement	Displacement	1		
Ice Flare	Ice Flare	Ice Flare	Ice Flare	1		
Front Nova	Front Nova	Front Nova	Front Nova	1		
Counterpell	Counterpell	Counterpell	Counterpell	1		
Ring of Frost	Ring of Frost	Ring of Frost	Ring of Frost	1		
Polymorph	Polymorph	Polymorph	Polymorph	1		
Mass Polymorph	Mass Polymorph	Mass Polymorph	Mass Polymorph	1		
Alter Time	Alter Time	Alter Time	Alter Time	1		
Spectral	Spectral	Spectral	Spectral	1		
Time Warp	Time Warp	Time Warp	Time Warp	1		
Blaze Wave	Blaze Wave	Blaze Wave	Blaze Wave	1		
Dragon's Breath	Dragon's Breath	Dragon's Breath	Dragon's Breath	1		
Slow	Slow	Slow	Slow	1		
Slow Fall	Slow Fall	Slow Fall	Slow Fall	1		
Mass Slow	Slow	Slow	Slow	1		
Supernova [10]	Remove Curse	Remove Curse	Remove Curse	1		
Remove Curse	Remove Curse	Remove Curse	Remove Curse	1		
Invisibility	Invisibility	Invisibility	Invisibility	1		
Greater Invisibility	Greater Invisibility	Greater Invisibility	Greater Invisibility	1		
Acname Paralyse	Acname Paralyse	Acname Paralyse	Acname Paralyse	1		
Acname Intellect	Acname Intellect	Acname Intellect	Acname Intellect	1		
Empire Enhancement	Empire Enhancement	Empire Enhancement	Empire Enhancement	1		
Teleports	Teleports	Teleports	Teleports	1		
Portals	Portals	Portals	Portals	1		

Discipline	Holy	Shadow	Bonds	Legend
Scoria	Scoria	Mind Flay	1	Conduct
Mind Blast	Holy Fire	Mind Blast	2	Defensive
Shadow Word: Pain	Shadow Word: Pain	Shadow Word: Pain	3	Misdeed
Power Word: Silence	Remove	Vampiric Touch	4	CC-[100]
Paralyze	Heat	Demorag'nyr Plague	0	Healing
Shadow Word: Death	Circle of Healing	Shadow Word: Death	6	Combat Ability [100]
Power Word: Radiance	Flash Heal	Mind Sear	8	Out of Combat Utility [100]
Silence	Holy Word: Serenity	Void Explosion	9	Area Buffs Etc [100]
Repulse	Divine Hymn	Shadowfear	Shill1	[100]
Shadowfear	Divine Word	Mind Spike	Shill2	
Pain Suppression	Guardian Spirit	Sunder to Madness	Shill3	SO MANY BUTTONS WTF
Halo	Halo	Damnation	Shill4	
Power Word: Barrier	Prayer of Healing	Shadow Dash	Shill5	
Prayer of Mending	Prayer of Mending	Dark Void	Shill6	
Power Infusion	Power Infusion	Power Infusion	Shill7	
Evangelism	Power Infusion	Power Infusion	Shill8	
Flash Heal	Flash Heal	Flash Heal	Shill9	
Power Word: Shield	Power Word: Shield	Power Word: Shield	Shill10	
Remove	Heat	Vampiric Embrace	Shill11	
Logic Bomb	Holy Word: Subjugation	Conc		
Holy Nova	Holy Nova	Dispersion	Mouse 8	
Desperate Prayer	Desperate Prayer	Desperate Prayer	Z	
Flake	Flake	Flake	Shill12	
Angelic Feather	Angelic Feather	Angelic Feather	X	
Psychic Scream	Psychic Scream	Psychic Scream	C	
	Holy Word: Chastise	Silence	V	
		Psychic Horror	Shill13	
Shackle Undead	Shackle Undead	Shackle Undead	Shill14	
Mind Control [107]	Mind Control	Mind Control	Shill15	
Spell Mage	Holy Word: Sanctify	Spell Mage	Shill16	
Shadow Covenant	Symbol of Hope	Lentils	Shill17	
Lentils	Lentils	Lentils	Shill18	
Mind Soothe	Mind Soothe	Mind Soothe	Shill19	
Mass Dispel	Mass Dispel	Mass Dispel	Shill20	
Purify	Purify	Purify	Shill21	
Leap of Faith	Leap of Faith	Leap of Faith	Mouse 5	
Power Word: Lull	Power Word: Lull	Fath	Mouse 4	
Power Word: Fortitude	Power Word: Fortitude	Power Word: Fortitude	Prep Ring [100]	
	Shadowform	Shadowform	PS	

Affliction	Demonology	Destruction	Binds	Legend
Shadow Bolt	Shadow Bolt	Incinerate	1	Combat
Corruption	Hand of Gul'dan	Conflagrate	2	Defensive
Agony	Call Dreadstalkers	Immolate	3	Movement
Unstable Affliction	Demonbolt	Chaos Bolt	4	CC [109]
Malefic Rapture	Implosion	Havoc	Q	Healing
Seed of Corruption	Demonic Strength/Bilescourge Bombers	Rain of Fire	E	Combat Utility [110]
Siphon Life	Power Siphon	Cataclysm	R	Out of Combat Utility [111]
Haunt	Soul Strike/Summon Vilefiend	Soul Fire	F	Auras, Buffs, Etc. [112]
Summon Darkglare	Summon Demonic Tyrant	Summon Infernal	Shift+1	/ [113]
Soul Swap	Nether Portal	Shadowburn	Shift+2	
Phantom Singularity/Vile Taint	Grimoire: Felguard	Dimensional Rift	Shift+3	
Soul Rot	Guillotine	Channel Demonfire	Shift+4	
Soul Tap			Mouse 8	
Unending Resolve	Unending Resolve	Unending Resolve	Z	
Dark Pact	Dark Pact	Dark Pact	Shift+Z	
Burning Rush	Burning Rush	Burning Rush	X	
Demonic Gateway	Demonic Gateway	Demonic Gateway	Mouse 6	
Demonic Circle	Demonic Circle	Demonic Circle	Mouse 5	
Demonic Circle: Teleport	Demonic Circle: Teleport	Demonic Circle: Teleport	Mouse 4	
Shadowfury	Shadowfury	Shadowfury	C	
Command Demon	Command Demon	Command Demon	V	
Fear	Fear	Fear	Shift+C	
Banish	Banish	Banish	Shift+V	
Drain Life	Drain Life	Drain Life	Ctrl+1	
Health Funnel	Health Funnel	Health Funnel	Ctrl+2	
Mortal Coil	Mortal Coil	Mortal Coil	Ctrl+3	
Curse of Exhaustion	Curse of Exhaustion	Curse of Exhaustion	Shift+Q	
Curse of Tongues	Curse of Tongues	Curse of Tongues	Shift+E	
Curse of Weakness	Curse of Weakness	Curse of Weakness	Shift+R	
Soulburn	Soulburn	Soulburn	Shift+F	
Fel Domination	Fel Domination	Fel Domination	Ctrl+Q	
Subjugate Demon	Subjugate Demon	Subjugate Demon	Ctrl+E	
Soulstone	Soulstone	Soulstone	Ctrl+R	
Underwater Breathing	Underwater Breathing	Underwater Breathing	Ctrl+F	
Summons	Summons	Summons	Prep Ring	Refer to Shared Binds -> Prep Ring section.
Create Healthstone	Create Healthstone	Create Healthstone	Prep Ring	
Create Soulwell	Create Soulwell	Create Soulwell	Prep Ring	
Ritual of Summoning	Ritual of Summoning	Ritual of Summoning	Prep Ring	
Inquisitor's Gaze	Inquisitor's Gaze	Inquisitor's Gaze	Prep Ring	
Grimoire of Sacrifice	Grimoire of Sacrifice	Grimoire of Sacrifice	Prep Ring	

[1] S = Shift Variant
C = Ctrl Variant
A = Alt Variant
M = Mouse Button

I use a Logitech G604, so I have 6 additional buttons, M4-M9. I also have 2 buttons by my finger, M+ and M-.

[2] Strafe with A+D, unbind keyboard turn and free up Q+E. Thanks.

[3] probably the most pressed button in the game along with the mount button, bind it nice

[4] Healing abilities go here. They don't always go here for healing specs, since that's a bit moot.

[5] no die buttons

[6] Handled by a macro!

```
/use [mod:ctrl]Grand Expedition Yak;[mod:shift] Windborne Velocidrake; [known:Travel Form] Travel Form;  
Teldrassil Hippogryph
```

[7] go fast

[8] Stuns, Incaps, Slows, Interrupts, Displacements, Snares

[9] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc. Anything that you need to press in combat that doesn't *just* do damage or CC.

[10] Examples: Sap, Path of Frost, Underwater Breathing, etc.

Consider using OPie Rings for these where it overloads your binds.

[11] Typically bound to this - if a class doesn't have this bound, assume it's for this either as an item or ability.

[12] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by F keys or OPie Rings.

[13] Blizzard's new Interact Key feature is great for fishing, talking to NPCs with too many people around, and not having to press the quest item in your bag sometimes.

[14] A slash indicates the ability will be macroed with another or is a choice node in the talent tree.

[15] If you don't want to use OPie, there are plenty of binds left for class abilities and items... sometimes.

Use function keys or more difficult key combos for items you just don't want to click.

[16] Try to keep it as Shift variant of Marker Ring.

[17] OPie has a Quest Item ring that shows all quest-related items to you - 10/10 feature... when it works :)

[18] Feels like waste of a good bind at times.

[19] Includes specs, hearthstones, flight whistle, ports, etc. Included in OPie by default.

[20] Shows all your tradeskills. Included in OPie by default.

[21] <https://pastebin.com/tSNy6ai1>

This is a shared OPie Ring that holds buffs, summons, DF food and phials, conjures, etc - you press G a few times selecting the right things and you're ready for a fight.

Pretty much comprehensive for DF based on items in your inventory & current spec.

[22] Most people won't have need for pet movement or instructions generally, but you can have them bound to shift/ctrl mouse buttons for handiness! Can shift to move and ctrl to toggle follow.

[23] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[24] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[25] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[26] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[27] they're both on 2m CD so just macro everything if you take ERW

```
#showtooltip Dancing Rune Weapon  
/use 13  
/cast Dancing Rune Weapon  
/cast Empower Rune Weapon  
/cast Raise Dead
```

[28] Italics indicates talent.

[29] A slash indicates the ability will be macroed with another, or is a talent choice node.

[30] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[31] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[32] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[33] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[34] Italics indicates talent.

[35] A slash indicates the ability will be macroed with another, or is a talent choice node.

[36] this is an annoying edge case that I use a macro for

```
#showtooltip  
/cast [mod:shift,known:Beacon of Faith]Beacon of Faith;]Beacon of Light
```

[37] having a healer's heal spells on ctrl seems awkward, but Holy Paladin is the most insane shit to try and bind I stg

[38] Macroed depending on whether or not Annihilator is talented, since Storm of Swords (the talent before Annihilator) adds Slam to the rotation in place of Raging Blow.

```
#showtooltip  
/cast [known:383916]Slam; Raging Blow
```

[39] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[40] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[41] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[42] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[43] Italics indicates talent.

[44] It's fairly unlikely you'll take both of these - the 4 capstone abilities are fairly interchangeable here.

```
#showtooltip  
/cast [known:Thunderous Roar]Thunderous Roar;Spear of Bastion
```

[45] It's fairly unlikely you'll take both of these - the 4 capstone abilities are fairly interchangeable here.

Use a [known:] macro here!

```
#showtooltip  
/cast [known:Thunderous Roar]Thunderous Roar;Spear of Bastion
```

[46] A slash indicates the ability will be macroed with another, or is a talent choice node.

[47] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[48] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[49] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[50] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[51] Italics indicates talent.

[52] A slash indicates the ability will be macroed with another, or is a talent choice node.

[53] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[54] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[55] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[56] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[57] A slash indicates the ability will be macroed with another, or is a talent choice node.

[58] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[59] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[60] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[61] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[62] A slash indicates the ability will be macroed with another, or is a talent choice node.

[63] Macroed to Spirit Walk

#showtooltip

/cast [mod:shift,known:Nature's Swiftng]Nature's Swiftng;[known:Spirit Walk]Spirit Walk;[known:Gust of Wind]Gust of Wind;Ghost Wolf

[64] Macroed to Purify Spirit

#showtooltip

/cast [mod:shift,known:Unleash Life]Unleash Life;Purify Spirit

[65] Macroed to Cap Totem

#showtooltip

/cast [mod:ctrl,known:Thunderstorm] Thunderstorm;[@cursor]Capacitor Totem

[66] Macroed to Wind Shear #showtooltip

/cast [mod:ctrl,known:Lightning Lasso] Lightning Lasso;Wind Shear

[67] Macroed to Spiritwalker's Grace

#showtooltip

/cast [mod:shift,known:Mana Spring Totem]Mana Spring Totem;Spiritwalker's Grace

[68] Macroed to Ghost Wolf

#showtooltip

/cast [mod:ctrl,known:Tremor Totem]Tremor Totem;Ghost Wolf

[69] Macroed to Astral Shift

#showtooltip

/cast [mod:ctrl,known:Poison Cleansing Totem]Poison Cleansing Totem;Astral Shift

[70] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[71] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[72] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[73] Class-specific auras or similar:

Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[74] A slash indicates the ability will be macroed with another, or is a talent choice node.

[75] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[76] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[77] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[78] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[79] A slash indicates the ability will be macroed with another, or is a talent choice node.

[80] This is handled by a macro that simply does /cancelform.
You can also use Treant Form as Resto - it's ideal to have Treant Form so you can use #showtooltip Treant Form, which makes it look clean on the bar.

```
#showtooltip Treant Form  
/cancelform
```

or

```
#showtooltip  
/cast Treant Form
```

Treant Form can be bought in Moonglade & Dreamgrove: <https://www.wowhead.com/item=136787/tome-of-the-wilds-treant-form>

[81] Swapped with Prowl on Tank - Big muscle memory of M4 to Tank.

The opposite is bound to F on the appropriate form.
i.e. Cat F is Prowl for Guardian.
Bear F is Growl for other 3.

[82] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[83] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[84] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[85] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[86] A slash indicates the ability will be macroed with another, or is a talent choice node.

[87] this isnt a joke, dps is dps

[88] this isnt a joke, dps is dps

[89] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[90] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[91] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[92] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[93] A slash indicates the ability will be macroed with another, or is a talent choice node.

[94] EDGE CASE! Shift+Stealth.

```
#showtooltip  
/cast [mod:shift]Shroud of Concealment;Stealth
```

[95] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[96] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[97] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[98] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[99] A slash indicates the ability will be macroed with another, or is a talent choice node.

[100] Macroed as a modifier of Polymorph

```
#showtooltip  
/cast [mod:ctrl,known:Mass Polymorph]Mass Polymorph;Polymorph
```

[101] Macroed with Frost Nova because it's CC.

```
#showtooltip  
/cast [mod:ctrl,known:Supernova]Supernova;Frost Nova
```

[102] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[103] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[104] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[105] Class-specific auras or similar:
Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[106] A slash indicates the ability will be macroed with another, or is a talent choice node.

[107] Macroed with Psychic Scream

#showtooltip

/cast [mod:ctrl,known:Mind Control] Mind Control;[mod:ctrl,known:Dominare Mind] Dominate Mind; Psychic Scream

[108] See Shared Binds -> Prep Ring

[109] Anything that could be considered CC. Hard CC, interrupts, displacements, etc.

[110] Examples: Paladin Blessings, Lay on Hands, Taunt, Misdirection, Cleanse, etc.
This stuff all needs bound + learned.

[111] Most of this is bound for handiness, but they could also go on a custom-made OPie Ring, if the default isn't handled.

[112] Class-specific auras or similar:

Summons, Pets, Paladin Auras, Druid Forms, Rogue Poisons.

Ideally handled by OPie Rings - check the Shared Binds section's Prep Ring for more.

[113] A slash indicates the ability will be macroed with another, or is a talent choice node.