This document reflects the Alpha state of Vanilla Reforged, which is a work in progress and subject to changes.

Vanilla Reforged

Changelog General

Let the past live - let's remake it if we have to.

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Server

Spell Batching

- Delay in milliseconds before most spell effects are processed has been reduced from 400 to 10 milliseconds.
- Delay in milliseconds before processing procs has been reduced from 800 to 20 milliseconds.

Chat

World Chat

- Can be joined at level 10.
- Has a 5 second cooldown between messages.

Whispers

- Whispers to players in different zones are possible at level 10.

Yelling

- Yelling is possible at level 10.

Faction Balance

- Double XP is automatically granted for the underpopulated faction.
    - This is based upon the average of active players over the last 7 days.
    - The XP bonus applies if a faction has an average of active players higher than 55% of the total population.

Items

All Items

- Attack Power bonuses on Items are reduced by approximately 33%.
- Items will always have the same values from release to the final patch.

By Armor Type

Cloth

- Strength and Agility were reallocated to other statistics.

Leather

- Chance to parry replaced with chance to dodge.

By Slot

Trinkets

- Chance to parry replaced with chance to dodge.

Enchantments

Shoulder enchantments

Argent Dawn

- Resistances granted doubled.

Naxxramas

- Fortitude of the Scourge
  - *Use: Permanently adds to a shoulder slot item increased Stamina by 16 and also grants 160 armor.*
- Might of the Scourge
  - *Use: Permanently adds to a shoulder slot item increased Attack Power by 30 and also increases your chance to land a critical strike by 1%.*

Zul'Gurub

- Zandalar Signet of Might
  - *Use: Permanently adds to a shoulder slot item increased Attack Power by 20 and also increases your chance to land a critical strike by 1%.*
- Zandalar Signet of Mojo
  - *Use: Permanently adds to a shoulder slot item increased damage and healing done by magical spells and effects up to 8 and also increases your chance to land a critical strike with spells by 1%.*
- Zandalar Signet of Serenity
  - *Use: Permanently adds to a shoulder slot item increased healing done by spells and effects up to 21 and also increases your mana regen by 3 mana per 5 sec.*

Head & Leg enchantments

Librams

- Lesser Arcanum of Resilience
  - *Use: Permanently adds 5 resistance to all magic schools to a leg or head slot item. Does not stack with other enchantments for the selected equipment slot.*
- Lesser Arcanum of Voracity
  - *Use: Permanently adds 10 arcane/fire/frost/nature/shadow resistance to a leg or head slot item. Does not stack with other enchantments for the selected equipment slot.*

Librams (Dire Maul)

- Arcanum of Rapidity
  - *Use: Permanently adds to a head or leg slot item increased Attack Power by 16. Does not stack with other enchantments for the selected equipment slot.*
- Arcanum of Protection
  - *Use: Permanently adds to a head or leg slot item increased Stamina by 8 and also grants 85 armor. Does not stack with other enchantments for the selected equipment slot.*

Zul'Gurub (Guard enchantments)

- Savage Guard
  - *Use: Permanently adds 15 nature resistance to a leg or head slot item. Does not stack with other enchantments for the selected equipment slot.*
- Ice Guard
  - *Use: Permanently adds 15 frost resistance to a leg or head slot item. Does not stack with other enchantments for the selected equipment slot.*
- Shadow Guard
  - *Use: Permanently adds 15 shadow resistance to a leg or head slot item. Does not stack with other enchantments for the selected equipment slot.*

Zul Gurub (Class enchantments)

Class specific Zul'Gurub enchantments have been reduced to 4 non class specific enchantments.

- Death's Embrace
  - *Use: Permanently adds to a head or leg slot item increased Attack Power by 24. Does not stack with other enchantments for the selected equipment slot.*
- Hoodoo Hex
  - *Use: Permanently adds to a leg or head slot item increased spell damage and healing by up to 12. Does not stack with other enchantments for the selected equipment slot.*
- Presence of Might
  - *Use: Permanently adds to a head or leg slot item increased Stamina by 12 and also grants 130 armor. Does not stack with other enchantments for the selected equipment slot.*
- Prophetic Aura
  - *Use: Permanently adds to a leg or head slot item increased healing done by magical spells and effects up to 16 and also increases your mana regen by 2 mana per 5 sec. Does not stack with other enchantments for the selected equipment slot.*

Items with Effects

On-use effects with cooldowns

- Cooldowns on almost all corresponding items lowered.
- Shared cooldowns on almost all trinkets removed.

On-use effects with charges

- Most items with on-use effects with charges were converted to trinkets, increasing their relevance across all levels.

On-hit effects

- Now none of these effects have an internal cooldown.
- On most melee weapons on hit effects now deal a percentage of mainhand weapon damage.

Effect	Uncommon PPM (Rare +10%, epic +20%)
One Additional Attack	1
90% Weapon Damage	1.07
80% Weapon Damage	1.17
70% Weapon Damage	1.3
60% Weapon Damage	1.46
50% Weapon Damage	1.7
40% Weapon Damage	2.05
30% Weapon Damage	2.6
20% Weapon Damage	3.75
10% Weapon Damage	7.2

- Those on hit effects that still deal spell damage now scale with spell power.

Struck in combat effects

- Now either deal a percentage of main-hand weapon damage or scale with spell power.

Underwater breathing effects

- Underwater breathing effects now increase breath duration timers.

Item Sets

- The T0 and T0.5 sets are now wearable by every class.
- The rare PvP set was removed from vendors and replaced with powerful trinkets.
- Redesigned most item set pieces and bonuses.
- Redesigned Druid and Shaman R14 sets, there are now dedicated sets for dealing either physical or spell damage.
- T1 and T2 Bosses now drop tokens which can be exchanged for the corresponding Set Items.

Item Sets Power Curve (Ascending)

Pre-BiS/T0
T1/ZG/T0.5(DPS)
T2/AQ20/T0.5(TANK&HEAL)
T2.5/R14
T3

Item Set Roles

(PDPS = Physical DPS / SDPS = Spell DPS / XDPS = Both versions available):

Scholomance Item Set Roles

PDPS	Deathbone Guardian
SDPS	Necropile Raiment, Cadaverous Garb, Bloodmail Regalia

Druid Item Set Roles

HEAL	T1, T2, T3
PDPS	ZG
SDPS	AB, T2.5
TANK	T0, T0.5, AQ20
XDPS	R14

Paladin Item Set Roles

HEAL	T1, T2, T3
PDPS	ZG, T2.5, R14
SDPS	AB
TANK	T0, T0.5, AQ20

Priest Item Set Roles

HEAL	T0, T0.5, T1, T2, T3
SDPS	ZG, AQ20, T2.5, R14

Shaman Item Set Roles

HEAL	T0, T0.5, T1, T2, T3
PDPS	ZG
SDPS	AB, T2.5
TANK	AQ20
XDPS	R14

Warrior Item Set Roles

PDPS	ZG, AQ20, T2.5, R14
TANK	T0, T0.5, T1, T2, T3

Mounts

The speed bonus of Qiraji Battle Tanks, usable within Ahn'Qiraj, have been increased by an additional 60%.

PvE Reputation rewards

- Argent Dawn reputation rewards were rebalanced.

PvP Reputation rewards

- Arathi Basin reputation rewards were rebalanced.
- Alterac Valley reputation rewards were rebalanced.
- Warsong Gulch reputation rewards were rebalanced.

Quest rewards

- Pristine Hide of the Beast rewards were rebalanced.

Skill Books

- Except for Tome of Conjure Food VII and Tome of Polymorph: Turtle, all Skill books added with and after Patch 1.9 have been removed from the game.

Spell Power Bonuses on items with Healing Bonuses

- Items with healing bonuses now additionally provide 33% of their healing bonuses as spell power.

Wands

- Wand damage is now increased by 0.33 per point of spirit.

Weapon damage

- Weapon damage is reduced on a curve starting at item level 60, reaching a maximum reduction of 10% at item level 90.

Weapon Skill bonuses

- Weapon Skill bonuses were removed from most items.

Weapon speed

- A minimum weapon speed was established for all classes of ranged and main-hand weapons:
    - Bows, Crossbows, Guns, and Wands now have a minimal weapon speed of 2.6.
    - Main-Hand daggers now have a minimal weapon speed of 1.6.
    - Main-Hand One-Handed Axes, Main-Hand One-Handed Maces, Main-Hand One-Handed Swords, and Main-Hand Fist weapons now have a minimal weapon speed of 2.7.
    - Polearms, Staves, Two-Handed Axes, Two-Handed Maces, and Two-Handed Swords now have a minimal weapon speed of 3.7.

Professions

Crafting

Profession Bonus

Overview

Depending on the played class two profession enhancing spells can be learned at level 10.

Class	Bonus
Druid	Gifted Alchemist (Potions) Gifted Leatherworker
Hunter	Gifted Engineer Gifted Leatherworker
Mage	Gifted Enchanter Gifted Tailor
Rogue	Gifted Engineer Gifted Miner
Shaman	Gifted Alchemist (Transmutations) Gifted Leatherworker
Paladin	Gifted Blacksmith Gifted Miner
Priest	Gifted Alchemist (Potions) Gifted Tailor
Warlock	Gifted Alchemist (Transmutations) Gifted Enchanter
Warrior	Gifted Blacksmith Gifted Miner

These spells allow for x2, x3 and x4 chances when creating certain items with the associated professions.

Categories

Items are grouped in three categories with different x2, x3 and x4 chances.

/	X2 chance	X3 chance	X4 chance
Category 1	2%	0.6%	0.1%
Category 2	4%	1.2%	0.2%
Category 3	6%	2.0%	0.3%

Item Distribution across Professions and Categories

Gifted Alchemist (Potion)

Category 1	All Flasks
Category 2	All Elixirs
Category 3	All Potions

Gifted Alchemist (Transmutation)

Category 1	Arcanite Transmutations
Category 2	Element Transmutations Essence Transmutations
Category 3	Bar Transmutations

Gifted Blacksmith

Category 1	Shield Spikes
Category 2	All Sharpening Stones All Weight Stones
Category 3	All Grinding Stones

Gifted Enchanter

Category 1	/
Category 2	Enchanted Leather Enchanted Thorium Bar
Category 3	All Oils

Gifted Engineer

Category 1	All Scopes Arcane Bomb Dark Iron Bomb Delicate Arcanite Converter Field Repair Bot
Category 2	All other Bombs All Ammunition
Category 3	All Blasting Powder

Gifted Leatherworker

Category 1	All Armor Kits
Category 2	All Cured Hides
Category 3	All Leather creation

Gifted Miner

Category 1	Elementium Bar Dark Iron Bar
Category 2	Gold Bar Silver Bar Truesilver Bar
Category 3	All other Bars

Gifted Tailor

Category 1	Mooncloth
Category 2	All Bags
Category 3	All Bolts of Cloth

Spell changes

Alchemy

Adjusted Material requirements	No longer obtainable
Elixir of Shadow Power Elixir of Water Walking Greater Arcane Elixir Major Healing Potion Mighty Rage Potion Swim Speed Potion	Dreamless Sleep Potion Elixir of Demon Slaying Elixir of Detect Demon Elixir of Detect Undead Elixir of Poison Resistance Elixir of Waterbreathing Flask of Petrification Gift of Arthas Greater Dreamless Sleep Potion Greater Stoneshield Potion Holy Protection Potion Invisibility Potion Lesser Stoneshield Potion Magic Resistance Potion Major Rejuvenation Potion Minor Magic Resistance Potion Minor Rejuvenation Potion Oil of Immolation Wildvine Potion

Blacksmithing

Adjusted Material requirements				No longer obtainable
Arcanite Champion	Fiery Plate Gauntlets Frost	Invulnerable Mail	Runic Breastplate	Bronze Axe
Big Black Mace	Tiger Blade	Iridescent Hammer	Runic Plate Boots	Bronze Battle Axe
Big Bronze Knife	Gemmed Copper	Ironforge Breastplate	Runic Plate Helm	Bronze Greatsword
Blackfury	Gauntlets	Jade Serpentblade	Runic Plate Leggings	Bronze Mace
Blackguard	Glinting Steel Dagger	Massive Iron Axe	Runic Plate Shoulders	Bronze Shortsword
Blazing Rapier	Gloves of the Dawn	Mighty Iron Hammer	Searing Golden Blade	Bronze Warhammer
Blight	Golden Iron Destroyer	Mithril Scale Bracers	Serenity	Copper Axe
Blue Glittering Axe	Golden Scale Cuirass	Mithril Scale Shoulders	Shadow Crescent Axe	Copper Claymore
Copper Battle Axe	Golden Skeleton Key	Moonsteel Broadsword	Shining Silver Breastplate	Copper Dagger
Copper Chain Vest	Green Iron Boots	Nightfall	Solid Iron Maul	Copper Mace
Corruption	Green Iron Gauntlets	Ornate Mithril Breastplate	Storm Gauntlets	Copper Shortsword
Dark Iron Destroyer	Green Iron Hauberk	Ornate Thorium Handaxe	The Shatterer	Heavy Copper Maul
Dark Iron Mail	Hammer of the Titans	Pearl-handled Dagger	Thick War Axe	Rough Bronze Boots
Dark Iron Plate	Hardened Iron Shortsword	Persuader	Thorium Armor	Rough Bronze Cuirass
Dark Iron Pulverizer	Heavy Bronze Mace	Phantom Blade	Thorium Belt	Steel Breastplate
Dark Iron Reaver	Heavy Copper Broadsword	Polished Steel Boots	Thorium Boots	Steel Plate Helm
Dark Iron Shoulders	Heavy Mithril Axe	Radiant Belt	Thorium Bracers	
Dark Iron Sunderer	Heavy Mithril Pants	Radiant Boots	Thorium Helm	
Dawn's Edge	Heavy Timbermaw Boots	Radiant Breastplate	Thorium Leggings	
Dazzling Mithril Rapier	Huge Thorium Battleaxe	Radiant Circlet	Truesilver Breastplate	
Deadly Bronze Poniard	Imperial Plate Belt	Radiant Gloves	Truesilver Champion	
Demon Forged Breastplate	Imperial Plate Boots	Radiant Leggings	Truesilver Gauntlets	
Ebon Hand	Imperial Plate Bracers	Runed Copper Gauntlets	Volcanic Hammer	
Ebon Shiv Edge of Winter	Imperial Plate Helm	Runed Copper Pants	Wicked Mithril Blade	
Enchanted Battlehammer	Imperial Plate Shoulders	Runed Mithril Hammer	Wildthorn Mail	

Cooking

Adjusted Material requirements	No longer obtainable
tbd	tbd

Enchanting

Adjusted Material requirements	No longer obtainable
Enchant Weapon - Fiery Weapon Enchant Weapon - Icy Chil Enchant Weapon - Unholy Weapon	Enchant 2H Weapon - Lesser Spirit Enchant 2H Weapon - Major Spirit Enchant Chest - Lesser Absorption Enchant Chest - Minor Absorption Enchant Cloak - Fire Resistance Enchant Cloak - Lesser Fire Resistance Enchant Cloak - Lesser Shadow Resistance Enchant Gloves - Fishing Enchant Gloves - Herbalism Enchant Gloves - Mining Enchant Shield - Frost Resistance Enchant Shield - Greater Spirit Enchant Shield - Lesser Block Enchant Shield - Lesser Protection Enchant Shield - Lesser Spirit Enchant Shield - Spirit Enchant Shield - Superior Spirit Enchant Weapon - Demonslaying Enchant Weapon - Lesser Beastslayer Enchant Weapon - Lesser Elemental Slayer Enchant Weapon - Mighty Spirit Enchant Weapon - Minor Beastslayer Enchant Weapon - Winter's Might

First *Aid*

Adjusted Material requirements	No longer obtainable
tbd	tbd

Engineering

Adjusted Material requirements	No longer obtainable
Dark Iron Rifle Deadly Blunderbuss Flawless Arcanite Rifle Lovingly Crafted Boomstick Moonsight Rifle Snowmaster 9000 Thorium Rifle	Advanced Target Dummy Alarm-O-Bot Compact Harvest Reaper Kit Discombobulator Ray Flame Deflector Flash Bomb Gnomish Universal Remote Ice Deflector Large Seaforium Charge Lifelike Mechanical Toad Lil' Smoky Masterwork Target Dummy Mechanical Repair Kit Mechanical Squirrel Minor Recombobulator Pet Bombling Portable Bronze Mortar Powerful Seaforium Charge Practice Lock Small Seaforium Charge Target Dummy The Mortar: Reloaded

Leatherworking

Adjusted Material requirements	No longer obtainable
Barbaric Bracers	Dark Leather Boots
Dark Leather Shoulders	Dark Leather Cloak
Devilsaur Gauntlets	Fine Leather Belt
Devilsaur Leggings	Fine Leather Boots
Dragonscale Breastplate	Guardian Gloves
Dragonscale Gauntlets	Herbalist's Gloves
Dusky Belt	Kodo Hide Bag
Dusky Boots	Turtle Scale Bracers
Feathered Breastplate	White Leather Jerkin
Frost Leather Cloak	
Gauntlets of the Sea	
Gem-Studded Leather Belt	
Gloves of the Greatfather	
Guardian Armor	
Guardian Cloak	
Guardian Pants	
Helm of Fire	
Living Shoulders	
Quickdraw Quiver	
Runic Leather Armor	
Runic Leather Bracers	
Runic Leather Pants	
Runic Leather Shoulder	
Shadowskin Gloves	
Spitfire Bracers	
Spitfire Breastplate	
Spitfire Gauntlets	
Thick Leather Ammo Pouch	
Timbermaw Brawlers	
Toughened Leather Gloves	
Turtle Scale Helm	
Turtle Scale Leggings	
Wicked Leather Armor	
Wild Leather Boots	
Wild Leather Cloak	
Wild Leather Helmet	
Wild Leather Leggings	
Wild Leather Shoulders	
Wild Leather Vest	

Tailoring

Adjusted Material requirements		No longer obtainable	
Argent Boots	Robe of Power	Azure Silk Belt	Orange Martial Shirt Pink
Argent Shoulders	Robe of the Archmage	Azure Silk Hood	Mageweave Shirt
Azure Shoulders	Robe of the Void	Black Silk Pack	Red Linen Bag
Belt of the Archmage	Shadow Hood	Black Swashbuckler's Shirt	Red Linen Robe
Cloak of Fire	Truefaith Gloves	Blue Linen Shirt	Red Linen Vest
Crimson Silk Cloak	Truefaith Vestments	Blue Linen Vest	Red Mageweave Bag
Crimson Silk Gloves	Wisdom of the Timbermaw	Bright Yellow Shirt	Red Swashbuckler's Shirt
Crimson Silk Robe	Wizardweave Turban	Brown Linen Pants	Red Woolen Bag
Crimson Silk Shoulders		Brown Linen Robe	Rich Purple Silk Shirt
Earthen Silk Belt		Brown Linen Shirt	Runecloth Tunic
Earthen Vest		Core Felcloth Bag	Silk Headband
Felcloth Robe		Crimson Silk Pantaloons	Simple Black Dress
Felcloth Shoulders		Crimson Silk Vest	Simple Dress
Gloves of Meditation		Dark Silk Shirt	Simple Kilt
Gloves of Spell Mastery		Enchanted Mageweave Pouch	Soul Pouch
Hands of Darkness		Felcloth Bag	Stylish Blue Shirt
Heavy Woolen Cloak		Formal White Shirt	Stylish Green Shirt
Long Silken Cloak		Gray Woolen Shirt	Stylish Red Shirt
Mantle of the Timbermaw		Green Holiday Shirt	Tuxedo Jacket
Mooncloth Boots		Green Linen Shirt	Tuxedo Pants
Mooncloth Circlet		Green Silk Pack	Tuxedo Shirt
Mooncloth Gloves		Green Woolen Bag	White Linen Shirt
Mooncloth Leggings		Green Woolen Vest	White Swashbuckler's Shirt
Mooncloth Robe		Icy Cloak	White Wedding Dress
Mooncloth Shoulders		Lavender Mageweave Shirt	White Woolen Dress
Mooncloth Vest		Orange Mageweave Shirt	Woolen Cape

Gathering

Fishing

tbd

Herbalism

- Dreamfoil, Golden Sansam, Icecap, Mountain Silversage, and Plaguebloom now have a slight chance to contain a Black Lotus.

Mining

- Gathering chance for stones has been increased.

Skinning

tbd

Progression Plan

Content	Phases	Time after Launch	Duration
Molten Core, Onyxia, Maraudon	Phase 1	n/a	90 days
Dire Maul, Azuregos, Kazzak, Honor System, PvP Rank Rewards, Alterac Valley, Warsong Gulch	Phase 2	After 90 days	60 days
Blackwing Lair, Darkmoon Faire	Phase 3	After 150 days	120 days
Zul'Gurub, Arathi Basin, Green Dragons, Hyjal Guild PvP	Phase 4	After 270 days	90 days
AQ War Effort*, AQ Raids, Tier 0.5	Phase 5	After 360 Days	150 days
Naxxramas, Scourge Invasion, World PvP in Silithus/EPL	Phase 6	After 510 Days	TBD

(*) Please note that resource stockpiling for the War Effort Event won't work on Vanilla Reforged. Materials already collected by players will be added to the AQ War Effort resource targets. For example, if players have a total of 50,000 Runecloth and 50,000 Runecloth Bandages, 100,000 Runecloth Bandages will be added to the the War Effort resource target once the event starts.

This same logic will apply to every War Effort resource target.

PvX

Buffs

- The Default case is now that all buffs stack.
    - Exceptions:
        - General Aura types that do not stack:
            - Damage Percent Taken
            - Water Breathing
            - Spell Crit Chance
            - Attacker Spell Crit Chance
            - Healing Percentage
            - Movement Speed Increasing Effects
        - Specific Effects that do not stack with each other:
            - Battle Shout, Blessing of Might, Greater Blessing of Might, Strength of Earth Totem
            - Demoralizing Roar, Demoralizing Shout
        - Only one Effects can be active in each of these groups:
            - Alcohol Effects
            - Flask Effects
            - Food Effects
        - Each stat-related effect belongs to one of two groups, and only **one effect per stat** can be active from each group at a time.
            - Group 1: Elixir and Juju Effects
                - Agility | Intellect | Stamina | Strength | Armor | Magic Resistances | Spell Power | Fire Power | Shadow Power | Frost Power
            - Group 2: Scrolls & Un'Goro Crystal Effects
                - Agility | Intellect | Stamina | Strength | Armor | Magic Resistances
        - Example:
            - [✓] Allowed: An armor-increasing Juju (Group 1) + an armor-increasing Scroll (Group 2)
            - [✗] Not Allowed: An armor-increasing Juju (Group 1) + an armor-increasing Elixir (Group 1)
            - [✓] Allowed:
                - An armor-increasing Juju (Group 1)
                - An armor-increasing Scroll (Group 2)
                - A strength-increasing Elixir (Group 1)
                - A strength-increasing Un'Goro Crystal (Group 2)

Buffs (World)

- The effects of World Buffs have been reduced.
- There are now NPC's in the world which exchange Buff Scrolls of a lower level for those of a higher level at a ratio of two to one.

Pets

- AoE Damage taken by Pets is reduced by 50%.

Rage gain

- Rage is now also gained while absorbing damage.

World Zones

- Deadwind Pass is now an endgame farming zone.
- Hyjal now contains bases that can be contested by guilds. Check out the Website www.vanillareforged.org for more information.
- Redridge Mountains and Wetlands are now Alliance controlled territory.
- Thousand Needles is now Horde controlled territory.

PvE

5 and 10-man dungeons

- Starting with the release of Blackwing Lair, the final bosses of Lower Blackrock Spire, Upper Blackrock Spire, Scholomance, and Stratholme will drop tokens which can be exchanged for a collection of role-specific consumables.

Debuff Limit

- The debuff limit is set at 69 debuffs, 40 of which are visible to players.

Debuff Priorities

1. NPC Abilities, Taunts, Hard Crowd Control (complete loss of character control)
2. Light Crowd Control (partial loss of character control), Healing Debuffs
3. Mind Flay (for Raid Viability Shadow Priest), Corruption (for Raid Viability Affliction Warlock), Arcane Missiles (for Raid Viability Arcane Mage), Immolate (for Raid Viability Destruction Warlock)
4. Raidwide Debuffs
5. Groupwide Debuffs
6. Primary Dots & All other Channeled Abilities
7. Secondary Dots

Dungeons

- Amount of trash mobs was reduced.
- Amount of bosses was increased.

Environment

- Environmental Damage increased by ~50%.
- Implemented instantaneous environmental damage.
- Halved Exhaustion and Breath timer durations.

Role Balance

- Pre-BiS relevant quests and Sunken Temple class quests now reward all choice rewards to allow players to simultaneously acquire gear for all specializations.
- Unlearn Talent / Respec costis now capped at 5g. Cost decay is active from launch.
- Simplified the gearing process for tanks and healers.

World NPCs

- Adjusted loot tables for often ignored open world NPCs
- All invisible NPCs now use lesser invisibility.
- NPCs will always have the same rank (normal, elite, rare elite) from release to the final patch.

PvP

Battlegrounds

General

- Before the Battleground starts and for a short time after being revived at the Spirit Healer, mana regeneration is massively increased.
- Premade groups wait 30 minutes for an opposing premade group, before joining a BG.
- XP rewards for Battleground Insignia Quests, from level 1 to 50, have been quadrupled.

Specific

Alterac Valley

- Marks of Honor now reward less reputation.

Arathi Basin

- Marks of Honor now reward more reputation.

Warsong Gulch

- Invisible Walls have been placed to disable safe spots.
- Marks of Honor now reward more reputation.

Honor

- Honor decay has been reduced from 20% to 18.5%.

Quality of Life

- Mail delivery timer reduced from 3600 to 60 sec.