

Fifth Dreadclaw - High Order Skyborne Druid

Main character plan for WoW: Forever launch (Nov 4 2026). Alliance, PvP ruleset, healer main.
Name already chosen: two-part, region-unique.

Created: 2026-09-29. Beta facts are dated and move per build. Build referenced: 1.60.1.70058 (Sep 29 2026); re-checked 2026-10-01 against build 1.60.1.70124. Recheck before launch. Week-by-week play plan: `first-week-playbook.md`.

Identity

Field	Value
Name	Fifth Dreadclaw (two-part, region-unique)
Race	Skyborne (shen'dorei)
Faction	High Order (Alliance)
Class	Druid
Ruleset	PvP
Role	Healer main (guild tag)
Pack needed	Skyborne Heroic Pack or higher (base sub does not unlock Skyborne)

Beta character reference: <https://twilighttavern.co/characters/1447>

Racial kit (High Order Skyborne)

Racial	Effect	Notes
Read Ley Line	+100% HP and Mana regen, 2 min CD. Region-dependent: 15 sec with no ley line nearby, 15 min near one	Alliance-only. Your sustain racial. Learn ley-line spots on your routes.
Wind Blessed	+1% haste (passive)	Small but free.

Racial	Effect	Notes
Elemental Insight	+5% damage vs Elementals	Situational, good on elemental quest mobs.
Walk on Air	Glide	Traversal QoL.

The +10% run speed racial (Skysight) is Horde (Windshaper) only. As Alliance you do not get a leveling-speed racial. Your speed comes from Feral Swiftiness (+30% cat movement) and Travel Form at 30.

Beta base stats at level 3 read Int 25 > Str 21, so Skyborne appear to lean caster. Provisional (client data), verify at launch.

Source: Blizzard "Meet the Skyborne" <https://news.blizzard.com/en-us/article/24302071>

Leveling spec: Feral, heal dungeons on the side

Beta player experience (Sep 18-23) is unanimous on one point: level Feral. Wrath was undertuned early (caster complaints are thick, see Beta intel below), and Feral (Bear at 10, Cat at 20) is what people actually leveled with. Feral does not block dungeon healing: at low level your heal throughput comes from spell rank and Int/Spirit gear, not talents. Keep a healing set, heal each dungeon's first run, and respec Restoration at 60.

Why this still fits a healer main:

- Forever cut dungeon enemy XP and boosted dungeon quest XP, so the first clear of every dungeon is the best XP in the game. A druid can tank or heal, so you fill any group.
- Feral covers Bear (tank), Cat (solo), and off-heals, so you play all roles on the way up.

Working order (foreverwisp 0/41/10, verify live):

Feral core, in order: Ferocity 5, Feral Swiftiness 2, Heart of the Wild 3, Savage Fury 2, Sharpened Claws 2, Feral Charge, Primal Bite at 25 (16-point milestone, renamed Mangle), Predatory Strikes 3, Blood Frenzy 2, Leader of the Pack, Predatory Instincts 3, King of the Jungle 3, Rend and Tear. Berserk at 40 (needs 30 Feral points). Then the Resto tail: Furor 5, Naturalist 5, then finish Heart of the Wild, Thick Hide, Natural Reaction.

Feral beta tips:

- Feral Combat weapon skill is NEW. Level it or your forms feel weak. Buy a green 2h staff or mace early and keep it current.

- Cat rotation: Rake, Claw to 4-5 combo points, Rip or Ferocious Bite. Prowl to skip mobs.
- Powershifting reportedly no longer restores energy (a Feral nerf). Do not build around it.
- Bear Form had a known armor bug in beta that multiplied armor from buffs, inflating tankiness. Expect it fixed at launch.

Alternative: Restoration hybrid leveling If you want to feel like a healer the whole way, this is the all-in path. Order: Improved Wrath 5 (Balance), Nature's Focus 5, Naturalist 5, Reflection 3, Swiftmend at 30, Improved Rejuvenation 3, Nature's Swifttness, Living Spirit 3, then Wild Growth at 40 (31 Resto points). It depends on Wrath, which was the weak point until build 70009 (Sep 24) buffed Wrath base damage ~50%. Slower solo than Feral, and levels 1-20 still drag.

Alternative: Balance-for-a-healer (PvP-server pick) Beta players on PvP servers suggest Balance first for a "healer" role: keep DoTs and HoTs rolling, use Roots and Travel Form to stay slippery, drop to Bear

when focused, and off-heal with Barkskin, Innervate, and combat res. Starfire at 20 is the main nuke. This fits a PvP server better than deep Resto while leveling, and still heals PvE fine.

Patch note: Primal Bite is the renamed Mangle (build 70009, Sep 24 2026, debuff removed). Faerie Fire (Feral) was removed, Faerie Fire is baseline for all druids.

Beta intel: how people actually leveled (Sep 2026)

Sourced from Blizzard beta forums and the wowforeverbuilds class report.

- Consensus: "Druid: Feral fine, Wrath painful." Feral is the expected leveling spec.
- Druid 1-20 is rough, worst before Bear at 10. Gets much better at Cat (20). Thorns is often your top damage number because kills are slow.
- Wrath complaints: rank 2 hit for 11-13 and cost half mana and half health per mob. A player calculated the base-damage nerf cut druid damage ~67% vs ~23% for warlock/mage. Reported workaround: Moonfire plus weapon autos, or spam rank-1 Wrath with Moonglow.
- Timeline caveat: build 70009 (Sep 24) buffed Wrath base damage ~50% and renamed Mangle to Primal Bite. Most complaints predate that fix. Re-test Wrath live before trusting it.
- Skyborne starting-zone mobs reportedly have higher health than standard starting zones.
- XP to 60 is unchanged from Classic (Wowhead retracted its lower-curve datamine).

Sources: wowforeverbuilds beta class report, us/eu Blizzard beta forum threads (Sep 18-23 2026), wowclassicforever.info, r/wowforever threads.

Endgame spec: Restoration (10/0/41)

Guild role is Main Healer, so this is the 60 target.

Balance (10): Genesis 5/5, Moonglow 3/3, Nature's Majesty 2/2.

Restoration (41): Nature's Focus 5/5, Naturalist 5/5, Subtlety 3/3, Reflection 3/3, Gift of Nature 5/5, Gift of the Earthmother 1/1, Tranquil Spirit 3/3, Improved Rejuvenation 3/3, Swiftmend 1/1, Nature's Swiftiness 1/1, Living Spirit 3/3, Improved Tranquility 2/2, Improved Regrowth 5/5, Wild Growth 1/1.

Fact	Detail
Wild Growth (capstone)	Party HoT within 43 yd, instant, 6s CD, 550 mana. Needs 30 Resto + Living Spirit 3. Value disputed: 285 over 7s (classicwow.gg) vs 336 (wowforeverbuilds).
Gift of the Earthmother	Cuts 0.5s GCD on Rejuv, Swiftmend, Wild Growth.
Swiftmend	Instant heal for the full duration of an active Rejuvenation or Regrowth. In Forever it does NOT consume the HoT. Not eligible on Wild Growth. Resto 16-point milestone.
Stat priority	Healing power > Spirit / mana regen > Int > spell crit > Stam.
Tier 1 set	Grovekeeper Raiment. 5-piece Swiftmend CD cut is the target bonus.
Incompatibility	Nature's Grace (21 Balance) cannot fit with Wild Growth (31 Resto) in 51 points.

PvP flag-carry variant (later): 0/20/31, taking Feral Swiftiness and Nature's Swiftiness alongside Wild Growth and Swiftmend. wowhandbook lists a near-identical raid build at 11/0/40. On a PvP server, a Balance-leaning off-heal build is also common (see leveling alternatives).

Forever healing changes (beta)

- HoTs now stack and can crit.
- Swiftmend no longer consumes the HoT it reads, and moved to the 16-point milestone.
- Gift of the Earthmother is new (0.5s GCD cut on Rejuv, Swiftmend, Wild Growth).
- Omen of Clarity procs do not break the 5-second rule.
- Thorns scales with spell power.

Source: wowforeverbuilds.com builds (community-derived), Forever Codex.

Leveling route (Alliance)

Beta: 1-12 Zephras Isle (Skyborne). CORRECTION 2026-10-01: faction is chosen at character creation, not at 12 (Wowhead Skyborne guide). Alliance Skyborne then hub out of Dalaran via the Valanaar skyboat (`/way 65.9 83.5`); classic Alliance starting zones are far from Dalaran, so take the breadcrumbs live and adapt. Druid class quests have no in-game prompts: Bear Form at 10 (Zephras), Cure Poison ~14 and Aquatic Form 16 (Darnassus, Skyborne cure-poison chain reported bugged Sep 20), Cat Form 20 (Moonglade stealth quest). See `first-week-playbook.md` for the full runbook.

Band	Zones	Dungeons in range
12-20	From Dalaran: Hillsbrad/Arathi-side breadcrumbs, or Westfall + Redridge, or Loch Modan + Wetlands, or Darkshore + Ashenvale (verify live flow)	Hall of Thanes 13-18 (Ironforge)
15-30	Classic dungeons are re-leveled in Forever: Wailing Caverns 15-25, Deadmines 18-23, Stockade 22-30, Blackfathom Deeps 24-32	Excavation Site 24-29 (Wetlands), City of Dalaran 28-33 (table) or 20-35 (guide text, unresolved)
30-40	STV + Arathi, then Riverglades mid-30s; SM GY/Library 28-38/29-39, Razorfen Kraul 30-40	Drowned City 35-40 (STV)
40-50	Riverglades + Feralas / Tanaris / Hinterlands; Uldaman 42-52, ZF 44-54	Krol'dok 40-45 (table) or 40-55 (text, unresolved), Alcaz Prison 48-53 (Dustwallow)
50-55	Un'Goro / Felwood / WPL; Maraudon 45-57	-
55-60	Burning Steppes / EPL / Winterspring / Azshara	Blackmaw Hold 55-60 (Azshara), Shaper's Terrace 58-60 (Un'Goro)

Ruins of Lordaeron (15-20) is a Horde-side detour, optional for Alliance.

PvP ruleset note: Wetlands is a known griefing corridor at launch. Route around it or group up. As a druid you have stealth and Travel Form to dodge.

Sources: wowhandbook.com, expcarry route, wowforeverbuilds route (community). Dungeon locations cross-checked against Forever Codex.

Professions

LOCKED for now, Oct 1 2026 (revisit if launch changes the math; beta data moves per build):
Herbalism + Alchemy primaries, all three secondaries (**Cooking, First Aid, Fishing**). Cap: 2 primaries + 3 secondaries; Camping needs no slot.

- **Alchemist's Stone** (BoP, Alchemy 275): +20% healing/mana potion effect trinket, doubles as Philosopher's Stone. Profession-locked healer power.
- **Mixology** (Forever mechanic): +25% to elixir/flask effects for the alchemist. Self-crafted consumes outperform bought ones.
- **Herbalism passive**: Magic Resistance buff (Forever gathering perk). Plus Incense Candle camp buff (+Int) and herb income.
- **Death Lotus**: all four new flasks need 1x each; farm the bottleneck, control flask supply at raid unlock (Dec 9), sell surplus.
- Enchanting items are all BoE/purchasable (Idol of Swiftmess: epic relic, Swiftmend CD -3 sec; Mighty Healing Power 2H enchant): buy with herb/flask income. The DE bank goes to a future bank-alt (Arcane Salvager needs only skill 140; Legacy Points guarantee alts).
- Fishing: Fish Bowl camp item (+8% stats), best tier-1 camp buff. Camp slots with Fishing: Mana Well + Incense Candle + Fish Bowl.
- Cooking: campfire feature slots scale with cooking skill (Basic 3, Journeyman 5, Expert 10) - it gates the whole camp system. Unique foods: rested XP, profession-skill food.
- First Aid: healing potions moved here from Alchemy in Forever, plus antivenom and anti-bleed. Zero-slot sustain for a healer.

Recipe counts and per-build data live in `data/db/forever.sqlite` and `wiki/professions/*.md` (generated, build-stamped).

Legacy

Account-wide Legacy Points, 16 per character at launch, up to 65 earned, cosmetic Reward Track. Druid challenges unlock at 25, 45, and 60. Spend on perks as they open.

Open items to verify at launch

- Oct 2 cap-30 beta patch notes (level cap rose from 20 to 30 on Oct 1-2).
- Skyborne base stats (Int-leaning), client-derived and beta-fluid.
- Resto talent order for the 40-60 tail (10/0/41 vs wowhandbook's 11/0/40).
- Re-test Wrath live: the Sep 24 buff is confirmed in dev notes; re-test live feel.
- Wild Growth tooltip value (285 vs 336) and rank.
- Whether dungeon faction restrictions gate Ruins of Lordaeron for Alliance.
- Live talent tree against the current build before committing points.
- Faction choice confirmed at character creation (Wowhead Sep 17); re-confirm at launch.
- Where High Order is routed after Dalaran (no beta data yet, Oct 1).

Sources

- Blizzard "Meet the Skyborne": <https://news.blizzard.com/en-us/article/24302071> (confirmed)
- Blizzard "What's Next": <https://news.blizzard.com/en-us/article/24303862> (confirmed)
- Blizzard "Deep Dive": <https://news.blizzard.com/en-us/article/24303313> (confirmed)
- Forever Codex druid page: <https://forever-codex.com/classes/druid> (client-derived, build 1.60.1.70058)
- wowforeverbuilds.com (restoration leveling guide + beta class report):
<https://wowforeverbuilds.com> (community)
- wowhandbook.com: <https://wowhandbook.com> (community)
- wowclassicforever.info (druid ability levels, dungeon XP model):
<https://wowclassicforever.info> (community)
- talentsforever.com (talent calculator): <https://talentsforever.com> (community)
- Blizzard beta forums (druid leveling threads, Sep 18-23 2026): us.forums.blizzard.com (player reports)
- r/wowforever (player threads): <https://www.reddit.com/r/wowforever> (player reports)
- Warcraft Tavern / Icy Veins Classic druid (healing-change cross-check): community

Source: gameplan repo, data build 1.60.1.70124, published 2026-10-01. Beta numbers are provisional until launch.

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