Feral Druid

Cat for damage. Bear to tank.

The shapeshifter: Cat Form damage and Bear Form tanking, with WoW Forever's **Lacerate**, **Primal Bite**, **Shifting Power** and **Rend and Tear**.

Melee damage or tank | Cat and Bear | Stealth

THE 30-SECOND VERSION

Three things to remember

Cat: Shred and bleeds

Rake and Rip, Shred from behind, Ferocious Bite at 5 combo points.

Bear: Lacerate and Swipe

Lacerate stacks up to 5 times; Swipe for packs; Maul with spare rage.

Two 31-point talents

Primal Bite (a bear bite with high threat) or **Shifting Power** (turns mana into 40 energy for cats).

NEW IN WOW FOREVER

What changed for you

Revive

New: druids can bring a dead ally back out of combat.

Skyborne druids

Both Skyborne races can be druids (a paid race).

Lacerate

A stacking bear bleed (talent).

Rend and Tear

+3% melee damage against bleeding targets.

Natural Instinct and Natural Reaction

Bigger melee crits, and more dodge with rage on dodges for bears.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Wrath** to pull, **Moonfire** to finish, **Healing Touch** and **Rejuvenation** to heal yourself.
- Keep **Mark of the Wild** and **Thorns** up.
- Melee with your staff to save mana between casts.

LEVELS 10–19

- **Bear Form** (10): tank your own pulls with Maul and Swipe.
- Take **Ferocity** (cheaper Maul, Swipe, Claw, Rake) and **Furor**.
- **Demoralizing Roar** on packs.

LEVELS 20–39

- **Cat Form** (20): Prowl, Rake, Claw, Ferocious Bite.
- Take **Feral Instinct**, **Sharpened Claws** and **Shredding Attacks**.
- Take **Feral Charge** and **Predatory Strikes**.

LEVELS 40–59

- Take **Leader of the Pack**, **Lacerate** and **Rend and Tear**.
- Cat: **Shifting Power** for energy. Bear: **Primal Bite** for threat.
- **Dire Bear Form** (40) for tanking.

AT LEVEL 60

What to press at level 60 (cat, then bear)

From the simulator's cat and bear lists. Cat first; for tanking, see the last three.

1. **Cat: Prowl, then Ravage or Rake** to open from stealth.
2. **Cat: Rip and Rake** keep both bleeds up (Rend and Tear).
3. **Cat: Ferocious Bite** at 5 combo points when Rip is up.
4. **Cat: Shred** from behind to build combo points; Shifting Power when energy runs out.
5. **Bear: Lacerate** to 5 stacks, then refresh.
6. **Bear: Primal Bite and Swipe** on cooldown (Swipe on packs).
7. **Bear: Maul** with spare rage. Frenzied Regeneration and Barkskin when low.

Talents that matter

TALENT	TREE	WHY TAKE IT
Ferocity	Feral	Cheaper attacks.
Furor	Feral	Rage or energy when you shift.
Feral Instinct	Feral	More threat in Bear Form.
Thick Hide	Feral	More armor.
Sharpened Claws	Feral	More crit.
Predatory Strikes	Feral	More attack power in forms.
Lacerate	Feral	A stacking bear bleed.
Leader of the Pack	Feral	Party crit aura.
Natural Instinct	Feral	Bigger melee crits.
Rend and Tear	Feral	More damage on bleeding targets.
Natural Reaction	Feral	Dodge and rage for bears.
Primal Bite / Shifting Power	Feral (31)	Bear threat bite, or mana into energy for cats.

Best race for this spec

ALLIANCE

NIGHT ELF

Elune's Light (+10% crit) for cats and **Quickness** (+1% dodge) for bears. Shadowmeld too.

HORDE

TAUREN

Endurance gives +5% health, great in Bear Form, and War Stomp.

RACE	SIDE	RACIALS
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Behind for Shred

Shred and Ravage need you behind the target.

Powershift for energy

Leave and re-enter Cat Form for Furor energy when you are out.

Bear for hard pulls

Even as a cat, shift to bear when a pull goes wrong.

Tauren bears

Endurance gives +5% health; Night Elves get +1% dodge.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Out of mana	Use Innervate on yourself, shift into a form to regenerate, and drink between pulls.
My buffs vanish when I shift	They do not. But shifting costs mana, so stay in one form when you can.
Shred will not cast	Get behind the target.
Losing threat as a bear	Lacerate stacks and Primal Bite, then Swipe on packs. Take Feral Instinct.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button for your current form and follows your bleeds from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: druid changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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