



MCK BOOST
RAID PERFORMANCE SERIES

THE BEAR TANK FIELD MANUAL

Feral Druid Tank
Black Temple + Mount Hyjal

BUILD	ALLIANCE	HORDE
0 / 44 / 17	Night Elf	Tauren
ROLE	SAFETY GATE	ARMOR CAP
Main / off-tank	Crit immune	35,880

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A min-max handbook for safe boosting, threat, survival, gearing packages, talents, consumables, raid assignments, macros and log review.

Talent and ability names are clickable. Identification icons are sourced through Wowhead.

01 / COMMAND CARD

The 60-second setup

A carrier is first unkillable, then consistent, then fast.

SPEC

0/44/17 hybrid bear/cat.
Use 0/47/14 only for an assigned improved roar.

RACE

Alliance: Night Elf.
Horde: Tauren; Endurance is the stronger tank racial.

GEAR LOGIC

Crit immunity first.
Save mitigation, threat, resistance and cat sets.



Dire Bear Form
Enter before contact



Mangle (Bear)
Highest-priority GCD



Lacerate
Build and maintain 5



Swipe
Filler at high AP; three targets



Maul
Queue only with excess rage



Faerie Fire (Feral)
Pull / armor debuff if assigned



Growl
Taunt; match top threat



Challenging Roar
Emergency fixate, not threat

Five pre-run gates

Gate	Ready when...	Failure prevented
Crit immunity	Set satisfies Defense/59.15 + Resilience/39.4 $\geq$ 2.6.	Raid-boss critical hits.
Armor + HP	Buffed values match the encounter and healer plan.	Physical spike deaths.
Threat	Hit/expertise swaps are saved without breaking safety.	DPS throttling or parry/dodge streaks.
Sets	Mitigation, threat, Mother SR, Illidan FR and cat packages are named.	Unsafe mid-raid improvisation.
Consumables	Two elixir lines, food, potions, seed/stone, scrolls, reagents packed.	Losing progression attempts to logistics.

Carrier rule

Never trade crit immunity or a required resistance threshold for a parse. Tank output is raid uptime: stable threat, predictable damage intake and zero avoidable deaths.

02 / CHARACTER FOUNDATION

Faction race, reputation and access

The best race is simple; the preparation path is not.

Alliance - Night Elf



Shadowmeld

Reset / setup utility; not a throughput button

- + The only Alliance Druid race in TBC.
- + Quickness adds 1% dodge, a real tank advantage.
- + Do not use Shadowmeld as a substitute for a tank swap or threat plan.

Horde - Tauren



War Stomp

Emergency control when form restrictions permit

- + The only Horde Druid race in TBC.
- + Endurance adds 5% health; this makes Tauren the stronger pure tank race.
- + War Stomp is utility, not a boss mitigation cooldown.

Aldor versus Scryer

Long-term bear performance is effectively tied. Their threat shoulder enchants model nearly identically, while Fortitude of the Scourge is the optimized legacy option. Choose for logistics, alts and available reputation.

Raid access checklist

Raid	Character/account requirement	Carrier action
Mount Hyjal	Finish The Vials of Eternity: Lady Vashj + Kael'thas quest items.	Complete the full chain on an eligible character before relying on the account unlock.
Black Temple	Complete Akama's chain through the Medallion of Karabor sequence.	Do not confuse partial progress with an account-wide unlock.
Both	Reputation and other character-specific prerequisites are not magically transferred.	Verify the new Druid at the actual entrance before roster lock.

Build order

- + Level Feral; learn bear positioning and rage behavior rather than arriving at 70 as a purchased hotbar.
- + Get crit immunity, Earthwarden/entry feral weapon, head enchant and saved gear sets before chasing damage pieces.
- + Clear Karazhan, Gruul, Magtheridon, SSC and Tempest Keep for durable Phase 3 bridge items.
- + Validate the exact raid calendar and any Anniversary hotfixes in game before deadlines.

03 / TALENT ARCHITECTURE

0 / 44 / 17 hybrid bear

Full bear performance without sacrificing the off-tank cat role.

Feral Combat - 44 points

 Feroicity - 5/5 Cost reduction	 Feral Instinct - 3/3 Bear threat	 Thick Hide - 3/3 Armor
 Feral Swiftess - 2/2 Dodge + movement	 Feral Charge - 1/1 Mobility / interrupt	 Sharpened Claws - 3/3 Crit
 Shredding Attacks - 2/2 Lacerate / Shred cost	 Predatory Strikes - 3/3 Feral AP	 Primal Fury - 2/2 Rage / combo points
 Savage Fury - 2/2 Mangle / Maul / cat damage	 Faerie Fire (Feral) - 1/1 Free pull / debuff	 Heart of the Wild - 5/5 Stamina / cat AP
 Survival of the Fittest - 3/3 3% crit reduction + stats	 Leader of the Pack - 1/1 Group crit	 Improved Leader of the Pack - 2/2 Group sustain
 Predatory Instincts - 5/5 Cat crit damage / avoidance	 Mangle - 1/1 Bear threat engine	

Restoration - 17 points

 Furor - 5/5 Reliable rage/energy on shift	 Naturalist - 5/5 +10% physical damage	 Natural Shapeshifter - 3/3 Cheaper shifts
 Intensity - 3/3 Rage retention / Enrage	 Omen of Clarity - 1/1 Clearcasting	

 **Feral Aggression** - 5/5
Niche 0/47/14 raid-debuff assignment

Niche 0/47/14

If the raid has no Warrior supplying Improved Demoralizing Shout, take Feral Aggression 5/5; drop Improved Leader of the Pack 2/2 and Intensity 3/3. This is an assigned raid-debuff build, not the default.

04 / SURVIVAL MATH

Crit immunity is a set constraint

Survival of the Fittest solves 3%; your equipment must solve the remaining 2.6%.

Exact check

Defense rating / 59.15 + Resilience rating / 39.4 $\geq$ 2.6. Equivalent endpoints are about 154 Defense rating with zero Resilience, or 103 Resilience rating with zero Defense. Mixed sets are normal.

Control	Target / behavior	What it means
Boss crits	At least 2.6% gear-based crit reduction after 3/3 SotF.	Recalculate every set and resistance swap.
Armor hard cap	35,880 versus a level 73 target.	Additional armor is wasted only while actually capped.
With 25% armor buff	Dynamic pre-buff cap about 28,704.	Do not assume permanent Inspiration/Ancstral Fortitude uptime.
Crushing blows	Bears cannot block or parry and do not become crush immune.	Soak the table with armor, health and healer planning.
Weapon damage	Displayed weapon DPS is irrelevant in form.	Feral Attack Power and stats drive form output.

Stat priority by job

Job	Priority after crit immunity	Notes
Progression main tank	Enough HP for the worst combo > armor to useful cap > Agility > threat.	Deaths matter more than a small TPS win.
Farm main tank	Armor/HP floor > Expertise > Hit > Agility/AP/Crit/Haste.	Increase threat only against the actual raid ceiling.
Add / snap tank	Hit and Expertise gain consistency; AP and Agility raise threat.	Taunt has a spell-hit-style resist risk in TBC; carry reliability swaps.
Off-tank / cat	Keep tank safety when assigned; then maximize cat DPS in downtime.	Two-piece T6 enables the non-Wolfshead hybrid route.

Threat caps

Melee special hit cap is 9% / about 142 rating. Boss-dodge expertise soft cap is 26 expertise / about 103 rating. These are ceilings, not orders to sacrifice survival.

05 / GEAR CONTROL

Build packages, not one costume

Every saved set has a job and an immutable safety rule.

Set name	Purpose	Locked constraints	Typical swaps
BEAR - PROG	Hard physical bosses	Crit immune; high HP; useful armor; two health on-use trinkets	Armor cloak/ring, stamina, defensive trinkets
BEAR - THREAT	Farm bosses / contested opening	Still crit immune; agreed HP floor	Expertise belt, DPS ring, threat trinket/idol
BEAR - ADDS	Hyjal priority adds	Crit immune if raid-level melee can connect	Hit/expertise, snap trinket, Engineering
BEAR - SR	Mother Shahraz if required	Raid resistance target + crit immunity unless raid plan proves otherwise	Shadow-resist cloak/neck/rings/armor
BEAR - FR	Flame of Azzinoth assignment	Fire-resist target + crit immunity + HP	Dedicated resistance pieces, not random greens
CAT - OT	No active tank target	One button from safe bear set; no missing tank pieces	Cat weapon/trinkets/rings; 2p T6

Upgrade sequence

Step	Action	Verification
1	Copy the current set in your gear manager.	Never edit the only known-safe set.
2	Equip the candidate and recalculate crit reduction.	Use actual Defense and Resilience ratings.
3	Compare raid-buffed HP and armor to the assignment floor.	Model realistic buffs, not perfect uptime.
4	Check hit, expertise, AP and trinket use plan.	Threat is evaluated after safety.
5	Name, keybind and test the set out of combat.	Combat gear swaps are restricted; resistance mistakes are fatal.

Why Agility rises in Phase 3
With higher avoidance, incremental dodge has increasing survival value. Current Phase 3 modeling therefore uses Agility as the default gem more often, while still matching valuable socket bonuses and required HP. It is not permission to ignore the encounter floor.

06 / PHASE 3 TARGET SHEET

Balanced BT + Hyjal endpoint

A destination list for the default safe set; threat and resistance pages define the swaps.

Slot	Balanced target	Source / decision
Head	Thunderheart Cover	Archimonde; mitigation default
Neck	Vindicator's Pendant of Triumph / Telonicus' Pendant	Crit-immunity efficiency / best individual value
Shoulders	Thunderheart Pauldrons	Mother Shahraz token
Back	Gilded Thorium Cloak	Karazhan; armor default
Chest	Thunderheart Chestguard	Illidan token
Wrists	Vindicator's Dragonhide Bracers / Insidious Bands	Crit swap / best individual value
Hands	Thunderheart Gauntlets	Azgalar token
Waist	Belt of One-Hundred Deaths	Lady Vashj; exceptional Expertise value
Legs	Thunderheart Leggings	Illidari Council token
Feet	Treads of the Den Mother / Vindicator's Dragonhide Boots	Mitigation / crit swap
Rings	Violet Signet of the Great Protector + Ring of Deceitful Intent	Armor anchor + balanced threat
Trinkets	Shadowmoon Insignia + Battlemaster's Determination or Cruelty	Independent health on-use pair
Weapon	Pillar of Ferocity	Anetheron; default Phase 3 feral weapon
Idol	Idol of the Raven Goddess / Idol of the White Stag	Raid group DPS / personal TPS

Tier 6 shape

Head, shoulders, chest, gloves and legs are all powerful. A balanced bear commonly wants four-piece or more depending on the complete set. Off-tanks value the legs early and the 2-piece bonus because it supports cat downtime without Wolfshead Helm.

Source correction

The live Wowhead Phase 3 page contains known source-label errors for the leg token. Thunderheart Leggings use the Black Temple Tier 6 leg token from the Illidari Council; do not plan around the erroneous line in the list.

07 / THREAT AND COOLDOWN SWAPS

Turn surplus survival into raid speed

Swap deliberately; do not let a damage item silently break the tank contract.

Best-known Phase 3 levers

Lever	Defensive / balanced	Aggressive / hybrid
Head	Thunderheart Cover	Vengeful Dragonhide Helm or Cursed Vision
Back	Gilded Thorium Cloak	Thalassian Wildercloak / Shadowmoon Destroyer's Drape
Wrists	Vindicator Dragonhide for crit budget	Insidious Bands
Feet	Treads of the Den Mother / Vindicator	Shadowmaster's Boots
Rings	Violet Signet + Deceitful Intent	Deceitful Intent + Stormrage / Eternal Champion
Weapon	Pillar of Ferocity; Vengeful Staff as a crit-budget swap	Pillar remains the default
Idol	Raven Goddess for total group value	White Stag for personal TPS

Trinket matrix

Pairing	Use	Rule
Shadowmoon Insignia + Battlemaster	Progression main tank	Can deliver about 3,500 temporary HP together; Battlemaster trinkets share with each other, not Insignia.
Shadowmoon Insignia + Badge of Tenacity	Armor + emergency health	Strong when armor is useful and incoming damage is physical.
Bloodlust Brooch + Madness of the Betrayer	Snap / sustained threat below hit cap	Madness loses value above the hit cap.
Bloodlust Brooch + Dragonspine Trophy	Farm threat above hit cap	Use only when survival floor is comfortably met.
Badge of Tenacity + Tsunami Talisman	Hybrid bear/cat	Efficient shared value across both jobs.

On-use timing

A health on-use is most valuable immediately after a spike when the added health prevents the next swing from killing you. Coordinate it with healer throughput and boss timers; do not macro defensive trinkets into Mangle.

08 / BOSS THREAT

A priority system, not a cast sequence

Mangle on cooldown, stable Lacerate, intelligent filler and controlled rage dumps.

	Demoralizing Roar Maintain only if assigned		Faerie Fire (Feral) Pull / debuff
	Mangle (Bear) Use every cooldown		Lacerate Reach 5; refresh safely
	Swipe High-AP filler		Maul Excess-rage queue

Priority	Action	Execution detail
0	Position and face the boss away.	Never trade raid safety for a faster first global.
1	Maintain assigned Demo Roar / Faerie Fire.	Avoid duplicate debuff work; a Warrior may own the stronger Demo effect.
2	Mangle (Bear) on cooldown.	Highest-priority bear GCD and enables bleed damage.
3	Build and hold 5 Lacerate.	Refresh before expiry without delaying Mangle.
4	Use Swipe as filler at high raid-buffed AP.	Around 2,700 AP is the common crossover where Swipe beats extra Lacerate filler.
5	Queue Maul only with excess rage.	It replaces the next white attack and is the least efficient threat per rage.

Opening script

Time	Action	Reason
Pre-pull	Use safe pre-pull Enrage if rage is needed; cancel the armor penalty before contact.	Never carry the armor loss into the first swing.
Range	Faerie Fire (Feral) if assigned.	Starts the pull without spending rage.
Contact	Mangle -> Lacerate; queue Maul only if rage permits.	Front-loads reliable threat.
Stabilized	Build Lacerate to 5, then Mangle > refresh > Swipe.	Converts rage into sustained TPS.

Parry safety

Attack from the front because you are tanking; Expertise therefore gives bears unusually high value by reducing both dodge and parry outcomes. It improves consistency, but it never replaces the crit-immunity check.

09 / WAVES, TAUNTS AND COOLDOWN DISCIPLINE

Control the dangerous targets

Bear AoE is limited to three-target Swipe; the plan must respect that reality.

Situation	Correct play	Common failure
Three targets	Swipe every GCD; tab Maul with spare rage; mark the kill target.	Tunneling one mob while the third eats a healer.
Four or more	Own priority melee; let the Protection Paladin stabilize the mass pack.	Pretending Swipe is unlimited AoE.
Loose target	Mouseover Growl, then land real threat immediately.	Treating the matched-threat taunt as permanent control.
Pack collapse	Challenging Roar for brief fixate while raid recovers.	Assuming it grants threat; targets can leave when the fixate ends.
Caster	Line of sight, Feral Charge interrupt/root and coordinated kick assignment.	Charging away from the healer or exposing your back.



Growl

Matches top threat; follow with Mangle



Challenging Roar

Brief emergency fixate



Feral Charge

Gap close + interrupt utility



Enrage

Pre-pull only when armor loss is safe



Frenzied Regeneration

Last resort; consumes rage



Barkskin

Pre-pull/off-tank use; form shift is dangerous

Bear cooldown truth

The spec lacks Shield Wall. Your real cooldown kit is gear: Shadowmoon Insignia, a Battlemaster health trinket, Nightmare Seed/Healthstone where usable, Ironshield when armor has room, healer externals and clean positioning.

Do not panic-shift

Barkskin, Innervate, certain consumables and utility may require leaving form depending on the action. Never expose caster form while actively taking boss swings. Schedule the window as off-tank or before contact, and test macros on the live client.

10 / PROFESSIONS + CONSUMABLES

Convert inventory into survival and speed

Engineering is the raid-control profession; the second slot follows group duty.

Profession recommendation

- + Engineering: Sappers, Flame Turret, battle chicken and practical raid utility. Use deployables only in a safe form window.
- + Leatherworking: drums and crafted bear pieces; choose it when your subgroup requires your drum rotation.
- + Enchanting: +4 Stats to each ring for the strongest personal-only alternative when drums are covered.

Core raid bag

- + Elixir of Major Agility; Elixir of Demonslaying for demon targets.
- + Gift of Arthas; Flask of Chromatic Wonder as death-safe fallback.
- + Fisherman's Feast / Spicy Crawdad; Spicy Hot Talbuk for threat.
- + Ironshield and Haste Potions; Free Action and protection potions.
- + Nightmare Seed, Master Healthstone, Rebirth/Gift reagents.

Slot	Default	Swap rule
Battle elixir	Elixir of Major Agility	Demonslaying on demon targets when modeled higher.
Guardian elixir	Gift of Arthas	Ironskin only to repair a crit-immunity gap; other defensive elixirs by assignment.
Flask	Flask of Chromatic Wonder	Use instead of elixirs during death-heavy progression; Fortification is weaker overall.
Food	Fisherman's Feast / Spicy Crawdad	Spicy Hot Talbuk when threat, not HP, is the constraint.
Potion	Ironshield while below armor cap	Haste Potion when armor is capped and threat is safe to push.
Weapon	Adamantite Weightstone	Late-TBC form behavior makes it a powerful feral imbue.
Chest	Greater Rune of Warding	Temporary absorb; refresh as logistics allow.
Scrolls	Agility V + Strength V + Protection V	Use if they coexist with your current raid buffs on the live ruleset.

Potion/form warning

Some items require a cancel-form macro. A one-global caster-form exposure can kill you. Pre-use before contact or execute only in a specifically assigned no-melee window; verify Anniversary client behavior before raid night.

11 / ENCHANTS + GEMS

Finish every slot; gem the whole set

Phase 3 favors Agility by default, but sockets still solve safety and set constraints.

Slot	Recommended enchant	Decision
Head	Glyph of the Gladiator	Survival and threat package.
Shoulders	Fortitude of the Scourge	Best optimized legacy option; otherwise Greater Vengeance / Blade.
Back	Greater Agility	Balanced avoidance + threat.
Chest	Exceptional Stats	All-round scaling.
Wrists	Fortitude	Stamina for spike tolerance.
Hands	Superior Agility	Avoidance + threat.
Legs	Netherclef Leg Armor	Stamina + Agility; Clefthide is the budget version.
Feet	Boar's Speed	Stamina + movement; uptime and positioning win pulls.
Weapon	Major Agility (2H)	Permanent enchant; add Adamantite Weightstone as allowed.
Rings	Stats (Enchanting only)	Use Striking before Stats is available.

Phase 3 gem palette

Color / job	Gem	Use
Meta	Relentless Earthstorm Diamond	Balanced Phase 3 default; meet color requirements across the full set.
Red	Delicate Crimson Spinel	Default Agility when safety floor is met.
Purple	Shifting Shadowsong Amethyst	Agility + Stamina; excellent blue requirement bridge.
Orange	Glinting Pyrestone	Agility + Hit for yellow sockets and hit-set repair.
Blue emergency	Solid Empyrean Sapphire	Only when a real HP breakpoint outweighs avoidance/threat.
Yellow defense	Enduring Seaspray Emerald	Defense + Stamina for crit-budget/survival tuning.

Gemming workflow

Activate meta -> satisfy crit immunity -> meet encounter HP/resistance floor -> collect valuable socket bonuses
-> fill remaining sockets with the best balanced Agility mix. Re-run the safety formula after every gem change.

12 / RAID ECOSYSTEM

Group placement is tank throughput

A bear makes the physical group stronger and receives the threat tools needed to carry.

Ideal physical subgroup

FERAL

Leader of the Pack
Improved LoTP

ENH

Grace of Air
Unleashed Rage

FURY

Battle Shout
Physical DPS

BM

Ferocious
Inspiration
3% group damage

BM

Second FI
Pet synergy

Category	Required coverage	Why the bear cares
Tank buffs	Fortitude, Mark/Gift, Kings, Sanctuary, armor aura/totem, Commanding Shout if used	HP and armor breakpoint stability.
Threat buffs	Windfury/Grace of Air choice, Unleashed Rage, Battle Shout, FI, Hunter aura	Faster threat lead and raid speed.
Damage reduction	Thunder Clap, Demoralizing effect, Curse of Weakness when assigned	Lower physical spikes; avoid weaker debuff overwrites.
Armor debuffs	Sunder/Expose, Faerie Fire, Curse of Recklessness where safe	Personal and physical-group damage.
Fear plan	Fear Ward / Tremor Totem and encounter-specific positioning	Especially relevant to Archimonde stability.
Healer armor proc	Inspiration / Ancestral Fortitude	Powerful, but dynamic; never assume 100% uptime when gearing.

Buff ownership

Assign every debuff before the pull. A default 0/44/17 bear does not own the strongest Demoralizing effect; switch to 0/47/14 only when the roster explicitly needs it.

Anniversary Bloodlust

Heroism/Bloodlust is raid-wide with a 10-minute lockout that resets after a boss kill or wipe. Totems, Leader of the Pack, Ferocious Inspiration and other subgroup buffs still make party composition meaningful.

13 / MOUNT HYJAL

Wave control without pretending to be a Paladin

Own priority threats, preserve healer safety and arrive at each boss with resources.

Assignment	Bear plan	Output lever
Trash waves	Mark dangerous melee, Swipe the controlled three, tab Maul, Growl escapes.	Let Protection Paladin AoE establish the mass pack; kill priority targets faster.
Engineering	Pre-place Flame Turret / execute explosives only in a safe form window.	Do not cancel bear under active melee to chase meter damage.
Rage Winterchill	Stable front-facing tank; respect Death & Decay movement and frost mechanics.	Keep Mangle and Lacerate through movement; move early.
Anetheron	Main tank boss or own infernal assignment per roster.	Pillar of Ferocity drops here; treat it as top feral weapon priority.
Kaz'rogal	Maintain position and clean threat; manage mana before the pull.	Avoid unnecessary form shifts or mana spending.
Azgalar	Face cleave safely; coordinate healing through silence windows.	Health trinkets are planned, not reactive panic buttons.
Archimonde	Confirm fear coverage, Doomfire path and emergency movement.	Every player carries Tears of the Goddess; survival is the parse.

Wave pull protocol

Moment	Call	Action
Spawn	Mark skull / square	Faerie Fire or body pull the priority target into the Paladin zone.
Contact	Melee stack	Mangle skull; Swipe; tab Maul only with rage.
Escape	Loose on healer	Mouseover Growl -> Mangle; do not spin the pack through melee.
Collapse	Multiple loose	Challenging Roar; announce duration so the raid kills or re-controls.
End	Next wave timer	Stop spending rage too early only if the next pull benefits; drink/Innervate off-tank windows.

Free Action Potion

Preempt dangerous stuns when the wave plan calls for it; FAP does not remove an already-applied effect. Living Action removes current movement/stun effects but provides the shorter immunity. Confirm item/form behavior before the run.

14 / BLACK TEMPLE

Assignment-first tanking

The raid is a sequence of different set checks, not one continuous threat race.

Encounter	Likely bear value	Preparation checkpoint
Naj'entus	Reliable boss tank with large health pool.	Healthstone/seed/trinket plan around burst; do not shift under swings.
Supremus	Excellent physical boss tank.	Keep frontal away; obey kite/volcano positioning rather than greed globals.
Shade of Akama	Priority add control or boss pickup.	Hit/expertise add set; growl mouseover ready.
Teron Gorefiend	Stable main tank and high sustained threat.	Threat set only after progression HP floor is confirmed.
Gurtogg Bloodboil	Tank rotation / threat-rank management.	Follow roster threat order; do not Maul through a planned handoff.
Reliquary of Souls	Phase-specific assignment.	Confirm which essence you tank and its threat/interrupt rules before gear lock.
Mother Shahrzaz	Boss tank or resistance wearer by strategy.	Dedicated Shadow Resistance set; validate crit immunity and HP after every swap.
Illidari Council	Assigned boss/add tank.	Build for the target's damage type; do not chase Council-wide meter value.
Illidan	Boss tank or Flame of Azzinoth tank.	Dedicated Fire Resistance set for Flame duty; exact threshold follows raid strategy.

Resistance set contract

Set	Non-negotiable	Then optimize
Mother SR	Raid-assigned Shadow Resistance, crit immunity unless the validated strategy says otherwise, enough HP.	Threat and movement only after the survival package is complete.
Illidan FR	Raid-assigned Fire Resistance, crit immunity, HP, controlled pathing of Flame of Azzinoth.	Hit/expertise for pickup consistency; never trade the resistance target for TPS.

Set lock

Equip and inspect resistance sets before entering combat. Write the resulting crit-reduction formula, HP, armor and resistance in the raid note. A set name alone is not proof of readiness.

15 / UTILITY + MACROS

Reduce clicks; keep judgment

Macros make the correct target fast. They do not make unsafe form shifts safe.

Powershift Bear

```
#showtooltip Dire Bear Form  
/cast !Dire Bear Form
```

Any-form Feral Charge

```
#showtooltip Feral Charge  
/cancelform  
/cast Dire Bear Form  
/cast Feral Charge
```

Mouseover Growl

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

Emergency set call

```
/run SendChatMessage("BEAR CD USED","YELL")  
/use Shadowmoon Insignia
```

Off-tank utility

 Rebirth Carry Flintweed Seed; call target	 Innervate Schedule only outside active tank window
 Cat Form Convert downtime into boss damage	 Barkskin Use only in a safe non-tanking form window

Consumable macro pattern

A common Nightmare Seed macro cancels form, uses the item, then returns to Dire Bear Form. That is dangerous under live melee and can fail around the global cooldown. Keep it separate from routine abilities, test it on the current client and use it only in an assigned safe window.

UI element	Required information	Reason
Threat meter	Your rank, next tank and top DPS	Prevents bad swaps and unnecessary threat gear.
Nameplates	Threat state, target, cast, debuffs	Hyjal loose-add control.
Boss timers	Tank busters, taunt windows, silence/fear	Turns trinkets and movement into planned actions.
Gear manager	Named set + visible confirmation	Resistance and crit-immunity control.
Aura tracker	Lacerate, Mangle, Demo, FF, armor buffs	Stops missed maintenance and false armor assumptions.

16 / PERFORMANCE REVIEW

Read the wipe before buying gear

Logs separate healer coverage, bad sets, threat mistakes and execution failures.

Question	Log evidence	Fix
Was I crit?	Incoming melee event flagged critical.	Recalculate the exact set; check a resistance or threat swap.
Was the death healable?	Time-to-die, overheal, heal gaps, boss ability + melee sequence.	Adjust cooldown/external plan or encounter HP floor.
Was threat limiting?	DPS throttled, target swaps, resisted taunt, dodge/parry streak.	Add consistency stats or improve the opening/taunt follow-up.
Did armor cap?	Raid-buffed armor and Inspiration/Ancestral uptime.	Move surplus armor to HP/threat only when the cap is actually active.
Did I waste rage?	Mangle delays, Lacerate drops, low-rage Maul queues.	Follow priority; Maul is the rage dump, not the rotation.
Did I carry downtime?	Cat uptime and damage when not assigned to tank.	Improve set swap, powershift and boss uptime without delaying pickup.
Did adds escape?	Enemy target history and Growl/Challenging Roar timing.	Improve marks, nameplates and target ownership.

One-week improvement loop

Priority	Action	Done when
P0	Repair crit immunity in every bear/resistance set.	Formula is written beside each saved set.
P0	Confirm race, 0/44/17 talents, head enchant and complete slot enchants.	Armory and in-game inspection match.
P1	Acquire Pillar of Ferocity and double health on-use trinket path.	Default weapon and planned boss cooldown set saved.
P1	Create PROG, THREAT, ADDS, SR, FR and CAT sets.	Every set is keybound and tested out of combat.
P1	Pack consumes and reagents by pull count.	Two wipes beyond planned raid length remain in bags.
P2	Review one death, one opening and one Hyjal wave per raid.	Next raid has one measurable change, not ten vague goals.

Final carrier standard

Crit immune in the equipped set; correct resistance package; preassigned debuffs and cooldowns; Mangle discipline; no low-rage Maul spam; loose adds recovered fast; cat damage added only when the next pickup remains protected.

17 / SOURCES + VERIFICATION

Current research, clickable references

Mechanics and Phase 3 recommendations were cross-checked against live 2026 TBC guide updates.

Reference	URL
Wowhead - Feral Tank Phase 3 BiS (updated 15 Feb 2026)	Open source
Wowhead - Feral Tank talent builds (updated 13 May 2026)	Open source
Wowhead - Feral Tank stats	Open source
Wowhead - Feral Tank rotation and abilities	Open source
Wowhead - Feral Tank buffs and consumables (updated 10 Feb 2026)	Open source
Wowhead - Feral Tank macros	Open source
Icy Veins - Feral Tank guide (updated 12 Jan 2026)	Open source
Icy Veins - Feral Tank stat priority	Open source
Icy Veins - Enchants and consumables	Open source

Icon index

All talent, ability, racial and class icons in this handbook were resolved by exact TBC spell ID through Wowhead's tooltip data and downloaded from the Wowhead icon CDN. Every icon label in the handbook links to its TBC Wowhead spell page.

 Mangle (Bear) Wowhead spell 33987	 Lacerate Wowhead spell 33745	 Swipe Wowhead spell 26997
 Growl Wowhead spell 6795	 Survival of the Fittest Wowhead spell 33856	 Omen of Clarity Wowhead spell 16864

Verification note

TBC Anniversary can receive hotfixes. Recheck tooltips, raid calendar, resistance targets and roster-specific assignments on the live client. The exact crit-immunity formula should be recalculated from your equipped set, not copied from a screenshot.

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