



MCK BOOST
RAID PERFORMANCE SERIES

THE DRUID DPS DUAL FIELD MANUAL

Feral Cat + Balance
Black Temple + Mount Hyjal

FERAL BUILD	BALANCE BUILD	PHASE
0 / 44 / 17	46 / 0 / 15	Phase 3
FERAL ENGINE	BALANCE ENGINE	RAID TARGET
Powershift	Starfire	BT + Hyjal

Two complete DPS lanes in one carrier-ready handbook: talents, caps, rotations, gear packages, consumables, macros, raid groups, assignments and log review.
Talent and ability labels are clickable. Identification icons are sourced through Wowhead.

Version 1.0 | 21 July 2026

01 / CHOOSE THE LANE

Two jobs, two kinds of raid value

Pick the lane your roster needs; execute its support package as seriously as personal damage.

FERAL CAT

High-skill melee single target
5% physical crit party aura
Can pivot into Bear duty
Near-zero native AoE

BALANCE

Ranged support DPS
5% spell crit party aura
Improved Faerie Fire owner
Hurricane + stronger raid utility

CARRIER RULE

Assignment beats meter
Survive mechanics
Keep the required debuff/aura
Preserve the raid's kill condition

Question	Feral Cat answer	Balance answer
Personal ceiling	Usually the stronger personal single-target lane when powershifting and rear uptime are excellent.	Lower personal ceiling; a larger share of value appears in raid buffs and physical-hit support.
Execution tax	Very high: Energy ticks, combo points, Rip/Mangle windows, mana and melee positioning.	Moderate: debuff uptime, hit package, mana curve, movement and Starfire queueing.
Best group	Enhancement + 2-3 BM Hunters; optional Fury Warrior.	Elemental Shaman + 2-3 Warlocks/Mage.
Most important failure	Missed powershift cycles or attacking from the front.	Faerie Fire downtime, uncapped spell hit or going OOM before the kill.
Boost-friendly edge	Off-tank flexibility and excellent physical party scaling.	Range, simpler targeting, Hurricane on waves and broad utility.

One character, two gear identities

Do not build one compromise set. Cat wants Agility, physical hit/expertise and Feral Attack Power. Balance wants spell hit, spell power and haste. Maintain separate bags, enchants, consumables and saved gear sets.

Ready in 60 seconds	Pass condition	Hard fail
Feral	0/44/17; Wolfshead; hit package named; powershift bind works; 20+ Fel Mana Potions/runes.	No Energy-tick tracker; no rear-position plan; Rip clipping.
Balance	46/0/15; self-contained 12% spell hit set; 4pT6 plan; Faerie Fire tracker; mana consumes.	Counting Improved Faerie Fire as spell hit; no long-fight mana plan.

02 / FOUNDATION

Race, access and profession decisions

TBC gives each faction only one Druid race, so roster fit matters more than racial damage.

ALLIANCE - NIGHT ELF



Shadowmeld

Only Alliance Druid race; utility, not throughput

- + Quickness and Shadowmeld can prevent deaths or enable niche resets, but neither is a reliable raid-DPS multiplier.
- + For Cat, the racial decision does not change caps or the powershift engine.
- + For Balance, a Draenei caster in your party may provide 1% spell hit; Night Elf itself does not.

HORDE - TAUREN



War Stomp

Only Horde Druid race; control and survival

- + Endurance and War Stomp add survival/control, especially on loose Hyjal mobs.
- + War Stomp is a situational pickup tool, not a reason to enter dangerous melee range as Balance.
- + No Horde race choice changes Cat or Balance's core damage formula.

Access check	What to finish	Carrier note
Mount Hyjal	The Vials of Eternity chain using Lady Vashj and Kael'thas quest items.	Confirm current Anniversary account-wide access and the boosted character's raid eligibility.
Black Temple	Akama / Medallion of Karabor chain through the required completion point.	Partial chain progress is not the same as a usable raid unlock.
Character	Level 70, repaired, gemmed, enchanted, consumables stocked, saved gear sets tested.	Enter the raid with every set already named and on bars.

Profession path	Feral Cat	Balance
Default personal min-max	Engineering + Enchanting: sappers cover the AoE weakness; ring enchants add small persistent value.	Engineering + Enchanting: explosives/mana injector plus +24 spell power from rings.
Roster assignment	Swap Enchanting for Leatherworking if your physical group needs its Drums user.	Swap Enchanting for Leatherworking if your caster group needs its Drums user.
Specialist option	A raid rotating Braided Eternium Chain users may ask for Jewelcrafting logistics; the necklace itself is BoE.	Tailoring is no longer mandatory for the Phase 3 endpoint; keep it only if your actual gear plan benefits.

Best race verdict

Alliance: Night Elf. Horde: Tauren. These are both the only legal Druid races in TBC; do not sell a racial as a major DPS edge.

03 / FERAL TALENTS

0 / 44 / 17 - Cat DPS + Bear-ready hybrid

The standard raid build loses no Cat throughput and preserves emergency tank value.

Tree	Point allocation	Why
Feral - 44	Ferocity 5; Feral Instinct 3; Thick Hide 3; Feral Swiftiness 2; Feral Charge 1; Sharpened Claws 3; Shredding Attacks 2; Predatory Strikes 3; Primal Fury 2; Savage Fury 2; Faerie Fire (Feral) 1; Heart of the Wild 5; Survival of the Fittest 3; Leader of the Pack 1; Improved Leader of the Pack 2; Predatory Instincts 5; Mangle 1.	Every core Cat damage talent plus full Bear conversion.
Restoration - 17	Furor 5; Naturalist 5; Natural Shapeshifter 3; Intensity 3; Omen of Clarity 1.	60-Energy Wolfshead powershifts, +10% physical damage, cheaper shifts, mana sustain and Clearcasting.

 Ferocity - 5/5 Core Energy-cost reduction	 Shredding Attacks - 2/2 Shred costs 42 Energy	 Sharpened Claws - 3/3 Crit foundation
 Predatory Strikes - 3/3 Feral AP scaling	 Primal Fury - 2/2 Crits build extra combo points	 Savage Fury - 2/2 Mangle damage
 Heart of the Wild - 5/5 Cat AP multiplier	 Survival of the Fittest - 3/3 Stats + tank safety	 Leader of the Pack - 1/1 5% physical crit party aura
 Improved Leader - 2/2 Party sustain	 Predatory Instincts - 5/5 Cat crit damage	 Mangle - 1/1 Core bleed/Shred debuff
 Furor - 5/5 40 Energy when entering Cat	 Naturalist - 5/5 +10% physical damage	 Natural Shapeshifter - 3/3 Cheaper powershifts
 Intensity - 3/3 Mana while casting	 Omen of Clarity - 1/1 Clearcasting	 Feral Charge - 1/1 Bear utility / pickup

Pure-Cat trap

Dropping Feral Instinct or Thick Hide creates only utility reshuffling; it does not unlock a superior Cat damage tier. The hybrid build is the safest carrier default for BT/Hyjäl.

04 / FERAL ENGINE

Powershift on the Energy clock

Track Energy, combo points, Mangle, Rip and mana at the same time.

 Powershift Furor 40 Energy + Wolfshead 20	 Mangle (Cat) 40 Energy; 35 with 2pT6	 Shred 42 Energy; rear only	 Rip 30 Energy; 4-5 combo points
--	---	--	--

Time	Standard Wolfshead cycle	Energy
0.0	Powershift into Cat	60
1.0	Energy tick	80
1.5	GCD ends - Shred	38
3.0	Energy tick - Shred	16
4.0	GCD ends - powershift	60

Feral cap	No support	With support	Rule
Melee hit	9% = 142 rating	8% / 127 with Heroic Presence; 6% / 95 with Improved FF; 5% / 79 with both.	A cap is a ceiling, not a command to wear worse gear.
Expertise	6.5% dodge removal = 103 rating / 26 expertise	No common raid buff lowers it.	Attack from behind: bosses cannot parry rear attacks.
Crit	22.1 rating = 1% crit	Leader of the Pack is party crit.	Primal Fury turns special crits into extra combo points.
Haste	15.77 rating = 1% melee haste	Bloodlust multiplies attack speed.	Lower value than Agility/crit at Phase 3 Cat weights.

Stat order	Practical interpretation
Agility > Hit/Expertise > Strength > Crit > Haste > AP/FAP > Armor Pen	Use current simulations for complete sets. Hit and expertise lose all value beyond their caps; Agility remains the default gem.
Weapon rule	Listed weapon DPS is not the Cat metric. Feral Attack Power and total item value matter; use a Cat-specific comparison.

2pT6 without Wolfshead

The set reduces Cat Mangle by 5 Energy. A 40-Energy shift can run Shred + 35-Energy Mangle in a 4-second cycle, but current Phase 3 analysis still places Wolfshead ahead by roughly 10-40 DPS for pure Cat scenarios.

05 / FERAL ROTATION

A priority system, not a fixed combo

Choose the first legal action; never clip Rip and never let movement erase rear uptime.

 Tiger's Fury Pre-pop while running in; not mid-cycle	 Mangle Keep debuff active	 Rip 4-5 CP; wait for expiry
 Shred Default generator from behind	 Ferocious Bite Only short-lived targets / execute	 Dash Protect melee uptime

Priority	Condition	Action
1	4+ combo points, 30+ Energy, Rip has fully expired	Rip
2	40+ Energy and Mangle debuff expired	Mangle (35 Energy with 2pT6)
3	42+ Energy and behind target	Shred
4	More than 20 Energy short of next required action	Powershift
5	None applies	Wait for the next Energy tick; do not panic-spend.

OPENER

- + Pre-pop Tiger's Fury more than one Energy tick before contact.
- + Enter from behind; Mangle before Shred unless another Feral owns the debuff.
- + Build to 4-5 combo points, apply Rip under active AP procs, then powershift rhythm.
- + Activate on-use AP after armor debuffs and when full melee uptime is guaranteed.

EXCEPTIONS

- + Front only: use Mangle; Claw and Rake are not raid-rotation buttons.
- + Target dies before full Rip: Ferocious Bite.
- + Clearcasting: spend on Shred when the priority remains safe.
- + Multiple targets: focus priority targets. Cat has no native cleave/AoE.

Rip snapshot

Rip snapshots Attack Power when applied. Apply it under strong AP effects, but never clip an active Rip just to chase a snapshot; resetting remaining ticks is normally a larger loss.

06 / FERAL GEARING

Four named packages beat one overloaded set

Phase 3 physical gear carries abundant hit; optimize the whole set around your actual support.

Saved set	Use	Core rules
CAT - 9 HIT	No Improved Faerie Fire or Draenei	Aim below 142 rating only if the replacement's Agility/crit/AP wins in simulation.
CAT - 6 HIT	Improved Faerie Fire active	Cap is 95 rating; remove excess-hit rings/cloak/neck first.
CAT - MAX	Pure personal DPS	Wolfshead Helm; Everbloom Idol; highest Cat weapon; Rip/2pT4/4pT6 breakpoints preserved.
CAT - FLEX	Off-tank or progression safety	2pT6 non-Wolfshead option; extra armor/Stamina and Bear weapon/set ready.

Starting package	Realistic target before BT/Hyjal
Head	Wolfshead Helm - crafted/AH; keep it even when item level looks absurd.
Tier	Preserve 2p Malorne until the coordinated 4pT6 swap. 4p Nordrassil remains a strong bridge if owned.
Weapon	Merciless Gladiator's Maul after Season 2 rating removal; Vengeful Gladiator's Staff is Phase 3 BiS.
Trinkets	Tsunami Talisman; Bloodlust Brooch / Dragonspine Trophy / Madness according to hit and helm.
Idol	Everbloom Idol personal DPS; Idol of the Raven Goddess when party-wide crit creates more raid damage.
Gems	Delicate Living Ruby by default; Glinting Noble Topaz only for a valuable bonus while under hit cap.

Transition	Equip rule
First T6 token	Thunderheart Leggings - immediate top Cat legs and useful in Bear.
2pT6	Add Thunderheart Gauntlets; unlock 35-Energy Mangle and the non-Wolfshead flex cycle.
4pT6	Add shoulders + chest together; 4p increases Rip/Bite by 15%. Do not break 2pT4 early.

Loot discipline

A personal-BiS item can be wrong if it pushes you over the support-adjusted hit cap. Maintain a no-hit swap for every contested hit-heavy slot.

07 / FERAL PHASE 3 ENDPOINT

Black Temple + Hyjal Cat target sheet

A destination list with the breakpoints and alternatives that actually matter.

Slot	Primary Phase 3 target	Swap / note
Head	Wolfshead Helm	Cursed Vision / Vengeful helm only with 2pT6 flex; pure Cat still favors Wolfshead.
Neck	Braided Eternium Chain rotation	Choker of Endless Nightmares under cap; Telonicus / Serrated Blades in hit-capped sets.
Shoulders	Thunderheart Pauldrons	Equip at 4pT6; keep Mantle of Malorne for 2pT4 before then.
Back	Thalassian Wildercloak	Shadowmoon Destroyer's Drape if its hit is usable.
Chest	Thunderheart Chestguard at 4pT6	Nether Shadow Tunic individually; Malorne chest before full transition.
Wrists	Vindicator's Dragonhide Bracers	Insidious Bands while under hit cap.
Hands	Thunderheart Gauntlets at 2pT6	Gloves of the Searing Grip individually.
Waist	Belt of One-Hundred Deaths	Large expertise upgrade; expect heavy physical-DPS competition.
Legs	Thunderheart Leggings	Highest-priority token.
Feet	Shadowmaster's Boots	Edgewalker Longboots bridge.
Rings	Band of the Eternal Champion + Ring of Lethality	Unstoppable Aggressor / Shapeshifter's Signet for 6% hit packages.
Trinkets	Tsunami Talisman + Madness / encounter swap	Mark of the Champion vs Undead/Demon; Brooch with Wolfshead; DST without.
Weapon	Vengeful Gladiator's Staff	Merciless Gladiator's Maul; Pillar of Ferocity is a Bear-first option.
Idol	Everbloom Idol	Raven Goddess if stacked party raid-DPS gain wins.

Token priority

Legs first -> gloves for 2p -> shoulders + chest together for 4p. Head is not part of the pure Cat endpoint because Wolfshead remains the powershift winner.

08 / FERAL FINISHING

Gems, enchants and consumes

Mana consumables are throughput consumables because they buy powershift cycles.

Slot	Best default
Gems	Delicate Living Ruby; Glinting Noble Topaz only for valuable yellow bonuses under hit cap; usually ignore blue sockets.
Head	Glyph of Ferocity (yes, it can be applied to Wolfshead).
Shoulders	Might of the Scourge if retained from Classic; otherwise Aldor Vengeance or Scryer Blade are effectively tied.
Back / Chest	Greater Agility / Exceptional Stats.
Bracers / Gloves	Brawn (scales with Kings/SotF) / Superior Agility.
Legs / Boots	Nethercobra Leg Armor / Cat's Swiftiness.
Weapon / Rings	Major Agility on 2H / +4 Stats or Striking if Enchanter.

Consume lane	Maximum	Fallback / condition
Battle + Guardian	Elixir of Major Agility + Elixir of Draenic Wisdom	Elixir of Demonslaying against Demons; Relentless Assault flask for wipe-economy.
Food	Warp Burger or Grilled Mudfish	Both provide Agility + Spirit.
Potion	Fel Mana Potion	Super Mana budget; Haste Potion only if the fight ends before mana limits powershifts.
Secondary	Dark Rune / Demonic Rune	Use on cooldown when health is safe; do not collide with planned survival.
Weapon	Adamantite Weightstone	Works in forms in late TBC ruleset.
Engineering	Super Sapper + Goblin Sapper	Share a 1-minute cross-cooldown; execute only from a safe form/position.
Scrolls	Agility V + Strength V	Stack if the realm's buff rules allow.

Mana order

Potion early enough for a second use; rune whenever health permits; pre-Innervate on fights where a full early return prevents a mid-fight dead cycle. Judgement of Wisdom is a major Cat sustain gain.

09 / FERAL CONTROLS

Macros, UI and log targets

The Cat interface must expose the engine before it exposes the damage meter.

Powershift - test at a target dummy and confirm one keypress always returns to Cat:

```
#showtooltip Cat Form  
/cancelform  
/cast Cat Form
```

Mouseover Feral Faerie Fire

```
#showtooltip Faerie Fire (Feral)  
/cast [@mouseover,harm,nodead][] Faerie Fire (Feral)
```

Mouseover combat resurrection

```
#showtooltip Rebirth  
/cancelform  
/cast [@mouseover,help,dead][] Rebirth
```

Mouseover Innervate

```
#showtooltip Innervate  
/cancelform  
/cast [@mouseover,help,nodead][] Innervate
```

On-use slots

```
#showtooltip  
/use 13  
/use 14
```

Track	Display	Review target
Energy	Current Energy + 2-second tick pulse	No unplanned full-Energy waits.
Debuffs	Mangle and Rip remaining time on current target	Mangle near-continuous; Rip never clipped.
Resources	Combo points + mana + potion/rune cooldown	Powershift cadence survives the full fight.
Position	Front/parry indicator or combat-log events	Minimize front attacks; Shred availability remains high.
Logs	Shreds, powershifts, Rip ticks, Rip clips, inactive time, deaths	Compare like-length kills and identical support, not raw parse alone.

Macro warning

Do not hide potions, runes or encounter survival inside the powershift bind. You need deliberate control over health, mana and form during BT/Hyjäl mechanics.

10 / BALANCE TALENTS

46 / 0 / 15 - raid-safe Starfire support

The default omits uncontrollable Treants and maximizes reliable damage, mana and threat control.

Tree	Point allocation	Why
Balance - 46	Starlight Wrath 5; Focused Starlight 2; Improved Moonfire 2; Brambles 3; Insect Swarm 1; Nature's Reach 2; Vengeance 5; Lunar Guidance 3; Nature's Grace 1; Moonglow 3; Moonfury 5; Balance of Power 2; Dreamstate 3; Moonkin Form 1; Improved Faerie Fire 3; Wrath of Cenarius 5.	All core Starfire damage, mana and raid debuff talents.
Restoration - 15	Improved Mark 5; Nature's Focus 2; Natural Shapeshifter 3; Intensity 3; Subtlety 2.	Raid buff, form cost, mana while casting and threat reduction.

 Starlight Wrath - 5/5 Cast-time core	 Focused Starlight - 2/2 Starfire/Wrath crit	 Improved Moonfire - 2/2 DoT and direct crit
 Brambles - 3/3 Tank threat support	 Insect Swarm - 1/1 2% enemy-hit reduction	 Nature's Reach - 2/2 Range protects uptime
 Vengeance - 5/5 Crit damage	 Lunar Guidance - 3/3 Intellect to spell power	 Nature's Grace - 1/1 Crit speeds next cast
 Moonglow - 3/3 Mana efficiency	 Moonfury - 5/5 Core spell damage	 Balance of Power - 2/2 4% spell hit
 Dreamstate - 3/3 Intellect-based regen	 Moonkin Form - 1/1 5% party spell crit	 Improved Faerie Fire - 3/3 3% physical hit raid debuff
 Wrath of Cenarius - 5/5 Starfire/Wrath scaling	 Improved Mark - 5/5 Raid stats	 Intensity - 3/3 30% Spirit regen while casting

Optional Treants

For 47 / 0 / 14, move one Subtlety point into Force of Nature. A 46 / 0 / 15 variant can instead move one Brambles point into Force. Use either only where Treants will live, path safely and not pull; the carrier default values reliability.

11 / BALANCE STATS

Cap spell hit, then fund Starfire

Build one self-sufficient set and smaller party-support swaps.

Party support	Hit from talents/support	Gear hit needed	Rating target
None	4% Balance of Power	12%	~152
Totem of Wrath	4% + 3%	9%	~114
Draenei caster aura	4% + 1%	11%	~139
Totem + Draenei	4% + 3% + 1%	8%	~101

Critical correction

Improved Faerie Fire does not supply your spell hit in TBC. Its 3% hit benefit is for melee and ranged physical attacks. Your spell cap comes from Balance of Power, gear, Totem of Wrath and the Draenei caster-party aura.

Priority	What it means in Phase 3
Spell hit to cap	16% total against bosses = 202 rating before talents/support. Keep a 12% self-contained gear set for roster changes.
Spell power	Best unconditional throughput after hit.
Spell haste	Strong DPS, but burns mana faster; only valuable for casts you can actually fund.
Spell crit	Scales Vengeance and Nature's Grace; 4pT6 adds 5% Starfire crit.
Intellect	Mana, crit, Lunar Guidance spell power and Dreamstate regen.
Spirit / MP5	Raise only until the fight's mana curve closes; excess regen is lost offense.

Mana checkpoint	Decision
Kill with >15% mana	Trade regen for spell power/haste or use Destruction Potions where safe.
Kill with 0-10% mana	Healthy optimization range if casts remained continuous.
OOM before execute	Drop Moonfire first, potion/rune earlier, request Wisdom/Shadow Priest support, then add regen.

12 / BALANCE ROTATION

Debuff first, Starfire for the kill

Every non-Starfire global must justify its raid value, movement value or mana cost.

 Faerie Fire Physical hit + armor; your first duty	 Moonfire Maintain only if mana supports	 Starfire Primary single-target cast
 Insect Swarm Use for 2% hit reduction need	 Hurricane Wave AoE; 1-minute cooldown	 Barkskin Protect Hurricane and survival

Situation	Priority
Single target	1) Maintain Faerie Fire if physical players benefit. 2) Maintain Moonfire if mana allows. 3) Force of Nature if talented and safe. 4) Starfire.
Mana stress	Faerie Fire -> Starfire. Remove Moonfire before you sacrifice continuous casting or the execute phase.
Tank survival request	Add Insect Swarm for its 2% hit reduction; accept that the GCD can be a personal-DPS loss.
AoE / Hyjal	Faerie Fire priority target -> Moonfire up to three worthwhile targets -> Barkskin + Hurricane -> Treants if safe -> Starfire priority target.
Movement	Refresh a due instant while moving; otherwise move early and resume Starfire. Do not invent unnecessary DoT globals.

NATURE'S GRACE

- + A Starfire/Moonfire crit reduces the next spell cast by 0.5 sec.
- + During multi-Moonfire movement, consume the proc with Starfire before applying another Moonfire when practical.
- + Queue casts cleanly; haste cannot recover idle gaps.

TREANT SAFETY

- + No direct control after summon in TBC.
- + Do not use near unpulled Hyjal waves, dangerous pathing or an imminent lethal AoE.
- + A dead or mis-pulled raid loses more than the cooldown gains.

Haste Potion warning

TBC Haste Potion grants melee haste, not spell haste. Balance uses Super Mana Potion by default or Destruction Potion when the mana plan is already closed.

13 / BALANCE GEARING

Build around 4pT6 and the active hit package

Keep self-capped, Totem and Draenei variants; do not regem between every group shuffle.

Saved set	Use	Core rules
MOON - 12 HIT	No guaranteed party support	About 152 rating from gear after Balance of Power.
MOON - 9 HIT	Totem of Wrath party	About 114 rating; replace hit with spell power/haste.
MOON - 8 HIT	Totem + Draenei caster	About 101 rating; verify the actual aura is in your party.
MOON - LONG	Kaz'rogal / long progression	More Intellect/Spirit/MP5; Super Mana + rune; Moonfire conditional.

Breakpoint	Equip rule
2pT6	Moonfire duration increases by 3 sec. Useful, but do not force a broken hit set for it.
4pT6	Starfire gains 5% crit. Target head + shoulders + chest + hands; use offset legs.
T5 bridge	Keep a complete, working set until T6 pieces and hit swaps are ready. Never break a bonus one token at a time without comparing the whole set.

Starting package	Realistic pre-Phase-3 / early carrier target
Hit tools	Scryer's Bloodgem, Belt of Blasting, Spellstrike pieces, hit gems/enchants only until the correct cap.
Core spell power	Badge Icon of the Silver Crescent, crafted/caster raid pieces, Runed Living Rubies.
Weapon	The Nexus Key or strong 1H + offhand; do not wait for Zhar'doom to enter the raid.
Idol	Ivory Idol of the Moongoddess for personal Starfire; Raven Goddess for party raid value.

Aldor vs Scryer

Long-term performance is close. Aldor has the slightly stronger shoulder inscription; Scryer offers Bloodgem as a convenient early hit tool. Choose for the complete gearing path, not one tooltip.

14 / BALANCE PHASE 3 ENDPOINT

Black Temple + Hyjal Moonkin target sheet

Four-piece T6 is the anchor; hit and loot competition decide the surrounding slots.

Slot	Primary Phase 3 target	Swap / note
Head	Thunderheart Headguard	Archimonde; 4pT6 anchor.
Shoulders	Thunderheart Shoulder pads	Mother Shahraz; 4pT6 anchor.
Back	Shroud of the Highborne	Cloak of the Illidari Council is a realistic near-peer with more spell power.
Chest	Thunderheart Vest	Illidan; 4pT6 anchor.
Wrists	Bracers of Nimble Thought	Focused Mana Bindings / Elunite Empowered when hit is needed.
Hands	Thunderheart Handguards	Azgalor; completes 4pT6.
Waist	Anetheron's Noose	Crescent Moon for haste; Belt of Blasting for hit.
Legs	Leggings of Channeled Elements	Offset slot; Thunderheart Pants / Devastation are alternatives.
Feet	Slippers of the Seacaller	Blue Suede Shoes when hit is needed; Naturewarden's Treads realistic.
Neck	The Sun King's Talisman	Translucent Spellthread Necklace for hit.
Rings	Ring of Ancient Knowledge + Band of the Eternal Sage	Ring of Captured Storms / Endless Coils alternatives.
Trinkets	The Skull of Gul'dan + Ashtongue Talisman	Icon / Sextant / Quagmirran's Eye / Bloodgem bridges.
Weapon	Zhar'doom, Greatstaff of the Devourer	Maelstrom's Fury + Chronicle; Hammer of Judgement if hit is required.
Idol	Idol of the Raven Goddess	Ivory Idol of the Moongoddess for personal Starfire.

Token priority

Hands (Azgalor) and head (Archimonde) are accessible Hyjal anchors; shoulders (Mother) and chest (Illidan) complete the planned 4pT6 endpoint. Lock the exact hit set before equipping each token.

15 / BALANCE FINISHING

Gems, enchants and consumables

Offense is only real if the mana curve reaches the kill.

Slot	Best default
Meta	Chaotic Skyfire Diamond; activate with two blue gems.
Red / Yellow / Blue	Runed Living Ruby / Veiled Noble Topaz if hit needed, otherwise Potent / Glowing Nightseye for the two blue requirements.
Head / Shoulders	Glyph of Power / Aldor Discipline or Scryer Orb.
Back / Chest	Subtlety / Exceptional Stats.
Bracers / Gloves	Spellpower / Major Spellpower; Spell Strike on gloves only if hit is required.
Legs / Boots	Runic Spellthread / Boar's Speed.
Weapon / Rings	Sunfire / +12 Spellpower per ring if Enchanter. Carry Mighty Spirit Innervate weapon.

Consume lane	Maximum	Condition
Flask	Flask of Blinding Light	Better than Adept's + Draenic Wisdom for standard raid output.
Food	Blackened Basilisk / Crunchy Serpent / Poached Bluefish	All provide the same spell power + Spirit.
Potion	Super Mana Potion	Use Destruction Potion only when mana is safe; never Haste Potion for spell haste.
Secondary	Dark Rune / Demonic Rune	Use when health is safe; effectively about 50 MP5 on cooldown.
Weapon oil	Classic Brilliant Wizard Oil (shown as Expired Wizard Oil)	Superior Wizard Oil has more spell power but loses crit and is slightly worse in guide modeling.
Engineering	Mana Potion Injector + Super Sapper	Injector is inventory QoL; explosives require safe positioning.
Leatherworking	Drums of Battle / Restoration	Use only if assigned in the party rotation.

Innervate weapon

Carry a high-Spirit weapon enchanted with Mighty Spirit. Swap before Innervate only when the lost global/weapon stats are justified and the encounter permits the swap.

16 / BALANCE CONTROLS

Macros, UI and log targets

Faerie Fire uptime is a raid KPI, not a personal preference.

Mouseover Faerie Fire

```
#showtooltip Faerie Fire
/cast [@mouseover,harm,nodead][] Faerie Fire
```

Mouseover combat resurrection

```
#showtooltip Rebirth
/cancelform
/cast [@mouseover,help,dead][] Rebirth
```

Barkskin + Hurricane

```
#showtooltip Hurricane
/cast Barkskin
/cast Hurricane
```

Mouseover Innervate

```
#showtooltip Innervate
/cancelform
/cast [@mouseover,help,nodead][] Innervate
```

Track	Display	Review target
Faerie Fire	Large target timer + missing warning	Near-continuous on every boss where physical players benefit.
Casting	Starfire cast bar with latency/queue zone	Low idle time; movement happens early.
Mana	Time-to-OOM estimate + potion/rune/Innervate cooldowns	Execute phase retains continuous Starfire.
Hit	Miss events and active party buffs	Correct saved set for the actual Totem/Draenei party.
Utility	Rebirth, Innervate, Remove Curse, Barkskin	Assigned utility lands without hesitation.
Logs	Starfire count, FF uptime, Moonfire cost/value, inactive time, mana end, deaths	Compare equal support and fight lengths.



Rebirth
Pre-assign likely target



Innervate
Self vs healer assignment before pull



Remove Curse
Usable in Moonkin Form



Barkskin
Damage reduction + no pushback

Threat

Subtlety and tank lead matter. Do not open with maximum Starfire burst before the debuff/threat package is stable; dying at range also removes Moonkin Aura from the caster group.

17 / RAID INTEGRATION

Your party slot is part of the build

The same character can amplify very different groups; agree on the lane before loot and consumables.

Lane	Ideal party	You provide	You receive
Feral Cat	Enhancement Shaman + 2-3 BM Hunters + optional Fury	Leader of the Pack 5% physical crit, Improved LotP sustain, Bear flexibility.	Grace of Air, Unleashed Rage, Ferocious Inspiration, Battle Shout.
Balance	Elemental Shaman + 2-3 Warlocks/Mage	Moonkin Aura 5% spell crit, Improved Faerie Fire, Innervate/Rebirth.	Totem of Wrath, Wrath of Air, Bloodlust and caster debuff synergy.

Raid need	Choose Feral when...	Choose Balance when...
Physical core	Hunter party has no crit aura and the player can maintain Cat execution.	Raid needs the 3% physical hit debuff more than another melee aura.
Tank coverage	A reliable Bear pivot can reduce roster risk.	Off-tanking is already solved; ranged utility is more valuable.
Hyjal waves	Engineering and priority-target damage cover the lack of Cat AoE.	Hurricane and ranged multidot movement create useful wave damage.
Progression safety	Player is exceptional at melee mechanics and set swaps.	Range, Barkskin casting and utility create a more forgiving carrier.

 Leader of the Pack 5% melee/ranged physical crit party aura	 Moonkin Aura 5% spell crit party aura	 Improved Faerie Fire 3% physical hit raid debuff
 Rebirth Combat resurrection	 Innervate Mana assignment	 Gift of the Wild Raid stats and resistances

Raid-DPS mindset
Raven Goddess, Braided Eternium Chain, Improved Faerie Fire and party placement can be worth more than a few personal parse points. Track the value your assignment is designed to create.

18 / MOUNT HYJAL

Wave control, then boss discipline

Cat owns priority targets; Balance owns safe ranged pressure and Hurricane timing.

Encounter	Feral Cat	Balance
Trash waves	Assist skull, stay behind, Bite short-lived targets, use sappers on approved packs, never overtake AoE tanks.	Faerie Fire priority mob, Moonfire up to three worthwhile targets, Barkskin + Hurricane, drink immediately between waves.
Rage Winterchill	Dash for Icebolt/Death & Decay movement; protect rear uptime after every reposition.	Range spread; move early from Death & Decay; Faerie Fire first, Starfire while stationary.
Anetheron	Stay behind boss, avoid infernal zones, save Dash for movement; Demonslaying elixir is strong.	Maintain Faerie Fire; position to avoid infernal disruption; Starfire during safe windows.
Kaz'rogal	Mana is also Energy throughput: potion/rune/Innervate early, avoid unnecessary shifts outside the engine.	Long-fight set, early potion/rune, strip Moonfire if OOM risk; never reach zero mana carelessly.
Azgalor	Pre-plan silence windows; do not be caught needing a form/utility action; respect cleave.	Refresh due instant before silence; resume Starfire immediately; keep range and Doomguard awareness.
Archimonde	Tears of the Goddess bound; Dash for Doomfire/Air Burst recovery; survival outranks one more Shred.	Tears bound; max range and early Doomfire movement; Remove Curse assignment; Barkskin dangerous transitions.

Between waves	Carrier checklist
0-3 sec	Loot only if assigned; drink immediately; rebuff dead/rezzed players.
Before next pull	Confirm form, mana, potion/rune, target marker and tank route.
Before boss	Swap from wave package to boss package and verify it visually, not by memory.

Archimonde rule

A dead Druid removes a party aura and can trigger cascading deaths. Use movement speed, Tears and Barkskin without parse hesitation.

19 / BLACK TEMPLE I

Naj'entus through Gurtogg

Early BT rewards burst planning, movement and threat discipline.

Encounter	Feral Cat	Balance
Naj'entus	Keep rear position; plan Healthstone/seed around shield break; do not powershift through lethal raid burst without health margin.	Faerie Fire, Starfire; pre-position and use Barkskin/health consumable for shield break.
Supremus	High melee uptime only if volcano/kite rules are obeyed; Dash protects contact time.	Range and move early; instant casts while relocating, then resume Starfire. Never finish a cast in a volcano.
Shade of Akama	Priority add/boss single target; Bite if add dies before Rip; Engineering covers pack damage.	Hurricane approved add stacks; Faerie Fire priority target; Starfire Akama target when stable.
Teron Gorefiend	Clean rear uptime and powershift rhythm; ghost mechanic execution is the real DPS check.	Stationary Starfire showcase, but ghost mechanic practice outranks parse. Keep FF active before mechanic.
Gurtogg Bloodboil	Respect tank threat order and Fel Rage positioning; never pull during planned handoff.	Faerie Fire and Starfire; stay with assigned Bloodboil group, conserve movement globals for positioning.

Fight	Set / consume emphasis	Log question
Naj'entus	Survival health package if progression.	Did damage greed overlap shield-break death?
Supremus	Movement-speed boots; flexible hit unchanged.	How much inactive time came from late movement?
Teron	Maximum single-target package.	Cat: shifts/Rip clips. Balance: Starfires/idle time.
Gurtogg	Threat-aware opening; health consumables.	Did the player obey the tank and Bloodboil assignments?

Ghost drill

Teron wipes are not solved by another gem. Practice the assigned construct controls until they are automatic; carrier damage only matters after the mechanic is reliable.

20 / BLACK TEMPLE II

Reliquary through Illidan

Late BT changes damage rules, resistance requirements and assignment value by phase.

Encounter	Feral Cat	Balance
Reliquary of Souls	Confirm phase threat/damage rules; short targets often favor Bite. Save resources for the phase where they matter.	Follow phase-specific casting restrictions; mana and reflected-damage rules determine whether normal Starfire is safe.
Mother Shahrz	Wear the raid's required Shadow Resistance package; Fatal Attraction movement beats the rotation.	Wear required SR and keep range/spacing; instant cast while moving only if safe.
Illidari Council	Stay on assigned target, maintain behind position, move from ground effects; do not chase aggregate meter.	Faerie Fire the physical raid's target; Remove Curse if assigned; Starfire fixed target and respect interrupts/ground effects.
Illidan	Phase-specific target: boss/add priority, parasite control and Flame positioning. Bear pivot only by assignment.	Maintain FF on active physical target, move early on beams/fire, save mana for long progression and transition downtime.

Mandatory package	Feral Cat	Balance
Mother SR	Meet raid resistance/health floor even if Cat stats collapse.	Meet raid resistance/health floor; do not compensate with risky positioning.
Illidan	CAT-MAX plus a tested Bear/FR package only if assigned Flame tank duty.	MOON-LONG if progression duration demands it; keep self-capped hit fallback.
Utility	Rebirth/Innervate mouseover and Bear emergency keybinds.	Rebirth/Innervate/Remove Curse and Barkskin visible.

Resistance is a pass/fail stat

Exact resistance targets are raid-strategy dependent. Lock the number with the raid leader, then verify health, hit and set bonuses after every swap. Never improvise the SR set at the portal.

21 / EXECUTION PLAN

Fourteen days from fresh 70 to carrier-ready

Prioritize access, control and guaranteed items before contested raid drops.

Window	Feral Cat	Balance	Both
Days 1-2	Train ranks; 0/44/17; craft Wolfshead; powershift macro/WA.	Train ranks; 46/0/15; build 12% hit set; FF/Starfire UI.	Finish access chains, professions, bags, repair and consumables.
Days 3-5	Farm Badge idol/Brooch, arena weapon path, Agility gems.	Badge trinket/offhand, hit tools, Chaotic meta and spellpower gems.	Run heroics/Kara/Gruul/Mag for deterministic upgrades.
Days 6-9	Name 9-hit, 6-hit, max and flex sets; dummy drill 4-sec cycles.	Name 12/9/8-hit and long sets; dummy drill FF/Moonfire/Starfire.	Test every macro and gear swap in combat-like conditions.
Days 10-12	Practice rear uptime and mana plan in long fights.	Practice movement casting and OOM checkpoints.	Stock two full raids of consumes; confirm raid party and assignment.
Days 13-14	Review one clean log for Rip clips, shifts and fronts.	Review one clean log for FF, Starfires, idle and mana end.	Freeze raid sets 24 hours before boost; no portal improvisation.

Priority	Feral review	Balance review
P0 - survival	Deaths, mechanic hits, front attacks, failed form utility.	Deaths, ground effects, late movement, missed Barkskin/utility.
P1 - assignment	LotP party, target order, Bear pivot, Mangle owner.	FF uptime, Moonkin party, Innervate/Rebirth/curse assignment.
P2 - engine	Powershifts/min, Shred count, Rip uptime/clips, mana downtime.	Starfire count, cast idle, Moonfire value, mana end, hit misses.
P3 - gear	Correct support-adjusted hit set and encounter trinket.	Correct 12/9/8 hit package and long-fight swaps.

One change per raid

Choose the largest measurable loss, fix it, and verify on the next comparable pull. A longer checklist is not the same as faster improvement.

22 / PRE-PULL CARDS

Print these two pages in your head

The last check before a boss should be fast, binary and role-specific.

FERAL CAT - 20 SECOND CHECK

- + Correct CAT set and support-adjusted hit cap.
- + Wolfshead equipped unless explicitly using 2pT6 flex.
- + Behind-target route and Mangle owner confirmed.
- + Potion/rune/Innervate timing named.
- + Tiger's Fury pre-pop timing ready.
- + Rebirth target and Bear pivot understood.
- + Healthstone/seed available for the fight's lethal event.

Cat pull phrase
Behind. Mangle. Rip. Shift. Survive.

BALANCE - 20 SECOND CHECK

- + Correct 12/9/8-hit set for actual party buffs.
- + Faerie Fire tracker and physical kill target confirmed.
- + Moonfire enabled or disabled by mana plan.
- + Potion/rune/Innervate timing named.
- + Treants disabled unless encounter-safe.
- + Rebirth/Remove Curse assignment understood.
- + Barkskin and movement route ready.

Moonkin pull phrase
Debuff. Starfire. Fund mana. Survive.

Universal hard stop	Fix before pull
Unknown party buffs	Ask; do not guess the hit package.
Unknown resistance target	Ask the raid leader; verify set stats.
Broken macro / missing reagent	Repair now; Rebirth and buffs are part of the role.
Unassigned Innervate	Clarify self vs healer before combat.
No Tears of the Goddess on Archimonde	Put it on the bar before the pull.



Mangle
Cat debuff



Rip
Cat finisher



Starfire
Balance filler



Faerie Fire
Balance raid duty



Rebirth
Shared recovery



Barkskin
Shared survival

23 / SOURCES

Research trail and icon provenance

Live pages reviewed 21 July 2026; guide pages show Patch 2.5.6 and February 2026 updates.

Reference	Link
Wowhead - Feral Cat Phase 3 BiS	Open source
Wowhead - Feral talents	Open source
Wowhead - Feral rotation	Open source
Wowhead - Feral stats	Open source
Wowhead - Feral consumes	Open source
Wowhead - Feral gems/enchants	Open source
Wowhead - Thunderheart Harness bonuses	Open source
Wowhead - Balance Phase 3 BiS	Open source
Wowhead - Balance talents	Open source
Wowhead - Balance rotation	Open source
Wowhead - Balance stats	Open source
Wowhead - Balance consumes	Open source
Wowhead - Balance gems/enchants	Open source
Wowhead - Thunderheart Regalia bonuses	Open source
Wowhead - Braided Eternium Chain	Open source

Icon index

Talent, ability, racial and class icons were mapped to exact TBC spell IDs and Wowhead spell pages, then downloaded from the Wowhead icon CDN. Every orange icon label links to its TBC Wowhead page.

 Shred Wowhead spell 27002	 Mangle (Cat) Wowhead spell 33983	 Rip Wowhead spell 27008
 Starfire Wowhead spell 26986	 Moonfire Wowhead spell 26988	 Improved Faerie Fire Wowhead spell 33602

Verification note

Anniversary hotfixes can change access rules, macro behavior or itemization. Recheck live tooltips and your raid's resistance targets before the boost; use current logs/simulation for final complete-set choices.

World of Warcraft, Blizzard and related names/art are trademarks or copyrights of Blizzard Entertainment. Wowhead icons are used for descriptive, in-game identification. This is an independent player handbook.