

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



Vanilla Reforged

Changelog Spells and Talents

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

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Colour Codes

- **Green** means changed **or** new.
- **Blue** means available from trainer.
- **Yellow** means under review.
- **Red** means removed.

Racial abilities

Racial ability general changes

- Global cooldowns were removed from all racial abilities that had one.

Racial ability spell changes

- Command
 - o *Increases your chance to resist Daze, Root, and Snare effects by 10%.*
- Endurance
 - o *Increases your chance to resist Daze, Root, and Snare effects by 10%.*
- Expansive Mind
 - o *Increases your chance to resist Charm, Fear, and Sleep effects by 10%.*
- Hardiness
 - o *Increases your chance to resist Stun effects by 10%.*
- Perception/Keen Scent
 - o *Dramatically* *Increases stealth detection for 20 sec.*
 - o *2 min cooldown*
- Stoneform/Regeneration
 - o *2 min cooldown*
- Unbroken Spirit
 - o *+10% All Resistances.*
- Weapon Specializations
 - o *Chance to get a critical strike with WEAPON TYPE increased by 2%.*
- Will of the Forsaken
 - o *Provides immunity to Charm, Fear and Sleep while active. May also be used while already afflicted by Charm, Fear or Sleep. Lasts 3 sec.*
- Quickness
 - o *Dodge chance increased by 2%.*

Racial ability distribution

Race	Racial ability 1 (passive)	Racial ability 2 (passive)	Racial ability 3 (passive)	Racial ability 4 (active)
Dwarf	Axe Specialization	Gun Specialization	Hardiness	Stoneform
Human	Sword Specialization	Diplomacy	Unbroken Spirit	Perception
Gnome	Dagger Specialization	Mace Specialization	Expansive Mind	Escape Artist
Nightelf	Dagger Specialization	Bow Specialization	Quickness	Shadowmeld
Orc	Axe Specialization	Gun Specialization	Hardiness	Keen Scent
Tauren	Mace Specialization	Bow Specialization	Endurance	War Stomp
Troll	Dagger Specialization	Bow Specialization	Quickness	Regeneration
Undead	Sword Specialization	Diplomacy	Unbroken Spirit	Will of the Forsaken

Overview Spells

- Abilities that require a melee weapon but deal no damage can no longer trigger on-hit weapon effects.
- Omitted spells duplicating the effects of some profession consumables.
- Removed spells made redundant by player awareness or macros.
- Removed spells replaced by custom changes.
- Removed spells with limited use cases.
- Replaced the damage on most melee abilities with fixed percentages instead of damage bonuses that vary with rank.
- Replaced multi-rank spells with a single rank. Damage now increases with character level.
- All spells now scale with player level up to 60 before balance adjustments are applied. Spells that originally capped below 60 (e.g., Corruption at 56) now retain their original max value at that level and continue scaling through level 60.
- If a spell has “average” mentioned in the Tooltip, the actual value ranges from 5% below to 5% above the listed value.
- If a spell has decimal values, the game will display them as a range from the rounded-down to the rounded-up value
 - o For example: *160.40 Nature Damage* in the Changelog will be displayed as *160 to 161 Nature Damage* in game.

Overview Talents

Talent Issues 1.12.1

- Certain talents are mandatory or overperforming in most PvE and PvP builds.
- Inconsistent power curve of 31>21>11 for some talent trees.
- Some classes spend five times the amount of talent points for a similar effect compared to other classes.
- Some talents aligned more with their fluff-based spell family than their role.
- Wide variance in the number of talent points per tree.

Goals

Disclaimer: We are not aiming for perfect numerical equality between all specializations. A “best” build will still exist depending on class, role, content, and progression stage. Our aim is to narrow the gap enough that alternative specializations remain legitimate and worthwhile choices rather than dead picks.

- Ensure all hybrid specializations are viable in PvE.
- Ensure all specializations are viable and competitive in PvP; performance will still vary by matchup.
- Ensure two out of three specializations for pure DPS classes are viable in PvE.

Actions taken

- Added new talents and repositioned, redesigned, or removed certain existing ones to balance the path to a 31-point talent, whether for PvE or PvP contexts.
- Limited each talent tree to exactly 51 points.
- Specializations that fill similar roles now have more consistent access to core talents such as hit, crit, mana efficiency, and other tools needed to function in those roles.

Scaling Changes

Attack Power

- Base Attack Power and Attack Power gained from Agility and Strength is reduced by approximately 33%.
- Each Point of Spirit grants 0.33 Attack Power.

Classes

- Druids: Now scale equal to Rogues.
- Rogues: Gaining 1% Dodge now requires 26.5 points of Agility instead of 14.5.
- Shamans: Now scale equal to Paladins.

Healing and Spell Power

- Base Healing and Spell Damage of Spells have been reduced by approximately 10%.
- Healing and Spell Power scaling for all player abilities is reduced by approximately 33%.

Normalized Weapon Damage

The following abilities deal normalized weapon damage.

Hunter	Aimed Shot Steel Trap Explosive Trap Silent Hunt
Rogue	Ambush Backstab Eviscerate
Warrior	Mortal Strike

Special Cases

Prowl, Stalk, Stealth and Vanish

- Removed Stealth bonus talents.
- Increased the stealth level of Stealth, Prowl, Stalk and Vanish to always be current level times five **plus five**.
- Reduced Stealth detection bonuses provided by spells and items.
- Removed Stealth bonuses provided by items.

Limited Counterplay

- Removed cooldown resets to maintain strategic depth in gameplay (Cold Snap, Preparation), as these abilities made it difficult to predict enemy actions. As a trade off affected classes now have access to talents that significantly lower cooldown durations.
- Removed Presence of Mind to ensure a PvP environment where all players can anticipate and counter enemy actions effectively.
- Removed Ice Barrier as a flat damage absorption ability proved to dominant in Mage PvP builds.

Taunt (Single Target)

- Can no longer be resisted.
- Has a 20-second cooldown across all classes that have access to it.

Druid Spells

Balance

- Barkskin@lvl38
- Entangling Roots
 - o Roots the target in place and causes 27@lvl8/167@lvl60 Nature damage over 18 sec. Damage caused may interrupt the effect. Only useable outdoors.
 - o 10% base mana
- Faerie Fire
 - o Decreases the armor of your target by 7% for 30 sec. While affected, the target cannot stealth or turn invisible.
 - o 10% base mana
- Hibernate
 - o Forces the enemy target to sleep for up to 30 sec. Any damage will awaken the target. Only one target can be forced to hibernate at a time. Only works on Beasts and Dragonkin.
 - o 10% base mana
- Hurricane@lvl36
 - o Creates a violent storm in the target area causing 57@lvl36/121@lvl60 Nature damage to enemies every 1 sec, and increasing the time between attacks by 25%. Lasts 10 sec. Druid must channel to maintain the spell.
 - o 120% base mana
 - o 10 sec cooldown
- Innervate
 - o Can now be used while Shapeshifted.
 - o 10 min cooldown
- Moonfire
 - o Burns the enemy for an average of 7@lvl4/192@lvl60 Arcane damage and then an additional 11@lvl4/358@lvl60 Arcane damage over 12 sec.
 - o 30% base mana
- Starfire
 - o Consumes the enemy in star fire that causes an average of 79@lvl20/362@60 Arcane damage and an additional 27@lvl20/131@lvl60 Arcane damage over 10 sec.
 - o 19% base mana
- Thorns@lvl10
 - o Thorns sprout from the friendly target causing 2@lvl10/10@lvl60 Nature damage to attackers when hit. Lasts 30 min
 - o 26% base mana
- Wrath
 - o Causes an average of 16@lvl1/250@lvl60 Nature damage to the target.
 - o 15% base mana

Feral Combat

- Claw
 - o Claw the enemy, causing 145% damage. Awards 1 combo point.
- Faerie Fire (Feral)
 - o Decreases the armor of your target by 7% for 30 sec. While affected, the target cannot stealth or turn invisible.
- Ferocious Bite@lv20
 - o Finishing move that causes 120% damage per combo point.
- Frenzied Regeneration
 - o 2 min cooldown
- Maul
 - o An instant attack that causes 110% damage.
 - o 20 rage
- Pounce@lv34
 - o Pounce, stunning the target for 4 sec. Must be prowling and behind the target. Awards 2 combo points.
- Rake
 - o A quick rake that injures a single foe for 20% damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec.
- Ravage
 - o Ravage the target, causing 550% damage. Must be prowling and behind the target. Awards 1 combo point.
- Rip@lv32
 - o Finishing move that increases melee attack speed by 30%. Lasts longer per combo point: 1 point: 9 seconds, 2 points: 14 seconds, 3 points: 19 seconds, 4 points: 23 seconds, 5 points: 27 seconds.
 - o 25 energy
- Shred
 - o Shred the target, causing 290% damage. Must be behind the target. Awards 1 combo point.
- Swipe
 - o Swipe 3 nearby enemies, inflicting 105% damage.
 - o 25 rage
 - o 4 sec cooldown
- Tiger's Fury
 - o Increases your attack speed by 30%.
 - o 2 min cooldown
- Track Humanoids
 - o Shows the location of all nearby humanoids on the minimap. Only one type of thing can be tracked at a time. In addition increases all damage caused against humanoid targets by 1% and increases critical damage caused against humanoid targets by an additional 1%.

Restoration

- Gift of the Wild
 - o *Increases the friendly targets armor by 5%, all attributes by 5% and all resistances by 5% for 30 min.*
 - o *36% base mana*
- Mark of the Wild
 - o *73% base mana*
- Healing Touch
 - o *Heals a friendly target for an average of 94@lv1/1985@lv60.*
 - o *64% base mana*
- Rebirth
 - o *Returns the spirit to the body, restoring a dead target to life with 20% health and 20% mana.*
- Regrowth
 - o *Heals a friendly target for an average of 82@lv12/955@lv60 and another 98@lv12/1099@lv60 over 21 sec.*
 - o *71% base mana*
- Rejuvenation@lv6
 - o *Heals the target for 43@lv4/705@lv60 over 12 sec.*
 - o *29% base mana*
- ~~Soothe Animal~~
- Tranquility
 - o *Regenerates all nearby group members for 85@lv30/265@lv60 every 2 seconds for 10 sec. Druid must channel to maintain the spell.*
 - o *74% base mana*

Druid Talents

Balance

- Improved Entangling Roots
 - o Gives you a 20/40/60/80/100% chance to avoid interruption caused by damage while casting Entangling Roots.
- Improved Insect Swarm
 - o Increases the duration of your Insect Swarm spell by 2/4/6 sec.
- Improved Thorns
 - o Increases damage done by your Thorns spell by 10/20/30%.
- Improved Moonfire
 - o Increases the damage done by, and the critical strike chance, of your Moonfire spell by 5/10%.
- Insect Swarm
 - o The enemy target is swarmed by insects, decreasing their chance to hit by 2% and causing 59@lv120/292@lv160 Nature damage over 12 sec.
 - o 13% base mana
- Nature's Reach
 - o Increases the range of your Balance and Restoration spells by 10/20%.
- Natures Speed
 - o Reduces the casting time of your Starfire and Wrath spells by 0.1/0.2/0.3/0.4/0.5 sec.
- Moonglow
 - o Reduces the Mana cost of your offensive spells by 6/12/18/24/30%.
- Moonkin Form
 - o Transforms the Druid into Moonkin Form. While in this form the armor contribution from items is increased by 360% and your offensive spell criticals grace you with a blessing of nature, reducing the casting time of your next spell by 1.5 sec. The Moonkin can only cast Balance spells while shapeshifted. The act of shapeshifting frees the caster of Polymorph and Movement Impairing effects.
- Natures Guidance
 - o Increases your chance to hit with spells by 1/2/3/4/5%.
- Natures Wrath
 - o Increases your chance to get a critical strike with spells by 1/2/3/4/5%.
- Perfectly Balanced
 - o Your Insect Swarm, Moonfire, Starfire and Wrath spells have a 5/10/15% chance to restore 3% of total Mana to the members of your party.
- Vengeance
 - o Increases the critical strike damage bonus of your Balance spells by 100%.

Feral Combat

- Blood Frenzy
 - o *Increases the damage done by your Claw and Shred abilities by an additional 10/20% and your critical strikes from Cat Form abilities that add combo points have a 50/100% chance to add an additional combo point.*
- Eye of the Tiger
 - o *Your Claw, Shred, Maul and Swipe abilities have a 5/10/15% chance to grant 10 Energy or Rage to the members of your party.*
- Feline Swiftmess
 - o *Increases your movement speed by 15/30% while outdoors in Cat Form and increases the duration of your Rip ability by 15/30%.*
- Feral Instinct
 - o *Increases threat you cause in Bear and Dire Bear Form by 3/6/9/12/15%.*
- Ferocity
 - o *Reduces the cost of your Claw, and Shred abilities by 1/2/3/4/5 Energy and increases the damage done by your Ferocious Bite by 3/6/9/12/15%.*
- Heart of the Wild
 - o *Increases your Intellect by 35%. In addition, while in Bear or Dire Bear Form your Stamina is increased by 35% and while in Cat Form your Agility is increased by 35%.*
- Precision
 - o *Increases your chance to hit by 1/2/3/4/5%.*
- Primal Fury
 - o *Gives you a 33/66/100% chance to gain an additional 5 Rage anytime you get a critical strike while in Bear and Dire Bear Form. In addition, increases the damage done by your Maul and Swipe abilities by an additional 2/4/6% and increases the stun duration of your Bash ability by 0.5/1.0/1.5 sec.*
- Protective Instincts
 - o *Increases the Attack Power reduction of your Demoralizing Roar by 1/2/3/4/5% and reduces the Rage cost of your Maul, and Swipe abilities by 1/2/3/4/5.*
- Sharpened Claws
 - o *Increases your chance to get a critical strike by 1/2/3/4/5%.*
- Thick Hide
 - o *Increases your Armor contribution from items by 2/4/6%.*

Restoration

- **Druidal Warding**
 - o Reduces all spell damage taken by 2/4/6/8/10%.
- **Furor**
 - o Gives you 20/40/60/80/100% chance to gain 15 Rage when you shapeshift into Bear and Dire Bear Form or 60 Energy when you shapeshift into Cat Form.
- **Improved Rebirth**
 - o Reduces the cooldown of your Rebirth spell by 3/6/9 min.
- **Improved Regrowth**
 - o Increases the critical strike chance of your Regrowth spell by 5/10/15%.
- **Tranquil Mind**
 - o Reduces the cooldown of your Tranquility spell by 50/100/150 sec and the cooldown of your Innervate spell by 100/200/300 sec.
- **Healing Focus**
 - o Gives you a 35/70% chance to avoid interruption caused by damage while casting any healing spell.
- **Natural Fortitude**
 - o Increase your targets armor value by 10/20% for 15 sec after getting a critical effect from one your healing spells.
- **Natures Swiftnes**
 - o 2 min cooldown.
- **Reflection**
 - o Allows 10/20% of your Mana regeneration to continue while casting.
- **Subtlety**
 - o Reduces the threat caused by your Arcane and Nature spells by 2/4/6/8/10% and gives them a 2/4/6/8/10% chance to resist dispel effects.
- **Tranquil Spirit**
 - o Reduces the Mana cost of your Healing Touch and Tranquility spells by 3/6/9/12/15%.

Hunter Spells

Beast Mastery

- **Aspect of the Beast**
- Aspect of the Cheetah@lv18
 - o The hunter takes on the aspects of a cheetah, increasing movement speed by 20%. If the hunter takes damage, he will be dazed for 4 sec. Only one Aspect can be active at a time.
- Aspect of the Hawk
 - o *The hunter takes on the aspects of a hawk, increasing **Melee and Ranged Attack Power** by 10%. Only one Aspect can be active at a time.*
 - o 7% base mana
- Aspect of the Pack@lv30
 - o The hunter and group members within 30 yards take on the aspects of a pack of cheetahs, increasing movement speed by 20%. If a pack member takes damage, they will be dazed for 4 sec. Only one Aspect can be active at a time.
- Aspect of the Wild@lv38
 - o *The hunter and group members within 30 yards take on the aspect of the wild, increasing Nature resistance by 20%. Only one Aspect can be active at a time.*
 - o 7% base mana
- Beast Lore@lv26
- **Eagle Eye**
- Mend Pet
 - o Heals your pet 19@lv12/259@lv60 health every second while you focus. Lasts 5 sec.
 - o 28% base mana
- Scare Beast
 - o Scares a beast, causing it to run in fear for up to 20 sec. Damage caused may interrupt the effect. Only one beast can be feared at a time.
 - o 4% base mana

Marksmanship

- ~~Arcane Shot~~ Quick Shot
 - o An instant shot that deals 110% ranged weapon damage.
 - o 11% base mana
- Concussive Shot
 - o Dazes the target, slowing movement speed by 50% for 3 sec.
 - o 10 sec cooldown
- Hunters Mark
 - o Places the Hunters Mark on the target, increasing the Ranged **Damage** of all attackers against that target by 3%. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 2 min.
 - o 4% base mana
- Multi-Shot
 - o Fires several missiles, hitting 3 targets for 105% ranged weapon damage.
 - o 14% base mana
- Rapid Fire@lv124
 - o Increases **melee and** ranged attack speed by 30% for 15 sec.
 - o 2 min cooldown
- Serpent Sting
 - o Stings the target, causing 15@lv14/435@lv60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
 - o 14% base mana
 - o Now scales with Attack Power.
- ~~Scorpid Sting~~
- Shots
 - o 8 - 30 yd range
- Stings
 - o 8 - 30 yd range
- Viper Sting
 - o Stings the target, draining 612 mana@lv36, 1092 mana@lv60 over 8 sec. Only one Sting per Hunter can be active on any one target.
 - o 13% base mana
- Volley
 - o Continuously fires a volley of ammo at the target area, causing 25% ranged **weapon damage** to enemy targets within 8 yards every second for 6 sec.
 - o 6 sec cooldown
 - o 29% base mana

Survival

- Disengage
 - o Attempts to disengage from the target, reducing threat. *In addition, you escape the effects of any immobilization or movement speed reduction effect.*
 - o 60 sec cooldown
 - o 9% base mana
- Explosive Trap
 - o Place a fire trap that explodes when an enemy approaches, causing 115% normal ranged weapon damage to all within 10 yards. Trap will exist for 1 min. Only one trap can be active at a time. Using this ability will not break stealth.
 - o Can be used in combat
 - o 10 sec cooldown
 - o 16% base mana
- Freezing Trap
 - o Place a frost trap that freezes the first enemy that approaches, preventing all action for up to 20 sec. Any damage caused will break the ice. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time. *Using this ability will not break stealth.*
 - o 6% base mana
- Feign Death@lvl20
 - o 5% base mana
- Frost Trap
 - o Place a frost trap that creates an ice slick around itself for 30 sec when the first enemy approaches it. All enemies within 10 yards will be slowed by 60% while in the area of effect. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time. *Using this ability will not break stealth.*
 - o 4% base mana
- ~~Immolation Trap~~ Steel Trap
 - o Place a trap that will hit the first enemy to approach for 130% ranged weapon damage. Trap will exist for 1 min. Only one trap can be active at a time. Using this Ability will not break stealth.
 - o Can be used in combat
 - o 7% base mana
 - o 10 sec cooldown
- Lightning Reflexes
 - o Increases your Agility by 4/8/12/16/20%.
- Mongoose Bite
 - o An instant strike that causes 95% weapon damage.
 - o 4% base mana
 - o 4 sec cooldown

- **Raptor Strike**
 - o *An instant strike that causes 110% weapon damage.*
 - o *6% base mana*
 - o *6 sec cooldown*
- Track Beast
 - o *Shows the location of all nearby beasts on the minimap. Only one form of tracking can be active at a time. In addition increases all damage caused against Beast targets by 1% and increases critical damage caused against Beast targets by an additional 1%.*
- ~~Track Demons~~
- Track Dragonkin@lvl22
 - o *Shows the location of all nearby dragonkin on the minimap. Only one form of tracking can be active at a time. In addition increases all damage caused against Dragonkin targets by 1% and increases critical damage caused against Dragonkin targets by an additional 1%.*
- Track Hidden
 - o *Slightly increases stealth detection and shows hidden units within detection range on the minimap. Only one form of tracking can be active at a time.*
- ~~Track Elementals~~
- Track Giants
 - o *Shows the location of all nearby giants on the minimap. Only one form of tracking can be active at a time. In addition increases all damage caused against Giant targets by 1% and increases critical damage caused against Giant targets by an additional 1%.*
- ~~Track Humanoids~~
- ~~Track Undead~~
- Wing Clip
 - o *Inflicts 20% weapon damage and reduces the enemy targets movement speed by 50% for 10 sec.*
 - o *1% base mana*

Hunter Talents

Beast Mastery

- Bestial Discipline
 - o *Increases the Focus regeneration of your pet by 15/30/45%.*
- Bestial Swiftnes
 - o *Increases the outdoor movement speed of your pet by 15/30/45%.*
- Bestial Wrath
 - o *Send **yourself and** your pet into a rage causing **20%** additional damage for 15 sec. While enraged, the beast does not feel pity or remorse or fear and it cannot be stopped unless killed.*
 - o *2 min cooldown.*
- Frenzy
 - o *Gives your pet **33/66/100%** chance to gain a 30% attack speed increase for 8 sec after dealing a critical strike.*
- **Improved Aspects**
 - o *Increases the effects of your Aspects by 10/20/30%.*
- Improved Aspect of the Monkey
 - o *Increases the Dodge bonus of your Aspect of the Monkey by an additional **2/4/6/8/10%**.*
- Improved Revive Pet
 - o *Reduces the casting time of your Revive Pet spell by **2/4/6** sec, the Mana cost by **10/20/30%** and increases the Health your pet returns with by an additional **10/20/30%**.*
- Intimidation
 - o ***25** sec cooldown*
- Pathfinding
 - o *Increases the speed bonus of your Aspect of the Cheetah and Aspect of the Pack by an additional **2/4/6%**.*
- **Predatory Precision**
 - o *Increases your pet's chance to hit by 2/4/6/8/10%.*
- **Soulmate**
 - o *Your next Revive Pet spell has its casting time reduced by 4 sec and its Mana cost reduced by 50%.*
 - o *15 min cooldown*
- Spirit Bond
 - o *While your pet is active, you and your pet will regenerate **3/6%** of total health every 10 sec.*
- Thick Hide
 - o *Increases the Armor rating of your pets by **6/12/18%**.*
- Unleashed Fury
 - o *Increases the damage done by your pet by **6/12/18/24/30%**.*

Marksmanship

- Aimed Shot
 - o An aimed shot that deals 140% normal ranged weapon damage.
 - o 18% base mana
 - o 6 sec cooldown
- Barrage
 - o Increases the critical strike chance of your Multi-Shot, Quick Shot and Volley spells by 5/10/15%.
- Efficiency
 - o Reduces the Mana cost of your Shots and Stings by 6/12/18/24/30%.
- Hawk Eye
 - o Increases the range of your ranged weapons by 10/20%.
- Improved Aspect of the Hawk
 - o While your Aspect of the Hawk is active, all of your normal *melee and* ranged attacks have a 1/2/3/4/5% chance of increasing your *melee and* ranged attack speed by 30% for 12 sec.
- Improved Concussive Shot
 - o Gives your Concussive Shot a 4/8/12/16/20% chance to stun the target for 2 sec.
- Improved Hunters Mark
 - o Increases the Ranged *Damage* bonus of your Hunters Mark spell by 1/2/3%.
- Improved Rapid Fire
 - o Increases the *melee and* ranged attack speed increase of your Rapid Fire ability by 10/20%.
- Improved Quick Shot
 - o Reduces the cooldown of your Quick Shot ability by 0.4/0.8/1.2/1.6/2 sec.
- Mortal Shots
 - o Increases your ranged weapon critical strike damage bonus by 10/20/30%.
- Precision Ranged Precision
 - o Increases your chance to hit *with ranged weapons* by 1/2/3/4/5%.
- Ranged Weapon Specialization
 - o Increases the damage you deal with ranged weapons by 2/4/6/8/10%.
- Trueshot Aura
 - o Increases the attack power of party members within 45 yards by 2%. Lasts 30 min
 - o 0 mana

Survival

- **Clever Traps**
 - o *Increases the duration of Freezing and Frost trap's effects by 5/10/15/20/25% and the damage done by your Steel and Explosive traps by 8/16/24/32/40%.*
- **Deterrence**
 - o *2 min cooldown*
- **Entrapment**
 - o *Gives your Immolation Trap, Frost Trap, and Explosive Trap a 7/14/20% chance to entrap the target, preventing them from moving for 5 sec.*
- **Improved Disengage**
 - o *Reduces the cooldown of your Disengage ability by 15/30 sec.*
- **Improved Feign Death**
 - o *Reduces the chance your Feign Death ability will be resisted by 5/10%.*
- **Improved Wing Clip**
 - o *Increases the movement speed reduction of your Wing Clip ability by an additional 5/10%.*
- **Killer Instinct**
 - o *Increases the damage of your Survival abilities by an additional 2/4/6%.*
- **Savage Strikes**
 - o *Increases the critical strike chance of your Raptor Strike, Mongoose Bite and Silent Hunt abilities by 3/6/9/12/15%.*
- **Silent Hunt**
 - o *A vicious strike that deals 115% normal weapon damage to your target. If used from Stealth, the attack deals 180% normal weapon damage instead. Silent Hunt triggers your Survival Instinct for 18 sec, increasing your chance to get a critical strike by 5% and increasing the critical strike damage bonus of your Mongoose Bite, Raptor Strike, Explosive Trap and Steel Trap abilities by 30%*
 - o *15 sec cooldown*
- **Stalk**
 - o *Allows you to sneak around, but reduces your speed by 50%. Lasts until cancelled.*
- **Steel Porcupine**
 - o *Increases the damage of your Raptor Strike, Mongoose Bite and Silent Hunt abilities by 3/6/9%.*
- **Surefooted**
 - o *Increases your chance to hit with melee weapons by 1/2/3/5%.*
- **Lethal Strikes**
 - o *Increases your chance to get a critical strike by 1/2/3/4/5%.*
- **Trap Mastery**
 - o *Decreases the chance enemies will resist trap effects by 5/10/15%.*

Hunter Pets

Hunter Pet Roles

- Pets were distributed in 5 different types with different negative and positive bonuses expressed in the brackets as +/- DAMAGE, +/- RESISTANCE, +/- HEALTH.
- These types are: Armored -18%,+18%,+18%, Chitinous -6%,+6%,+6%, Feeble +6%,-6%,-6%, Normal 0%,0%,0%, Tough -12%,+12%,+12%.
- Each type is further divided in 3 different subtypes, which modify the pets bonuses by an additional amount.
- These subtypes are: Defense -3%,+3%,+3%, General 0%,0%,0% and Offense +3%,-3%,-3%
- Types, subtypes, associated pets with total modifications to base values and learnable spells:

Type	Subtype	Animal	[DAMAGE], [RESISTANCE], [HEALTH]	Spell	Spell	Spell
Armored	Defense	Turtle	-21%,+21%,+21%	Bite	Natural Shield	n/a
Chitinous	Defense	Crab	-9%,+9%,+9%	Claw	Natural Shield	n/a
Chitinous	General	Scorpid	-6%,+6%,+6%	Bite	Claw	Poison
Chitinous	Offense	Spider	-3%,+3%,+3%	Bite	Poison	Prowl
Feeble	Defense	Carrion Eater	+3%,-3%,-3%	Bite	Dive	Screech
Feeble	General	Owl	+6%,-6%,-6%	Bite	Claw	Dive
Feeble	Offense	Bat	+9%,-9%,-9%	Bite	Dive	Poison
Feeble	Offense	Wind Serpent	+9%,-9%,-9%	Bite	Dive	Lightning Bolt
Normal	Defense	Wolf	-3%,+3%,+3%	Bite	Dash	Furious Howl
Normal	General	Hyena	0%,0%,0%	Bite	Claw	Dash
Normal	General	Raptor	0%,0%,0%	Bite	Claw	Prowl
Normal	General	Tallstrider	0%,0%,0%	Bite	Claw	Charge
Normal	Offense	Boar	+3%,-3%,-3%	Bite	Charge	Dash
Normal	Offense	Cat	+3%,-3%,-3%	Bite	Dash	Prowl
Tough	Defense	Crocolisk	-15%,+15%,+15%	Bite	Natural Shield	n/a
Tough	General	Gorilla	-12%,+12%,+12%	Bite	Claw	Thunderstomp
Tough	Offense	Bear	-9%,+9%,+9%	Bite	Claw	Dash

Hunter Pet Spells

- Charge
 - o 15 sec cooldown
- Scorpion Poison
 - o *Inflicts 20/30/60/80 Nature damage over 10 sec. Effect can stack up to 5 times on a single target.*
 - o 3 sec cooldown
- Shell Shield Natural Shield
 - o *Reduces all damage your pet takes by 40%, but increases the time between your pets attacks by 20%. Lasts 12 sec.*
 - o 1.5 min cooldown
- Thunderstomp
 - o 15 sec cooldown

Mage Spells

Arcane

- Arcane Intellect
 - o *Increases the targets Intellect by 10% for 30 min.*
 - o *126% base mana*
- Arcane Brilliance
 - o *283% base mana*
- Amplify Magic
 - o *Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 32@lv40/72@lv60 and healing spells by up to 64@lv40/164@lv60. Lasts 10 min.*
 - o *38% base mana*
- Arcane Explosion
 - o *Causes an explosion of arcane magic around the caster, causing 31@lv14/258@lv60 Arcane damage to all targets within 10 yards.*
 - o *33% base mana*
- Arcane Missiles
 - o *Launches Arcane Missiles at the enemy, causing an average of 22@lv8/185@lv60 Arcane damage each second for 5 sec.*
 - o *56% base mana*
- Blink@lv12
- Conjure Food@lv6
 - o *3% health every sec*
 - o *50% base mana*
- Conjure Food@lv60
 - o *4% health every sec*
 - o *59% base mana*
- Conjure Mana Agate
 - o *Restores 20% mana.*
 - o *123% base mana*
- Conjure Water@lv4
 - o *3% mana every sec*
 - o *56% base mana*
- Conjure Water@lv60
 - o *4% mana every sec*
 - o *65% base mana*
- Counterspell@lv22
- Dampen Magic
 - o *Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 16@lv32/72@lv60 and healing spells by up to 24@lv32/164@lv60. Lasts 10 min.*
 - o *42% base mana*

- Evocation@lv14
 - o 10 min cooldown
- Mage Armor
 - o Increases your resistance to all magic by 25% and allows 30% of your mana regeneration to continue while casting. Only one type of Armor spell can be active on the Mage at any time. Lasts 30 min.
 - o 41% base mana
- Mana Shield
 - o Absorbs 120@lv20/600@lv60 physical damage, draining mana instead. Drains 1 mana per damage absorbed. Lasts 1 min.
 - o 12% base mana
- Polymorph
 - o Transforms the enemy into a sheep, forcing it to wander around for up to 30 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.
- Slow Fall@lv26
 - o No longer requires a reagent.

Fire

- Fireball
 - Hurls a fiery ball that causes *an average of 39@lvl1/574@lvl60 Fire damage and an additional 2@lvl1/65@lvl60 Fire damage over 4 sec.*
 - *34% base mana*
 - *30 yard range*
- Fire Blast
 - *Blasts the enemy for an average of 25@lvl6/473@lvl60 Fire damage.*
 - *28% base mana*
- Fire Ward@lvl36
 - *Reduces Fire damage taken by 33%. Lasts 8 sec.*
 - *7% base mana*
- Flamestrike
 - *Calls down a pillar of fire, burning all enemies within the area for 54@lvl16/408@lvl60 Fire damage and an additional 22@lvl16/334@lvl60 Fire damage over 8 sec.*
 - *87% base mana*
- Scorch

Frost

- Blizzard
 - o Ice shards pelt the target area doing 180@lvl20/1073@lvl60 Frost damage over 8 sec.
 - o 115% base mana
- Cone of Cold@lvl24
 - o Targets in a cone in front of the caster take 86@lvl24/329@lvl60 Frost damage and are slowed by 50% for 8 sec.
 - o 46% base mana
- Frostbolt
 - o Launches a bolt of frost at the enemy, causing an average of 35@lvl4/430@lvl60 Frost damage and slowing movement speed by 40% for 7 sec.
 - o 24% base mana
- Frost Armor~~Ice Armor~~
 - o Increases Armor by 20%. If an enemy strikes the caster, they may have their movement slowed by 30% and the time between their attacks increased by 25% for 5 sec. Only one type of Armor spell can be active on the Mage at any time. Lasts 30 min.
 - o 41% base mana
- Frost Nova
 - o No longer deals any damage.
- Frost Ward@lvl38
 - o Reduces Frost damage taken by 33%. Lasts 8 sec.
 - o 7% base mana

Mage Talents

Arcane

- **Arcane Burst**
 - o All of your Arcane spell critical strikes grace you with an Arcane Burst, reducing the casting time of your next Fireball or Frostbolt spell by 0.75 sec. Stacks up to 3 times.
- Arcane Concentration
 - o Gives you a 10% chance of entering a Clearcasting state after any of your damage spells hit a target. The Clearcasting state reduces the mana cost of your next damage spell by 100%.
- Arcane Focus
 - o Increases your chance to hit with Arcane spells by 1/2/3/4/5%.
- **Arcane Instability**
 - o Increases the damage done by your Arcane spells by 2/4/6/8/10%.
- Arcane Meditation
 - o Allows 10/20% of your Mana regeneration to continue while casting.
- **Arcane Mind**
 - o Reduces the mana cost of your Arcane spells by 3/6/9/12/15% and reduces the threat caused by your Arcane spells by 1/2/3/4/5%.
- Arcane Power
 - o 2 min cooldown
- **Arcane Tempest**
 - o Gives you a 35/70/100% chance to avoid interruption caused by damage while channeling the Arcane Missiles spell.
- **Arcane Wrath**
 - o Increases your chance to get a critical strike with Arcane spells by 1/2/3/4/5%.
- **Clairvoyance**
 - o Reduces the chance you are hit by melee and ranged attacks by 1/2/3/4/5%.
- **Improved Blink**
 - o Reduces the cooldown of your Blink spell by 1/2/3/4/5 sec.
- Improved Counterspell
 - o Gives your Counterspell a 50/100% chance to silence the target for 3 sec.
- **Improved Evocation**
 - o Reduces the cooldown of your Evocation spell by 1/2/3 min.
- Improved Mana Shield
 - o Decreases the mana lost per point of damage taken when your Mana Shield is active by 20/40/60%.
- Magic Absorption
 - o Increases all of your resistances by 4/8/12 and causes all spells you fully resist to restore 2/4/6% of your total mana. 1 sec. cooldown.
- **Tomeseeeker**
 - o Increases the range of your Arcane spells by 10/20%.

Fire

- **Ashmaker**
 - *Increases the damage done by your Fireball, Fireblast and Pyroblast spells by 2/4/6%.*
- **Blast Wave**
 - *A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 153@lv30/453@lv60 Fire damage, and dazing them for 6 sec.*
 - *45% base mana*
- **Combustion**
 - *2 min cooldown*
- **Fiery Focus**
 - *Increases your chance to hit with Fire spells by 1/2/3/4/5%.*
- **Fiery Wrath**
 - *Increases your chance to get a critical strike with Fire spells by 1/2/3/4/5%.*
- **Flame Throwing**
 - *Increases the range of your Fire spells by 10/20%.*
- **Ignite**
 - *Your critical strikes from Fire damage spells cause the target to burn for an additional 4/8/12% of your spells damage over 4 sec.*
- **Master of Elements**
 - *Your Fire and Frost spell criticals will refund 10/20% of their base mana cost.*
- **Master of Flame**
 - *Reduces the mana cost of your Fire spells by 1/2/3/4/5% and reduces the threat caused by your Fire spells by 4/8/12/16/20%.*
- **Pyroblast**
 - *Hurls an immense fiery boulder that causes an average of 148@lv20/723@lv60 Fire damage and an additional 50@lv20/241@lv60 Fire damage over 12 sec.*
 - *36% base mana*
 - *30 yard range*

Frost

- **Arctic Reach**
 - o *Increases the range of your Frost spells by 10/20%.*
- Ice Shards
 - o *Increases the critical strike damage bonus of your Frost spells by 100%.*
- Improved Blizzard
 - o *Adds a chill effect to your Blizzard spell. This effect lowers the targets movement speed by 25/50%. Lasts 1.50 sec.*
- Improved Cone of Cold
 - o *Increases the damage dealt by your Cone of Cold spell by 10/20/30%.*
- Frostbite
 - o *Gives your Chill effects a 4/8/12/16/20% chance to freeze the target for 4 sec.*
- Improved Frost Nova
 - o *Reduces the cooldown of your Frost Nova spell by 1/2/3/4/5 sec.*
- **Improved Frost Armor**
 - o *Increases the Armor bonus of your Frost Armor spell by 5/10/15% and increases the duration of its chill effect by 1/2/3 sec.*
- Frost Channeling
 - o *Reduces the mana cost of your Frost spells by 2/4/6/8/10% and reduces the threat caused by your Frost spells by 2/4/6/8/10%.*
- **Frozen Focus**
 - o *Increases your chance to hit with Frost spells by 1/2/3/4/5%.*
- **Frozen Wrath**
 - o *Increases your chance to get a critical strike with Frost spells by 1/2/3/4/5%.*
- Shatter
 - o *Increases the critical strike chance of all your spells against frozen targets by 10/20/30%.*
- **Sphere of Frost**
 - o *Conjure a Sphere of Frost, dealing 248@lvl40/373@lvl60 Frost damage to all enemies within the area and freezing them for 8 sec.*
 - o *45% base mana*
 - o *30 sec cooldown*
- **Winter's Chill**
 - o *Increases the damage done by your Frost spells by 2/4/6/8/10%.*

Paladin Spells

Holy

- Blessing of Light
 - o Places a Blessing on the friendly target, increasing the effects of Holy Light spells used on the target by up to 210@lvl40/410@lvl60 and the effect Flash of Light spells used on the target by up to 60@lvl40/120@lvl60. Lasts 30 min. Players may only have one Blessing on them per Paladin at any one time.
 - o 10% base mana
- Blessing of Wisdom@lvl16
 - o Places a Blessing on the friendly target, restoring 10@lvl16/32@lvl60 mana every 5 seconds for 30 min. Players may only have one Blessing on them per Paladin at any one time.
 - o 10% base mana
- Cleanse@lvl8
- Exorcism
 - o Causes 60@lvl20/360@lvl60 Holy damage to an **Undead or Demon** target.
 - o 20% base mana
 - o 10 sec cooldown
- Greater Blessing of Light@lvl40
 - o Gives all members of the raid or group that share the same class with the target the Greater Blessing of Light, increasing the effects of Holy Light spells used on the target by up to 210@lvl40/410@lvl60 and the effect Flash of Light spells used on the target by up to 60@lvl40/120@lvl60. Lasts 60 min. Players may only have one Blessing on them per Paladin at any one time.
 - o 20% base mana
- Greater Blessing of Wisdom@lvl40
 - o Gives all members of the raid or group that share the same class with the target the Greater Blessing of Wisdom, restoring 22@lvl40/32@lvl60 mana every 5 seconds for 60 min. Players may only have one Blessing on them per Paladin at any one time.
 - o 20% base mana
- Flash of Light
 - o Heals a friendly target for 88@lvl24/340@lvl60.
 - o 9% base mana
- Hammer of Wrath@lvl36
 - o Hurls a hammer that strikes an enemy for an average of 236@lvl36/477@lvl60 Holy damage. Only usable on enemies that have 20% or less health.
 - o 28% base mana

- Holy Light
 - o Heals a friendly target for an average of 39@lvl1/1318@lvl60.
 - o 44% base mana
- Holy Wrath
- Purify
- Lay on Hands@lvl12
- Redemption
 - o Brings a dead player back to life with 20% health and mana. Cannot be cast when in combat.
 - o 75% base mana
- Seal of Light@lvl20
 - o Fills the Paladin with divine light for 30 sec, giving each melee attack a chance to heal the Paladin for 20@lvl20/96@lvl60. Only one Seal can be active on the Paladin at any one time.

Unleashing this Seal's energy will judge an enemy for 10 sec, granting melee attacks made against the judged enemy a chance of healing the attacker for 13@lvl20/61@lvl60. Your melee strikes will refresh the spell's duration. Only one Judgement per Paladin can be active at any one time.
 - o 14% base mana
- Seal of Righteousness
 - o Fills the Paladin with holy spirit for 30 sec, granting each melee attack an additional to@lvl1/lazy@lvl60 Holy damage. Slower weapons cause more Holy damage per swing. Only one Seal can be active on the Paladin at any one time.

Unleashing this Seal's energy will cause an average of to@lvl1/calculate@lvl60 Holy damage to an enemy.
 - o 13% base mana
- Seal of Wisdom
 - o Fills the Paladin with divine wisdom for 30 sec, giving each melee attack a chance to restore 50@lvl38/94@lvl60 of the Paladin's mana. Only one Seal can be active on the Paladin at any one time.

Unleashing this Seal's energy will judge an enemy for 10 sec, granting attacks and spells used against the judged enemy a chance to restore 33@lvl38/55@lvl60 mana to the attacker. Your melee strikes will refresh the spell's duration. Only one Judgement per Paladin can be active at any one time.
 - o 13% base man
- Sense Undead
 - o Shows the location of all nearby undead on the minimap until cancelled. Only one type of tracking can be used at a time. In addition increases all damage caused against Undead targets by 1% and increases critical damage caused against Undead targets by an additional 1%.

- Turn Undead

- *The targeted undead enemy will be compelled to flee for up to 20 sec. Damage caused may interrupt the effect. Only one target can be turned at a time.*
- *4% base mana*

Protection

- **Blessing of Freedom@lv14**
- **Blessing of Kings@lv28**
 - o *Places a Blessing on the friendly target, increasing melee attack speed by 3% for 30 min. Players may only have one Blessing on them per Paladin at any one time.*
- **Blessing of Protection**
 - o *A targeted party member is protected from all physical attacks for 10 sec, but during that time they cannot attack or use physical abilities. Players may only have one Blessing on them per Paladin at any one time. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection or Blessing of Protection again for 1 min.*
 - o *0 mana*
- **Blessing of Sacrifice** **Blessing of Courage@lv18**
 - o *Places a Blessing on the friendly target, attempting to remove Fear, Charm and Sleep effects from the target's party members within 30 yards every 4 sec. Lasts 2 min. Players may only have one Blessing on them per Paladin at any one time.*
 - o *5% base mana*
- **Blessing of Salvation**
- **Blessing of Sanctuary**
- **Devotion Aura**
 - o *Increases armor of party members within 30 yards by 10%. Players may only have one Aura on them per Paladin at any one time.*
- **Divine Protection**
 - o *You are protected from all physical attacks and spells for 8 sec, but during that time you cannot attack or use physical abilities yourself. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection or Blessing of Protection again for 1 min.*
 - o *0 mana*
- **Divine Shield**
 - o *Protects the paladin from all damage and spells for 12 sec, but increases the time between your attacks by 100%. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection or Blessing of Protection again for 1 min.*
 - o *0 mana.*
- **Fire Resistance Aura**
 - o *Increases Fire resistances of party members within 30 yards by 20%. Players may only have one Aura on them per Paladin at any one time.*
- **Frost Resistance Aura**
 - o *Increases Frost resistances of party members within 30 yards by 20%. Players may only have one Aura on them per Paladin at any one time.*

- Greater Blessing of Kings@lv40
 - o Gives all members of the raid or group that share the same class with the target the Greater Blessing of Kings, increasing melee attack speed by 3% for 60 min. Players may only have one Blessing on them per Paladin at any one time.
- ~~Greater Blessing of Salvation~~
- ~~Greater Blessing of Sanctuary~~
- Hammer of Justice
- Righteous Fury@lv10
- Seal of Justice
 - o Fills the Paladin with the spirit of justice for 30 sec, giving each melee attack a chance to stun for 2 sec. Only one Seal can be active on the Paladin at any one time. Unleashing this Seals energy will judge an enemy for 10 sec, **preventing them from fleeing** reducing his movement speed by 50%. Your melee strikes will refresh the spells duration. Only one Judgement per Paladin can be active at any one time.
- Shadow Resistance Aura
 - o Increases Shadow resistances of party members within 30 yards by 20%. Players may only have one Aura on them per Paladin at any one time.
- Taunt@lv10

Retribution

- Blessing of Might
 - o *Places a Blessing on the friendly target, increasing melee attack power by 10% for 30 min. Players may only have one Blessing on them per Paladin at any one time.*
- Greater Blessing of Might
 - o *Gives all members of the raid or group that share the same class with the target the Greater Blessing of Might, increasing melee attack power by 10% for 60 min. Players may only have one Blessing on them per Paladin at any one time.*
- Retribution Aura@lvl10
 - o *When a spell, melee or ranged attack hits the caster, the attacker will be struck for 11@lvl10/193@lvl60 Holy damage. This expends one charge. Only one charge will fire every few seconds. Lasts 10 min. 10 charges.*
 - o *20% base mana*
- Seal of the Crusader

Paladin Talents

Holy

- **Consecration@lvl20**
 - o Consecrates the land beneath Paladin, doing **58@lvl20/344@lvl60** Holy damage over 8 sec to enemies who enter the area.
 - o **25% base mana**
- **Divine Favor**
 - o **0% base mana**
 - o **60 sec cooldown**
- **Divine Wrath**
 - o *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- **Faithful Preparation**
 - o *Reduces the cooldown of your Divine Intervention and Lay on Hands spells by 6/12/18/24/30 min.*
- **Healing Light**
 - o *Increases the amount healed by your Holy Light and Flash of Light spells by 2/4/6/8/10%.*
- **Holy Shock**
 - o *Blasts the target with Holy energy, causing an average of 191@lvl40/380@lvl60 Holy damage to an enemy, or an average of 191@lvl40/380@lvl60 healing to an ally.*
 - o **22% base mana**
 - o **10 sec cooldown**
- **Illumination**
 - o *After getting a critical effect from your Flash of Light, Holy Light, or Holy Shock heal spell, gives you a 33/66/100% chance to gain Mana equal to the base cost of the spell.*
- **Improved Cleanse**
 - o *Reduces the mana cost of your Cleanse spell by 12/24/36%.*
- **Lasting Judgement**
 - o *Increases the duration of your Judgement of Light and Judgement of Wisdom spells by 10/20/30 sec.*
- **Quick Prayer**
 - o *Reduces the casting time of your healing spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- **Revelation**
 - o *Increase your targets Armor value by 10/20% for 15 sec after getting a critical effect from one your healing spells.*
- **Silent Resolve**
 - o *Reduces the threat caused by your Holy spells by 2/4/6/8/10% and gives them a 2/4/6/8/10% chance to resist dispel effects.*
- **Spell Warding**
 - o *Reduces all spell damage taken by 2/4/6/8/10%.*

- **Spiritual Healing**
 - o *Increases the amount healed by your healing spells by 2/4/6/8/10%.*

- **Surge of Faith**
 - *When activated, reduces the Mana cost of your next spell by 100%.*
 - *90 sec cooldown*
- **Spiritual Focus**
 - *Gives you a 35/70% chance to avoid interruption caused by damage while casting any healing spell.*

Protection

- **Combat Prayers**
 - o Reduces the cooldown of your Consecration and Exorcism spells by 0.5/1/1.5 sec.
- **Divine Endurance**
 - o Increases the duration of your Blessing of Protection, Divine Protection and Divine Shield spells by 1/2/3 sec.
- **Divine Focus**
 - o Increases your chance to hit with Holy spells by 1/2/3/4/5%.
- **Divine Preparation**
 - o Reduces the cooldown of your Blessing of Protection, Divine Protection and Divine Shield spells by 30/60/90 sec.
- **Templar's Blow**
 - o Requires One Handed Weapon.
 - o An instant attack that deals holy damage equal to 110% of weapon damage.
 - o 10 sec cooldown
- **Force of Faith**
 - o Increases your spell damage and healing by up to 10/20/30% of your total Stamina.
- **Holy Shield**
 - o Increases your chance to block by 60% for 14 sec and generates 3% of your total mana. While active 65@lvl40/130@lvl60 Holy damage are dealt to an attacker when his attack is blocked. Damage caused by Holy Shield causes 20% additional threat. Each block expends a charge. 4 charges.
 - o 0 mana
- **Improved Blessing of Freedom**
 - o Increases the duration of your Blessing of Freedom spell by 3/6 sec.
- **Improved Devotion Aura**
 - o Increases the armor bonus of your Devotion Aura by an additional 1/2/3%.
- **Improved Hammer of Justice**
 - o Decreases the cooldown of your Hammer of Justice spell by 6/12/18 sec.
- **Improved Righteous Fury**
 - o Increases the amount of threat generated by your Righteous Fury spell by an additional 5/10/15/20/25%.
- **Improved Seal of Righteousness**
 - o Increases the damage done by your Seal of Righteousness spell by 5/10/15%.
- **One-Handed Specialization**
 - o Increases the damage you deal with One-Handed Melee weapons by 4/8/12/16/20%.
- **Reckoning**
 - o Gives you a 10/20% chance to gain an extra attack after ~~being the victim of a critical strike~~ blocking an attack.

- ~~Shield Specialization~~ Redoubt
 - *Increases the amount of damage absorbed by your shield by 10/20/30%.*
- Sanctuary
 - *Places a Holy Blessing on you, reducing damage received from all sources by up to 10@lvl20/22@lvl60 for 30 min. In addition, when you block a melee attack the attacker will take 14@lvl20/44@lvl60 Holy damage.*
- ~~Redoubt~~ Shield Specialization
 - *Increases your chance to block attacks with a shield by 1/2/3/4/5% and increases the amount blocked by 3/6/9/12/15%.*

Retribution

- Benediction
 - o Reduces the Mana cost of your offensive abilities and spells by 6/12/18/24/30%.
 - Crusader Strike
 - o Requires Two Handed Weapon.
 - o An instant strike that deals 130% normal weapon damage and generates 3% of your total mana.
 - o 10 sec cooldown
 - Holy Wrath
 - o Increases the damage done by your Consecration and Exorcism spells by 2/4/6/8/10%.
 - Improved Judgement
 - o Decreases the cooldown of your Judgement spell by 0.4/0.6/1.2/1.6/2 sec.
 - Improved Retribution Aura
 - o Increases the damage done by your Retribution Aura spell by 5/10/15%.
 - Justice
 - o Your Judgement spell has a 33/66/100% chance to increase the damage done by your party by 1% for 12 sec. Stacks up to 3 times.
 - Precision
 - o Increases your chance to hit by 1/2/3/4/5%.
 - Punishment
 - o Gives your Judgement spell a 4/8/12/16/20% chance to stun the target for 2 sec.
 - Pursuit of Justice
 - o Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.
 - Sanctity
 - o Increases the holy damage you deal by 5/10/15%.
 - Seal of Command
 - o Gives the Paladin a chance to deal additional Holy damage equal to 70% of normal weapon damage. Only one Seal can be active on the Paladin at any one time. Lasts 30 sec

Unleashing this Seal's energy will judge an enemy, instantly causing *an average of to@lvl20/lazy@lvl60* Holy damage, *to@lvl1/calculate@lvl60* if the target is stunned or incapacitated.

 - o 14% base mana
- Vindication
 - o Gives the Paladin's damaging melee attacks a chance to reduce the target's Strength and Agility by 5/10% for 10 sec.

Priest Spells

Racial Spells

- Desperate Prayer
 - o *Instantly heals the caster for an average of 137@lvl10/1348@lvl60.*
 - o *All races@lvl10*
 - o *2 min cooldown*
- ~~Devouring Plague~~
- ~~Etunes Grace~~
- ~~Fear Ward~~
- ~~Feedback~~
- ~~Hex of Weakness~~
- Shadowguard
 - o *The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 47@lvl20/193@lvl60 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 10 charges. Lasts 10 min.*
 - o *All races@lvl20*
 - o *18% base mana*
- ~~Starshards~~
- ~~Touch of Weakness~~

Discipline

- **Divine Spirit@lv20**
 - o *Holy power infuses the target, increasing their Spirit by 10% for 30 min.*
 - o *70% base mana*
- **Inner Fire@lv10**
 - o *A burst of Holy energy fills the caster, increasing armor by 50%. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.*
 - o *23% base mana*
- **Levitate**
 - o *0 Mana*
 - o *No longer requires a reagent.*
- **Mana Burn**
- **Power Word: Fortitude**
 - o *Power infuses the target, increasing their Stamina by 10% for 30 min.*
 - o *123% base mana*
- **Power Word: Shield**
 - o *Draws on the soul of the party member to shield them, absorbing 40@lv6/848@lv60 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.*
 - o *36% base mana*
- **Prayer of Fortitude**
 - o *Power infuses the target's party, increasing their Stamina by 10% for 1 hr.*
 - o *247% base mana*
- **Prayer of Spirit@lv38**
 - o *Power infuses the target's party, increasing their Spirit by 10% for 1 hr.*
 - o *141% base mana*
- **Shackle Undead@lv32**
 - o *Shackles the target undead enemy for up to 30 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.*
 - o *11% base mana*

Holy

- Abolish Disease@lvl28
- ~~Cure Disease~~
- Flash Heal@lvl24
 - o Heals a friendly target for an average of 232@lvl24/868@lvl60.
 - o 28% base mana
- Greater Heal
 - o A slow casting spell that heals a single target for an average of 860@lvl40/1807@lvl60.
 - o 52% base mana
- Heal@lvl1
 - o Heal your target for an average of 93@lvl1/1175@lvl40.
 - o 33% base mana
- Holy Fire
 - o Consumes the enemy in holy flames that cause an average of 79@lvl20/362@60 Holy damage and an additional 27@lvl20/131@lvl60 Holy damage over 10 sec.
 - o 19% base mana
- ~~Lesser Heal~~
- Prayer of Healing
 - o A powerful prayer heals party members within 30 yards for 280@lvl30/869@lvl60.
 - o 75% base mana
- Renew
 - o Heals the target of 65@lvl8/1258@lvl60 damage over 15 sec.
 - o 30% base mana
- Resurrection@lvl12
 - o Brings a dead player back to life with 20% health and mana. Cannot be cast when in combat.
- Smite
 - o Smite an enemy for an average of 23@lvl1/392@lvl60 Holy damage.
 - o 20% base mana

Shadow

- Fade
 - o *Fade out, discouraging enemies from attacking you for 10 sec. In addition, you escape the effects of any immobilization or movement speed reduction effects.*
 - o 60 sec cooldown
 - o 20% base mana
- Mind Blast
 - o *Blasts the target for an average of 46@lvl10/483@lvl60 Shadow damage, but causes a high amount of threat.*
 - o 25% base mana
- Mind Control@lvl36
 - o *Controls a humanoid mind up to level 38@36/62@60, but increases the time between its attacks by 25%. Lasts up to 1 min.*
 - o 55% base mana
- Mind Soothe
- Mind Vision
 - o 11% base mana
- Prayer of Shadow Protection
- Psychic Scream
 - o *The caster lets out a psychic scream, causing 4 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.*
 - o 25 sec cooldown
- Shadow Protection
- Shadow Word: Pain
 - o *A word of darkness that causes 27@lvl4/794@lvl60 Shadow damage over 18 sec.*
 - o 16% base mana

Priest Talents

Discipline

- **Burst of Light**
 - o Gives your offensive spells a 5/10/15% chance to reduce the casting time of your next Holy Fire or Smite spell by 1 sec and its mana cost by 100%.
- **Crusade**
 - o Increases the critical strike damage bonus of your Holy spells by 100%.
- **Divine Focus**
 - o Increases your chance to hit with Holy spells by 1/2/3/4/5%.
- **Divine Fury**
 - o Reduces the casting time of your Smite, and Holy Fire, ~~Heat and Greater Heat~~ spells by 0.1/0.2/0.3/0.4/0.5 sec.
- **Divine Spirit@lv16**
- **Divine Wrath**
 - o Increases your chance to get a critical strike with spells by 1/2/3/4/5%.
- **Force of Will**
 - o Increases the damage done by your Holy spells by 2/4/6/8/10%.
- **Holy Nova**
 - o Causes an explosion of holy light around the caster, causing **27@lv20/176@lv60** Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for **50@lv20/294@lv60**. These effects cause no threat.
 - o **25% base mana**
- **Improved Inner Fire**
 - o Increases the Armor bonus of your Inner Fire spell by **5/10/15%**.
- **Improved Power Word: Shield**
 - o Increases the damage absorbed by your Power Word: Shield spell by **10/20/30%**.
- **Improved Weakened Soul**
 - o Decreases the duration of your Power Word: Shields Weakened Soul effect by 1/2/3 sec.
- **Inner Focus**
 - o When activated, reduces the Mana cost of your next spell by 100% ~~and increases its critical effect chance by 25% if it is capable of a critical effect.~~
 - o **90 sec** cooldown
- **Meditation**
 - o Allows **10/20%** of your Mana regeneration to continue while casting.
- **Mental Agility**
 - o Reduces the mana cost of your ~~instant-cast~~ offensive spells by **6/12/18/24/30%**.
- **Power Infusion**
 - o **2 min** cooldown
- **Spiritual Guidance**
 - o Increases your spell damage and healing by up to **15/30%** of your total **Intellect**.

Holy

- Blessed Recovery
 - o After being struck by a melee or ranged critical hit, heal **50/100%** of the damage taken over 6 sec.
- Burst of Faith
 - o When activated, your next Holy spell becomes an instant cast spell.
 - o 2 min cooldown
- Divine Grace
 - o Reduces the casting time of your healing spells by 0.1/0.2/0.3/0.4/0.5 sec.
- Divine Mind
 - o Reduces the mana cost of your Abolish Disease and Dispel Magic spells by 12/24/36%.
- Improved Desperate Prayer
 - o Reduces the cooldown of your Desperate Prayer spell by 18/36/54/72/90 sec.
- Improved Heal
 - o Increases the critical strike chance of your Heal spell by 3/6/10%.
- Improved Healing
 - o Reduces the Mana cost of your Heal and Greater Heal spells by **5/10/15%** 3/6/9/12/15%.
- Improved Prayer of Healing
 - o Reduces the Mana cost of your Prayer of Healing spell by **15/30/45%**.
- Inspiration
 - o Increases your targets armor by **10/20%** for 15 sec after getting a critical effect from your Flash Heal, Heal, Greater Heal, or Prayer of Healing spells.
- Searing Light
 - o Increases the damage of your Smite and Holy Fire spells by **5/10/15%**.
- Silent Resolve
 - o Reduces the threat caused by your Holy and Shadow spells by **2/4/6/8/10%** and gives them a **2/4/6/8/10%** chance to resist dispel effects.
- Spell Warding Augury
 - o Reduces the chance you are hit by melee and ranged attacks by 1/2/3/4/5%.
- Spirit of Redemption
 - o Become the Spirit of Redemption, increasing your Healing by 10% and reducing Physical damage done to you by 10%. However, you may not cast Shadow spells while in this form.

Shadow

- Blackout
 - o Gives your Shadow damage spells a 2/4/6/8/10% chance to stun the target for 3 2 sec.
- Improved Fade
 - o Decreases the cooldown of your Fade ability by 15/30 sec.
- Improved Psychic Scream
 - o Reduces the cooldown of your Psychic Scream spell by 1/2/3 sec.
- Improved Shadowguard
 - o Increases the damage done by your Shadowguard spell by 15/30/45%.
- Improved Shadow Word: Pain
 - o Increases the duration of your Shadow Word: Pain spell by 3/6/9 sec.
- Improved Vampiric Embrace
 - o Increases the percentage healed by Vampiric Embrace by an additional 5/10/15%.
- Mind Flay@lvl20
 - o Assault the target's mind with Shadow energy, causing 68@lvl20/383@lvl60 Shadow damage over 3 sec and slowing their movement speed by 50%.
 - o 15% base mana
- Silence
 - o 35 sec cooldown
- Shadow Focus
 - o Increases your chance to hit with Shadow spells by 1/2/3/4/5%.
- Shadowform
 - o Assume a Shadowform, increasing your Shadow damage by 10% and reducing Physical damage done to you by 10%. However, you may not cast Holy spells while in this form.
 - o 25% base mana
- Shadow Reach
 - o Increases the range of your Shadow damage spells by 10/20%.
- Shadow Steps
 - o Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.
- Shadow Weaving
 - o Your Shadow spells have a 33/66/100% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 3% and lasts 15 sec. Stacks up to 5 times.
- Spirit Tap
 - o Gives you a 50/100% chance to gain a 100% bonus to your Spirit after killing a target that yields experience. For the duration, your Mana will regenerate at a 50% rate while casting. Lasts 15 sec.
- Warping Shadows
 - o Reduces the casting time of your Mind Blast and Mind Control spells by 0.1/0.2/0.3/0.4/0.5 sec.

Rogue Spells

Poisons

- Crippling Poison
 - o Use: Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, slowing their movement speed by 50% for 12 sec.
- Deadly Poison
 - o Use: Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 32@lv30/38@lv60 Nature damage over 12 sec. Stacks up to 5 times on a single target. ~~60 charges.~~
 - o Now scales with Attack Power.
- Instant Poison
 - o Use: Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 18@lv20/152@lv60 Nature damage. ~~40 charges.~~
 - o Now scales with Attack Power.
- Mind-numbing Poison@lv28
 - o Use: Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 50% for 10 sec. ~~50 charges.~~
- Wound Poison
 - o Use: Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, reducing all healing effects used on them by 100 for 15 sec. Stacks up to 5 times on a single target. ~~60 charges.~~

Assassination

- Ambush
 - o *Ambush the target, causing 325% normal weapon damage. Must be stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.*
- Backstab
 - o *Backstab the target, causing 210% normal weapon damage. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.*
- Eviscerate
 - o *Finishing move that causes 120% normal weapon damage per combo point.*
- Expose Armor
 - o *Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 3% 2 points: 6% 3 points: 9% 4 points: 12% 5 points: 15%*
- Garrote
 - o *Garrote the enemy, causing 144@lv14/558@lv60 damage over 18 sec, increased by your Attack Power. Must be stealthed and behind the target. Awards 1 combo point.*
- Rupture
 - o *8@lv20/558@lv60*
 - o *Now scales with Attack Power up to 5 combo points.*
- Slice and Dice
 - o *Finishing move that increases melee attack speed by 30%. Lasts longer per combo point: 1 point: 9 seconds 2 points: 12 seconds 3 points: 15 seconds 4 points: 18 seconds 5 points: 21 seconds*

Combat

- Gouge@lv6
 - o *No longer deals any damage.*
- Kick@lv24
 - o *A quick kick that injures a single foe for 20% weapon damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 5 sec.*
- Sinister Strike
 - o *An instant strike that causes 110% weapon damage. Awards 1 combo point.*
- Sprint@lv12
 - o *Increases the rogues movement speed by 70% for 15 sec. Does not break stealth.*

Subtlety

- Deadliness
 - o *Increases your Attack Power by 4/8/12/16/20%.*
- Detect Traps@lvl36
- Disarm Trap@lvl38
- Hemorrhage
 - o *An instant strike that damages the opponent and causes the target to hemorrhage, increasing any Physical damage dealt to the target by up to 3@lvl30/9@lvl60. Lasts 30 charges or 15 sec. Awards 1 combo point.*
- Sap
 - o *Incapacitates the target for up to 30 sec. Must be stealthed. Only works on Humanoids that are not in combat. Any damage caused will revive the target. Only 1 target may be sapped at a time.*
- Stealth
 - o *Allows the rogue to sneak around, but reduces your speed by 30%. Lasts until cancelled.*
- Vanish@lvl20

Rogue Talents

Assassination

- Cold Blood
 - o 2 min cooldown
- Dissection
 - o Reduces the Energy cost of your Backstab ability by 1/2/3/4/5.
- Improved Backstab
 - o Increases the critical strike chance of your Backstab ability by 3/6/9/12/15%.
- Improved Expose Armor
 - o Increases the armor reduced by your Expose Armor ability by 25/50%.
- Improved Garrote
 - o Gives you a 20/40/60/80/100% chance to add an additional combo point to your target when using your Garrote ability.
- Murder
 - o Increases the damage done by your Backstab ability by 2/4/6% and the damage done by your Eviscerate ability by 2/4/6%.
- Opportunity
 - o Increases the damage done by your Backstab, Garrote, or Ambush abilities by 3/6/9/12/15%.
- Premeditation
 - o When used, adds 1 combo point to your target. You must add to or use those combo points within 10 sec or the combo points are lost.
 - o 1 min cooldown
- Ruthlessness
 - o Gives your finishing moves a 10/20/30/40/50% chance to add a combo point to your target.
- Seal Fate
 - o Your critical strikes from abilities that add combo points have a 100% chance to add an additional combo point.
- Up and Personal
 - o Increases your chance to hit with daggers and fist weapons by 1/2/3/4/5%.
- Vile Poisons
 - o Increases the damage dealt by your poisons by 5/10/15% and gives your poisons a 10/20/30% chance to resist dispel effects.

Combat

- Adrenaline Rush
 - o *Increases your Energy regeneration rate by 100% for 15 sec. In addition you become immune to stun and incapacitate effects.*
 - o *2 min cooldown*
- Improved Sinister Strike
 - o *Reduces the Energy cost of your Sinister Strike ability by 1/2/3/4/5.*
- Improved Slice and Dice
 - o *Increases the duration of your Slice and Dice ability by 10/20/30%.*
- Lethality
 - o *Increases the critical strike damage bonus of your Sinister Strike, Gouge, Backstab, Ghostly Strike, and Hemorrhage abilities by 10/20/30%.*
- Rampage
 - o *Gives you a 2/4/6/8/10% chance to generate 10 Energy when you deal damage.*
- Weapondance
 - o *Increases your chance to hit with swords and maces by 1/2/3/4/5%.*
- Weapon Mastery
 - o *Gives you a 1/2/3/4/5% chance to get an extra attack on the same target after dealing damage.*

Subtlety

- Camouflage
 - o ~~Increases your speed while stealthed by 3/6/9/12/15% and~~ Reduces the cooldown of your Stealth ability by 1/2/3/4/5 sec.
- Dirty Deeds
 - o Reduces the Energy cost of your Cheap Shot and Garrote abilities by 2/4/6/8/10.
- Elusiveness
 - o Reduces the cooldown of your Vanish and Blind abilities by 30/60/90/120/150 sec.
- Endurance
 - o Reduces the cooldown of your Sprint and Evasion abilities by 30/60/90/120/150 sec.
- Heightened Senses
 - o Reduces the chance you are hit by spells and ranged attacks by 1/2/3/4/5%.
- Hemorrhage
 - o 30 Energy
- Improved Ambush
 - o Increases the critical strike chance of your Ambush ability by 25/50%.
- Improved Eviscerate
 - o Increases the *critical strike chance* of your Eviscerate ability by 10/20/30%.
- Improved Kidney Shot
 - o While affected by your Kidney Shot ability, the target receives an additional 5/10% damage from all sources.
- Improved Rupture
 - o Increases the damage of your Rupture ability by 10/20/30/40/50%.
- Improved Sap
 - o Gives you a 33/66/100% chance to return to stealth mode after using your Sap ability.
- Initiative
 - o Gives you a 50/100% chance to add an additional combo point to your target when using your Ambush, Cheap Shot or Garrote abilities.
- Pursuit of Injustice
 - o Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.
- Serrated Blades
 - o Causes your attacks to ignore N of your target's Armor ~~and increases the damage dealt by your Rupture ability by 30%~~. The amount of Armor reduced increases with your level.
- Setup
 - o Gives you a 25/50/75% chance to add a combo point to your target after dodging their attack or fully resisting one of their spells.
- Veil of Shadow
 - o Veil yourself in Shadows, removing all bleed, disease, magic and poison effects and absorbing 500@lvl40/800@lvl60 damage for 15 sec.

- *30 sec cooldown*

Shaman Spells

Elemental

- Chain Lightning@lv136
 - o Hurls a lightning bolt at the enemy, dealing an average of 207@lv136/523@lv60 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
 - o 40% base mana
- Earth Shock
 - o Instantly shocks the target with concussive force, causing an average of 16@lv4/478@lv60 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. Causes a high amount of threat.
 - o 28% base mana
 - o 8 sec cooldown
- Fire Nova Totem
 - o Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 47@lv12/444@lv60 fire damage to enemies within 10 yd.
 - o 34% base mana
- Flame Shock@lv18
 - o Instantly sears the target with fire, causing an average of 14@lv18/242@lv60 Fire damage immediately and 18@lv18/248@lv60 Fire damage over 12 sec.
 - o 28% base mana
 - o 8 sec cooldown
- Frost Shock
 - o Instantly shocks the target with frost, causing an average of 83@lv20/470@lv60 Frost damage and slowing movement speed by 50%. Lasts 12 sec.
 - o 28% base mana
 - o 8 sec cooldown
- Lightning Bolt
 - o Casts a bolt of lightning at the target dealing an average of 26@lv1/427@lv60 Nature damage.
 - o 17% base mana
- Magma Totem
 - o Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 20@lv26/74@lv60 Fire damage to creatures within 8 yards every 2 seconds.
 - o 43% base mana
- Searing Totem
 - o Summons a Searing Totem with 5 health at the feet of the caster for 30 sec that repeatedly attacks an enemy within 0 yards for 10@lv10/60@lv60 Fire damage.
 - o 11% base mana

- **Sense Elementals@lvl10**
 - *Shows the location of all nearby elementals on the minimap. Only one form of tracking can be active at a time. In addition increases all damage caused against Elemental targets by 1% and increases critical damage caused against Elemental targets by an additional 1%.*
- **Stoneclaw Totem**

Enhancement

- Astral Recall
 - o 0 mana
- Far Sight
- Fire Resistance Totem
 - o Summons a Fire Resistance Totem with 5 health at the feet of the caster for 2 min that increases the fire resistance of party members within 20 yards by 20%.
 - o 12% base mana
 - o Requires Fire Totem
- Flametongue Windcaller Totem
 - o Summons a Windcaller Totem with 5 health at the feet of the caster. The totem enchants all party members' main-hand weapons with wind if they are within 20 yards increasing their spell damage and healing by 8@lvl28/40@lvl60. Lasts 2 min.
 - o 18% base mana
 - o Requires Air Totem
- Flametongue Windcaller Weapon
 - o Imbue the Shaman's weapon with wind, increasing spell damage and healing by 10@lvl10/60@lvl60. Lasts 5 min.
 - o 0 mana
- Frost Resistance Totem
 - o Summons a Frost Resistance Totem with 5 health at the feet of the caster for 2 min that increases the frost resistance of party members within 20 yards by 20%.
 - o 12% base mana
- Frostbrand Weapon
- Grace of Air Totem
- Lightning Shield
 - o The caster is surrounded by 10 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 11@lvl10/193@lvl60 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
 - o 20% base mana
- Nature Shadow Resistance Totem
 - o Summons a Nature Shadow Resistance Totem with 5 health at the feet of the caster for 2 min that increases the nature Shadow resistance of party members within 20 yards by 20%.
 - o 12% base mana
 - o Requires Fire Totem
- Purge@lvl14
- Sentry Totem

- Rockbiter Weapon
 - o *Imbue the Shaman's weapon, increasing melee attack power by 29@lv1/569@lv60 and allowing melee attacks to cause additional threat when using that weapon. Lasts for 5 minutes.*
 - o 0 mana
- Stoneskin Totem
 - o *Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, increasing their armor by 10%. Lasts 2 min.*
 - o 14% base mana
- Strength of Earth Totem
 - o *Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 10%. Lasts 2 min.*
 - o 18% base mana
- Taunt@lv10
- Water Breathing
- Water Walking
 - o 0 mana
 - o No longer requires a reagent.
- Windfury Totem@lv34
 - o *Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 90@lv34/220@lv60 extra melee attack power. Lasts 2 min.*
 - o 18% base mana
- Windfury Weapon@lv32
 - o *Imbue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 60@lv32/228@lv60 extra melee attack power. Lasts for 5 minutes.*
 - o 0 mana
- Windwall Totem

Restoration

- Ancestral Spirit
 - o Returns the spirit to the body, restoring a dead target to life with 20% health and mana. Cannot be cast when in combat.
 - o 75% base mana
- Chain Heal
 - o Heals the friendly target for an average of 311@lvl40/626@lvl60, then jumps to heal additional nearby targets. If cast on a party member, the heal will only jump to other party members. Each jump is 50% as effective as the previous target. Heals 3 total targets.
 - o 27% base mana
- Healing Stream Totem
 - o Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 5@lvl20/16@lvl60 every 2 seconds.
 - o 0 mana
- Healing Wave
 - o Heals a friendly target for an average of 71@lvl1/1410@lvl60.
 - o 41% base mana
- Lesser Healing Wave
 - o Heals a friendly target for an average of 157@lvl20/792@lvl60.
 - o 25% base mana
- Mana Spring Totem
 - o Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 8@lvl26/42@lvl60 mana every 5 seconds to group members within 20 yards.
 - o 0 mana
- Reincarnation@lvl24
- Tranquil Air Totem

Shaman Talents

Elemental

- Concussion
 - o *Increases the damage done by your Chain Lightning, Lightning Bolt and Shock spells by 2/4/6/8/10%.*
- Convection
 - o *Reduces the mana cost of your Chain Lightning, Lightning Bolt and Shock spells by 6/12/18/24/30%.*
- Electrifying
 - o *Gives your Chain Lightning, Lightning Bolt and Shock spells a 2/4/6/8/10% chance to stun the target for 2 sec.*
- Elemental Devastation
 - o *Your offensive spell crits will increase your chance to get a critical strike with melee attacks by 5/10/15% for 10 sec.*
- Eye of the Storm
 - o *Gives you a 50/100% chance to gain the Focused Casting effect that lasts for 6 sec after being the victim of a melee or ranged critical strike. The Focused Casting effect prevents you from losing casting time when taking damage.*
- Lightning Mastery
 - o *Reduces the casting time of your Lightning Bolt and Chain Lightning spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- Lightning Storm
 - o *Call down a Lightning Storm, damaging all enemies caught within the blast for 248@lvl40/373@lvl60 Nature damage, and dazing them for 8 sec.*
 - o *30 sec cooldown*
- Reverberation
 - o *Reduces the cooldown of your Shock spells by 0.4/0.8/1.2/1.6/2 sec.*
- Stormcaller
 - o *Increases the damage done by your Chain Lightning, Lightning Bolt and Shock spells by 2/4/6%.*
- Storm's Guidance
 - o *Increases your chance to hit with spells by 1/2/3/4/5%.*
- Storm's Wrath
 - o *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- Storm Reach
 - o *Increases the range of your Elemental and Restoration spells by 10/20%.*

Enhancement

- **Earths Grasp**
 - o Reduces the cooldown of your Grounding Totem by 1/2/3 sec and increases the radius of your Earthbind Totem by 10/20/30%.
- **Elemental Bulwark**
 - o Increases chance to block by 60% for 7 sec, but will only block 2 attacks.
 - o 5 sec cooldown
 - o 2% base mana
- **Elemental Weapons**
 - o Increases the melee attack power bonus of your Rockbiter Weapon by 5/10/15%, the melee attack power bonus of your Windfury Weapon by 5/10/15% and increases the spell damage and healing bonus of your Windcaller Weapon by 5/10/15%.
- **Enhanced Totems**
 - o Increases the duration of your Totems by 10/20/30/40/50%.
- **Flurry**
 - o Increases your attack speed by 5/10/15/20/25% for your next 3 swings after dealing a critical strike.
- **Improved Ghost Wolf**
 - o Reduces the cast time of your Ghost Wolf spell by 1/2/3 sec.
- **Improved Lightning Shield**
 - o Increases the damage done by your Lightning Shield orbs by 15/30/45%.
- **Improved Stoneskin Totem**
 - o Increases the armor bonus of your Stoneskin Totem by an additional 1/2/3%.
- **Improved Weapon Totems**
 - o Increases the melee attack power bonus of your Windfury Totem by 5/10% and increases the spell damage and healing bonus of your Windcaller Totem by 5/10%.
- **Parry@lvl30**
- **Plate Mail**
 - o Allows you to wear Plate Mail armor.
- **Precision**
 - o Increases your chance to hit by 1/2/3/4/5%.
- **Redoubt**
 - o Increases the amount of damage absorbed by your shield by 10/20/30%.
- **Shield Specialization**
 - o Increases your chance to block attacks with a shield by 1/2/3/4/5% and increases the amount blocked by 3/6/9/12/15%.

- Stormstrike
 - o Gives you an extra attack *and generates 3% of your total mana. In addition, the damage of your next Nature spell is increased by 10%. Lasts 8 sec.*
 - o 0% base mana
 - o 10 sec cooldown
- Thunderstruck
 - o Your Shock spells have a 33/66/100% chance to increase the damage done by your party by 1% for 15 sec. Stacks up to 3 times.
- Two-Handed Axes and Maces@lvl20

Restoration

- Ancestral Fortitude
 - o Increases your targets armor value by 10/20% for 15 sec after getting a critical effect from one of your healing spells.
- Elemental Warding
 - o Reduces all spell damage taken by 2/4/6/8/10%.
- ~~Healing Grace~~ Grace
 - o Reduces the threat caused by your nature healing spells by 2/4/6/8/10% and gives them a 2/4/6/8/10% chance to resist dispel effects.
- Healing Focus
 - o Gives you a 35/70% chance to avoid interruption caused by damage while casting any healing spell.
- Improved Healing Wave
 - o Reduces the casting time of your Healing Wave and lesser Healing Wave spells by 0.1/0.2/0.3/0.4/0.5 sec.
- Improved Reincarnation
 - o Reduces the cooldown of your Reincarnation spell by 6/12/18 min and increases the amount of health and mana you reincarnate with by an additional 10/20/30%.
- Mana Tide Totem
 - o Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 170@lvl40/290@lvl60 mana every 3 seconds to group members within 20 yards.
 - o 2 min cooldown
 - o 0 mana
- Natures Swifttness
 - o 2 min cooldown
- Shamanistic Focus
 - o When activated, reduces the Mana cost of your next spell by 100%.
 - o 90 sec cooldown
- Tidal Focus
 - o Increases the amount healed by your Healing Wave and Lesser Healing Wave spells by 2/4/6/8/10%.
- Totemic Mastery@lvl10

Warlock Spells

Affliction

- Corruption
 - o Corrupts the target, causing 54@lvl4/665@lvl60 Shadow damage over 18 sec.
 - o 25% base mana
- Curse of Agony
 - o Curses the target with agony, causing 50@lvl8/975@lvl60 Shadow damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration. Only one Curse per Warlock can be active on any one target.
 - o 16% base mana
- Curse of Doom@lvl40
 - o Curses the target with impending doom, causing 2880 Shadow damage after 1 min. If the target dies from this damage, ~~there is a chance that~~ a Doomguard will be summoned. Cannot be cast on players.
- ~~Curse of Recklessness~~
- Curse of Shadow@lvl38
 - o Curses the target for 5 min, reducing Shadow and Arcane resistances by 45 and increasing Shadow and Arcane damage taken by 5%. Only one Curse per Warlock can be active on any one target.
 - o 15% base mana
- Curse of Tongues
 - o Forces the target to speak in Demonic, slowing the casting time of all spells by 50%. Only one Curse per Warlock can be active on any one target. Lasts 30 sec.
 - o 8% base mana
- Curse of the Elements
 - o Curses the target for 5 min, reducing Fire and Frost resistances by 45 and increasing Fire and Frost damage taken by 5%. Only one Curse per Warlock can be active on any one target.
 - o 15% base mana
- ~~Curse of Weakness~~
- Death Coil@lvl36
 - o Causes the enemy target to run in horror for 3 sec and causes 221@lvl36/441@lvl60 Shadow damage. The caster gains 100% of the damage caused in health.
 - o 41% base mana
- Drain Life
 - o Transfers 9@lvl10/72@lvl60 health every second from the target to the caster. Lasts 5 sec.
 - o 22% base mana

- Drain Mana
 - Transfers 38@lv124/139@lv160 Mana every 1 sec from the target to the caster. Lasts 5 sec.
 - 22% base mana
- Drain Soul
 - Drains the soul of the target, causing 50@lv110/478@lv160 Shadow damage over 15 sec. If the target dies while being drained, and yields experience or honor, the caster gains a Soul Shard. Soul Shards are required for other spells.
 - 22% base mana
- Fear
 - Strikes fear in the enemy, causing it to run in fear for up to 15 sec. Damage caused may interrupt the effect. Only 1 target can be feared at a time.
- Howl of Terror@lv134
 - Howl, causing 5 enemies within 10 yds to flee in terror for 10 sec. Damage caused may interrupt the effect.
 - 15% base mana
- Life Tap
 - Converts 18@lv16/407@lv160 health into 18@lv16/407@lv160 mana.

Demonology

- Banish
 - o *Banishes the enemy target, preventing all action but making it invulnerable for up to 30 sec. Only one target can be banished at a time. Only works on Demons and Elementals.*
 - o *No longer requires a Soul Shard*
- ~~Create Firestone~~
- Create Healthstone
 - o *Creates a Healthstone that can be used to instantly restore 20% health.*

 - Conjured items disappear if logged out for more than 15 minutes.*
 - o *80% base mana*
- Create Soulstone
 - o *Creates a Soulstone. The Soulstone can be used to store one target's soul. If the target dies while his soul is stored, he will be able to resurrect with 20% health and mana.*

 - Conjured items disappear if logged out for more than 15 minutes.*
- Create Spellstone
 - o *Creates a Spellstone for the caster. When equipped and used, the Spellstone removes all magic effects from the caster and will absorb 400@lvl36/1000@lvl60 magic damage for 1 min. In addition, equipping the Spellstone Increases your chance to get a critical strike with spells by 1%.*

 - Conjured items disappear if logged out for more than 15 minutes.*
 - o *73% base mana*
- Demon Skin
 - o *Protects the caster, increasing armor by 35% and restores 3@lvl2/32@lvl60 Health per 5 sec. for 30 min.*
 - o *115% base mana*
- ~~Detect Greater Invisibility~~
- ~~Detect Invisibility~~
- ~~Detect Lesser Invisibility~~
- Enslave Demon
 - o *Enslaves the target demon, up to level 32@lvl30/62@lvl62, forcing it to do your bidding. While enslaved, the time between the demon's attacks is increased by 40% and its casting speed is slowed by 30%. Lasts up to 5 min. If you repeatedly enslave the same demon, it will become more difficult to control with each attempt.*
 - o *50% base mana*
- Health Funnel
 - o *Gives 12@lvl12/156@lvl6 health to the caster's pet every second for 10 sec as long as the caster channels.*
 - o *0 mana*

- Inferno
 - Summons a meteor from the Twisting Nether, causing *450@lv150/540@lv160* Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the crater, under the command of the caster for 5 min. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors.
 - *50% base mana*
 - No longer requires a reagent.
- Ritual of Doom
 - Begins a ritual ~~that sacrifices a random participant~~ to summon a doomguard. The doomguard must be immediately enslaved or it will attack ~~the ritual participants~~ you. ~~Requires the caster and 4 additional party members to complete the ritual. In order to participate, all players must right-click the portal and not move until the ritual is complete.~~
 - No longer requires a reagent.
- Ritual of Summoning
 - No longer requires a Soul Shard.
- Sense Demons
 - Shows the location of all nearby demons on the minimap until cancelled. Only one type of tracking can be used at a time. *In addition increases all damage caused against Demon targets by 1% and increases critical damage caused against Demon targets by an additional 1%.*
- Shadow Ward
 - Reduces Shadow damage taken by 33%. Lasts 8 sec.
 - *23% base mana*
- ~~Unending Breath~~

Destruction

- Hellfire
 - o *Ignites the area surrounding the caster, causing 75@lvl30/215@lvl60 Fire damage to himself and 75@lvl30/215@lvl60 Fire damage to all nearby enemies every 1 sec. Lasts 15 sec.*
 - o *95% base mana*
- Immolate
 - o *Burns the enemy for an average of 7@lvl2/232@lvl60 Fire damage and then an additional 20@lvl1/437@lvl60 Fire damage over 15 sec.*
 - o *27% base mana*
- Rain of Fire
 - o *Calls down a fiery rain to burn enemies in the area of effect for 151@lvl20/848@lvl60 Fire damage over 8 sec.*
 - o *86% base mana*
- Searing Pain@lvl16
 - o *Inflict searing pain on the enemy target, causing an average of 117@lvl16/433@lvl60 Fire damage.*
 - o *27% base mana*
- Shadow Bolt
 - o *Sends a shadowy bolt at the enemy, causing an average of 23@lvl1/433@lvl60 Shadow damage.*
 - o *27% base mana*
- Soul Fire@lvl40
 - o *Burn the enemy's soul, causing an average of 633@lvl40/754@lvl60 Fire damage.*
 - o *24% base mana*

Warlock Talents

Affliction

- Amplify Curse
 - o Increases the effect of your next **Curse of Weakness** or Curse of Agony by **50% 100%**, or your next Curse of Exhaustion by 20%. Lasts 30 sec.
 - o **2 min** cooldown
- **Blight**
 - o Increases the damage done by your Corruption, Drain Life and Shadow Bolt spells by **2/4/6%**.
- **Calamity**
 - o Reduces the mana cost of your Affliction spells by **3/6/9/12/15%** and reduces the threat caused by your Shadow spells by **1/2/3/4/5%**.
- Curse of Exhaustion
 - o Reduces the targets movement speed by **30%** for 12 sec. Only one Curse per Warlock can be active on any one target.
- Improved Curse of Agony
 - o Increases the damage done by your Curse of Agony by **5/10/15%**.
- **Improved Fear**
 - o Reduces the casting time of your Howl of Terror and Fear spells by **0.1/0.2/0.3/0.4/0.5** sec.
- Fel Concentration
 - o Gives you a **35/70/100%** chance to avoid interruption caused by damage while channeling the Drain Life, Drain Mana, or Drain Soul spell.
- **Grim Reach**
 - o Increases the range of your Affliction spells by **10/20%**.
- Improved Drain Life
 - o Increases the Health drained by your Drain Life spell by **5/10/15%**.
- **Misery**
 - o Gives your Corruption, Curse of Agony, Drain Life and Drain Mana spells a **2/4/6/8/10%** chance to stun the target for 2 sec.
- Nightfall
 - o Gives your Corruption and Drain Life spells a **7%** chance to cause you to enter a Shadow Trance state after damaging the opponent. The Shadow Trance state reduces the casting time of your next Shadow Bolt spell by 100%.
- Suppression
 - o Increases your chance to hit with Affliction spells by **1/2/3/4/5%**.

Demonology

- **Demonic Command**
 - o *Increases the damage and duration of your summoned demons abilities by 10/20/30%.*
- **Demonic Embrace**
 - o *Increases your total Stamina by 2/4/6% but reduces your total Spirit by 1/2/3%.*
- **Demonic Ferocity**
 - o *Increases your summoned demons chance to get a critical strike by 3/6/9/12/15%.*
- **Demonic Precision**
 - o *Increases your summoned demons chance to hit by 2/4/6/8/10%.*
- **Demonic Sacrifice**
 - o *When activated, sacrifices your summoned demon to grant you an effect that lasts 30 min. ~~The effect is canceled if any Demon is summoned:~~*
 - Imp: Increases your Fire damage by 10%.*
 - Voidwalker: Restores 3% of total Health every 4 sec.*
 - Succubus: Increases your Shadow damage by 10%.*
 - Felhunter: Restores 2% of total Mana every 4 sec.*
- **Fear of Consequences**
 - o *Increases the damage done by your summoned demon by 3/6/10%.*
- **Fel Domination**
 - o *Your next **Demon** Summoning spell has its casting time reduced by 4 sec and its Mana cost reduced by 50%.*
- **Fel Endurance**
 - o *Increases the maximum Health and Mana of your summoned demon by 3/6/9/12/15%.*
- **Fel Swiftiness**
 - o *Increases the outdoor movement speed of your summoned demon by 15/30/45%.*
- **Forbidden Knowledge**
 - o *Gives you a 33/66/100% chance to create a Soul Shard when using an ability that consumes one.*
- **Improved Demon Skin**
 - o *Increases the Effects of your Demon Skin and Demon Armor spells by 5/10/15%.*
- **Improved Enslave Demon**
 - o *Reduces the Attack Speed and Casting Speed penalty of your Enslave Demon spell by 15/30% and increases its chance to hit by 5/10%.*
- **Master Summoner**
 - o *Reduces the casting time of your **Demon** Summoning spells by 2/4/6 sec and the Mana cost by 10/20/30%.*

- Master Demonologist
 - o Grants both the Warlock and the summoned demon an effect as long as that demon is active. Imp - Reduces threat caused by 4/8/12/16/20%. Voidwalker - Reduces physical damage taken by 2/4/6/8/10%. Succubus - Increases all damage caused by 1/2/3/4/5%. Felhunter - Increases all resistances by .2/.4/.6/.8/1 per level.
- Motivation by Threat
 - o Reduces the casting time of your Imps Firebolt spell by 0.1/0.2/0.3/0.4/0.5 sec. Reduces the cooldown of your Succubus Lash of Pain and your Felhunters Shadow Charge spells by 1/2/3/4/5 sec. Reduces the cooldown of Voidwalkers Torment spell by 0.4/0.8/1.2/1.6/2 sec.
- Soul Link
 - o When active, 20% of all damage taken by you is taken by your summoned demon instead. In addition, both your summoned demon and you will deal 1% more damage. Lasts as long as the demon is active.

Destruction

- Aftermath
 - o Gives your Destruction spells a 3/6/9/12/15% chance to daze the target for 5 sec.
- Bane
 - o Reduces the casting time of your Shadow Bolt and Searing Pain spells by 0.1/0.2/0.3/0.4/0.5 sec and your Soul Fire spell by 0.4/0.8/1.2/1.6/2.0 sec.
- Conflagrate
 - o Ignites a target that is already afflicted by Immolate, dealing an average of 246@lvl40/452@lvl60 Fire damage and consuming the Immolate spell.
 - o 19% base mana
- Cataclysm
 - o Reduces the mana cost of your Destruction spells by 1/2/3/4/5% and reduces the threat caused by your Fire spells by 4/8/12/16/20%.
- Destructive Reach
 - o Increases the range of your Destruction spells by 10/20%.
- Improved Immolate
 - o Reduces the casting time of your Immolate Spell by 0.4/0.8/1.2/1.6/2 sec.
- Improved Searing Pain
 - o Your Searing Pain critical strikes increase Fire damage dealt to the target by 5/10/15% until 4 non-periodic damage sources are applied. Effect lasts a maximum of 12 sec.
- Improved Shadow Burn
 - o Reduces the cooldown of your Shadowburn spell by 1/2/3 sec.
- Scorched Earth
 - o Increases the damage done by your Hellfire, Searing Pain and Soul Fire spells by 2/4/6%.
- Seek and Destroy
 - o Increases your chance to hit with your Destruction spells by 1/2/3/4/5%.
- Shadowburn
 - o Instantly blasts the target for an average of 84@lvl20/467@lvl60 Fire damage. If the target dies within 5 sec of Shadowburn, and yields experience or honor, you gain a Soul Shard.
 - o 27% base mana

Warlock Pets

Warlock Pet Roles

- **Doomguard**
 - o *Is now a melee damage specialist.*
- **Imp**
 - o Now requires a Soul Shard to summon after level 10 is reached.
- **Infernal**
 - o *Is now an area damage specialist.*

Warlock Pet Spells

Felhunter

- **Devour Magic**
 - o *Purges 1 harmful magic effect from a friend or 1 beneficial magic effect from an enemy. If an effect is devoured, the Felhunter will be healed for 233@lv130/623@lv160.*
 - o *10% base mana*
- **Paranoia**
 - o *Increases the stealth detection of all party members within 30 yds of the Felhunter for 20 sec.*
 - o *2 min cooldown*
- **Spell Lock**
 - o ~~*Silences the enemy for 3 sec. If used on a casting target, it will*~~ *Counters the enemy's spellcast, preventing any spell from that school of magic from being cast for 4 sec.*
 - o *45 sec cooldown*
 - o *10% base mana*
- ~~**Tainted Blood**~~ **Shadow Charge**
 - o *Charges an enemy, immobilizes it for 4 sec, and adds 180@lv132/600@lv160 melee attack power to the next attack.*
 - o *15 sec cooldown*
 - o *10% base mana*

Imp

- **Blood Pact**
 - o *Increases party members' Stamina by 2@lv14/30@lv160.*
- **Firebolt**
 - o *Deals 5@lv11/123@lv160 damage to a target.*
 - o *5% base mana*
- **Fire Shield@lv10**
 - o *Surrounds the target in a shield of fire. Every strike against the target causes 2@lv14/10@lv160 Fire damage to the attacker. Lasts 30 min. The caster cannot cast Fire Shield on himself.*

- 8% base mana

Succubus

- Lash of Pain
 - An instant attack that lashes the target, causing 32@lvl20/112@lvl60 Shadow damage.
 - 9% base mana
- Soothing Kiss
 - 5% base mana

Voidwalker

- Consume Shadows
 - The Voidwalker consumes nearby shadows to bolster its form, recovering 305@lvl18/2195@lvl60 health over 10 sec. Cannot be used while in combat.
 - 25% base mana
- Sacrifice
 - Sacrifices the Voidwalker, giving its owner a shield that will absorb 304@lvl16/1888@lvl60 damage for 30 sec. While the shield holds, spellcasting will not be interrupted by damage.
- Suffering
 - 8% base mana
 - 1 min cooldown
- Torment
 - 8% base mana

Warrior Spells

Arms

- **Heroic Strike**
 - o *An instant attack that causes 110% weapon damage.*
 - o *6 sec cooldown*
- **Overpower**
 - o *Instantly overpower the enemy, causing 115% weapon damage. Only useable after the target dodges. The Overpower cannot be blocked, dodged or parried.*
- **Rend**
 - o *Wounds the target causing them to bleed for 15@lv4/155@lv60 damage over 15 sec and reducing the effectiveness of any healing by 35% for the same duration.*
 - o *Now scales with Attack Power.*
 - o *Now usable in all stances.*
- **Retaliation@lv32**
- **Thunder Clap**
 - o *Blasts nearby enemies with thunder increasing the time between their attacks by 10% for 10 sec and doing 10% weapon damage to them. Will affect up to 4 targets.*
 - o *0 sec cooldown*

Fury

- Berserker Rage@lv134
 - o The warrior enters a berserker rage, becoming immune to Fear and Incapacitate effects for 5 sec. In addition he generates extra rage when taking damage for 10 sec.
- Cleave
 - o A sweeping attack that does 105% weapon damage to the target and his nearest ally.
- Battle Shout
 - o The warrior shouts, increasing the melee attack power of all party members within 20 yards by 5%. Lasts 2 min.
- Demoralizing Shout
 - o Reduces the melee attack power of all enemies within 10 yards by 5% for 30 sec.
- Execute@lv120
 - o Attempt to finish off a wounded foe, causing 120@lv24/660@lv60 damage and converting each extra point of rage into 3@lv24/15@lv60 additional damage. Only usable on enemies that have 20% or less health.
- Hamstring
 - o Maims the enemy, causing 20% weapon damage and slowing the enemy's movement by 50% for 15 sec.
- Intercept
 - o Charge an enemy, causing 50% weapon damage and stunning it for 3 sec.
- Intimidating Shout
 - o 5 rage
- Recklessness@lv36
- Pummel
 - o Pummel the target for 20% weapon damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 5 sec.
 - o Requires Combat Stance
- Slam@lv30
 - o Slams the target, causing it to wander disoriented for up to 10 sec. Any damage caused will remove the effect.
 - o 5 rage
 - o 3 min cooldown
- Whirlwind@lv20

Protection

- Defensive Stance
 - o A defensive combat stance. ~~Decreases damage taken by 10% and damage caused by 10%.~~ Increases chance to Dodge by 3% and increases threat caused by 25%.
- Mocking Blow
 - o A mocking attack that causes 75% weapon damage, ~~a moderate amount of threat~~ and forces the target to focus attacks on you for 6 sec.
- Revenge
 - o Instantly counterattack an enemy for 115% weapon damage and a high amount of threat. Revenge must follow a block, dodge or parry.
- Shield Bash@lvl24
 - o Bashes the target with your shield for 50% weapon damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.
- Sunder Armor
 - o Sunders the targets armor, reducing it by 6% per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.

Warrior Talents

Arms

- **Deep Wounds**
 - o *Increases the critical strike damage bonus of your Bloodthirst, Cleave, Execute, Heroic Strike, Mortal Strike, and Overpower abilities by 10/20/30%.*
- Improved Charge
 - o *Increases the amount of rage generated by your Charge ability by 2/4/6/8/10.*
- Improved Hamstring
 - o *Gives your Hamstring ability a 5/10/15% chance to immobilize the target for 5 sec **and reduces the rage cost of your Hamstring ability by 1/2/3.***
- Improved Heroic Strike
 - o *Reduces the cost of your Heroic Strike ability by 1/2/3/4/5 rage points.*
- **Improved Shouts**
 - o *Increases the melee attack power bonus of your Battle Shout by 1/2/3/4/5%, the melee attack power reduction of your Demoralizing Shout by 1/2/3/4/5% and the duration of your Battle Shout and Demoralizing Shout by 10/20/30/40/50%.*
- Mortal Strike
 - o *A vicious strike that deals 130% normal weapon damage ~~plus 85/110/135/160 and wounds the target, reducing the effectiveness of any healing by 50% for 10 sec.~~ **In addition the rage cost of your next Hamstring, Heroic Strike, Rend, or Overpower ability is reduced by 5. Lasts 8 sec.***
 - o *20 rage*
 - o *6 sec cooldown*
- **Prepared for Battle**
 - o *Reduces the cooldown of your Recklessness, Retaliation and Shield Wall abilities by 3/6/9/12/15 min.*
- **Two-Handed Precision**
 - o *Increases your chance to hit with two-handed weapons by 1/2/3/4/5%.*
- Two-Handed Weapon Specialization
 - o *Increases the damage you deal with two-handed melee weapons by 2/4/6%.*
- **Veterans March**
 - o *Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.*
- **Weapon Mastery**
 - o *Gives you a 1/2/3/4/5% chance to get an extra attack on the same target after dealing damage.*

Fury

- Bloodthirst
 - o Instantly attack the target causing damage equal to 45% of your attack power. In addition, the next 5 successful melee attacks will restore 10@lvl40/30@lvl60 health. This effect lasts 8 sec.
 - o 20 rage
- Blood Craze
 - o Gives you a 50/100% chance to gain a 100% bonus to your Spirit after killing a target that yields experience. For the duration, your Health will regenerate at a 50% rate while in combat. Lasts 15 sec.
- Death Wish
 - o When activated, increases your physical damage by 10% and makes you immune to Fear effects, but lowers your armor and all resistances by 10%. Lasts 20 sec.
 - o 2 min cooldown
- Dual Wield Specialization
 - o Increases the damage done by your offhand weapon by 10/20/30/40/50%.
- Enrage
 - o Gives you a 10/20/30% melee damage bonus for 12 sec up to a maximum of 12 swings after being the victim of a critical strike.
- Flurry
 - o Increases your attack speed by 5/10/15/20/25% for your next 3 swings after dealing a critical strike.
- Improved Berserker Rage
 - o Your Berserker Rage ability will generate 5/10/15 rage when used.
- Improved Cleave
 - o Increases the bonus damage done by your Cleave ability by an additional 1/2/3% and reduces its rage cost by 1/2/3.
- Improved Execute
 - o Reduces the Rage cost of your Execute ability by 2/4/6.
- Improved Intercept
 - o Reduces the cooldown of your Intercept ability by 6/12 sec.
- Improved Whirlwind
 - o Reduces the rage cost of your Whirlwind ability by 2/4.
- One-Handed Precision
 - o Increases your chance to hit with one-handed weapons by 1/2/3/4/5%.
- Pent up Rage
 - o Reduces the cooldown of your Intimidating Shout and Slam abilities by 18/36/54/72/90 sec.

Protection

- **Colourful Language**
 - o Reduces the cooldown of your Challenging Shout ability by 60/120/180/240/300 sec, the cooldown of your Mocking Blow ability by 12/24/36/48/60 sec and the cooldown of your Taunt ability by 1/2/3/4/5 sec.
- Improved Bloodrage
 - o Increases the instant Rage generated by your Bloodrage ability by 5/10.
- **Improved Revenge**
 - o Increases your chance to get a critical strike with your Revenge ability by 25/50%.
- Improved Shield Bash
 - o Gives your Shield Bash ability a 50/100% chance to silence the target for 2 sec.
- **Improved Shield Block Redoubt**
 - o Increases the amount of damage absorbed by your shield by 10/20/30%.
- Improved Shield Wall
 - o Increases the effect duration of your Shield Wall ability by 2/4/6 secs.
- Improved Sunder Armor
 - o Reduces the Rage cost of your Sunder Armor ability by 1/2/3/4/5.
- Improved Thunder Clap
 - o Reduces the Rage cost of your Thunder Clap ability by 2/4/6.
- One-Handed Specialization
 - o Increases the damage you deal with One-Handed Melee weapons by 4/8/12/16/20%.
- **Raging Bastion**
 - o Gives you a 33/66/100% chance to gain an additional 5 Rage anytime you get a critical strike.
- **Shield Block**
 - o Increases chance to block by 60% for 7 sec, but will only block 2 attacks.
- Shield Slam
 - o Slam the target with your shield, causing 224@lvl40/344@lvl60 damage, modified by your shield block value, and ~~has a 50% chance of~~ dispelling 1 magic effect on the target. Also causes a high amount of threat.
- Shield Specialization
 - o Increases your chance to block attacks with a shield by 1/2/3/4/5% and increases the amount blocked by 3/6/9/12/15%. In addition you gain a 20/40/60/80/100% chance to generate 1 rage when a block occurs.
- **Spellbreaker**
 - o Reduces all spell damage taken by 2/4/6/8/10%.