

# Nighthold Feral Quick Sheet (7.1.5)

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## Rotation

The core rotation has changed very little. It is acceptable to sit on Clearcasting procs until you have pooled 65 or more energy when at five CP. With 4-set; Cast Thrash when it is in pandemic or off the target if you get a clearcasting proc or inside

Berserk/Incarnation. Make sure Bloodtalons charges still go onto Rake, Rip and Ashamane's Frenzy before Thrash.

If you are ever in a situation where a refresh of Rip would happen without Bloodtalons up, it is acceptable to "hardcast" Regrowth (breaking form). You can use Tiger's Fury or Dash to re-enter cat form without incurring an additional global cooldown.

## Set Bonus

Weak on Single-Target, 2pc adds between 1% and 2.3% (Incarnation and Savage Roar respectively), 4 piece adds between 6.3% and 4.8% (Incarnation and Savage Roar again) damage for single-target.

The values for three target cleave with 4pc: 2.9% on SR and 3.6% for Incarnation.

## Legendaries

Fiery Red Meimers – is very weak, when you have the proc it's worth using Maim over Ferocious Bite in the rotation, and it's slightly higher priority in 2-3t cleave situations, but not really worth using over Rip or SR.

Kil'jaeden's Burning Wish – is rather strong, while the effect is very mediocre (~5.5k/target dps) the trinket itself is equivalent to a high item level statstick, which is a good trinket all on its own.

The Wildshapers Clutch – got nerfed slightly (the proc chance from 40%->30%) is smaller than it might seem at first, for single-target we

will get some amount of extra thrash ticks for one due to the set bonus and also with the general crit nerf the value of individual combo points have gone slightly up. While neither of these two factors compensates completely, it means that Wildshaper ends up in the thick of it together with Ailuros Pouncers and Cinidaria for single-target.

## Talent builds:

This slightly changes priorities for talents:

Bloodscent gains on Lunar Inspiration because of reduction of crit from other changes and is the recommended talent for Single-Target.

Lunar Inspiration is still close, and is still a reasonable preference choice. The balance between the two talents are still a factor or gear. Lunar Inspiration remains the superior choice at 2-3 target sustained cleave situations.

Predator got a duration increase on TF bolted on, Predator is now slightly less of a dps decrease single-target, but you still need a reliable stream of 2-3 targets dying per minute to break even with the other two talents.

Incarnation got a buff to 60% cost reduction, but also further improved by the Convergence of Fates trinket. So much in fact that the best Incarnation setup is within less than 1% of the best Savage Roar setup. Incarnation can therefore depending on your combination of gear and trinkets even beat Savage Roar on single-target. Outside of simming, the general guideline for this is that when you have Convergence of Fates, Incarnation will be ahead, and when you have Draught of Souls, SR will be ahead. If you have neither of them, SR will also remain the superior choice. It is worth noting that Incarnation preforms better than Savage Roar in situations not purely

sustained single-target, and fight length has an impact. For min-maxing purposes, both talents are likely to be usable depending on a given specific fight.

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Sabretooth and Elune Guidance changes does not alter the value of those talents. Jagged Wounds remain the best talent in that row for virtually all situations.

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Bloodtalons is still the go to talent in the last row, while MoC saw a buff it does not meaningfully alter the value of this talent compared to the other two on this row.

Brutal Slash saw a cooldown reduction buff, reducing the cooldown before haste to 12s. This makes the talent a lot more appealing in most situations where Burst AoE is more important than single-target damage. It is worth taking a second look at this talent – as it is a lot better (>30%) than it was before 7.1.5.

With the changes, you need to hit roughly four targets on average for Brutal Slash to win over Bloodtalons. If no adds will arrive within the next 30~ or so seconds, you want to try and dump all charges of Brutal Slash into a Tiger's Fury window, but without overcapping charges or wasting combo points as far as possible.

## Mythic+

While it remains to be seen which builds will triumph in M+, the recommended builds will always be depending on your dungeon comp (What your group needs) and your gear but are being amended to be:

Raid Build: BS/Inc or SR/JW/BT for when only your single-target boss damage is important (Such as high tyrannical dungeons)

Predator/SR/JW/BT for when you are doing reasonably big AoE pulls, or dungeons with bosses featuring adds.

Li or BS/SotF/JW/BT or BRS for when you are doing smaller cleave consistently (Average 2-5 targets for most of the dungeon)

Predator or BS/SR/JW/BRS for when you are maxing burst AoE on a few massive pulls.

## Trinkets

Trinkets are as always hard to provide general advice for, and as such, I recommend simming the different combination of trinkets you have in your bag, just like before.

However – if you are looking for a guideline for what trinkets are good to grab here are a few item level equivalencies:

How to read this chart: Add the given number below to item level of your trinket and compare based on item level. Understand that this tool is a very rough estimation of trinket power for single-target, and the only way to get reliable results is simming your unique combination.

Convergence of Fates (With Incarnation): +70  
Convergence of Fates (With Savage Roar): +-0  
Draught of Souls (With Incarnation): -5  
Draught of Souls (With Savage Roar): +25  
Nightblooming Frond (All builds): +25  
Entwined Elemental Foci (All builds): -5  
Arcanogolem Digit (All builds): -10  
Bloodthirsty Instincts: +-0  
Other EN trinkets: Worse than -25  
Eye of Command (/w Chest): +15  
Eye of Command (w/o Chest): +4  
Chaos Talisman: +2  
Memento of Angerboda: -5  
Tirathon's Betrayal: -7  
Unstable Arcanocrystal: -20 (Better at low ilvl)  
Any Statsticks (Haste slightly worse): +-0