

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

- Endurance
  - *Increases your chance to resist Daze, Root, and Snare effects by an additional 10%.*
- Expansive Mind
  - *Increases your chance to resist Charm, Fear, and Sleep effects by an additional 10%.*
- Hardiness
  - *Increases your chance to resist Stun effects by an additional 10%.*
- Perception/Keen Scent
  - ~~*Dramatically*~~ *Increases your Stealth detection for 20 sec.*
  - *2 min cooldown*
- Stoneform/Regeneration
  - *2 min cooldown*
- Unbroken Spirit
  - *Increases your resistance to all magic schools by 10%.*
- Weapon Specializations
  - *Increases your chance to get a critical strike with WEAPON TYPE by 2%.*
- Will of the Forsaken
  - *Grants you immunity to Charm, Fear, and Sleep effects for 3 sec.*
- Quickness
  - *Increases your chance to Dodge by an additional 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.
- All spells now scale with player level up to level 60 before balance adjustments are applied. Spells that originally stopped scaling before level 60, such as Corruption at level 56, keep their original maximum value at that level and then continue scaling up to level 60.
- Most melee abilities now deal a fixed percentage of weapon damage instead of using damage bonuses that vary by spell rank.
- Multi-rank spells have been replaced with a single rank. Their damage now increases with character level.
- Omitted spells that duplicate the effects of certain profession consumables.
- Removed spells that are unnecessary due to player awareness or macros.
- Removed spells that have been replaced by custom changes.
- Removed spells with very limited use cases.

Overview Talents

Talent Issues 1.12.1

- Certain talents are mandatory or overperform in most PvE and PvP builds.
- Some classes spend up to five times as many talent points as other classes for a similar effect.
- Some talent trees have an inconsistent power curve between 11-, 21-, and 31-point talents.
- Some talents align more with their thematic spell family than with their intended role. Talent trees vary significantly in the total number of available talent points.

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 goal 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, although performance will still vary by matchup.
- Ensure at least two of the three specializations for pure DPS classes are viable in PvE.

Actions taken

- Added, repositioned, redesigned, or removed talents to create a more balanced path toward 31-point talents in both PvE and PvP.
- Limited every talent tree to exactly 51 points.
- Specializations with similar roles now have more consistent access to core talents such as hit, crit, mana efficiency, and other tools needed to perform those roles.

Scaling Changes

Attack power

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

Classes

- Druids now scale the same as Rogues.
- Rogues now require 26.5 Agility for 1% Dodge instead of 14.5.
- Shamans now scale the same as Paladins.

Healing and Spell Power

- Base Spell Damage has been reduced by approximately 10% at level 60.
- 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

Limited Counterplay

- Removed cooldown reset abilities such as Cold Snap and Preparation to make enemy actions more predictable. Affected classes now have access to talents that significantly reduce cooldown durations instead.
- Removed Presence of Mind to improve counterplay in PvP by making enemy actions easier to anticipate.
- Removed Ice Barrier because flat damage absorption was too dominant in Mage PvP builds.

Stealth

- Removed Stealth bonus talents.
- Stealth abilities now always have a Stealth level equal to character level × 5 + 5.
- Reduced Stealth detection bonuses from spells and items.
- Removed Stealth bonuses from items.

Taunt (Single Target)

- Taunt can no longer be resisted.
- Taunt now has a 20-second cooldown for all classes with access to it.

Druid Spells

Balance

- Barkskin*@lvl38*
- Entangling Roots
    - *Deals Nature damage every 3 sec for 18 sec and roots the target in place for the same duration. Any damage may interrupt the effect. Can only be used outdoors.*
    - *10% base mana*
- Faerie Fire
    - *Decreases the target's armor by 7% for 30 sec. While affected, the target cannot enter Stealth or turn invisible.*
    - *10% base mana*
- Hibernate
    - *Puts the target to sleep for up to30 sec. Any damage awakens the target. Only one target can be affected at a time. Can only be used on Beasts and Dragonkin.*
    - *10% base mana*
- Hurricane*@lvl36*
    - *120% base mana*
    - *10 sec cooldown*
- Innervate
    - *Can now be used while shapeshifted.*
    - *10 min cooldown*
- Moonfire
    - *30% base mana*
- Starfire
    - *Deals Arcane damage, then additional Arcane damage every 2 sec for 10 sec.*
    - *19% base mana*
- Thorns*@lvl10*
    - *Deals 2@lvl10/10@lvl60 Nature damage to attackers when the target is struck by a melee attack. Lasts 30 min.*
    - *26% base mana*
- Wrath
    - *15% base mana*

Feral Combat

- Claw
  - *Deals 145% damage. Awards 1 combo point.*
- Demoralizing Roar
  - *Decreases the melee attack power of all enemies within 10 yards by 5% for 30 sec.*
- Faerie Fire (Feral)
  - *Decreases the target's armor by 7% for 30 sec. While affected, the target cannot enter Stealth or turn invisible.*
- Ferocious Bite*@lvl20*
  - *Finishing move that deals 120% damage per combo point.*
- Frenzied Regeneration
  - *2 min cooldown*
- Maul
  - *Deals 110% damage.*
  - *20 rage*
- Pounce*@lvl34*
  - *Stuns the target for 4 sec. Must be in Stealth and behind the target. Awards 2 combo points.*
- Rake
  - *Deals 20% damage and interrupts spellcasting, preventing any spell in that school from being cast for 2 sec.*
- Ravage
  - *Deals 550% damage. Must be in Stealth and behind the target. Awards 1 combo point.*
- Rip*@lvl32*
  - *Finishing move that increases your melee attack speed by 30% for a duration based on combo points:1 point: 9 sec, 2 points: 14 sec, 3 points: 19 sec, 4 points: 23 sec, 5 points: 27 sec.*
  - *25 energy*
- Shred
  - *Deals 290% damage. Must be behind the target. Awards 1 combo point.*
- Swipe
  - *Deals 105% damage to up to 3 nearby enemies.*
  - *25 rage*
  - *4 sec cooldown*
- Tiger's Fury
  - *Increases your melee attack speed by 30%.*
  - *2 min cooldown*
- Track Humanoids
  - *Shows the location of all nearby humanoids on the minimap. In addition increases all damage dealt against humanoid targets by 1% and increases critical damage dealt against humanoid targets by an additional 1%.*
    Only one form of tracking can be active at a time.

Restoration

- Gift of the Wild
    - *Increases the armor of all members of the target's party by 5%, all attributes by 5% and all resistances by 5% for 30 min.*
    - *36% base mana*
- Mark of the Wild
    - *73% base mana*
- Healing Touch
    - *64% base mana*
- Rebirth
    - *Brings a dead player back to life with 20% health and mana*
- Regrowth
    - *Restores health, then additional health every 3 sec for 21 sec.*
    - *71% base mana*
- Rejuvenation*@lvl6*
    - *29% base mana*
- ~~Soothe Animal~~
- Tranquility
    - *74% base mana*

Druid Talents

Balance

- Improved Entangling Roots
    - *Gives you a 20/40/60/80/100% chance to avoid interruption caused by damage while casting Entangling Roots.*
- Improved Insect Swarm
    - *Increases the duration of your Insect Swarm spell by 2/4/6 sec.*
- Improved Thorns
    - *Increases damage done by your Thorns spell by 10/20/30%.*
- Improved Moonfire
    - *Increases the damage done by your Moonfire spell by 5/10% and its critical strike chance by 5/10%.*
- Insect Swarm
    - *Deals Nature damage every 2 sec for 12 sec and ~~decreases the targets chance to hit by 2%~~ increases the casting time of all spells by 10% for the same duration.*
    - *13% base mana*
- Nature's Reach
    - *Increases the range of your Balance and Restoration spells by 10/20%.*
- Natures Speed
    - *Decreases the casting time of your Starfire and Wrath spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- Moonglow
    - *Decreases the mana cost of your offensive spells by 6/12/18/24/30%.*
- Moonkin Form
    - *Transforms you into Moonkin Form, increasing the armor contribution from items by 360%. Your offensive spell critical strikes grant a blessing of nature, that decreases the casting time of your next spell by 1.5 sec. Lasts 8 sec. While shapeshifted, you can only cast Balance spells. Shapeshifting frees you from Polymorph and Movement Impairing effects.*
- Natures Guidance
    - *Increases your chance to hit with spells by 1/2/3/4/5%.*
- Natures Wrath
    - *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- Perfectly Balanced
    - *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
    - *Increases the critical strike damage bonus of your Balance spells by 100%.*

Feral Combat

- Blood Frenzy
    - *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 25/50% chance to add an additional combo point.*
- Eye of the Tiger
    - *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 Swiftness
    - *Increases your outdoor movement speed by 15/30% while in Cat Form and increases the duration of your Rip ability by 15/30%.*
- Feral Instinct
    - *Increases the threat you generate in Bear and Dire Bear Form by 3/6/9/12/15%.*
- Ferocity
    - *Decreases the energy cost of your Claw, and Shred abilities by 1/2/3/4/5 and increases the total damage done by your Ferocious Bite ability by 3/6/9/12/15%.*
- Heart of the Wild
    - *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
    - *Increases your chance to hit by 1/2/3/4/5%.*
- Primal Fury
    - *Gives you a 33/66/100% chance to gain an additional 5 rage whenever you get a critical strike while in Bear Form or Dire Bear Form. Increases the damage done by your Maul and Swipe abilities by an additional 2/4/6% and the stun duration of your Bash ability by 0.5/1/1.5 sec.*
- Protective Instincts
    - *Increases the attack power reduction of your Demoralizing Roar ability by an additional 1/2/3/4/5% and decreases the rage cost of your Maul and Swipe abilities by 1/2/3/4/5.*
- Sharpened Claws
    - *Increases your chance to get a critical strike by 1/2/3/4/5%.*
- Thick Hide
    - *Increases your armor contribution from items by 2/4/6%.*

Restoration

- Druidal Warding
  - *Decreases all spell damage you take by 2/4/6/8/10%.*
- Furor
  - *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
  - *Decreases the cooldown of your Rebirth spell by 5/10/15 min.*
- Improved Regrowth
  - *Increases the critical strike chance of your Regrowth spell by 5/10/15%.*
- Tranquil Mind
  - *Decreases 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
  - *Gives you a 35/70% chance to avoid interruption caused by damage while casting any healing spell.*
- Natural Fortitude
  - *Increases your targets armor value by 10/20% for 15 sec after getting a critical effect from one your healing spells.*
- Natures Swiftness
  - *2 min cooldown.*
- Reflection
  - *Allows 10/20% of your mana regeneration to continue while casting.*
- Subtlety
  - *Decreases 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
  - *Decreases 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*@lvl18*
    - *You take on the aspect of a cheetah, increasing your movement speed by 20%. If you take damage, you are dazed for 4 sec. Only one Aspect can be active at a time.*
- Aspect of the Hawk
    - *Increases your melee and ranged attack power by 10%. Only one Aspect can be active at a time.*
    - *7% base mana*
- Aspect of the Pack*@lvl30*
    - *Increases your movement speed and that of group members within 30 yards by 20%. Affected targets are dazed for 4 sec when they take damage. Only one Aspect can be active at a time.*
- Aspect of the Wild*@lvl38*
    - *Increases the Nature resistance of group members within 30 yards by 20%. Only one Aspect can be active at a time.*
    - *7% base mana*
- Beast Lore*@lvl26*
- ~~Eagle Eye~~
- Mend Pet
    - *Restores 19@lvl12/259@lvl60 health to your pet every 1 sec for 5 sec.*
    - *28% base mana*
- Scare Beast
    - *Causes a Beast to run away in fear for up to 20 sec. Any damage may interrupt the effect. Only one Beast can be feared at a time.*
    - *4% base mana*

Marksmanship

- ~~Arcane Shot~~ Quick Shot
    - *Deals 110% ranged weapon damage.*
    - *11% base mana*
- Concussive Shot
    - *Decreases the target's movement speed by 50% for 3 sec.*
    - *10 sec cooldown*
- Hunter's Mark
    - *Increases ranged damage dealt to the target by all attackers by 3%. Also allows you to see the target while it is in Stealth or invisible and causes it to appear on the minimap. Lasts 2 min.*
    - *4% base mana*
- Multi-Shot
    - *Deals 105% ranged weapon damage to up to 3 targets.*
    - *14% base mana*
- Rapid Fire*@lvl24*
    - *Increases your melee and ranged attack speed by 30% for 15 sec.*
    - *2 min cooldown*
- Serpent Sting
    - *Deals 3@lvl4/87@lvl60 Nature damage every 3 sec for 15 sec. Only one Sting per Hunter can be active on a target at a time.*
    - *14% base mana*
    - *Now scales with attack power.*
- ~~Scorpid Sting~~
- Shots
    - *8 - 30 yards range*
- Stings
    - *8 - 30 yards range*
- Viper Sting
    - *Drains 153 mana@lvl36, 273 mana@lvl60 every 2 sec for 8 sec. Only one Sting per Hunter can be active on a target at a time.*
    - *13% base mana*
- Volley
    - *Deals 25% ranged weapon damage every 1 sec for 6 sec to all enemies within a target area of 8 yards.*
    - *6 sec cooldown*
    - *29% base mana*

Survival

- Disengage
    - *Discourages your target from attacking you and removes all movement impairing effects.*
    - *60 sec cooldown*
    - *9% base mana*
- Explosive Trap
    - *Places a fire trap that explodes when an enemy approaches, dealing 115% normal ranged weapon damage to all enemies within 10 yards. The trap lasts for 1 min.*

      Only one trap can be active at a time. Using this ability does not break Stealth. This trap can be placed in combat.
    - *10 sec cooldown*
    - *16% base mana*
- Freezing Trap
    - *Places a frost trap that freezes the first enemy that approaches, preventing all action for up to 20 sec. Any damage breaks the effect. The trap lasts for 1 min.*

      Only one trap can be active at a time. Using this ability does not break Stealth. This Trap can only be placed while out of combat.
    - *6% base mana*
- Feign Death*@lvl20*
    - *5% base mana*
- Frost Trap
    - *Places a frost trap that creates an ice slick around itself for 30 sec when the first enemy approaches. Decreases the movement speed of all enemies within 10 yards by 60% while they remain in the area. The trap lasts for 1 min.*

      Only one trap can be active at a time. Using this ability does not break Stealth. This trap can only be placed while out of combat.
    - *4% base mana*
- ~~Immolation Trap~~ Steel Trap
    - *Places a trap that hits the first enemy to approach for 130% normal ranged weapon damage. The trap lasts for $d.*

      Only one trap can be active at a time. Using this ability does not break Stealth. This trap can be placed in combat.
    - *7% base mana*
    - *10 sec cooldown*
- Lightning Reflexes
    - *Increases your Agility by 4/8/12/16/20%.*

- Mongoose Bite
    - *Deals 95% weapon damage.*
    - *4% base mana*
    - *4 sec cooldown*

- Raptor Strike
    - *Deals 110% weapon damage.*
    - *6% base mana*
    - *6 sec cooldown*
- Track Beast
    - *Shows the location of all nearby beasts on the minimap. In addition, increases all damage dealt against Beast targets by 1% and increases critical damage dealt against Beast targets by an additional 1%.*

      Only one form of tracking can be active at a time.
- ~~Track Demons~~
- Track Dragonkin*@lvl22*
    - *Shows the location of all nearby dragonkin on the minimap. In addition, increases all damage dealt against Dragonkin targets by 1% and increases critical damage dealt against Dragonkin targets by an additional 1%.*

      Only one form of tracking can be active at a time.
- Track Hidden
    - *Shows the location of nearby hidden units within detection range on the minimap and slightly increases stealth detection.*

      Only one form of tracking can be active at a time.
- ~~Track Elementals~~
- Track Giants
    - *Shows the location of all nearby giants on the minimap. In addition, increases all damage dealt against Giant targets by 1% and increases critical damage dealt against Giant targets by an additional 1%.*

      Only one form of tracking can be active at a time.
- ~~Track Humanoids~~
- ~~Track Undead~~
- Wing Clip
    - *Deals 20% weapon damage and decreases the targets movement speed by 50% for 10 sec.*
    - *1% base mana*

Hunter Talents

Beast Mastery

- Bestial Discipline
  - *Increases the focus regeneration of your pet by 15/30/45%.*
- Bestial Swiftness
  - *Increases the outdoor movement speed of your pet by 15/30/45%.*
- Bestial Wrath
  - *Sends you and your pet into a rage, increasing damage dealt by 20% for 15 sec. While enraged, your pet feels no pity, remorse, or fear and cannot be stopped unless killed.*
  - *2 min cooldown.*
- Frenzy
  - *Gives your pet a 33/66/100% chance to gain a 30% attack speed increase for 8 sec after dealing a critical strike.*
- Improved Aspects
  - *Increases the effects of your Aspects by 10/20/30%.*
- Improved Aspect of the Monkey
  - *Increases the Dodge bonus of your Aspect of the Monkey ability by an additional 2/4/6/8/10%.*
- Improved Revive Pet
  - *Decreases the casting time of your Revive Pet spell by 2/4/6 sec and its mana cost by 10/20/30%, and increases the health your pet returns with by an additional 10/20/30%.*
- Intimidation
  - *25 sec cooldown*
- Pathfinding
  - *Increases the speed bonus of your Aspect of the Cheetah and Aspect of the Pack abilities by an additional 2/4/6%.*
- Predatory Precision
  - *Increases your pet's chance to hit by 2/4/6/8/10%.*
- Soulmate
  - *Decreases the casting time of your next Revive Pet spell by 4 sec and its mana cost by 50%. Lasts 15 sec.*
  - *15 min cooldown*
- Spirit Bond
  - *While your pet is active, you and your pet will regenerate 3/6% of total health every 10 sec.*
- Thick Hide
  - *Increases your pet's armor by 6/12/18%.*
- Unleashed Fury
  - *Increases the damage done by your pet by 6/12/18/24/30%.*

Marksmanship

- Aimed Shot
    - *Deals 140% normal ranged weapon damage.*
    - *18% base mana*
    - *6 sec cooldown*
- Barrage
    - *Increases the ranged weapon damage done by your Multi-Shot, Quick Shot, and Volley abilities by an additional 2/4/6%.*
- Efficiency
    - *Decreases the mana cost of your Shot and Sting abilities by 6/12/18/24/30%.*
- Hawk Eye
    - *Increases the range of your ranged weapons by 10/20%.*
- Improved Aspect of the Hawk
    - *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
    - *Gives your Concussive Shot a 4/8/12/16/20% chance to stun the target for 2 sec.*
- Improved Hunters Mark
    - *Increases the ranged damage bonus of your Hunters Mark spell by 1/2/3%.*
- Improved Rapid Fire
    - *Increases the melee and ranged attack speed bonus of your Rapid Fire ability by 10/20%.*
- Improved Quick Shot
    - *Decreases the cooldown of your Quick Shot ability by 0.4/0.8/1.2/1.6/2 sec.*
- Mortal Shots
    - *Increases the critical strike damage bonus of your ranged attacks by 10/20/30%.*
- ~~Precision~~ Ranged Precision
    - *Increases your chance to hit with ranged weapons by 1/2/3/4/5%.*
- Ranged Weapon Specialization
    - *Increases the damage you deal with ranged weapons by 2/4/6/8/10%.*
- Trueshot Aura
    - *Increases the attack power of party members within 45 yards by 2% for 30 min.*
    - *0 mana*

Survival

- Clever Traps
    - *Increases the duration of Freezing and Frost trap effects by 5/10/15/20/25% and the ranged weapon damage done by your Steel and Explosive traps by an additional 8/16/24/32/40%.*
- Deterrence
    - *2 min cooldown*
- Entrapment
    - *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
    - *Decreases the cooldown of your Disengage ability by 15/30 sec.*
- Improved Feign Death
    - *Decreases the chance your Feign Death ability is resisted by 5/10%.*
- Improved Wing Clip
    - *Increases the movement speed reduction of your Wing Clip ability by an additional 5/10%.*
- Killer Instinct
    - *Increases the damage done by your Survival abilities by an additional 2/4/6%.*
- Savage Strikes
    - *Increases the critical strike chance of your Raptor Strike, Mongoose Bite, and Silent Hunt abilities by 3/6/9/12/15%.*
- Silent Hunt
    - *Deals 115% normal weapon damage. If used from Stealth, deals 180% normal weapon damage instead.*

      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%
    - *15 sec cooldown*
- Stalk
    - *Allows you to enter Stealth, but decreases your movement speed by 50%. Lasts until cancelled.*
- Steel Porcupine
    - *Increases the weapon damage done by your Raptor Strike, Mongoose Bite, and Silent Hunt abilities by an additional 3/6/9%.*
- Surefooted
    - *Increases your chance to hit with melee weapons by 1/2/3/4/5%.*
- Lethal Strikes
    - *Increases your chance to get a critical strike by 1/2/3/4/5%.*
- Trap Mastery
    - *Decreases the chance for enemies to 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
    - *15 sec cooldown*
- ~~Scorpid Poison~~ Poison
    - *Deals 20/30/60/80 Nature damage every 3 sec for 15 sec. Effect can stack up to 5 times.*
    - *3 sec cooldown*
- ~~Shell Shield~~ Natural Shield
    - *Decreases all damage taken by your pet by 40%, but increases the time between its attacks by 20%. Lasts 12 sec.*
    - *1.5 min cooldown*
- Thunderstomp
    - *15 sec cooldown*

Mage Spells

Arcane

- Arcane Intellect
    - *Increases the targets Intellect by 10% for 30 min.*
    - *126% base mana*
- Arcane Brilliance
    - *283% base mana*
- Amplify Magic
    - *Increases damage taken from spells by up to 32@lvl40/72@lvl60 and healing received from spells by up to 64@lvl40/164@lvl60 for 10 min.*
    - *Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 32@lvl40/72@lvl60 and healing spells by up to 64@lvl40/164@lvl60. Lasts 10 min.*
    - *38% base mana*
- Arcane Explosion
    - *33% base mana*
- Arcane Missiles
    - *56% base mana*
- Blink*@lvl12*
- Conjure Food*@lvl6*
    - *3% health every sec*
    - *50% base mana*
- Conjure Food*@lvl60*
    - *4% health every sec*
    - *59% base mana*
- Conjure mana Agate
    - *Restores 20% mana.*
    - *123% base mana*
- Conjure Water*@lvl4*
    - *3% mana every sec*
    - *56% base mana*
- Conjure Water*@lvl60*
    - *4% mana every sec*
    - *65% base mana*
- Counterspell*@lvl22*
- Dampen Magic
    - *Decreases damage taken from spells by up to 16@lvl32/72@lvl60 and healing received from spells by up to 24@lvl32/164@lvl60 for10 min.*
    - *42% base mana*

- Evocation*@lvl14*
    - *10 min cooldown*
- Mage Armor
    - *Increases your resistance to all magic schools by 25% and allows 30% of your mana regeneration to continue while casting. Only one armor spell can be active at a time. Lasts 30 min.*
    - *41% base mana*
- Mana Shield
    - *Absorbs up to 120@lvl20/600@lvl60 physical damage, consuming 1 mana per damage absorbed. Lasts 1 min.*
    - *12% base mana*
- Polymorph
    - *Transforms the target into a sheep, forcing it to wander for up to 30 sec. While transformed, the target cannot attack or cast spells, but regenerates health very quickly. Any damage returns the target to its normal form. Only one target can be polymorphed at a time. Can only be used on Beasts, Humanoids, and Critters.*
- Slow Fall*@lvl26*
    - *No longer requires a reagent.*

Fire

- Fireball
  - *Deals Fire damage, then additional Fire damage every 2 sec for 4 sec.*
  - *34% base mana*
  - *30 yard range*
- Fire Blast
  - *28% base mana*
- Fire Ward@*lvl36*
  - *Decreases Fire damage taken by 33% for 8 sec.*
  - *7% base mana*
- Flamestrike
  - *87% base mana*
- ~~Scorch~~

Frost

- Blizzard
  - *115% base mana*
- Cone of Cold*@lvl24*
  - *46% base mana*
- Frostbolt
  - *Deals Frost damage and decreases the target's movement speed by 40% for 7 sec.*
  - *24% base mana*
- Frost Armor~~/Ice armor~~
  - *Increases your armor by 20%. When struck by a melee attack, you may decrease the attacker's movement speed by 30% and increase the time between its attacks by 25% for 5 sec. Only one armor spell can be active at a time. Lasts 30 min.*
  - *41% base mana*
- Frost Nova
  - *No longer deals any damage.*
- Frost Ward*@lvl38*
  - *Decreases Frost damage taken by 33% for 8 sec.*
  - *7% base mana*

Mage Talents

Arcane

- Arcane Burst
  - *All of your Arcane spell critical strikes grace you with an Arcane Burst, decreasing the casting time of your next Fireball or Frostbolt spell by 0.75 sec. Lasts 8 sec. Stacks up to 3 times.*
- Arcane Concentration
  - *Gives you a 10% chance of entering a Clearcasting state after any of your damage spells hit a target. The Clearcasting state decreases the mana cost of your next damage spell by 100%.*
- Arcane focus
  - *Increases your chance to hit with Arcane spells by 1/2/3/4/5%.*
- Arcane Instability
  - *Increases the damage done by your Arcane spells by 2/4/6/8/10%.*
- Arcane Meditation
  - *Allows 10/20% of your mana regeneration to continue while casting.*
- Arcane Mind
  - *Decreases the mana cost of your Arcane spells by 3/6/9/12/15% and decreases the threat caused by your Arcane spells by 1/2/3/4/5%.*
- Arcane Power
  - *2 min cooldown*
- Arcane Tempest
  - *Gives you a 35/70/100% chance to resist interruption caused by damage while casting the Arcane Missiles spell.*
- Arcane Wrath
  - *Increases your chance to get a critical strike with Arcane spells by 1/2/3/4/5%.*
- Clairvoyance
  - *Decreases the chance you are hit by melee and ranged attacks by 1/2/3/4/5%.*
- Improved Blink
  - *Decreases the cooldown of your Blink spell by 1/2/3/4/5 sec.*
- Improved Counterspell
  - *Gives your Counterspell a 50/100% chance to silence the target for 3 sec.*
- Improved Evocation
  - *Decreases the cooldown of your Evocation spell by 1/2/3 min.*
- Improved Mana Shield
  - *Decreases the mana lost per point of damage taken when your mana Shield is active by 20/40/60%.*
- Magic Absorption
  - *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.*
- Tomeseeker
  - *Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.*

Fire

- Ashmaker
    - *Increases the damage done by your Fireball, Fire Blast, and Pyroblast spells by 2/4/6%.*
- Blast Wave
    - *45% base mana*
- Combustion
    - *1 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 Fire spell critical strikes cause the target to burn for an additional 4/8/12% of your spell's damage ~~over 4 sec~~.*
- Master of Elements
    - *Your Fire and Frost spell critical strikes refund 10/20% of their base mana cost.*
- Master of Flame
    - *Decreases the mana cost of your Fire spells by 1/2/3/4/5% and decreases the threat caused by your Fire spells by 4/8/12/16/20%.*
- Pyroblast
    - *36% base mana¨*
    - *30 yard range*

Frost

- Arctic Reach
  - *Increases the range of your Frost spells by 10/20%.*
- Ice Shards
  - *Increases the critical strike damage bonus of your Frost spells by 100%.*
- Improved Blizzard
  - *Adds a chill effect to your Blizzard spell. This effect decreases the targets movement speed by 25/50%. Lasts 1.50 sec.*
- Improved Cone of Cold
  - *Increases the damage done by your Cone of Cold spell by 10/20/30%.*
- Frostbite
  - *Gives your Chill effects a 4/8/12/16/20% chance to freeze the target for 4 sec.*
- Improved Frost Nova
  - *Decreases the cooldown of your Frost Nova spell by 1/2/3/4/5 sec.*
- Improved Frost Armor
  - *Increases the armor bonus given by your Frost Armor spell by 5/10/15% and increases the duration of its chill effect by 1/2/3 sec.*
- Frost Channeling
  - *Decreases the mana cost of your Frost spells by 2/4/6/8/10% and decreases the threat caused by your Frost spells by 2/4/6/8/10%.*
- Frozen focus
  - *Increases your chance to hit with Frost spells by 1/2/3/4/5%.*
- Frozen Wrath
  - *Increases your chance to get a critical strike with Frost spells by 1/2/3/4/5%.*
- Shatter
  - *Increases the critical strike chance of all your spells against frozen targets by 10/20/30%.*
- Sphere of Frost
  - *Deals Frost damage to all enemies within a target area of 5 yards and freezes them for 8 sec. Any damage may interrupt the effect.*
  - *45% base mana*
  - *30 sec cooldown*
- Winter's Chill
  - *Increases the damage done by your Frost spells by 2/4/6/8/10%.*

Paladin Spells

Holy

- Blessing of Light
    - *Places a Blessing on the target, increasing healing received from Holy Light by up to 210@lvl40/410@lvl60 and from Flash of Light by up to 60@lvl40/120@lvl60 for 30 min. Only one Blessing per Paladin can be active on a player at a time.*
    - *10% base mana*
- Blessing of Wisdom*@lvl16*
    - *Places a Blessing on the target, restoring 10@lvl16/32@lvl60 mana every 5 sec for 30 min. Only one Blessing per Paladin can be active on a player at a time.*
    - *10% base mana*
- Cleanse*@lvl8*
- Exorcism
    - *Deals Holy damage ~~to an Undead or Demon~~.*
    - *20% base mana*
    - *10 sec cooldown*
- Greater Blessing of Light*@lvl40*
    - *20% base mana*
- Greater Blessing of Wisdom*@lvl40*
    - *20% base mana*
- Flash of Light
    - *Restores an average of 88@lvl24/340@lvl60 health.*
    - *9% base mana*
- Hammer of Wrath*@lvl36*
    - *Deals Holy damage. Only usable on enemies that have 20% or less health.*
    - *28% base mana*
- Holy Light
    - *44% base mana*
- ~~Holy Wrath~~
- ~~Purify~~
- Lay on Hands*@lvl12*
- Redemption
    - *Brings a dead player back to life with 20% health and mana. Cannot be cast when in combat.*
    - *75% base mana*

- Seal of Light@lvl20
    - *Fills you with divine light for 30 sec, granting each melee attack a chance to restore 20@lvl20/96@lvl60 health. Only one Seal can be active at a time.*

      Unleashing this Seal's energy judges the target for 10 sec, granting melee attacks against it a chance to restore 13@lvl20/61@lvl60 health to the attacker. Your melee strikes refresh the effect's duration. Only one Judgement per Paladin can be active at a time.
    - *14% base mana*
- Seal of Righteousness
    - *Holy damage to an enemy.*
      Fills you with holy spirit for 30 sec, causing each melee attack to deal an additional to@lvl1/lazy@lvl60 Holy damage. Slower weapons deal more Holy damage per swing. Only one Seal can be active at a time.

      Unleashing this Seal's energy deals Holy damage to the target.
    - *13% base mana*
- Seal of Wisdom
    - *Fills you with divine wisdom for 30 sec, granting each melee attack a chance to restore 50@lvl38/94@lvl60 mana. Only one Seal can be active at a time.*

      Unleashing this Seal's energy judges the target for 10 sec, granting attacks and spells against it a chance to restore 33@lvl38/55@lvl60 mana to the attacker. Your melee strikes refresh the effect's duration. Only one Judgement per Paladin can be active at a time.
    - *13% base mana*
- Sense Undead
    - *Shows the location of all nearby undead on the minimap until cancelled. In addition, increases all damage dealt against Undead targets by 1% and increases critical damage dealt against Undead targets by an additional 1%.*

      Only one form of tracking can be active at a time.
- Turn Undead
    - *Causes the targeted undead enemy to run away in fear for up to 20 sec. Damage may interrupt the effect. Only one target can be turned at a time.*
    - *4% base mana*

Protection

- Blessing of Freedom*@lvl14*
- Blessing of Kings*@lvl28*
    - *Places a Blessing on the target, increasing their melee attack speed by 3% for 30 min. Only one Blessing per Paladin can be active on a player at a time.*
- Blessing of Protection
    - *Protects the target from all physical attacks for 10 sec, but prevents them from attacking or using physical abilities. Only one Blessing per Paladin can be active on a player at a time. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection, or Blessing of Protection again for 1 min.*
    - *0 mana*
- ~~Blessing of Sacrifice~~ Blessing of Courage*@lvl18*
    - *Places a Blessing on the target that attempts to remove Charm, Fear, and Sleep effects from members of the target's party within 30 yards every 4 sec for 2 min. Only one Blessing per Paladin can be active on a player at a time.*
    - *5% base mana*
- ~~Blessing of Salvation~~
- ~~Blessing of Sanctuary~~
- Devotion Aura
    - *Increases the armor of party members within 30 yards by 10%. Only one Aura can be active per Paladin at a time.*
- Divine Protection
    - *Protects you from all physical attacks and spells for 8 sec, but prevents you from attacking or using physical abilities. Once protected, you cannot be made invulnerable by Divine Shield, Divine Protection, or Blessing of Protection again for 1 min.*
    - *0 mana*
- Divine Shield
    - *Protects you from all damage and spells for 12 sec, but increases the time between your attacks by 100%. Once protected, you cannot be made invulnerable by Divine Shield, Divine Protection, or Blessing of Protection again for 1 min.*
    - *0 mana.*
- Fire Resistance Aura
    - *Increases the Fire resistance of party members within 30 yards by 20%. Only one Aura can be active per Paladin at a time.*
- Frost Resistance Aura
    - *Increases the Frost resistance of party members within 30 yards by 20%. Only one Aura can be active per Paladin at a time.*

- Greater Blessing of Kings*@lvl40*
    - *20% base mana*
- ~~Greater Blessing of Salvation~~
- ~~Greater Blessing of Sanctuary~~
- Hammer of Justice
- Righteous Fury*@lvl10*
- Seal of Justice
    - *Fills you with the spirit of justice for 30 sec, granting each melee attack a chance to stun the target for 2 sec. Only one Seal can be active at a time.*

      Unleashing this Seal's energy judges the target for 10 sec, ~~preventing them from fleeing~~ decreasing its movement speed by 50%. Your melee strikes refresh the effect's duration. Only one Judgement per Paladin can be active at a time.
- Shadow Resistance Aura
    - Increases the Shadow resistances of party members within 30 yards by 20%. Only one Aura can be active per Paladin at a time.
- Taunt*@lvl10*

Retribution

- Blessing of Might
    - *Places a Blessing on the target, increasing their melee attack power by 10% for 30 min. Only one Blessing per Paladin can be active on a player at a time.*
- Greater Blessing of Might
    - *20% base mana*
- Retribution Aura@*lvl10*
    - *Deals Holy damage to attackers when you are struck by a melee or ranged attack or spell, consuming one charge. Can only trigger once every few sec. Lasts 10 min. 10 charges.*
    - *20% base mana*
- ~~Seal of the Crusader~~

Paladin Talents

Holy

- Consecration@lvl20
  - *Deals 7@lvl20/43@lvl60 Holy damage every 1 sec for 8 sec to enemies within a consecrated area of 8 yards.*
  - *25% base mana*
- Divine Favor
  - *0% base mana*
  - *60 sec cooldown*
- Divine Wrath
  - *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- Faithful Preparation
  - *Decreases the cooldown of your Divine Intervention and Lay on Hands spells by 6/12/18/24/30 min.*
- Healing Light
  - *Increases healing done by your Holy Light and Flash of Light spells by 2/4/6/8/10%.*
- Holy Shock
  - *Deals Holy damage to an enemy, or restores health to an ally.*
  - *22% base mana*
  - *10 sec cooldown*
- Illumination
  - *Gives you a 33/66/100% chance to gain mana equal to the base cost of the spell after getting a critical effect from one of your healing spells.*
- Improved Cleanse
  - *Decreases the mana cost of your Cleanse spell by 12/24/36%.*
- Lasting Judgement
  - *Increases the duration of your Judgement of Light and Judgement of Wisdom spells by 10/20/30 sec.*
- Quick Prayer
  - *Decreases the casting time of your healing spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- Revelation
  - *Increases your targets armor value by 10/20% for 15 sec after getting a critical effect from one your healing spells.*
- Silent Resolve
  - *Decreases 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
  - *Decreases all spell damage you take by 2/4/6/8/10%.*

- Spiritual Healing
    - *Increases healing done by your healing spells by 2/4/6/8/10%.*
- Surge of Faith
    - *Decreases the mana cost of your next spell by 100%. Lasts 15 sec.*
    - *60 sec cooldown*
- Spiritual focus
    - *Gives you a 35/70% chance to resist interruption caused by damage while casting any healing spell.*

Protection

- Combat Prayers
    - *Decreases the cooldown of your Consecration and Exorcism spells by 0.5/1/1.5 sec.*
- Divine Endurance
    - *Increases the duration of your Blessing of Protection, Divine Protection, and Divine Shield spells by 1/2/3 sec.*
- Divine Focus
    - *Increases your chance to hit with Holy spells by 1/2/3/4/5%.*
- Divine Preparation
    - *Decreases the cooldown of your Blessing of Protection, Divine Protection, and Divine Shield spells by 30/60/90 sec.*
- Templar's Blow
    - *Requires one-handed weapon.*
    - *Deals 110% weapon damage as Holy damage.*
    - *10 sec cooldown*
- Force of Faith
    - *Increases your spell damage and healing by up to 10/20/30% of your total Stamina.*
- Holy Shield
    - *Increases your block chance by 60% for 14 sec and restores 3% of your total mana. While active, blocking an attack deals Holy damage to the attacker and consumes one charge. Holy Shield damage generates 20% additional threat. 4 charges.*
    - *0 mana*
- Improved Blessing of Freedom
    - *Increases the duration of your Blessing of Freedom spell by 3/6 sec.*
- Improved Devotion Aura
    - *Increases the armor bonus of your Devotion Aura by an additional 1/2/3%.*
- Improved Hammer of Justice
    - *Decreases the cooldown of your Hammer of Justice spell by 6/12/18 sec.*
- Improved Righteous Fury
    - *Increases the amount of threat generated by your Righteous Fury spell by an additional 5/10/15/20/25%.*
- Improved Seal of Righteousness
    - *Increases the damage done by your Seal of Righteousness spell by 5/10/15%.*
- One-Handed Specialization
    - *Increases the damage you deal with one-handed melee weapons by 4/8/12/16/20%.*
- Reckoning
    - *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, decreasing damage taken from all sources by up to 10@lvl20/22@lvl60 for 30 min. While active, blocking a melee attack deals 14@lvl20/44@lvl60 Holy damage to the attacker.*
- ~~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
  - *Decreases the mana cost of your offensive abilities and spells by 6/12/18/24/30%.*
- Crusader Strike
  - *Requires two-handed weapon.*
  - *Deals 130% normal weapon damage and generates 3% of your total mana.*
  - *10 sec cooldown*
- Holy Wrath
  - *Increases the damage done by your Consecration and Exorcism spells by 2/4/6/8/10%.*
- Improved Judgement
  - *Decreases the cooldown of your Judgement spell by 0.4/0.8/1.2/1.6/2 sec.*
- Improved Retribution Aura
  - *Increases the damage done by your Retribution Aura spell by 5/10/15%.*
- Justice
  - *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
  - *Increases your chance to hit by 1/2/3/4/5%.*
- Punishment
  - *Gives your Judgement spell a 4/8/12/16/20% chance to stun the target for 2 sec.*
- Pursuit of Justice
  - *Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.*
- Sanctity
  - *Increases the Holy damage you deal by 5/10/15%.*
- Seal of Command
  - *Grants your melee attacks a chance to deal additional Holy damage equal to 70% of normal weapon damage. Only one Seal can be active at a time. Lasts 30 sec*

    Unleashing this Seal's energy deals Holy damage, the damage is increased if the target is stunned or incapacitated.
  - *14% base mana*
- Vindication
  - *Gives your melee attacks a chance to decrease your target's Strength and Agility by 5/10% for 10 sec.*

Priest Spells

Racial Spells

- Desperate Prayer
    - *All races@lvl10*
    - *2 min cooldown*
- ~~Devouring Plague~~
- ~~Elunes Grace~~
- ~~Fear Ward~~
- ~~Feedback~~
- ~~Hex of Weakness~~
- Shadowguard
    - *Deals Shadow damage to attackers when you are struck by a melee or ranged attack or spell, consuming one charge. Each attacker can only trigger this effect once every few sec. This damage causes no threat. Lasts 10 min. 10 charges.*
    - *All races@lvl20*
    - *18% base mana*
- ~~Starshards~~
- ~~Touch of Weakness~~

Discipline

- Divine Spirit*@lvl20*
    - *Increases the target's Spirit by 10% for 30 min.*
    - *70% base mana*
- Inner Fire*@lvl10*
    - *Increases your armor by 50%. Each melee or ranged attack that damages you consumes one charge. Lasts 10 min. 20 charges.*
    - *23% base mana*
- Levitate
    - *0 mana*
    - *No longer requires a reagent.*
- ~~mana Burn~~
- Power Word: Fortitude
    - *Increases the target's Stamina by 10% for 30 min.*
    - *115% base mana*
- Power Word: Shield
    - *Absorbs 40@lvl6/848@lvl60 damage for 30 sec. Once shielded, the target cannot be shielded again for 15 sec.*
    - *36% base mana*
- Prayer of Fortitude
    - *247% base mana*
- Prayer of Spirit*@lvl38*
    - *141% base mana*
- Shackle Undead*@lvl32*
    - *Shackles the target for up to 30 sec, preventing it from moving, attacking, or casting spells. Any damage breaks the effect. Only one target can be shackled at a time. Can only be used on Undead.*
    - *11% base mana*

Holy

- Abolish Disease*@lvl28*
- ~~Cure Disease~~
- Flash Heal*@lvl24*
    - *28% base mana*
- Greater Heal
    - *52% base mana*
- Heal*@lvl1*
    - *33% base mana*
- Holy Fire
    - *19% base mana*
- ~~Lesser Heal~~
- Prayer of Healing
    - *75% base mana*
- Renew
    - *30% base mana*
- Resurrection*@lvl12*
    - *Brings a dead player back to life with 20% health and mana. Cannot be cast when in combat.*
- Smite
    - *20% base mana*

Shadow

- Fade
    - *Discourages all enemies from attacking you ~~for 10 sec~~ and removes all movement impairing effects.*
    - *60 sec cooldown*
    - *20% base mana*
- Mind Blast
    - *Deals Shadow damage~~, but causes a high amount of threat~~.*
    - *25% base mana*
- Mind Control*@lvl36*
    - *Controls the mind of a Humanoid up to level 38@36/62@60 for 1 min, but increases the time between its attacks by 25%.*
    - *55% base mana*
- ~~Mind Soothe~~
- Mind Vision
    - *11% base mana*
- ~~Prayer of Shadow Protection~~
- Psychic Scream
    - *Causes up to 4 enemies within 8 yards to run away in fear for 8 sec. Any damage may interrupt the effect.*
    - *25 sec cooldown*
- ~~Shadow Protection~~
- Shadow Word: Pain
    - *16% base mana*

Priest Talents

Discipline

- Burst of Light
    - *Your Holy Fire and Smite spell critical strikes grace you with a Burst of Light, decreasing the casting time of your next Holy spell by 10/20/30%. Lasts 8 sec.*
- Crusade
    - *Increases the critical strike damage bonus of your Holy Fire and Smite spells by 100%.*
- Divine Focus
    - *Increases your chance to hit with Holy spells by 1/2/3/4/5%.*
- Divine Fury
    - *Decreases the casting time of your ~~Heal, Greater Heal,~~ Holy Fire and Smite spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- Divine Spirit@*lvl16*
- Divine Wrath
    - *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- Force of Will
    - *Increases the damage done by your Holy spells by 2/4/6/8/10%.*
- Holy Nova
    - *25% base mana*
- Improved Inner Fire
    - *Increases the armor bonus of your Inner Fire spell by 5/10/15%.*
- Improved Power Word: Shield
    - *Increases the damage absorbed by your Power Word: Shield spell by 10/20/30%.*
- Improved Weakened Soul
    - *Decreases the duration of your Power Word: Shields Weakened Soul effect by 1/2/3 sec.*
- Inner Focus
    - *Decreases 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~~. Lasts 15 sec.*
    - 60 sec cooldown
- Meditation
    - *Allows 10/20% of your mana regeneration to continue while casting.*
- Mental Agility
    - *Decreases the mana cost of your ~~instant cast~~ offensive spells by 6/12/18/24/30%.*

- Power Infusion
    - *Infuses your party with power, increasing spell damage and healing by 15% for 15 sec.*
    - *2 min cooldown*
- Spiritual Guidance
    - *Increases your spell damage and healing by up to 15/30% of your total Intellect.*

Holy

- Blessed Recovery
  - Heals 50/100% of the damage taken over 6 sec after being the victim of a critical strike.
- Burst of Faith
  - *Your next Holy spell becomes an instant cast spell.*
  - 2 min cooldown
- Divine Grace
  - *Decreases the casting time of your healing spells by 0.1/0.2/0.3/0.4/0.5 sec.*
- Divine Mind
  - *Decreases the mana cost of your Abolish Disease and Dispel Magic spells by 12/24/36%.*
- Improved Desperate Prayer
  - *Decreases the cooldown of your Desperate Prayer spell by 18/36/54/72/90 sec.*
- Improved Heal
  - *Increases the critical strike chance of your Heal spell by 3/6/10%.*
- Improved Healing
  - *Decreases the mana cost of your Heal and Greater Heal spells by ~~5/10/15%~~ 3/6/9/12/15%.*
- Improved Prayer of Healing
  - *Decreases the mana cost of your Prayer of Healing spell by 15/30/45%.*
- Inspiration
  - *Increases your targets armor value by 10/20% for 15 sec after getting a critical effect from one of your healing spells.*
- Searing Light
  - *Increases the damage done by your Holy Fire and Smite spells by 2/4/6%.*
- Silent Resolve
  - *Decreases 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
  - *Decreases the chance you are hit by melee and ranged attacks by 1/2/3/4/5%.*
- Spirit of Redemption
  - *Transforms you into the Spirit of Redemption, increasing healing done by 10% and decreasing physical damage taken by 10%. You cannot cast Shadow spells while in this form.*

Shadow

- Blackout
    - *Gives your Shadow damage spells a 2/4/6/8/10% chance to stun the target for ~~3~~ 2 sec.*
- Improved Fade
    - *Decreases the cooldown of your Fade ability by 15/30 sec.*
- Improved Psychic Scream
    - *Decreases the cooldown of your Psychic Scream spell by 1/2/3 sec.*
- Improved Shadowguard
    - *Increases the damage done by your Shadowguard spell by 15/30/45%.*
- Improved Shadow Word: Pain
    - *Increases the duration of your Shadow Word: Pain spell by 3/6/9 sec.*
- Improved Vampiric Embrace
    - *Increases the percentage healed by Vampiric Embrace by an additional 5/10/15%.*
- Mind Flay@lvl20
    - *15% base mana*
- Shadow Focus
    - *Increases your chance to hit with Shadow spells by 1/2/3/4/5%.*
- Shadowform
    - *Transforms you into Shadowform, increasing Shadow damage dealt by 10% and decreasing physical damage taken by 10%. You cannot cast Holy spells while in this form.*
    - *25% base mana*
- Shadow Reach
    - *Increases the range of your Shadow damage spells by 10/20%.*
- Shadow Steps
    - *Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.*
- Shadow Weaving
    - *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
    - *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 regenerates at a 50% rate while casting. Lasts 15 sec.*
- Warping Shadows
    - *Decreases 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
  - *Coats a weapon with poison that lasts for 10 minutes.*

    Each strike has a 30% chance of poisoning the enemy, decreasing their movement speed by 50% for 12 sec.
- Deadly Poison
  - *Coats a weapon with poison that lasts for 10 minutes.*

    Each strike has a 30% chance of poisoning the enemy for 32@lvl30/38@lvl60 Nature damage over 12 sec. Stacks up to 5 times. ~~60 charges.~~
  - *Now scales with attack power.*
- Instant Poison
  - *Coats a weapon with poison that lasts for 10 minutes.*

    Each strike has a 20% chance to poison the enemy, instantly dealing 18@lvl20/152@lvl60 Nature damage. ~~40 charges~~
  - *Now scales with attack power.*
- Mind-numbing Poison*@lvl28*
  - *Coats a weapon with poison that lasts for 10 minutes.*

    Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 50% for 10 sec. ~~50 charges.~~
- Wound Poison
  - *Coats a weapon with poison that lasts for 10 minutes.*

    Each strike has a 30% chance to poison the enemy, decreasing the healing they receive by 100 for 15 sec. Stacks up to 5 times. ~~60 charges.~~

Assassination

- Ambush
    - *Deals 325% normal weapon damage. Must be stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.*
- Backstab
    - *Deals 210% normal weapon damage. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.*
- Eviscerate
    - *Finishing move that deals 120% normal weapon damage per combo point.*
- Expose Armor
    - *Finishing move that decreases the target's armor for 30 sec. The amount depends on combo points: 1 point: 3% 2 points: 6% 3 points: 9% 4 points: 12% 5 points: 15%*
- Garrote
    - *Deals 24@lvl14/93@lvl60 damage every 3 sec for 18 sec, increased by your attack power. Must be in Stealth and behind the target. Awards 1 combo point.*
- Rupture
    - *8@lvl20/558@lvl60*
    - *Now scales with attack power up to 5 combo points.*
- Slice and Dice
    - *Finishing move that increases your melee attack speed by 30% for a duration based on combo points: 1 point: 9 sec 2 points: 12 sec 3 points: 15 sec 4 points: 18 sec 5 points: 21 sec*

Combat

- Gouge*@lvl6*
    - *No longer deals any damage.*
- Kick*@lvl24*
    - *Deals 20% weapon damage and interrupts spellcasting, preventing any spell in that school from being cast for 5 sec.*
- Sinister Strike
    - *Deals 110% weapon damage. Awards 1 combo point.*
- Sprint*@lvl12*
    - *Increases your movement speed by 70% for 15 sec. Does not break Stealth.*

Subtlety

- Deadliness
    - *Increases your attack power by 4/8/12/16/20%.*
- Detect Traps*@lvl36*
- Disarm Trap*@lvl38*
- Hemorrhage
    - *Deals weapon damage and causes the target to hemorrhage, increasing physical damage taken by up to 3@lvl30/9@lvl60. Lasts 15 sec. 30 charges. Awards 1 combo point.*
- Sap
    - *Incapacitates the target for up to 30 sec. Must be in Stealth. Can only be used on Humanoids not in combat. Any damage breaks the effect. Only one target can be sapped at a time.*
- Stealth
    - *Allows you to enter Stealth, but decreases movement speed by $s3%. Lasts until cancelled.*
- Vanish*@lvl20*

Rogue Talents

Assassination

- Cold Blood
  - *2 min cooldown*
- Dissection
  - *Decreases the energy cost of your Backstab ability by 1/2/3/4/5.*
- Improved Backstab
  - *Increases the critical strike chance of your Backstab ability by 3/6/9/12/15%.*
- Improved Expose Armor
  - *Increases the armor reduction caused by your Expose Armor ability by 25/50%.*
- Improved Garrote
  - *Gives you a 20/40/60/80/100% chance to add an additional combo point to your target when using your Garrote ability.*
- Murder
  - *Increases the weapon damage done by your Backstab ability by an additional 2/4/6% and the total damage done by your Eviscerate ability by 2/4/6%.*
- Opportunity
  - *Increases the weapon damage done by your Ambush and Backstab abilities by an additional 3/6/9/12/15%, and the total damage done by your Garrote ability by 3/6/9/12/15%.*
- Premeditation
  - *When used, adds 1 combo point to your target. You must add to or use this combo point within 10 sec or the combo points are lost.*
  - *1 min cooldown*
- Ruthlessness
  - *Gives your finishing moves a 10/20/30/40/50% chance to add a combo point to your target.*
- Seal Fate
  - *Your critical strikes from abilities that add combo points have a 100% chance to add an additional combo point.*
- Up and Personal
  - *Increases your chance to hit with daggers and fist weapons by 1/2/3/4/5%.*
- Vile Poisons
  - *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
    - *Increases the energy regeneration rate by 100% and grants immunity to Incapacitate and Stun effects. Lasts 15 sec.*
    - *2 min cooldown*
- Aggression
    - *Increases the weapon damage done by your Sinister Strike ability by an additional 2/4/6% and the total damage done by your Eviscerate ability by 2/4/6%.*
- Improved Kick
    - *Gives your Kick ability a 50/100, chance to immobilize and silence the target for 2 sec.*
- Improved Sinister Strike
    - *Decreases the energy cost of your Sinister Strike ability by 1/2/3/4/5.*
- Improved Slice and Dice
    - *Increases the duration of your Slice and Dice ability by 10/20/30%.*
- Lethality
    - *Increases the critical strike damage bonus of your Sinister Strike, Gouge, Backstab, Ghostly Strike, and Hemorrhage abilities by 10/20/30%.*
- Rampage
    - *Gives you a 2/4/6/8/10% chance to generate 10 energy when you deal melee damage.*
- Weapondance
    - *Increases your chance to hit with maces and swords by 1/2/3/4/5%.*
- Weapon Mastery
    - *Gives you a 1/2/3/4/5% chance to get an extra attack on the same target after dealing damage.*

Subtlety

- Camouflage
  - ~~*Increases your speed while stealthed by 3/6/9/12/15% and*~~ *Decreases the cooldown of your Stealth ability by 1/2/3/4/5 sec.*
- Dirty Deeds
  - *Decreases the energy cost of your Cheap Shot and Garrote abilities by 2/4/6/8/10.*
- Elusiveness
  - *Decreases the cooldown of your Vanish and Blind abilities by 30/60/90/120/150 sec.*
- Endurance
  - *Decreases the cooldown of your Sprint and Evasion abilities by 30/60/90/120/150 sec.*
- Heightened Senses
  - *Decreases the chance you are hit by spells and ranged attacks by 1/2/3/4/5%.*
- Hemorrhage
  - *30 energy*
- Improved Ambush
  - *Increases the critical strike chance of your Ambush ability by 25/50%.*
- Improved Eviscerate
  - *Increases the total damage done by your Eviscerate ability by 4/8/12%.*
- Improved Kidney Shot
  - *While affected by your Kidney Shot ability, the target receives an additional 5/10% damage from all sources.*
- Improved Rupture
  - *Increases the total damage of your Rupture ability by 10/20/30%.*
- Improved Sap
  - *Gives you a 33/66/100% chance to re-enter Stealth after using your Sap ability.*
- Initiative
  - *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
  - *Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.*
- Serrated Blades
  - *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 ignored increases with your level.*
- Setup
  - *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
    - *Removes all Bleed, Curse, Disease, Magic, and Poison effects and absorbs 500@lvl40/800@lvl60 damage for 15 sec.*
    - *30 sec cooldown*

Shaman Spells

Elemental

- Chain Lightning*@lvl36*
  - *40% base mana*
- Earth Shock
  - *28% base mana*
  - *8 sec cooldown*
- Fire Nova Totem
  - *Summons a Fire Nova Totem with 5 health for 5 sec. Unless it is destroyed within 4 sec, the totem inflicts Fire damage to all enemies within 10 yards.*
  - *34% base mana*
- Flame Shock*@lvl8*
  - *28% base mana*
  - *8 sec cooldown*
- Frost Shock
  - *Deals Frost damage and decreases the target's movement speed by 50% for 12 sec.*
  - *28% base mana*
  - *8 sec cooldown*
- Lightning Bolt
  - *17% base mana*
- Magma Totem
  - *Summons a Magma Totem with 5 health for 20 sec that deals Fire damage to all enemies within 8 yards every 2 sec.*
  - *43% base mana*
- Searing Totem
  - *Summons a Searing Totem with 5 health for 30 sec that repeatedly attacks an enemy within 20 yards dealing Fire damage.*
  - *11% base mana*
- Sense Elementals*@lvl10*
  - *Shows the location of all nearby elementals on the minimap. In addition increases all damage caused against Elemental targets by 1% and increases critical damage caused against Elemental targets by an additional 1%.*

    Only one form of tracking can be active at a time.
- ~~Stoneclaw Totem~~

Enhancement

- Astral Recall
  - *0 mana*
- Battle Rhythm
  - *Dealing melee damage gives you a 2/4/6% chance to empower your next Lesser Healing Wave, reducing its mana cost by 100% and increasing your chance to resist interruption caused by damage while casting it by 100%. Lasts 8 sec.*
- ~~Far Sight~~
- Fire Resistance Totem
  - *Summons a Fire Resistance Totem with 5 health for 4 min that increases the Fire resistance of party members within 30 yards by 20%.*
  - *12% base mana*
  - *Requires Fire Totem*
  - *0 sec cooldown*
- ~~Flametongue~~ Windcaller Totem
  - *Summons a Windcaller Totem with 5 health for 2 min. The totem increases the spell damage and healing of party members within 30 yards by 8@lvl28/40@lvl60.*
  - *18% base mana*
  - *Requires Air Totem*
  - *0 sec cooldown*
- ~~Flametongue~~ Windcaller Weapon
  - *Imbues your weapon with wind, increasing spell damage and healing by 10@lvl10/60@lvl60. Lasts 5 min.*
  - *0 mana*
- Frost Resistance Totem
  - *Summons a Frost Resistance Totem with 5 health for 4 min that increases the Frost resistance of party members within 30 yards by 20%.*
  - *12% base mana*
  - *0 sec cooldown*
- ~~Frostbrand Weapon~~
- Ghost Wolf*@lvl14*
  - *4 sec cast*
- ~~Grace of Air Totem~~
- Lightning Shield
  - *Deals Nature damage to attackers when you are struck by a melee or ranged attack or spell, consuming one charge. Can only trigger once every few sec. Lasts 10 min. 10 charges.*
  - *20% base mana*
- ~~Nature~~ Shadow Resistance Totem
  - *Summons a ~~Nature~~ Shadow Resistance Totem with 5 health for 4 min that increases the ~~nature~~ Shadow resistance of party members within 30 yards by 20%.*
  - *12% base mana*

    - *Requires Fire Totem*
    - *0 sec cooldown*
- Purge*@lvl14*
- ~~Sentry Totem~~
- Surge Steps
    - *Your Shock spells increase your movement speed by 5/10/15% and your chance to resist movement impairing effects by 10/20/30%. Lasts 8 sec.*
- Rockbiter Weapon
    - *Imbues your weapon with rocks, increasing your melee attack power by 29@lvl1/569@lvl60 and causing your melee attacks to generate additional threat. Lasts 5 min.*
    - *0 mana*
- Stoneskin Totem
    - *Summons a Stoneskin Totem with 5 health for 2 min. The totem protects party members within 30 yards, increasing their armor by 10%.*
    - *14% base mana*
    - *0 sec cooldown*
- Strength of Earth Totem
    - *Summons a Strength of Earth Totem with 5 health for 2 min. The totem increases the melee attack power of party members within 30 yards by 10%.*
    - *18% base mana*
    - *0 sec cooldown*
- Taunt*@lvl10*
- ~~Water Breathing~~
- Water Walking
    - *0 mana*
    - *No longer requires a reagent.*
- Windfury Totem*@lvl34*
    - *Summons a Windfury Totem with 5 health for 2 min. The totem enchants all party members main-hand weapons with wind, if they are within 30 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 90@lvl34/220@lvl60 extra melee attack power.*
    - *18% base mana*
    - *0 sec cooldown*
- Windfury Weapon*@lvl32*
    - *Imbue your weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 60@lvl32/228@lvl60 extra melee attack power. Lasts 5 min.*
    - *0 mana*
- ~~Windwall Totem~~

Restoration

- Ancestral Spirit
    - *Brings a dead player back to life with 20% health and mana. Cannot be cast when in combat.*
    - *75% base mana*
- Chain Heal
    - *27% base mana*
- Healing Stream Totem
    - *Summons a Healing Stream Totem with 5 health for 2 min that restores health every 2 seconds to group members within 30 yards.*
    - *0 mana*
    - *0 sec cooldown*
- Healing Wave
    - *41% base mana*
- Lesser Healing Wave
    - *25% base mana*
- Mana Spring Totem
    - *Summons a Mana Spring Totem with 5 health for 2 min that restores 8@lvl26/42@lvl60 mana every 5 sec to group members within 30 yards.*
    - *0 mana*
    - *0 sec cooldown*
- Reincarnation*@lvl10*
- ~~Tranquil Air Totem~~

Shaman Talents

Elemental

- Concussion
  - *Increases the damage done by your Elemental spells by 2/4/6/8/10%.*
- Convection
  - *Decreases the mana cost of your Chain Lightning, Lightning Bolt and Shock spells by 6/12/18/24/30%.*
- Electrifying
  - *Gives your Elemental spells a 3/6/9/12/15% chance to daze the target for 4 sec.*
- Elemental Devastation
  - *Increases your chance to get a critical strike by 5/10/15% for 10 sec after getting a critical strike with an offensive spell.*
- Elemental Focus
  - *Your Lightning Bolt and Shock spell critical strikes grace you with Elemental focus, decreasing the casting time of your next Chain Lightning spell by 40% and decreasing its mana cost by 100%. Lasts 8 sec.*
- Eye of the Storm
  - *Gives you a 50/100% chance to resist interruption caused by damage while casting any spell for 6 sec after being the victim of a critical strike.*
- Lightning Mastery
  - *Decreases 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
  - *Deals Nature damage to all enemies within 10 yards.*
  - *33% base mana*
- Reverberation
  - *Decreases the cooldown of your Shock spells by 0.4/0.8/1.2/1.6/2 sec.*
- Stormcaller
  - *Increases the damage done by your Chain Lightning, Lightning Bolt, and Shock spells by 2/4/6%.*
- Storm's Guidance
  - *Increases your chance to hit with spells by 1/2/3/4/5%.*
- Storm's Wrath
  - *Increases your chance to get a critical strike with spells by 1/2/3/4/5%.*
- Storm Reach
  - *Increases the range of your Elemental and Restoration spells by 10/20%.*

Enhancement

- Earths Grasp
    - *Decreases 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
    - *Increases your block chance by 60% for 7 sec. The effect can only block 2 attacks.*
    - *5 sec cooldown*
    - *2% base mana*
- Elemental Weapons
    - *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
    - *Increases the duration of your Totems by 10/20/30/40/50%.*
- Flurry
    - *Increases your attack speed by 5/10/15/20/25% for your next 3 swings after dealing a critical strike.*
- Improved Ghost Wolf
    - *Decreases the casting time of your Ghost Wolf spell by 2/4 sec.*
- Improved Lightning Shield
    - *Increases the damage done by your Lightning Shield spell by 15/30/45%.*
- Improved Stoneskin Totem
    - *Increases the armor bonus of your Stoneskin Totem by an additional 1/2/3%.*
- Improved Weapon Totems
    - *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@*lvl10*
- Plate Mail
    - *Allows you to wear Plate Mail armor.*
- Precision
    - *Increases your chance to hit by 1/2/3/4/5%.*
- Redoubt
    - *Increases the amount of damage absorbed by your shield by 10/20/30%.*
- 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%.*

- Stormstrike
    - *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.*
    - *0% base mana*
    - *10 sec cooldown*
- Thunderstruck
    - *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*@lvl10 (At Weapon Master)*

Restoration

- Ancestral Fortitude
    - *Increases your targets armor value by 10/20% for 15 sec after getting a critical effect from one of your healing spells.*
- Elemental Warding
    - *Decreases all spell damage you take by 2/4/6/8/10%.*
- ~~Healing Grace~~ Grace
    - *Decreases 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
    - *Gives you a 35/70% chance to avoid interruption caused by damage while casting any healing spell.*
- Improved Healing Wave
    - *Decreases 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
    - *Decreases the cooldown of your Reincarnation spell by 10/20/30 min and increases the amount of health and mana you reincarnate with by an additional 10/20/30%.*
- Mana Tide Totem
    - *Summons a Mana Tide Totem with 5 health for 12 sec that restores 170@lvl40/290@lvl60 mana every 3 sec to group members within 30 yards.*
    - *2 min cooldown*
    - *0 mana*
- Natures Swiftness
    - *2 min cooldown*
- Restorative Totems
    - *Increases the effect of your Mana Spring and Healing Stream Totems by 10/20/30%.*
- Shamanistic Focus
    - *Decreases the mana cost of your next spell by 100%. Lasts 15 sec.*
    - *60 sec cooldown*
- Tidal Focus
    - *Increases the healing done by your Healing Wave and Lesser Healing Wave spells by 2/4/6/8/10%.*

Warlock Spells

Affliction

- Corruption
  - *25% base mana*
- Curse of Agony
  - *16% base mana*
- Curse of Doom*@lvl40*
  - *Curses the target, dealing 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. Only one Curse per Warlock can be active on any one target.*
- ~~Curse of Recklessness~~
- Curse of Shadow*@lvl38*
  - *Curses the target, decreasing Shadow and Arcane resistances by 45 and increasing Shadow and Arcane damage taken by 5%. for 5 min. Only one Curse per Warlock can be active on a target at a time.*
  - *15% base mana*
- Curse of Tongues
  - *Curses the target, increasing the casting time of all spells by 50% for 30 sec and forcing it to speak in Demonic for the same duration. Only one Curse per Warlock can be active on a target at a time.*
  - *8% base mana*
- Curse of the Elements
  - *Curses the target, decreasing Fire and Frost resistances by 45 and increasing Fire and Frost damage taken by 5%. for 5 min. Only one Curse per Warlock can be active on a target at a time.*
  - *15% base mana*
- ~~Curse of Weakness~~
- Death Coil*@lvl36*
  - *41% base mana*
- Drain Life
  - *22% base mana*
- Drain Mana
  - *Transfers 38@lvl24/139@lvl60 mana from the target to you every 1 sec for 5 sec.*
  - *22% base mana*
- Drain Soul
  - *22% base mana*
- Fear
  - *Causes the target to flee in fear for up to 15 sec. Damage may interrupt the effect. Only one target can be feared at a time.*

- Howl of Terror*@lvl34*
    - *Causes up to 5 enemies within 10 yards to flee in fear for 10 sec. Damage may interrupt the effect.*
    - *15% base mana*
- Life Tap
    - *Converts 18@lvl6/407@lvl60 health into 18@lvl6/407@lvl60 mana.*

Demonology

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

      Conjured items disappear if logged out for more than 15 minutes.
    - *80% base mana*
- Create Soulstone

  Creates a Soulstone. The Soulstone can be used to store one target's soul. If the target dies while their soul is stored, they can resurrect with 20% health and mana.

  Conjured items disappear if you log out for more than 15 minutes.
- Create Spellstone
    - *Creates a Spellstone. When used, the Spellstone removes all magic effects from you and absorbs 400@lvl36/1000@lvl60 magic damage for 1 min. While equipped, it increases your spell critical strike chance by 1%.*

      Conjured items disappear if you log out for more than 15 minutes.
    - *73% base mana*
- Demon Skin
    - *Increases your armor by 35% and restores 3@lvl2/32@lvl60 health every 5 sec. Lasts 30 min.*
    - *115% base mana*
- ~~Detect Greater Invisibility~~
- ~~Detect Invisibility~~
- ~~Detect Lesser Invisibility~~
- Enslave Demon
    - *Enslaves the target demon, up to level 32@lvl30/62@lvl62, forcing it to do your bidding for up to 5 min. While enslaved, the time between the demon's attacks is increased by 40% and its casting speed is increased by 30%. If you repeatedly enslave the same demon, it will become more difficult to control with each attempt.*
    - *50% base mana*
- health Funnel
    -
    - *Transfers 12@lvl12/156@lvl60 health from you to your pet every 1 sec for 10 sec.*
    - *0 mana*

- Inferno
    - *Summons a meteor from the Twisting Nether, dealing 450@lvl50/540@lvl60 Fire damage to all enemies in a target area of 10 yards and stunning them for 2 sec. An Infernal rises from the crater under your command 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. In addition, increases all damage caused against Demon targets by 1% and increases critical damage caused against Demon targets by an additional 1%.*

      Only one form of tracking can be active at a time.
- Shadow Ward
    - *Decreases Shadow damage taken by 33% for 8 sec.*
    - *23% base mana*
- ~~Unending Breath~~

Destruction

- Hellfire
    - *95% base mana*
- Immolate
    - *27% base mana*
- Rain of Fire
    - *86% base mana*
- Searing Pain*@lvl16*
    - *Cast time like Shadow Bolt.*
    - *27% base mana*
- Shadow Bolt
    - *27% base mana*
- Soul Fire*@lvl40*
    - *24% base mana*

Warlock Talents

Affliction

- Amplify Curse
    - *Increases the effect of your next ~~Curse of Weakness~~ Curse of Agony by ~~50%~~ 100% or your next Curse of Exhaustion by an additional 20%. Lasts 8 sec*
    - *2 min cooldown*
- Blight
    - *Increases the damage done by your Corruption, Drain Life, and Shadow Bolt spells by 2/4/6%.*
- Calamity
    - *Decreases the mana cost of your Affliction spells by 3/6/9/12/15% and decreases the threat caused by your Shadow spells by 1/2/3/4/5%.*
- Curse of Exhaustion
    - *Decreases 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
    - *Increases the damage done by your Curse of Agony spell by 5/10/15%.*
- Improved Fear
    - *Decreases 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
    - *Gives you a 35/70/100% chance to resist interruption caused by damage while channeling the Drain Life, Drain Mana, or Drain Soul spells.*
- Grim Reach
    - *Increases the range of your Affliction spells by 10/20%.*
- Improved Drain Life
    - *Increases the health drained by your Drain Life spell by 5/10/15%.*
- Misery
    - *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
    - *Gives your Corruption and Drain Life spells a 7% chance to decrease the casting time of your next Shadow Bolt spell by 100%.*
- Suppression
    - *Increases your chance to hit with Affliction spells by 1/2/3/4/5%.*

Demonology

- Demonic Command
  - *Increases the damage and duration of your summoned demons abilities by 10/20/30%.*
- Demonic Embrace
  - *Increases your total Stamina by 2/4/6% but decreases your total Spirit by 1/2/3%.*
- Demonic Ferocity
  - *Increases your summoned demons chance to get a critical strike by 3/6/9/12/15%.*
- Demonic Precision
  - *Increases your summoned demons chance to hit by 2/4/6/8/10%.*
- Demonic Sacrifice
  - *Sacrifices your summoned demon to grant you an effect that lasts for 30 min.* ~~*The effect is canceled if any Demon is summoned.*~~
    Imp: Increases your Fire damage by 10%.
    Voidwalker: Restores 3% of your total health every 4 sec.
    Succubus: Increases your Shadow damage by 10%.
    Felhunter: Restores 2% of your total mana every 4 sec.
- Fear of Consequences
  - *Increases the damage done by your summoned demon by 3/6/10%.*
- Fel Domination
  - *Decreases the casting time of your next Demon summoning spell by 4 sec and its mana cost by 50%. Lasts 15 sec.*
- Fel Endurance
  - *Increases the maximum health and mana of your summoned demon by 3/6/9/12/15%.*
- Fel Swiftness
  - *Increases the outdoor movement speed of your summoned demon by 15/30/45%.*
- Forbidden Knowledge
  - *Gives you a 33/66/100% chance to create a Soul Shard when summoning or enslaving a demon.*
- Improved Demon Skin
  - *Increases the Effects of your Demon Skin spell by 5/10/15%.*
- Improved Enslave Demon
  - *Decreases 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
  - *Decreases the casting time of your Demon Summoning spells by 2/4/6 sec and the mana cost by 10/20/30%.*

- Master Demonologist
    - *Grants both the Warlock and the summoned demon an effect as long as that demon is active. Imp - Decreases threat caused by 4/8/12/16/20%. Voidwalker - Decreases 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
    - *Decreases the casting time of your Imp's Firebolt spell by 0.1/0.2/0.3/0.4/0.5 sec.*
    - *Decreases the cooldown of your Voidwalker's Torment spell by 0.4/0.8/1.2/1.6/2 sec.*
      Decreases the cooldown of your Succubus' Lash of Pain and your Felhunter's Shadow Charge spells by 1/2/3/4/5 sec.
- Soul Link
    - *When active, 20% of all damage taken by you is taken by your summoned demon instead. In addition, both your summoned demon and you deal 1% more damage. Lasts as long as the demon is active.*

Destruction

- Aftermath
    - *Gives your Destruction spells a 3/6/9/12/15% chance to daze the target for 4 sec.*
- Bane
    - *Decreases the casting time of your Searing Pain and Shadow Bolt 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
    - *19% base mana*
- Cataclysm
    - *Decreases the mana cost of your Destruction spells by 1/2/3/4/5% and decreases the threat caused by your Fire spells by 4/8/12/16/20%.*
- *Destructive Reach*
    - *Increases the range of your Destruction spells by 10/20%.*
- Improved Immolate
    - *Decreases the casting time of your Immolate Spell by 0.4/0.8/1.2/1.6/2 sec.*
- Improved Searing Pain
    - *Your Searing Pain critical strikes increase Fire damage dealt to the target by 5/10/15% for 12 sec of until 4 non-periodic damage sources are applied.*
- Improved Shadow Burn
    - *Decreases the cooldown of your Shadowburn spell by 2/4/6 sec.*
- Scorched Earth
    - *Increases the damage done by your Hellfire, Searing Pain, and Soul Fire spells by 2/4/6%.*
- Seek and Destroy
    - *Increases your chance to hit with Destruction spells by 1/2/3/4/5%.*
- Shadowburn
    - *27% base mana*

Warlock Pets

Warlock Pet Roles

- Doomguard
  - *Is now a melee damage specialist.*
- Imp
  - *Now requires a Soul Shard to summon once Drain Soul is learned.*
- Infernal
  - *Is now an area damage specialist.*

Warlock Pet Spells

Felhunter

- Devour Magic
  - *Removes 1 harmful magic effect from an ally or 1 beneficial magic effect from an enemy. Devouring an effect restores 233@lvl30/623@lvl60 health to the Felhunter.*
  - *10% base mana*
- Paranoia
  - *Increases the Stealth detection of all party members within 30 yards for 20 sec.*
  - *2 min cooldown*
- Spell Lock
  - ~~*Silences the enemy for 3 sec.*~~ *Interrupts the enemy's spellcasting, preventing any spell in that school from being cast for 4 sec.*
  - *45 sec cooldown*
  - *10% base mana*
- ~~Tainted Blood~~ Shadow Charge
  - *Charges an enemy, immobilizes it for 4 sec, and increasing the melee attack power of the next attack by 180@lvl32/600@lvl60.*
  - *15 sec cooldown*
  - *10% base mana*

Imp

- Blood Pact
  - *Increases the Stamina of party members within 30 yards by 2@lvl4/30@lvl60.*
- Firebolt
  - *Deals 5@lvl1/123@lvl60 damage to the target.*
  - *5% base mana*
- Fire Shield*@lvl10*
  - *Deals 2@lvl14/10@lvl60 Fire damage to attackers when the target is struck in melee for 30 min. The Imp cannot cast Fire Shield on himself.*
  - *8% base mana*

Succubus

- Lash of Pain
    - *Deals an average of 32@lvl20/112@lvl60 Shadow damage.*
    - *9% base mana*
- Soothing Kiss
    - *5% base mana*

Voidwalker

- Consume Shadows
    - *Restores 61@lvl18/439@lvl60 health every 2 sec for 10 sec to the Voidwalker. 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
    - *Deals 110% weapon damage.*
    - *6 sec cooldown*
- Overpower
    - *Deals 115% weapon damage. Only useable after the target Dodges. Cannot be blocked, Dodged or parried.*
- Rend
    - *Deals 3@lvl4/31@lvl60 damage every 3 sec for 15 sec and decreases healing received by 35% for the same duration.*
    - *Now scales with attack power.*
    - *Now usable in all stances.*
- Retaliation*@lvl32*
- Thunder Clap
    - *Deals 10% weapon damage to up to 4 nearby enemies within 8 yards and increases the time between their attacks by 10% for 10 sec.*
    - *1.5 sec cooldown*

Fury

- Berserker rage*@lvl34*
    - *Grants you immunity to Fear and Incapacitate effects for 5 sec and causes you to generate extra rage when taking damage for 10 sec.*
- Cleave
    - *Deals % weapon damage to the target and its nearest ally.*
- Battle Shout
    - *Increases the melee attack power of all party members within 20 yards by 5% for 2 min.*
- Demoralizing Shout
    - *Decreases the melee attack power of all enemies within 10 yards by 5% for 30 sec.*
- Execute*@lvl20*
    - *Deals 120@lvl24/660@lvl60 damage and converts additional rage into additional damage. Only usable on enemies with 20% or less health.*
- Hamstring
    - *Deals 20% weapon damage and decreases the target's movement by 50% for 15 sec.*
- Intercept
    - *Charges an enemy, dealing 50% weapon damage and stunning it for 3 sec.*
- Intimidating Shout
    - *5 rage*
- Recklessness*@lvl36*
- Pummel
    - *Deals 20% weapon damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 5 sec.*
    - *Requires Combat Stance*
- Slam*@lvl30*
    - *Causes the target to wander in a disoriented state for up to 10 sec. Any damage breaks the effect.*
    - *5 rage*
    - *3 min cooldown*
- Whirlwind*@lvl20*

Protection

- Defensive Stance
    - *A defensive combat stance. ~~Decreases damage taken by 10% and damage caused by 10%.~~ Increases your chance to Dodge by 3% and increases threat caused by 25%.*
- Mocking Blow
    - *Deals 75% weapon damage~~, a moderate amount of threat~~ and taunts the target to attack you for 6 sec.*
- Revenge
    - *Deals 115% weapon damage and generates a high amount of threat. Must follow a block, Dodge or parry.*
- Shield Bash*@lvl24*
    - *Deals 50% weapon damage weapon damage and interrupts spellcasting, preventing any spell in that school from being cast for 5 sec.*
    - *10 sec cooldown*
- Sunder armor
    - *Decreases the target's armor by 6% for 30 sec and generates a high amount of threat. Stacks up to 5 times.*

Warrior Talents

Arms

- Deep Wounds
    - *Increases the critical strike damage bonus of your Bloodthirst, Cleave, Execute, Heroic Strike, Mortal Strike, and Overpower abilities by 10/20/30%.*
- Improved Charge
    - *Increases the amount of rage generated by your Charge ability by 2/4/6/8/10.*
- Improved Hamstring
    - *Gives your Hamstring ability a 5/10/15% chance to immobilize the target for 5 sec and decreases the rage cost of your Hamstring ability by 1/2/3.*
- Improved Heroic Strike
    - *Decreases the rage cost of your Heroic Strike ability by 1/2/3/4/5.*
- Improved Pummel
    - *Gives your Pummel ability a 50/100, chance to immobilize and silence the target for 2 sec.*
- Improved Shouts
    - *Increases the melee attack power bonus of your Battle Shout by an additional 1/2/3/4/5%, the melee attack power reduction of your Demoralizing Shout by an additional 1/2/3/4/5%, and the duration of your Battle Shout and Demoralizing Shout by 10/20/30/40/50%.*
- Mortal Strike
    - ~~-~~ *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~~ and decreases the rage cost of your next Hamstring, Heroic Strike, Rend, or Overpower ability by 5. Lasts 8 sec.*
    - *20 rage*
    - *6 sec cooldown*
- Prepared for Battle
    - *Decreases the cooldown of your Recklessness, Retaliation, and Shield Wall abilities by 3/6/9/12/15 min.*
- Two-Handed Precision
    - *Increases your chance to hit with two-handed melee weapons by 1/2/3/4/5%.*
- Two-Handed Weapon Specialization
    - *Increases the damage you deal with two-handed melee weapons by 2/4/6%.*
- Veterans March
    - Increases your movement and mounted movement speed by 5/10%. This does not stack with other movement speed increasing effects.
- Weapon Mastery
    - *Gives you a 1/2/3/4/5% chance to get an extra attack on the same target after dealing damage.*

Fury

- Bloodthirst
  - *Deals damage equal to 45% of your attack power and your next 5 successful melee attacks will restore 10@lvl40/30@lvl60 health. Lasts 8 sec.*
  - *20 rage*
- Blood Craze
  - *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 regenerates at a 50% rate while in combat. Lasts 15 sec.*
- Death Wish
  - *When activated, increases your physical damage by 10% ~~and makes you immune to Fear effects~~, but decreases your armor and all resistances by 10%. Lasts 20 sec.*
  - *2 min cooldown*
- Dual Wield Specialization
  - *Increases the damage done by your offhand weapon by 10/20/30/40/50%.*
- Enrage
  - *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
  - *Increases your attack speed by 5/10/15/20/25% for your next 3 swings after dealing a critical strike.*
- Improved Berserker Rage
  - *Your Berserker Rage ability generates 5/10/15 rage when used.*
- Improved Cleave
  - *Increases the ~~bonus~~ weapon damage done by your Cleave ability by an additional 1/2/3% and decreases its rage cost by 1/2/3.*
- Improved Execute
  - *Decreases the rage cost of your Execute ability by 2/4/6.*
- Improved Intercept
  - *Decreases the cooldown of your Intercept ability by 6/12 sec.*
- Improved Whirlwind
  - *Decreases the rage cost of your Whirlwind ability by 2/4.*
- One-Handed Precision
  - *Increases your chance to hit with one-handed melee weapons by 1/2/3/4/5%.*
- Pent Up Rage
  - *Decreases the cooldown of your Intimidating Shout and Slam abilities by 18/36/54/72/90 sec.*

Protection

- Colourful Language
    - *Decreases 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
    - *Increases the instant rage generated by your Bloodrage ability by 5/10.*
- Improved Revenge
    - *Increases your chance to get a critical strike with your Revenge ability by 25/50%.*
- Improved Shield Bash
    - *Gives your Shield Bash ability a 50/100, chance to immobilize and silence the target for 2 sec.*
- ~~Improved Shield Block~~ Redoubt
    - *Increases the amount of damage absorbed by your shield by 10/20/30%.*
- Improved Shield Wall
    - *Increases the duration of your Shield Wall ability by 2/4/6 sec.*
- Improved Sunder armor
    - *Decreases the rage cost of your Sunder armor ability by 1/2/3/4/5.*
- Improved Thunder Clap
    - *Decreases the rage cost of your Thunder Clap ability by 2/4/6.*
- One-Handed Specialization
    - *Increases the damage you deal with one-handed melee weapons by 4/8/12/16/20%.*
- Raging Bastion
    - *Gives you a 33/66/100% chance to gain an additional 5 rage anytime you get a critical strike.*
- Shield Block
    - *Increases your block chance by 60% for 7 sec. The effect can only block 2 attacks.*
- Shield Slam
    - *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
    - *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
    - *Decreases all spell damage you take by 2/4/6/8/10%.*