

THE FERAL DRUID

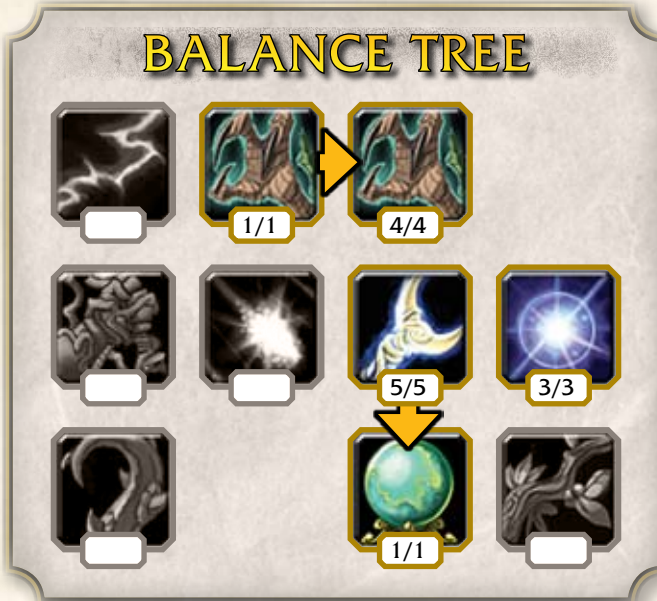
14 BALANCE

32 FERAL

5 RESTORATION

This spec is an all around Feral Druid build. It helps you while leveling up, in supplying DPS and off tanking capabilities with groups or having a little PvP fun.

BALANCE TREE



NATURE'S GRASP 1/1



This talent has a 35% chance to entangle an attacking melee enemy in roots while outdoors. Although not needed as much in most end game raid zones, Nature's Grasp comes in handy during PVP action or to escape annoying mobs.

IMPROVED NATURE'S GRASP 4/4



Improved Nature's Grasp improves the odds that roots will entangle the attacking melee enemy. This talent is a must have for soloing and helps your survivability.

REQUIRES 5 POINTS IN BALANCE TALENTS

NATURAL WEAPONS 5/5



A great talent for Feral Druids; all your attacks in Bear and Cat Form are physical and Natural Weapons increases the damage done by physical attacks.

NATURAL SHAPESHIFTER 3/3



As a Druid expect to do some shapeshifting. As a Feral Druid you could be shapeshifting often. In larger fights it is often necessary to shapeshift out of a feral form for healing or to switch to another form to better fit the situation. This talent helps save mana while cycling through these shapeshifts.

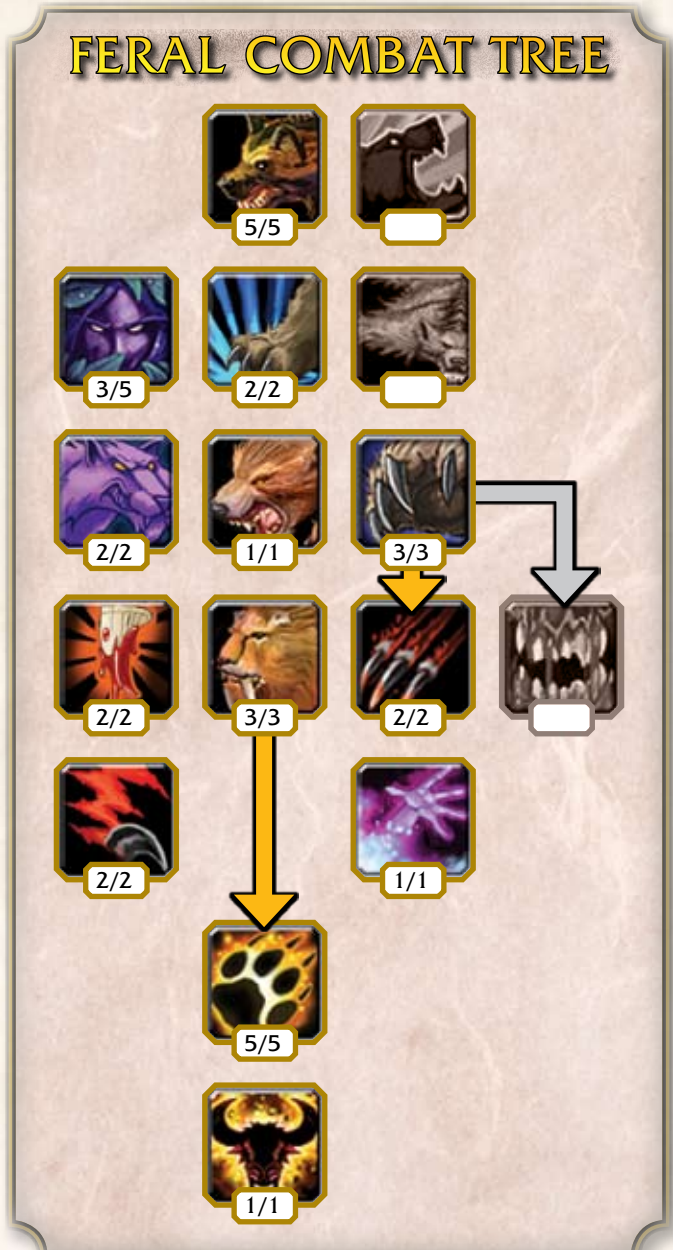
REQUIRES 5 POINTS IN BALANCE TALENTS

OMEN OF CLARITY 1/1



While this talent is in the Balance tree it is most effective for the Feral Druid. It's a self buff and it only has a chance to proc during melee attacks. When it does proc, it gives you one mana, rage or energy-free attack or spell.

FERAL COMBAT TREE



FEROCITY 5/5



Ferocity reduces the rage and energy costs of certain Bear and Cat attacks which is especially nice to have during long fights.

REQUIRES 5 POINTS IN FERAL COMBAT TALENTS

FERAL INSTINCTS 3/5



Feral Instincts helps improve the Bear and Cat forms by making Bear Form better for tanking and Cat Form more stealthy. While this is a nice talent to have, it isn't necessary to place the max in it; these points are better used elsewhere.

14 BALANCE • 32 FERAL • 5 RESTORATION

BRUTAL IMPACT

2/2



It's always nice to have a longer stun. Brutal Impact maxed out increases the duration of Bash and Pounce abilities by 1 second.

REQUIRES 10 POINTS IN FERAL COMBAT TALENTS

FELINE SWIFTNESS

2/2



This talent increases your chance to dodge while in Cat Form by 4% and your outdoor movement speed in Cat Form by 30%. This is a nice talent to have before attaining Travel Form for the outdoor speed increase.

FERAL CHARGE

1/1



Feral Charge is really the Druid's only way to interrupt spell casters and is just a great stun overall. It is especially nice during PvP to stop opposing healers.

SHARPENED CLAWS

3/3



Sharpened Claws increases the critical strike chance with all Bear and Cat moves by 6% and is needed for another important talent, Blood Frenzy.

REQUIRES 15 POINTS IN FERAL COMBAT TALENTS

IMPROVED SHRED

2/2



Improved Shred reduces the cost of Shred. Shred is most useful in PvE group play since there is a good chance the target will be attacking the main tank and will have its back to you. If your opening move is Pounce you should easily be able to get in a Shred before the target turns around.

PREDATORY STRIKES

3/3



This talent increases attack power by 150% in either Cat or Bear Form and is also a prerequisite for further talents.

BLOOD FRENZY

2/2



With the max points in Blood Frenzy this talent provides a 100% chance to gain an extra combo point when you make a critical hit with an ability that adds a combo point.

REQUIRES 20 POINTS IN FERAL COMBAT TALENTS

SAVAGE FURY

2/2



Savage Fury increases damage by 20% while using Claw, Rake, Maul or Swipe, so it's good for either Bear or Cat Forms.

FAERIE FIRE (FERAL)

1/1



Faerie Fire (Feral) is incredibly handy in PvP to use against stealthy enemies while keeping the safety of Bear Form. It's also just generally easier to use instead of shifting forms to place it on a target particularly in a larger fight.

REQUIRES 25 POINTS IN FERAL COMBAT TALENTS

HEART OF THE WILD

5/5



Heart of the Wild increases Intellect by 20% while adding 20% additional stamina to Bear forms and 20% additional Strength in Cat Form.

REQUIRES 30 POINTS IN FERAL COMBAT TALENTS

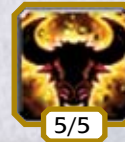
LEADER OF THE PACK

1/1



Leader of the Pack is the final talent in the Feral tree. It increases the critical chance of ranged and melee attacks by 3% for everyone in your party within 45 yards, and yourself.

RESTORATION TREE



5/5

FUROR

5/5



The only talent in the Restoration tree that is very useful for a Feral Druid is Furor. With the max points in it, you gain 10 rage when shifting into Bear or 40 energy when shifting into Cat.





STRENGTHS OF THIS TEMPLATE

This talent build is mainly for maximum DPS. It's a good build to use for PvP, solo and being a raid DPS and an off tank. In the PvP battleground Warsong Gulch, Druids are usually sought after to carry and hold the flag; being a Feral Druid is the best all-around choice for this. Feral Druid is also the safest and fastest way to level up while soloing. Feral Druids are useful in groups as a main tank (usually in a small group) or as an off tank in raids and, of course, they are a source of solid DPS while in Cat Form.

ROOM FOR FLEXIBILITY

If you do end up tanking in groups as a Feral Druid, then perhaps specializing in Bear Form is the way to go. Remove Feline Swiftness, Improved Shred and Blood Frenzy. Use the additional points to max out Thick Hide and put the rest in Primal Fury. Both talents are meant to help you be a better Bear. You may not kill as fast while in Cat Form, but you become better at tanking and have increased survivability through large fights.

THICK HIDE 5/5



With all 5 points in Thick Hide your armor contribution from items is increased by 10%. While this talent works in all forms, it is mainly felt with the 350% increase that Bear Form already receives.

PRIMAL FURY 1/2



One point in Primal Fury provides a 50% chance to gain 5 more rage when you get a critical strike in Bear Form.

EQUIPMENT

If you plan on killing things quickly and specializing in maximum damage in Cat Form, then look for gear with Strength and Agility (and the occasional gear with +Attack Power). Other attributes can be useful, but those two really help boost damage output. Collecting Rogue-type gear also helps a Feral Druid. If you think you will be spending more time in Bear Form then look for gear with Strength, Stamina (and the odd +Defense piece) and as much armor as you can get.

FINAL NOTES

A Feral Druid is still able to do what other types of Druids do to a certain extent, but what they excel at is combat. With the right gear and skill a Feral Druid in Bear Form can give Warriors a run for their money and just as a Feral Druid in Cat Form can do the same to Rogues.

THE SOLO ROAD TO LEVEL 60

The talents suggested here, and covered in greater detail in this document, are designed to get you through levels as quickly as possible, and assume no outside help. Most of your time in the game would be spent either grinding through rest experience or completing quests outside of world dungeons. While characters with these specs could function in a group (that's a function of the player as much as any spec), talent points are allocated for solo work.

TALENTS TAKEN BY LEVEL 20

- 1/1 Nature's Grasp
- 4/4 Improved Nature's Grasp
- 4/5 Ferocity
- 2/5 Furor

TALENTS TAKEN LEVELS 21-30

- 5/5 Ferocity (1 point)
- 3/5 Feral Instinct
- 2/2 Brutal Impact
- 2/2 Feline Swiftness
- 2/5 Natural Weapons

TALENTS TAKEN LEVELS 31-40

- 5/5 Natural Weapons (3 points)
- 5/5 Furor (3 points)
- 1/1 Omen of Clarity
- 1/1 Feral Charge
- 2/3 Sharpened Claws

TALENTS TAKEN LEVELS 41-50

- 3/3 Natural Shapeshifter
- 3/3 Sharpened Claws (1 point)
- 2/2 Improved Shred
- 3/3 Predatory Strikes
- 1/2 Blood Frenzy

TALENTS TAKEN BY LEVELS 51-60

- 2/2 Blood Frenzy (1 point)
- 2/2 Savage Fury
- 1/1 Faerie Fire (Feral)
- 5/5 Heart of the Wild
- 1/1 Leader of the Pack

