Warlords of Draenor Alpha - Build 18471

Build 18471 is here! Some of the more noteworthy changes are listed below:

- Three new legendary items were added: **Core of Iron**, **Core of Flame**, **Core of Life**
- New character models were added: Draenei Male, Undead Male, and Human Female (**Artcraft**).
- Death Knight Tier 17 was added.
- Many more spell tooltips were cleaned up.
- The level 100 premade realms are now active.

New Character Models
Originally Posted by **Blizzard**
I wanted to give you a quick heads up that we’re expecting some in-progress models to be hitting the Warlords of Draenor alpha test soon. While these will give you an early look at some of the models, please be aware that they aren’t finished yet. We’ll be presenting final high-quality model captures in future Artcrafts, so stay tuned!

Draenei Male Character Model

Undead Male Character Model
Human Female Character Model

Night Elf Female Character Model

Death Knight Tier 17

New UI Features
This is the first we have seen of the Adventure Guide since it was announced at Blizzcon.

New Creatures

New Icons

Item Set Bonuses
Originally Posted by MMO-Champion

**Druid** (Forums / Skills / WoD Talent Calculator)

- **Item - Druid T17 Restoration 4P Bonus (New)** Heal has a 10% chance to imbue you with Nature's Wisdom. Nature's Wisdom increases your spirit by 10% for 10 sec.

**Mage** (Forums / Skills / WoD Talent Calculator)

- **Item - Mage T17 Fire 2P Bonus** Casting Inferno Blast grants you the Firestarter effect. Firestarter reduces the cast time of your next fireball by 2000%, 25%.
• **Item - Mage T17 Fire 4P Bonus** When Hot Streak activates, you have a **10%** chance to gain the Pyromaniac effect. Pyromaniac causes all Pyroblasts to have no cast time and be guaranteed critical strikes for until cancelled.

• **Item - Mage T17 Frost 2P Bonus** When you activate Icy Veins, you also gain Arctic Power. Arctic Power increases your Multistrike damage by **40%** for 20 sec. **33%** for 20 sec.

• **Item - Mage T17 Frost 4P Bonus** Frost critical strikes have a chance to strike the target with an Ice Shard, dealing 1 extra damage to the target. Frostbolt has a **101%** chance to surround the target with icy spikes that all converge, dealing 1 Frost damage.

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**Monk (Forums / Skills / WoD Talent Calculator)**

• **Item - Monk T17 Mistweaver 2P Bonus** Soothing Mist now chains to 1 extra target, but the healing is reduced by 50% on the second target. Vital Mists increases the healing of Surging Mist by 20% per stack. Every time your Soothing Mist heals a target you gain the Mistweaving effect. Mistweaving increases your multistrike healing by 5%.

• **Item - Monk T17 Mistweaver 4P Bonus (New)** Heal has a 10% chance to imbue you with Chi-ji’s Guidance. Chi-ji’s Guidance increases your spirit by 10% for 10 sec.

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**Paladin (Forums / Skills / WoD Talent Calculator)**

• **Item - Paladin T17 Holy 4P Bonus (New)** Heal has a 10% chance to imbue you with Light’s Grace. Light’s Grace increases your spirit by 10% for 10 sec.

• **Item - Paladin T17 Protection 4P Bonus (New)** When you block an attack, you have a chance to gain the Defender of the Light effect. Defender of the Light increases your shield block value by 50% for 8 sec. (Approximately procrppm procs per minute)

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**Priest (Forums / Skills / WoD Talent Calculator)**

• **Item - Priest T17 Discipline 4P Bonus (New)** Heal has a 10% chance to imbue you with Clear Thoughts. Clear Thoughts increases your spirit by 10% for 10 sec.

• **Item - Priest T17 Holy 4P Bonus (New)** Heal has a 10% chance to imbue you with Spiritual Vigor. Spiritual Vigor increases your spirit by 10% for 10 sec.

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**Rogue (Forums / Skills / WoD Talent Calculator)**

• **Item - Rogue T17 Combat 4P Bonus** When you use a finishing move, there is a 25% chance to gain the Deceit effect. Deceit makes your next Eviscerate consume no Energy and count as if you had 5 combo points, generates 5 combo points instantly and causes your next Eviscerate to consume no Energy.

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**Shaman (Forums / Skills / WoD Talent Calculator)**

• **Item - Shaman T17 Restoration 4P Bonus (New)** Heal has a 10% chance to grant you the Harmony of the Elements effect. Harmony of the Elements increases your spirit by 10% for 10 sec.
**New Items**
There were lots of new items added in this build, so check the [WoWDB Beta site](https://www.wowdb.com) for the full list.

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**New Strings**
- **COOLDOWN_DURATION_DAYS** - %dd
- **ERR_GARRISON_BUILDING_EXISTS** - Building exists.
- **ERR_GARRISON_INVALID_BUILDINGID** - Invalid building ID.
- **ERR_GARRISON_INVALID_PLOT** - Invalid plot.
- **ERR_GARRISON_INVALID_PLOT_BUILDING** - That building can’t go there.
- **ERR_GARRISON_NOT_ENOUGH_CURRENCY** - Not enough material to purchase building.
- **ERR_GARRISON_NOT_ENOUGH_GOLD** - Not enough gold to purchase building.
- **ERR_GARRISONQUIRES_BLUEPRINT** - Blueprint needed.
- **GARRISON_FOLLOWER_LEVEL_UP** - LEVEL UP!
- **GARRISON_MISSION_TOOLTIP_NUM_REQUIRED_FOLLOWERS** - %d Follower mission
- **GARRISON_MISSION_TOOLTIP_RETURN_TO_START** - Return to your Garrison to start this mission
- **OPTION_TOOLTIP_TRACK_QUEST_PROXIMITY** - Newly tracked quests will be sorted by proximity in the objective tracker
- **OPTION_TOOLTIP_TRACK_QUEST_TOP** - Newly tracked quests will be sorted to the top of the objective tracker
- **RAID_GRAPHICS_LABEL** - Raid Graphics
- **SPELL_FAILED_ABOVE_MAXIMUM_SKILL_RANK** - Your skill is too high for this item.
- **SPELL_FAILED_CUSTOM_ERROR_224** - Food cannot eat food
- **SPELL_FAILED_SKILL_LINE_NOT_KNOWN** - You don’t know that skill.
- **STAT_ARMOR_BASE_TOOLTIP** - Base Armor Damage Reduction: %0.2f%%
- **STAT_ARMOR_BONUS_ARMOR_BLADED_ARMOR_TOOLTIP** - Total Armor Damage Reduction: %0.2f%%\nIncreases Attack Power by %d.
- **STAT_ARMOR_TOTAL_TOOLTIP** - Total Armor Damage Reduction: %0.2f%%
- **TRACK_QUEST_PROXIMITY_SORTING** - Proximity
- **TRACK_QUEST_SORTING** - Newly Tracked Quest Sorting
- **TRACK_QUEST_TOP_SORTING** - Top
- **YOU_ARE_NOT_SPECIALIZED_IN_ROLE** - You are not specialized for this role.

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**Misc Changes**

**CurrencyType**

- **CurrencyType #994** - Seal of Tempered Fate

**Game Text**

- **Game Text #84581** - Gul’dan! Gul’dan powers the portal!
- **Game Text #85175** - Is everyone in their places? Good, let us begin!
- **Game Text #85179** - It was written in the "Tome of the Falling Sands", "Time waits for no one". The Raven Mother knew we would have one who is not of the flock here for the ritual! Oh, You are truly blessed!
- **Game Text #85270** - Get on in there, champ!
- **Game Text #85430** - What good are a handful of slaves against the Blackrock war machine?
- **Game Text #85431** - Blackrocks... CRUSH THEM!
- **Game Text #85560** - Khadgar! Get us out of here!

**GameTip**
- **GameTip #630** - |cfffd100Tip:r Using Dungeon Finder with a group of friends grants you additional bonus gold.

**GarrFollower**
- **GarrFollower #189** - Blook - Abilities:
- **GarrFollower #190** - Image of Archmage Vargoth - Abilities:
- **GarrFollower #192** - Kimzee Clutchpop - Abilities:
- **GarrFollower #193** - High Centurion Tormmok - Abilities:

**LFG Entry**
- **LFG Entry #859** - Bloodmaul Slag Mines

**Scenario**
- **Scenario #676** - Trial of the Champion
- **Scenario #677** - Trial of the Champion
- **Scenario #678** - Auchindoun
- **Scenario #679** - Auchindoun
- **Scenario #680** - Bloodmaul Slag Mines
- **Scenario #681** - Bloodmaul Slag Mines
- **Scenario #682** - Grimrail Depot
- **Scenario #683** - Grimrail Depot
- **Scenario #684** - Iron Docks
- **Scenario #685** - Iron Docks
- **Scenario #686** - Shadowmoon Burial Ground
- **Scenario #687** - Shadowmoon Burial Ground
- **Scenario #688** - Skyreach
- **Scenario #689** - Skyreach
- **Scenario #696** - Debug Invasion

**Taxi**
- **Taxi #1495** - Quest Path 4342: Shadowmoon Valley 6.0:JP3 - A - Broken Precipice - Taxi Path to Broken Precipice
- **Taxi #1496** - Quest Path 4345: Spires of Arak 6.0 - Shattered Hand Poison Camp > Horde Garrison Outpost (GJC)
- **Taxi #1497** - Quest Path 4346: Spires of Arak 6.0 - Shattered Hand Poison Camp > Alliance Garrison Outpost (GJC)
- **Taxi #1498** - Quest Path 4353: Frostfire Ridge:JP3 - Broken Precipice - Taxi to Nagrand / Broken Precipice
Achievement Changes
Originally Posted by MMO-Champion

Battle

Pet Battles

- **An Awfully Big Adventure (New)** Defeat the following trainers with an Elekk Plushie on your team. 10 points. Account Wide.

Draenor Dungeon

Dungeons & Raids

- **Heroic: Skyreach** Defeat High Justicar Sage Viryx in Skyreach on Heroic difficulty. 10 points.
- **Skyreach** Defeat High Justicar Sage Viryx in Skyreach. 10 points.

Level

Pet Battles

- **Overstuffed (New)** Raise an Elekk Plushie to level 25. 5 points. Account Wide.

Professions

- **Inspector Gadgetzan (New)** Acquire the following decoded messages from Blingtron 5000. 5 points.

Spell Changes

Originally Posted by MMO-Champion

Companions

- **Ghastly Kid (New)** Instant.

Death Knight (Forums, Talent Calculator)

- **Blood Plague** Blood: A disease that deals Shadow damage every 3 sec for 30 sec, and gives your melee attacks on the infected target a 10% chance to make your next Pestilence or Death and Decay cost no runes. Frost, Unholy: A disease that deals Shadow damage every 3 sec for 30 sec. Unlimited range. Instant.
- **Death Strike** Blood: Focuses dark power into a strike that deals 95% weapon damage to an enemy and heals you for 1. The Runes spent on this ability will become Death Runes when they activate. Death Runes count as any type of Rune. Frost, Unholy: Focuses dark power into a strike that deals 95% weapon damage to an enemy and heals you for 1. Requires Melee Weapon. 1 Frost, 1 Unholy. Melee range. Instant.
- **Icy Touch** **Blood, Frost**: Chills the target for \[31.9\% \text{ of AP}\] Frost damage and infects them with Frost Fever. Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec. Unholy: Chills the target for \[31.9\% \text{ of AP}\] Frost damage and infects them with Frost Fever. The Rune spent on this ability will become a Death Rune when it activates. Death Runes count as any type of Rune. Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec. 1 Frost. 30 yd range. Instant.

- **Pestilence** **Blood**: Deals \[1 + 66.6\% \text{ of AP}\] Shadow damage to all enemies within 10 yards, and spreads your existing diseases from your target to all other enemies hit. 1 Blood. Instant. Refreshing them to full duration. Also increases the healing from your next Death Strike by 20%. Frost: Deals \[1 + 66.6\% \text{ of AP}\] Shadow damage to all enemies within 10 yards, and spreads your existing diseases from your target to all other enemies hit. Unholy: Deals \[1 + 66.6\% \text{ of AP}\] Shadow damage to all enemies within 10 yards, and spreads your existing diseases from your target to all other enemies hit. The Rune spent on this ability will become a Death Rune when it activates. Death Runes count as any type of Rune. 1 Blood. Instant.

- **Plague Strike** **Blood, Frost**: A vicious strike that deals 65% weapon damage and infects the target with Blood Plague. Blood Plague is a disease that deals Shadow damage every 3 sec for 30 sec, and gives your melee attacks on the infected target a 10% chance to make your next Pestilence or Death and Decay cost no runes. Frost, Unholy: A disease that deals Shadow damage every 3 sec for 30 sec. Unholy: A vicious strike that deals 65% weapon damage and infects the target with Blood Plague and Frost Fever. Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec. Requires Melee Weapon. 1 Unholy. Melee range. Instant.

**Blood**

- **Multistrike Attunement** You gain 5% more of the Multistrike stat from all sources. Death Knight - Blood Spec. and your autoattack multistrikes have a chance to generate 15 Runic Power. Death Knight - Blood Spec.

- **Soul Reaper** Strikes an enemy for 65% weapon damage and afflicts the target with Soul Reaper, and increases the healing from your next Death Strike by 20%. After 5 sec, if the target is below 35% health, this effect will deal \[333.7\% \text{ of AP}\] additional Shadowfrost damage. If the enemy dies before this effect triggers, the Death Knight gains 50% haste for 5 sec. Requires Melee Weapon. Death Knight - Blood Spec. 1 Blood. Melee range. Instant. 6 sec cooldown.

**Frost**

- **Might of the Frozen Wastes** When wielding a two-handed weapon, your Obliterate deals 40% more damage, and all melee attacks deal an additional 30% damage. Wielding a two-handed weapon increases Obliterate damage by 40%, and all melee attacks by an additional 30%. Dual-wielding increases Frost Strike damage by 30% and causes your weapon damage strikes to also strike with your off-hand. Requires Two-Handed Axes, Two-Handed Maces, Polearms, Two-Handed Swords. Death Knight - Frost Spec.

- **Obliterate** A brutal attack that deals 215% weapon damage and has a 45% chance to cause your next Howling Blast or Icy Touch to consume no runes. Requires Melee Weapon. Death Knight - Frost Spec. 1 Frost, 1 Unholy. Melee range. Instant.

**Unholy**
• **Festering Strike** **Blood, Frost**: An instant attack that deals 95% weapon damage and increases the duration of your Blood Plague, Frost Fever, and Chains of Ice effects on the target by up to 6 sec. **Unholy**: An instant attack that deals 95% weapon damage and increases the duration of your Blood Plague, Frost Fever, and Chains of Ice effects on the target by up to 6 sec. The Runes spent on this ability will become Death Runes when they activate. **Requires Melee Weapon. Death Knight - Unholy Spec. 1 Blood, 1 Frost. Melee range. Instant.**

**Druid** *(Forums, Talent Calculator)*

**Balance**

• **Moonkin Form** Shapeshift into Moonkin Form, increasing Arcane and Nature damage you deal by 10% and increasing your armor by 100%. Grants 9% haste 0 Mastery to all party and raid members within 100 yards. The act of shapeshifting frees the caster of movement impairing effects. Can't be cast in Tree of Life Form. **Druid - Balance Spec. 9.3% of Base Mana. Instant.**

**Mage** *(Forums, Talent Calculator)*

• **Arcane Missiles** Launches five waves of Arcane Missiles at the enemy over 2 sec, causing \[18.3\% \left[ 1 + 18.3\% \right] \text{ of Spell Power} \] Arcane damage per wave. Generates an Arcane Charge. Arcane Missiles' damage is increased by 50% per Arcane Charge. Arcane Missiles has a chance to be activated after each of your damaging spell casts. Limit 2 charges. 60 yd range. **Instant.**

• **Living Bomb** The target becomes a Living Bomb, taking \[37.5\% \left[ 18.75\% \right] \text{ of Spell Power} \] Fire damage over 12 sec. When this effect ends, or the target dies, it explodes to deal an additional \[75\% \left[ 37.51\% \right] \text{ of Spell Power} \] Fire damage to the target and all other enemies within 10 yards. May be spread by Inferno Blast. **Unlimited range. Instant.**

**Talents**

• **Living Bomb** The target becomes a Living Bomb, taking \[37.5\% \left[ 18.75\% \right] \text{ of Spell Power} \] Fire damage over 12 sec. When this effect ends, or the target dies, it explodes to deal an additional \[75\% \left[ 37.51\% \right] \text{ of Spell Power} \] Fire damage to the target and all other enemies within 10 yards. May be spread by Inferno Blast. **Mage - LvL 75 Talent. 1.5% of Base Mana. 40 yd range. Instant.**

**Arcane**

• **Arcane Missiles** Launches five waves of Arcane Missiles at the enemy over 2 sec, causing \[18.3\% \left[ 1 + 18.3\% \right] \text{ of Spell Power} \] Arcane damage per wave. Generates an Arcane Charge. Arcane Missiles' damage is increased by 50% per Arcane Charge. Arcane Missiles has a chance to be activated after each of your damaging spell casts. Limit 2 charges. **Mage - Arcane Spec. 40 yd range. 2 sec cast (Channeled).**

**Monk** *(Forums, Talent Calculator)*
• **Blackout Kick (Brewmaster)** Kick with a blast of Chi energy, dealing \[ 892.5\% \text{ of Mainhand Min DPS} + 446.3\% \text{ of Offhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 892.5\% \text{ of Mainhand Max DPS} + 446.3\% \text{ of Offhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage. Also causes you to gain Shuffle, increasing your parry chance by 20% and your Stagger amount by an additional 20% for 6 sec. Kick with a blast of Chi energy, dealing \[ 892.5\% \text{ of Mainhand Min DPS} + 446.3\% \text{ of Offhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 892.5\% \text{ of Mainhand Max DPS} + 446.3\% \text{ of Offhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage, and increasing your parry chance by 20% and your Stagger amount by an additional 20% for 6 sec.

• **Blackout Kick (Mistweaver)** Kick with a blast of Chi energy, dealing \[ 1,338.8\% \text{ of Mainhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 1,338.8\% \text{ of Mainhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage to your target and increasing your critical strike chance by 20% for 20 sec Also deals \[ 669.4\% \text{ of Mainhand Min DPS} + 141.8\% \text{ of AP} - 5 \] to \[ 669.4\% \text{ of Mainhand Max DPS} + 141.8\% \text{ of AP} + 5 \] damage to up to 50 additional nearby targets. Eminence healing from this ability heals up to 4 targets for 15% of the damage done.

• **Blackout Kick (Brewmaster)** Kick with a blast of Chi energy, dealing \[ 892.5\% \text{ of Mainhand Min DPS} + 446.3\% \text{ of Offhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 892.5\% \text{ of Mainhand Max DPS} + 446.3\% \text{ of Offhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage. Also causes you to gain Shuffle, increasing your parry chance by 20% and your Stagger amount by an additional 20% for 6 sec. Kick with a blast of Chi energy, dealing \[ 892.5\% \text{ of Mainhand Min DPS} + 446.3\% \text{ of Offhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 892.5\% \text{ of Mainhand Max DPS} + 446.3\% \text{ of Offhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage, and increasing your parry chance by 20% and your Stagger amount by an additional 20% for 6 sec.

• **Blackout Kick (Mistweaver)** Kick with a blast of Chi energy, dealing \[ 1,338.8\% \text{ of Mainhand Min DPS} + 283.7\% \text{ of AP} - 10 \] to \[ 1,338.8\% \text{ of Mainhand Max DPS} + 283.7\% \text{ of AP} + 10 \] Physical damage to your target and increasing your critical strike chance by 20% for 20 sec Also deals \[ 669.4\% \text{ of Mainhand Min DPS} + 141.8\% \text{ of AP} - 5 \] to \[ 669.4\% \text{ of Mainhand Max DPS} + 141.8\% \text{ of AP} + 5 \] damage to up to 50 additional nearby targets. Eminence healing from this ability heals up to 4 targets for 15% of the damage done.

• **Breath of Fire** Breathes fire causing Targets in front of the caster take Fire \[ 2 + 43.69\% \text{ of AP} \] damage to all targets in front of you within 0 yards. If Dizzying Haze is on the target, they will burn for an additional \[ 8 + 19.6\% \text{ of AP} \] If affected by Dizzying Haze, they will also burn for \[ 8 + 19.6\% \text{ of AP} \] Fire damage over 8 sec. Unlimited range. Instant.

• **Crackling Jade Lightning (Brewmaster, Windwalker)** Channels Jade lightning at the target, causing \[ 4 + 112.7\% \text{ of AP} + 256.4\% \text{ of AP} \] Nature damage over 4 sec. If the enemy attacks you within melee range while victim to Crackling Jade Lightning, they are knocked back a short distance. This effect has an 8 sec cooldown. Channel Jade lightning, causing \[ 4 + 112.7\% \text{ of AP} + 256.4\% \text{ of AP} \] Nature damage over 4 sec to the target and sometimes knocking back melee attackers.
- **Crackling Jade Lightning (Mistweaver)** Channels Jade lightning at the target, causing \( 4 + 112.7\% \text{ of AP} + 256.4\% \text{ of AP} \) Nature damage over 4 sec. Generates 1 Chi each time it deals damage. If the enemy attacks you within melee range while victim to Crackling Jade Lightning, they are knocked back a short distance. This effect has an 8 sec cooldown. Channel Jade lightning, causing \( 4 + 112.7\% \text{ of AP} + 256.4\% \text{ of AP} \) Nature damage over 4 sec to the target, generating 1 Chi each time it deals damage, and sometimes knocking back melee attackers.

- **Detox (Brewmaster, Windwalker)** Eliminates ailments from the friendly target, removing all harmful Poison and Disease effects. Removes all Poison and Disease effects from the target.

- **Detox (Mistweaver)** Eliminates ailments from the friendly target, removing all harmful Magic, Poison and Disease effects.

- **Enveloping Mist** Heals the target for \( 154.21\% \text{ of Spell Power} \) over 6 sec, and increases the healing the target receives by 30%. If cast while channeling Soothing Mist, Enveloping Mist will be instant cast while channeling Soothing Mist. Requires Serpent Stance. 100 yd range. 2 sec cast.

- **Expel Harm** Brewmaster, Windwalker: Instantly heals \( 1,417.4\% \text{ of Mainhand Min DPS} + 708.7\% \text{ of Offhand Min DPS} + 112.6\% \text{ of AP} - 16 \) to \( 1,417.4\% \text{ of Mainhand Max DPS} + 708.7\% \text{ of Offhand Max DPS} + 112.6\% \text{ of AP} + 16 \), and causes \( 33\% \text{ of the amount healed} \) to instantly be dealt to a nearby enemy as Nature damage to an enemy within 10 yards. Generates 1 Chi. Mistweaver: Instantly heals This ability has no cooldown while below 35% health in Stance of the Sturdy Ox. Mistweaver: Heal yourself for \( 2,126\% \text{ of Mainhand Min DPS} + 112.6\% \text{ of AP} - 16 \) to \( 2,126\% \text{ of Mainhand Max DPS} + 112.6\% \text{ of AP} + 16 \), and causes \( 33\% \text{ of the amount healed} \) to instantly be dealt to a nearby enemy as Nature damage to an enemy within 10 yards. Generates 1 Chi. Windwalker: Heal yourself for \( 1,417.4\% \text{ of Mainhand Min DPS} + 708.7\% \text{ of Offhand Min DPS} + 112.6\% \text{ of AP} - 16 \) to \( 1,417.4\% \text{ of Mainhand Max DPS} + 708.7\% \text{ of Offhand Max DPS} + 112.6\% \text{ of AP} + 16 \), and deal \( 33\% \text{ of the amount healed} \) as Nature damage to an enemy within 10 yards. Generates 1 Chi. Limited to 1 target. 10 yd range. Instant.

- **Fists of Fury (Brewmaster, Windwalker)** Pummel all targets in front of you with rapid hand strikes, stunning them and dealing \( 1,662.9\% \text{ of Mainhand Min DPS} + 831.5\% \text{ of Offhand Min DPS} + 528.6\% \text{ of AP} - 19 \) to \( 1,662.9\% \text{ of Mainhand Max DPS} + 831.5\% \text{ of Offhand Max DPS} + 528.6\% \text{ of AP} + 19 \) damage immediately and every 1 sec for 4 sec, stunning them and dealing \( 4,157.3\% \text{ of Mainhand Min DPS} + 2,078.7\% \text{ of Offhand Min DPS} + 2,642.9\% \text{ of AP} + 4,157.3\% \text{ of Mainhand Max DPS} + 2,078.7\% \text{ of Offhand Max DPS} \).
Fists of Fury (Mistweaver) Pummel all targets in front of you with rapid hand strikes, stunning them and dealing \(2,494.4\% \text{ of Mainhand Min DPS} + 528.6\% \text{ of AP} - 19\) to \(2,494.4\% \text{ of Mainhand Max DPS} + 528.6\% \text{ of AP} + 19\) damage immediately and every 1 sec for 4 sec, stunning them and dealing \(6,236\% \text{ of Mainhand Min DPS} + 2,642.9\% \text{ of AP} + 6,236\% \text{ of Mainhand Max DPS}\) damage over 4 sec. Damage is reduced against all targets except your primary target. Deals reduced damage to secondary targets.

Flying Serpent Kick Soar through the air forwards at an increased speed. While traveling, use Flying Serpent Kick again to land yourself Soar forward through the air at high speed for 2 sec. If used again while active, you will land, dealing \(1 + 53.66\% \text{ of AP}\) damage to all enemies within 8 yards, and slowing them by 70% for 4 sec. Instant.

Fortifying Brew (Brewmaster) Turns your skin to stone, increasing your current and maximum health by 20%, your Stagger amount by an additional 20%, and reducing damage taken by 20%.

Fortifying Brew (Mistweaver, Windwalker) Turns your skin to stone, increasing your current and maximum health by 20%, and reducing damage taken by 20%.

Gift of the Ox Your auto attack multistrikes have a chance to trigger Gift of the Ox, summoning a Healing Sphere to the side of you that only you can see. When you move through your Healing Sphere summoned through Gift of the Ox, you heal yourself visible only to you. Moving through this Healing Sphere will heal you for \(37.5\% \text{ of AP}\). Unlimited range. Instant.

Healing Sphere When you kill an enemy while gaining experience or honor, you summon a Healing Sphere, healing you for 0 when you walk through it. Enemies who die from Blackout Kick have a 50% chance to summon a Chi Sphere. Healing Sphere Forms a healing sphere. If you walk through it, you are healed for 0. Lasts for 30 sec. Chi Sphere A sphere of energy forms from the wake of the fallen enemy. Walking through your Chi Sphere will restore 1 Chi. Lasts for 2 min. Unlimited range. Instant. granting 1 Chi when you walk through it. Unlimited range. Instant.

Jab (Brewmaster, Windwalker) Jab the target, dealing \(188\% \text{ of Mainhand Min DPS} + 94\% \text{ of Offhand Min DPS} + 59.7\% \text{ of AP} - 2\) to \(188\% \text{ of Mainhand Max DPS} + 94\% \text{ of Offhand Max DPS} + 59.7\% \text{ of AP} + 2\) damage and generating 1 Chi.

Jab (Mistweaver) Jab the target, dealing \(281.9\% \text{ of Mainhand Min DPS} + 59.7\% \text{ of AP} - 2\) to \(281.9\% \text{ of Mainhand Max DPS} + 59.7\% \text{ of AP} + 2\) damage and generating 1 Chi.

Nimble Brew Removes all root, stun, fear and horror effects and reduces the duration of future such effects by 60% for 6 sec. Requires Crane Stance, Serpent Stance, Ox Stance, Tiger Stance. Instant. 2 min cooldown.

Paralysis You cause the target's muscles to contract, incapacitating them for 40 sec. If done from behind the target, the duration is increased 50% Incapacitates the target for 60 sec. Only one target can be victim to Paralysis at any given affected at a time. Any damage taken will cancel the effect. Requires Crane Stance, Serpent Stance, Ox Stance, Tiger Stance. Limited to 1 target. 3% of Base Mana / 20 Energy / 20 Energy / 3 Mana. 20 yd range. Instant. 15 sec cooldown.

Provoke (Brewmaster) You mock the target, causing them to rush towards you with a 50% increased movement speed. Taunts the target and causes them to move toward you at 50% increased speed. If targeting This ability can be targeted on your Statue of the Black Ox, you Provoke all enemies within an 8 yd radius of your statue, causing the same effect on all enemies within 10 yards of the statue.

Provoke (Mistweaver, Windwalker) You mock the target, causing them to rush towards you with a 50% increased movement speed. Taunts the target and causes them to move toward you at 50% increased speed.

Renewing Mist You surround the target with healing mists, restoring \(11\% \text{ of Spell Power}\) health every 2 sec for 18 sec. Generates \(99\% \text{ of Spell Power}\) health over 18 sec and
• **Spinning Crane Kick (Brewmaster, Windwalker)** You spin while kicking in the air, dealing \[ 219.3\% \text{ of Mainhand Min DPS } + 109.7\% \text{ of Offhand Min DPS } + 17.4\% \text{ of AP } - 2 \] to \[ 219.3\% \text{ of Mainhand Max DPS } + 109.7\% \text{ of Offhand Max DPS } + 17.4\% \text{ of AP } + 2 \] damage to all nearby enemies every 0.75 sec, within 8 yards. Movement speed is reduced by 30%. Generates 1 Chi, if it hits at least 3 targets. Lasts 2.2 sec. During Spinning Crane Kick, you can continue to dodge and parry. You spin while kicking in the air, dealing \[ 438.7\% \text{ of Mainhand Min DPS } + 219.3\% \text{ of Offhand Min DPS } + 69.7\% \text{ of AP } + 438.7\% \text{ of Mainhand Max DPS } + 219.3\% \text{ of Offhand Max DPS } \] damage over 2.2 sec to enemies within 8 yards. Generates 1 Chi.

• **Spinning Crane Kick (Mistweaver)** You spin while kicking in the air, dealing \[ 329\% \text{ of Mainhand Min DPS } + 17.4\% \text{ of AP } - 2 \] to \[ 329\% \text{ of Mainhand Max DPS } + 17.4\% \text{ of AP } + 2 \] damage to all nearby enemies and 0 healing to nearby allies every 0.75 sec, within 8 yards. Movement speed is reduced by 30%. Generates 1 Chi, if it hits at least 3 targets. Lasts 2.2 sec. During Spinning Crane Kick, you can continue to dodge and parry. You spin while kicking in the air, dealing \[ 658\% \text{ of Mainhand Min DPS } + 69.7\% \text{ of AP } + 658\% \text{ of Mainhand Max DPS } \] damage over 2.2 sec to enemies within 8 yards and 0 healing over 2.2 sec to allies within 10 yards. Generates 1 Chi.

• **Spinning Crane Kick (Brewmaster, Windwalker)** You spin while kicking in the air, dealing \[ 219.3\% \text{ of Mainhand Min DPS } + 109.7\% \text{ of Offhand Min DPS } + 17.4\% \text{ of AP } - 2 \] to \[ 219.3\% \text{ of Mainhand Max DPS } + 109.7\% \text{ of Offhand Max DPS } + 17.4\% \text{ of AP } + 2 \] damage to all nearby enemies every 0.75 sec, within 8 yards. Movement speed is reduced by 30%. Generates 1 Chi, if it hits at least 3 targets. Lasts 2.2 sec. During Spinning Crane Kick, you can continue to dodge and parry. You spin while kicking in the air, dealing \[ 438.7\% \text{ of Mainhand Min DPS } + 219.3\% \text{ of Offhand Min DPS } + 69.7\% \text{ of AP } + 438.7\% \text{ of Mainhand Max DPS } + 219.3\% \text{ of Offhand Max DPS } \] damage over 2.2 sec to enemies within 8 yards. Generates 1 Chi.

• **Spinning Crane Kick (Mistweaver)** You spin while kicking in the air, dealing \[ 329\% \text{ of Mainhand Min DPS } + 17.4\% \text{ of AP } - 2 \] to \[ 329\% \text{ of Mainhand Max DPS } + 17.4\% \text{ of AP } + 2 \] damage to all nearby enemies and 0 healing to nearby allies every 0.75 sec, within 8 yards. Movement speed is reduced by 30%. Generates 1 Chi, if it hits at least 3 targets. Lasts 2.2 sec. During Spinning Crane Kick, you can continue to dodge and parry. You spin while kicking in the air, dealing \[ 658\% \text{ of Mainhand Min DPS } + 69.7\% \text{ of AP } + 658\% \text{ of Mainhand Max DPS } \] damage over 2.2 sec to enemies within 8 yards and 0 healing over 2.2 sec to allies within 10 yards. Generates 1 Chi.

• **Stance of the Fierce Tiger** Increases the amount of Chi generated by your Jab and Expel Harm abilities by 1. Reduces the global cooldown of all of your spells and abilities by 0.5 sec. Grants yourself and all allies within 10 yards 10% increased movement speed. You have a 0% chance when you Jab to cause your next Tiger Palm or Blackout Kick to cost no Chi within 15 sec. Your Blackout Kick now also deals an additional 0% damage over 4 sec if behind the target or heals you for 0% of the damage done if in front of the target. Additionally, your Rising Sun Kick now also causes Mortal Wounds to the primary target. Mortal Wounds Grievously wounds the target, reducing the effectiveness of any healing received for 10 sec. Stance. Instant. and improves the functionality of Jab, Expel Harm, Tiger Palm, Blackout Kick, and Rising Sun Kick. Stance. Instant.

• **Surging Mist (Brewmaster, Windwalker)** If cast while channeling Soothing Mist, Surging Mist will be instant cast and heal the Soothing Mist target.

• **Surging Mist (Mistweaver)** Heals the target for \[ 1 + 201.64\% \text{ of Spell Power } \]. Generates 1 Chi. If cast while channeling Soothing Mist, Surging Mist will be instant cast and heal the Soothing Mist target. Heals the target for \[ 1 + 201.64\% \text{ of Spell Power } \] and generates 1 Chi. Each Chi you consume reduces the cast time and mana cost of your next Surging Mist by 20%.
- **Surging Mist (Brewmaster, Windwalker)**: If cast while channeling Soothing Mist, Surging Mist will be instant cast and heal the Soothing Mist target.

- **Surging Mist (Mistweaver)**: Heals the target for \[1 + 201.64\% \text{ of Spell Power}\]. Generates 1 Chi. If cast while channeling Soothing Mist, Surging Mist will be instant cast and heal the Soothing Mist target. Heals the target for \[1 + 201.64\% \text{ of Spell Power}\] and generates 1 Chi. Each Chi you consume reduces the cast time and mana cost of your next Surging Mist by 20%.

- **Tiger Palm (Brewmaster, Windwalker)**: Attack with the palm of your hand, dealing \[376\% \text{ of Mainhand Min DPS} + 188\% \text{ of Offhand Min DPS} + 119.5\% \text{ of AP} - 4\] to \[376\% \text{ of Mainhand Max DPS} + 188\% \text{ of Offhand Max DPS} + 119.5\% \text{ of AP} + 4\] damage. Also grants you Tiger Power, causing your attacks to ignore 30% of enemies’ armor for 20 sec. Attack with the palm of your hand, dealing \[376\% \text{ of Mainhand Min DPS} + 188\% \text{ of Offhand Min DPS} + 119.5\% \text{ of AP} - 4\] to \[376\% \text{ of Mainhand Max DPS} + 188\% \text{ of Offhand Max DPS} + 119.5\% \text{ of AP} + 4\] damage, and causing your attacks to ignore 30% of armor for 20 sec.

- **Tiger Palm (Mistweaver)**: Attack with the palm of your hand, dealing \[1,128\% \text{ of Mainhand Min DPS} + 239\% \text{ of AP} - 8\] to \[1,128\% \text{ of Mainhand Max DPS} + 239\% \text{ of AP} + 8\] damage. Also grants you Tiger Power, causing your attacks to ignore 30% of armor for 20 sec. Attack with the palm of your hand, dealing \[1,128\% \text{ of Mainhand Min DPS} + 239\% \text{ of AP} - 8\] to \[1,128\% \text{ of Mainhand Max DPS} + 239\% \text{ of AP} + 8\] damage, and causing your attacks to ignore 30% of armor for 20 sec.

- **Tiger Strikes** **Your successful auto attacks and their multistrikes have an 8% chance (5% when dual-wielding) to trigger Tiger Strikes, increasing autotattacks and their multistrikes have a 8% chance to increase your multistrike chance by 25% for 8 sec.**

- **Touch of Karma**: All damage you take is redirected to the enemy target as Nature damage over 6 sec instead of you. Damage cannot exceed 50% of your maximum health. Lasts for 10 sec. Limited to 1 target. Unlimited range. Instant.

- **Way of the Monk**: Brewmaster, Windwalker: The Monk attunes himself differently depending on the weapon type. Dual-wield one-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40%. Mistweaver: The Monk attunes himself differently depending on the weapon type. One-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40% The Monk modifies his combat style depending on weapon type, dealing 40% more autoattack damage with one-handed weapons, and attacking 40% faster with two-handed weapons. Requires One-Handed Axes, One-Handed Maces, One-Handed Swords, Fist Weapons. Passive.

- **Way of the Monk**: Brewmaster, Windwalker: The Monk attunes himself differently depending on the weapon type. Dual-wield one-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40%. Mistweaver: The Monk attunes himself differently depending on the weapon type. One-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40% The Monk modifies his combat style depending on weapon type, dealing 40% more autoattack damage with one-handed weapons, and attacking 40% faster with two-handed weapons. Requires Two-Handed Axes, Two-Handed Maces, Polearms, Two-Handed Swords, Staves. Passive.

- **Way of the Monk**: Brewmaster, Windwalker: The Monk attunes himself differently depending on the weapon type. Dual-wield one-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40%. Mistweaver: The Monk attunes himself differently depending on the weapon type. One-handed weapons Autoattack damage increased by 40%. Two-handed weapons Melee attack speed increased by 40% The Monk modifies his combat style depending on weapon type, dealing 40% more autoattack damage with one-handed weapons, and attacking 40% faster with two-handed weapons. Passive. The Monk modifies his combat style depending on weapon type, dealing 40% more autoattack damage with one-handed weapons, and attacking 40% faster with two-handed weapons. Passive.
Brewmaster

- **Breath of Fire** Breaths fire causing **Targets in front of the caster** take Fire [2 + 43.69% of AP] damage to all targets in front of you within 0 yards. If Dizzying Haze is on the target, they will burn for an additional [8 + 19.6% of AP]. If affected by Dizzying Haze, they will also burn for [8 + 19.6% of AP] damage over 8 sec. Requires Ox Stance. Monk - Brewmaster Spec. 2 Chi. Instant.

- **Gift of the Ox** Your auto attack multistrikes have a chance to trigger Gift of the Ox, summoning a Healing Sphere to the side of you that only you can see. When you move through your Healing Sphere summoned through Gift of the Ox, you heal yourself visible only to you. Moving through this Healing Sphere will heal you for [37.5% of AP]. Monk - Brewmaster Spec.

- **Guard** You guard against future attacks, absorbing [226.7% of AP + 1] damage for 30 sec. Any and increasing all heals you apply to yourself while Guarding are increased by 30% by 30%. Lasts 30 sec. Requires Ox Stance. Monk - Brewmaster Spec. 2 Chi. Instant. 30 sec cooldown.

- **Keg Smash (Brewmaster, Windwalker)** You smash a keg of brew on the target, dealing [898.9% of Mainhand Min DPS + 449.4% of Offhand Min DPS + 285.7% of AP - 10] to [898.9% of Mainhand Max DPS + 449.4% of Offhand Max DPS + 285.7% of AP + 10] damage to all nearby enemies within 8 yards, and reducing their movement speed by 50% for 15 sec.

- **Keg Smash (Mistweaver)** You smash a keg of brew on the target, dealing [1,348.3% of Mainhand Min DPS + 285.7% of AP - 10] to [1,348.3% of Mainhand Max DPS + 285.7% of AP + 10] damage to all nearby enemies within 8 yards, and reducing their movement speed by 50% for 15 sec.

- **Stance of the Sturdy Ox** Reduces damage taken by 25%, chance to be critically hit by 6%, and chance to be parried by 3%. Increases Stamina by 20%, and Energy regeneration by 10%, and reduces the Energy cost of Jab by 10. Fortifying Brew also increases your Stagger amount by 20% while active. Tiger Palm no longer costs Chi. After you Blackout Kick, you gain Shuffle, increasing your parry chance by 20% and your Stagger amount by an additional 20% for 6 sec. Also reduces the global cooldown of all of your spells and abilities by 0.5 sec, and allows you to stagger damage. While at or below 35% health, your Expel Harm has no cooldown. Improves the functionality of Jab. Fortifying Brew, Tiger Palm, Blackout Kick, and Expel Harm. While in this stance, you will Stagger damage taken. Stagger You shrug off physical attacks, causing 80% of the damage to happen instantly and the remaining 20% to be divided over 10 sec. Monk - Brewmaster Spec. Instant.

- **Summon Black Ox Statue** Summons a Black Ox Statue at the target location. Lasts for 15 min. Only one Black Ox Statue can be summoned at any one time. The Black Ox Statue attracts the attention of for 15 min, pulsing threat to all enemies within 30 yards, constantly causing a minor amount of threat. The Black Ox Statue also interacts with your Provoke and Leer of the Ox abilities and interacting with your Provoke ability. You may only have one statue active. Requires Ox Stance. Monk - Brewmaster Spec. 40 yd range. Instant. 10 sec cooldown.

Brewmaster & Windwalker

- **Legacy of the White Tiger** You honor the White Tiger's legacy, increasing Strength, Agility, and Intellect by 5% and increasing critical strike chance by 5%. If target is in your party or raid, all party and raid members will be affected. Requires Serpent Stance, Ox Stance, Tiger Stance. Monk - Brewmaster & Windwalker Spec. 1% of Base Mana / 20 Energy / 20 Energy. 40 yd range. Instant.
• **Touch of Death** You exploit the enemy target's weakest point, instantly killing them. Only usable on non-player targets who have less than 10% of their maximum health remaining or less health than your maximum health. Instantly kills a creature with less health than the Monk's maximum health. Can also be used on tough creatures when they are below 10% health, dealing damage equal to the Monk's maximum health to them. Monk - Brewmaster & Windwalker Spec. 3 Chi. Melee range. Instant. 1.5 min cooldown.

• **Zen Meditation** Reduces all damage taken by 90% for 8 sec. Being the victim of a melee attack will break your meditation, cancelling the hit by a melee attack will cancel this effect. Monk - Brewmaster & Windwalker Spec. 8 sec cast (Channeled). 3 min cooldown.

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**Mistweaver**

• **Detonate Chi** Instantly detonate all of your Healing Spheres, causing each of them to heal a nearby ally within 12 yards of the sphere an ally within 12 yards for 50% of the effect. Requires Crane Stance, Serpent Stance, Ox Stance, Tiger Stance. Monk - Mistweaver Spec. 8.8% of Base Mana. 40 yd range. Instant. 10 sec cooldown.

• **Enveloping Mist** Heals the target for [ 154.21% of Spell Power ] over 6 sec, and increases the healing the target receives healing received from your Soothing Mist by 30%. If cast while channeling Soothing Mist, Enveloping Mist will be instant cast Instant cast while channeling Soothing Mist. Requires Serpent Stance. Monk - Mistweaver Spec. 3 Chi. 40 yd range. 2 sec cast.

• **Life Cocoon** Encases the target in a cocoon of Chi energy, absorbing [ 3,434.1% of Spell Power ] damage and increasing all periodic healing taken periodic healing received by 50%. Lasts for 12 sec. Monk - Mistweaver Spec. 2.4% of Base Mana. 40 yd range. Instant. 2 min cooldown.

• **Renewing Mist** You surround the target with healing mists, restoring [ 11% of Spell Power ] health every 2 sec for 18 sec. Generates [ 99% of Spell Power ] health over 18 sec and generating 1 Chi. Each time Renewing Mist heals, it also travels to the closest nearby injured friendly target ally within 20 yards, up to 2 times. Requires Serpent Stance. Monk - Mistweaver Spec. 4.9% of Base Mana. 40 yd range. Instant. 8 sec cooldown.

• **Revival** Instantly heals all party and raid members within 100 yards for [ 1,193.25% of Spell Power ], and clears them of any all harmful Magical, Poison and Disease effects. Monk - Mistweaver Spec. 5.4% of Base Mana. Instant. 3 min cooldown.

• **Soothing Mist** Heals the target for [ 95.62% [ 8 + 95.62% of Spell Power ] over 8 sec. The global cooldown caused by Soothing Mist is only 0.5 sec, allowing you to quickly cast Surging Mist or Enveloping Mist during its channel Surging Mist is instant while channeling this ability. Requires Serpent Stance. Monk - Mistweaver Spec. 0% of Base Mana, plus 0.8% per sec. 40 yd range. Instant (Channeled). 1 sec cooldown. 8 sec cast (Channeled). 1 sec cooldown.

• **Stance of the Spirited Crane** Your attack power is equal to Sets your attack power equal to exactly 100% of your spell power, and you no longer benefit from other sources of attack power. Also replaces your Energy resource with Mana. In addition, you also gain Eminence, causing you to heal the lowest health nearby target within 20 yards for 35% of the damage you deal. Each Chi that you consume grants you a stack of Vital Mists, reducing the cast time and mana cost of your next Surging Mist by 20%. Stacks up to 5 times. Lasts 30 sec. Eminence healing from Blackout Kick heals up to 0 targets for 100% of the damage done. Blackout Kick grants you Crane's Zeal, increasing your critical strike chance by 20% for 20 sec. Crackling Jade Lightning channels 0% faster and generates 1 Chi each time it deals damage. Haste effects lower the global cooldown of your spells and abilities. Monk - Mistweaver Spec. Instant. causes you to use Mana instead of Energy, and improves the functionality of Surging Mist, Blackout Kick, and Crackling Jade Lightning. While in this
stance, you will gain Eminence. Eminence 35% of all damage you deal will be converted into healing on an injured ally within 20 yards. Monk - Mistweaver Spec. Instant.

- **Stance of the Wise Serpent** Causes you to use Mana instead of Energy. Increases healing done by 20% and replaces your Energy resource with Mana. While in Stance of the Wise Serpent, Crackling Jade Lightning costs no mana. Your Spinning Crane Kick heals nearby injured allies for 0 every 0.75 sec for 2.2 sec. Haste effects lower the global cooldown of your spells and abilities. Monk - Mistweaver Spec. Instant. improves the functionality of Crackling Jade Lightning and Spinning Crane Kick. Monk - Mistweaver Spec. Instant.

- **Summon Jade Serpent Statue** Summons a Jade Serpent Statue at the target location. Lasts for 15 min. Only one statue can be active at a time. Eminence (Passive) for 15 min. The statue has two passive abilities: Eminence) When the Monk deals damage, the summoned Jade Serpent Statue will heal the lowest health nearby target within 20 yards for 35% of the damage done. Serpent's Accord (Passive). When you cast Soothing Mist, the Jade Serpent Statue will also cast Soothing Mist on an injured ally within 40 yards. Only one statue can be active at a time. Monk - Mistweaver Spec. 40 yd range. Instant. 10 sec cooldown.

- **Thunder Focus Tea** You receive a jolt of energy, doubling the healing done by your next Surging Mist or causing your next Renewing Mist to jump 2 additional times. Lasts for 30 sec. Monk - Mistweaver Spec. Instant. 45 sec cooldown.

**Windwalker**

- **Afterlife** When you kill an enemy while gaining experience or honor, you summon a Healing Sphere, healing you for 0 when you walk through it. Enemies who die from Blackout Kick have a 50% chance to summon a Chi Sphere. Healing Sphere Forms a healing sphere. If you walk through it, you are healed for 0. Lasts for 30 sec. Chi Sphere A sphere of energy forms from the wake of the fallen enemy. Walking through your Chi Sphere will restore 1 Chi. Lasts for 2 min. Monk - Windwalker Spec.granting 1 Chi when you walk through it. Monk - Windwalker Spec.

- **Disable** You disable the target's movement, reducing their movement speed by 50%. The duration of Disable will be refreshed if the target remains within 10 yards of the Monk. Using Disable on a target already snared will cause them to be rooted for 8 sec instead. Requires Crane Stance, Serpent Stance, Ox Stance, Tiger Stance. Monk - Windwalker Spec. 15 Energy / 0.7% of Base Mana / 15 Energy. Melee range. Instant.

- **Energizing Brew** Regenerates 60 Energy over 6 sec. Can only be used while in combat. Requires Tiger Stance. Monk - Windwalker Spec. Instant. 60 sec cooldown.

- **Fists of Fury (Brewmaster, Windwalker)** Pummel all targets in front of you with rapid hand strikes, stunning them and dealing $[1,662.9\% \text{ of Mainhand Min DPS} + 831.5\% \text{ of Offhand Min DPS} + 528.6\% \text{ of AP} - 19]$ to $[1,662.9\% \text{ of Mainhand Max DPS} + 831.5\% \text{ of Offhand Max DPS} + 528.6\% \text{ of AP} + 19]$ damage immediately and every 1 sec for 4 sec, stunning them and dealing $[4,157.3\% \text{ of Mainhand Min DPS} + 2,078.7\% \text{ of Offhand Min DPS} + 2,642.9\% \text{ of AP} + 4,157.3\% \text{ of Mainhand Max DPS} + 2,078.7\% \text{ of Offhand Max DPS}]$ damage over 4 sec. Damage is reduced against all targets except your primary target. Deals reduced damage to secondary targets.

- **Fists of Fury (Mistweaver)** Pummel all targets in front of you with rapid hand strikes, stunning them and dealing $[2,494.4\% \text{ of Mainhand Min DPS} + 528.6\% \text{ of AP} - 19]$ to $[2,494.4\% \text{ of Mainhand Max DPS} + 528.6\% \text{ of AP} + 19]$ damage immediately and every 1 sec for 4 sec, stunning them and dealing $[6,236\% \text{ of Mainhand Min DPS} + 2,642.9\% \text{ of AP} + 6,236\% \text{ of Mainhand Max DPS}]$ damage over 4 sec. Damage is reduced against all targets except your primary target. Deals reduced damage to secondary targets.

- **Flying Serpent Kick** Soar through the air forwards at an increased speed. While traveling, use Flying Serpent Kick again to land yourself Soar forward through the air at high speed for
2 sec. If used again while active, you will land, dealing \( 1 + 53.66\% \) of AP damage to all enemies within 8 yards, and slowing them by 70% for 4 sec. Monk - Windwalker Spec. Instant. 25 sec cooldown.

- **Storm, Earth, and Fire** The Monk splits, summoning Summons an elemental spirit to attack the target. The Monk can split into up to 2 elemental spirits at a time. The spirits will attack their targets and mirror your damaging abilities. However, for each elemental spirit summoned the Monk's own damage will be reduced. 1 Spirit Summoned - Monk and spirit deal 70% of the Monk's normal damage. 2 Spirits Summoned - Monk and spirits deal 55% of the Monk's normal damage. The elemental spirits will last until the Monk cancels the effect or their target dies or is otherwise unavailable spirit mirrors your damaging abilities when attacking a target different than your own. Max 2 spirits. A single spirit taxes your body, reducing your damage and its damage by 2%. Two spirits reduce damage by 0%. Spirits last until cancelled or their target dies. Monk - Windwalker Spec. 40 yd range. Instant. 1 sec cooldown.

- **Touch of Karma** All damage you take is redirected to the enemy target as Nature damage over 6 sec instead of you. Damage cannot exceed 50% of your maximum health. Lasts for 10 sec. Monk - Windwalker Spec. Melee range. Instant. 1.5 min cooldown.

### Windwalker & Mistweaver

- **Rising Sun Kick (Brewmaster)** You kick upwards, dealing \( 1,605.9\% \) of Mainhand Min DPS + 803% of Offhand Min DPS + 510.5% of AP - 18 to \( 1,605.9\% \) of Mainhand Max DPS + 803% of Offhand Max DPS + 510.5% of AP + 18 damage. Also causes all targets within 8 yards to take an increased 20% damage from your abilities and 5% damage from spells for 15 sec. You kick upwards, dealing \( 1,605.9\% \) of Mainhand Min DPS + 803% of Offhand Min DPS + 510.5% of AP - 18 to \( 1,605.9\% \) of Mainhand Max DPS + 803% of Offhand Max DPS + 510.5% of AP + 18 damage and causing all enemies within 8 yards to take 20% increased damage from your abilities for 15 sec.

- **Rising Sun Kick (Mistweaver)** You kick upwards, dealing \( 2,408.9\% \) of Mainhand Min DPS + 510.5% of AP - 18 to \( 2,408.9\% \) of Mainhand Max DPS + 510.5% of AP + 18 damage. Also causes all targets within 8 yards to take an increased 20% damage from your abilities and 5% damage from spells for 15 sec. You kick upwards, dealing \( 2,408.9\% \) of Mainhand Min DPS + 510.5% of AP - 18 to \( 2,408.9\% \) of Mainhand Max DPS + 510.5% of AP + 18 damage and causing all enemies within 8 yards to take 20% increased damage from your abilities for 15 sec.

- **Rising Sun Kick (Windwalker)** You kick upwards, dealing \( 1,605.9\% \) of Mainhand Min DPS + 803% of Offhand Min DPS + 510.5% of AP - 18 to \( 1,605.9\% \) of Mainhand Max DPS + 803% of Offhand Max DPS + 510.5% of AP + 18 damage and applying Mortal Wounds to the target. Also causes all targets within 8 yards to take an increased 20% damage from your abilities and 5% damage from spells for 15 sec. You kick upwards, dealing \( 1,605.9\% \) of Mainhand Min DPS + 803% of Offhand Min DPS + 510.5% of AP - 18 to \( 1,605.9\% \) of Mainhand Max DPS + 803% of Offhand Max DPS + 510.5% of AP + 18 damage, applying Mortal Wounds, and causing all enemies within 8 yards to take 20% increased damage from your abilities for 15 sec.

### Paladin (Forums, Talent Calculator)

**Holy & Retribution**
Supplication: For 8 sec after you kill an enemy that yields experience or honor, your next Flash of Light will be increased by 100% and has 50% increased critical strike chance.

**Paladin - Holy & Retribution Spec.**

**Holy, Protection, Retribution**

- **Flash of Light** Heals a friendly target for [185.3% of Spell Power]. 23% of Base Mana. 40 yd range. 1.5 sec cast.

**Shaman (Forums, Talent Calculator)**

- **Healing Surge** Elemental: Heals a friendly target for [287% of Spell Power]. Healing increased by 100% when cast on self Enhancement. Restoration: Heals a friendly target for [287% of Spell Power]. 23% of Base Mana. 40 yd range. 1.5 sec cast.

**Warlock (Forums, Talent Calculator)**

- **Blood Pact** A demonic pact that increases the Stamina of all nearby party and raid members by 10% increases your own Stamina by an additional 10%, and increases all healing you receive by 10%.
- **Corruption Affliction**: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec Your most recently applied Corruption has a 10% chance to generate a Soul Shard each time it deals damage. Demonology: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec, and generating 4 Demonic Fury each time it deals damage. Destruction: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec. Generates 4 Demonic Fury each time it deals damage. 100 yd range. Instant. 100 yd range. Instant.
- **Corruption Affliction**: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec Your most recently applied Corruption has a 10% chance to generate a Soul Shard each time it deals damage. Demonology: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec, and generating 4 Demonic Fury each time it deals damage. Destruction: Corrupts the target, causing [18% of Spell Power] Shadow damage over 18 sec. Generates 4 Demonic Fury each time it deals damage. 40 yd range. Instant.
- **Create Healthstone** Creates a Healthstone that can be used to instantly consumed to restore 20% of your maximum health. Conjured Items Conjured items disappear if logged out for more than 15 minutes. 5% of Base Mana. 3 sec cast.
• **Create Soulwell** Creates a Soulwell. Raid members can click for 2 min. Party and raid members can use the Soulwell to acquire a Healthstone. The Soulwell lasts for 2 min. 10% of Base Mana. 30 yd range. 3 sec cast. 2 min cooldown.

• **Dark Intent** Infuses all party and raid members with shadow, increasing their spell power by 10% and multistrike chance by 5% for 60 min. If the target is in your party or raid, all party and raid members will be affected. 1% of Base Mana. 30 yd range. Instant.

• **Drain Life (Affliction, Destruction)** Drains the life from the target, causing \[1 + 58.5\% \text{ of Spell Power}\] Shadow damage and restoring 2% of the caster's total health every 1 sec. Lasts 6 sec. Drains life from the target, causing \[6 + 350.7\% \text{ of Spell Power}\] Shadow damage and restoring 9% of the caster's health over 6 sec.

• **Drain Life (Demonology)** Drains the life from the target, causing \[1 + 58.5\% \text{ of Spell Power}\] Shadow damage and restoring 2% of the caster's total health every 1 sec. Lasts 6 sec. Generates 10 Demonic Fury per second. Drains life from the target, causing \[6 + 350.7\% \text{ of Spell Power}\] Shadow damage, restoring 9% of the caster's health and generating 60 Demonic Fury over 6 sec.

• **Rain of Fire** Calls down a fiery rain to burn enemies in the area of effect for \[150\% \text{ of Spell Power}\] Fire damage over 8 sec. Deals 50% additional damage if the target is immolated. Unlimited range. Instant. Dealing 50% increased damage to targets affected by Immolate. Unlimited range. Instant.

• **Ritual of Summoning** Begins a ritual that creates a summoning portal. Requires the caster and 2 additional allies to complete the ritual. The summoning portal can be used by allies to summon a targeted party or raid member to create a summoning portal, requiring the caster and 2 allies to complete. This portal can be used to summon party and raid members. 4% of Base Mana. 30 yd range. 2 min cast (Channeled). 2 min cooldown.

• **Seed of Corruption** Embeds a demon seed in the enemy target, causing \[15.75\% \text{ of Spell Power}\] Shadow damage over 18 sec. When the target takes \[94.5\% \text{ of Spell Power}\] total damage from the caster or dies, the seed will inflict Detonates for \[68.25\% \text{ of Spell Power}\] Shadow damage to all enemies within 10 yards of the target. Unlimited range. Instant. after the target dies or takes \[94.5\% \text{ of Spell Power}\] damage from your spells. Unlimited range. Instant.

• **Seed of Corruption** Embeds a demon seed in the enemy target, causing \[15.75\% \text{ of Spell Power}\] Shadow damage over 18 sec. When the target takes \[94.5\% \text{ of Spell Power}\] total damage from the caster or dies, the seed will inflict Detonates for \[68.25\% \text{ of Spell Power}\] Shadow damage to all enemies within 10 yards of the target. 40 yd range. Instant. after the target dies or takes \[94.5\% \text{ of Spell Power}\] damage from your spells. 40 yd range. Instant.

• **Seed of Corruption** Embeds a demon seed in the enemy target, causing \[15.75\% \text{ of Spell Power}\] Shadow damage over 18 sec. When the target takes \[94.5\% \text{ of Spell Power}\] total damage from the caster or dies, the seed will inflict Detonates for \[68.25\% \text{ of Spell Power}\] Shadow damage to all enemies within 10 yards of the target after the target dies or takes \[94.5\% \text{ of Spell Power}\] damage from your spells. Soulburn. 40 yd range. 2 sec cast.

• **Seed of Corruption** Embeds a demon seed in the enemy target, causing \[15.75\% \text{ of Spell Power}\] Shadow damage over 18 sec. When the target takes \[94.5\% \text{ of Spell Power}\] total damage from the caster or dies, the seed will inflict Detonates for \[68.25\% \text{ of Spell Power}\] Shadow damage to all enemies within 10 yards of the target after the target dies or takes \[94.5\% \text{ of Spell Power}\] damage from your spells. Unlimited range. Instant. 60 sec cooldown.

• **Shadow Bolt (Demonology)** Sends a shadowy bolt at the enemy, causing \[1 + 103.5\% \text{ of Spell Power}\] Shadow damage. Generates 25 Demonic Fury. Sends a shadowy bolt at the enemy, causing \[1 + 103.5\% \text{ of Spell Power}\] Shadow damage and generating 25 Demonic Fury.

• **Soul Swap (Affliction)** You copy your Shadow Copies your damage-over-time effects from the target, preserving their power and duration. For 3 sec afterwards, the next target you cast Soul Swap: Exhale on will be afflicted by the copied Shadow damage-over-
time effects. You cannot Soul Swap to the same target. Soulburn: Applies Corruption, Unstable Affliction and Agony without removing them from a target. Your next use of Soul Swap will exhale a copy of the effects onto a new target. Soulburn: Applies Corruption, Unstable Affliction, and Agony without removing them from a target.

- **Soul Swap (Demonology, Destruction)** You copy your Shadow damage-over-time effects from the target, preserving their power and duration. For 3 sec afterwards, the next target you cast Soul Swap: Exhale on will be afflicted by the copied Shadow damage-over-time effects. You cannot Soul Swap to the same target. Copies your damage over time effects from the target, preserving their duration. Your next use of Soul Swap will exhale a copy of the effects onto a new target.

- **Unending Resolve** The Warlock hardens his skin, reducing all damage taken by 40% and preventing his spells from being interrupted or silenced. Grants immunity to interrupts and silences for 8 sec. 10% of Base Mana. Instant. 3 min cooldown.

- **Unstable Affliction** Shadow energy slowly destroys the target, causing damage. If the Unstable Affliction is dispelled it will cause the dispeller to suffer damage and is silenced for 4 sec. This damage always critically strikes the dispeller. 100 yd range. 1.5 sec cast.

**Affliction**

- **Agony** Inflicts increasing agony on the target, causing Shadow damage over 24 sec. This damage is dealt slowly at first and builds up each time it deals damage. Damage starts low and increases over the duration. Warlock - Affliction Spec. 1% of Base Mana. 40 yd range. Instant.

- **Drain Soul** Drains the target's soul, causing [ 1 + 15% of Spell Power ] Shadow damage every 1 sec for duration. If the target dies and yields damage, one Soul Shard is energized. Every 1 sec, when Drain Soul deals damage, it causes all of your other damage over time spells on the target to instantly deal 40% of their normal damage over time. Warlock - Affliction Spec. 1.5% of Base Mana, plus 1.5% per sec. 40 yd range. 4 sec cast (Channeled).

- **Haunt** You send a ghostly soul into the target, dealing [ 295.5% of Spell Power ] Shadow damage and increasing all damage over time done by your spells on the target by 35% for 8 sec. Warlock - Affliction Spec. 1 Soul Shard. 40 yd range. 1.5 sec cast.

- **Seed of Corruption** Embeds a demon seed in the enemy target, causing [ 15.75% of Spell Power ] Shadow damage over 18 sec. When the target takes [ 94.5% of Spell Power ] total damage from the caster or dies, the seed will detonate for [ 68.25% of Spell Power ] Shadow damage to all enemies within 10 yards of the target after the target dies or takes [ 94.5% of Spell Power ] damage from your spells. Warlock - Affliction Spec. 6% of Base Mana. 40 yd range. 2 sec cast.

- **Soul Swap (Affliction)** You copy your Shadow damage-over-time effects from the target, preserving their power and duration. For 3 sec afterwards, the next target you cast Soul Swap: Exhale on will be afflicted by the copied Shadow damage-over-time effects. You cannot Soul Swap to the same target. Copies your damage over time effects from the target, preserving their power and duration. For 3 sec afterwards, the next target you cast Soul Swap: Exhale on will be afflicted by the copied Shadow damage-over-time effects. You cannot Soul Swap to the same target. Copies your damage over time effects from the target, preserving their power and duration. For 3 sec afterwards, the next target you cast Soul Swap: Exhale on will be afflicted by the copied Shadow damage-over-time effects. You cannot Soul Swap to the same target.
from the target, preserving their duration. Your next use of Soul Swap will exhale a copy of the effects onto a new target.

- **Unstable Affliction** Shadow energy slowly destroys the target, causing *Causes* [ 7 + 21.75% of Spell Power ] damage over 14 sec. If the Unstable Affliction is dispelled it will cause dispelled, the dispeller suffers [ 8 + 174% of Spell Power ] damage to the dispeller and silence them instant Shadow damage and is silenced for 4 sec. This damage always critically strikes is always a critical strike. Warlock - Affliction Spec. 1.5% of Base Mana. 40 yd range. 1.5 sec cast.

**Affliction & Demonology**

- **Health Funnel** Sacrifices 2% of your maximum health to restore 6% Sacrifices 12% of your maximum health over 6 sec to restore 36% of your summoned Demon's maximum health every 1 sec. Lasts for 6 sec. Warlock - Affliction & Demonology Spec. 45 yd range. Instant (Channeled).

**Affliction, Affliction, Affliction**

- **Soulburn** Consumes a Soul Shard, unlocking the hidden power of your spells. Soulburn: Summon Demon has a 60 sec cooldown. Affected enhancing some of your Spells: Summon Demon Demonic Circle: Teleport Seed of Corruption, and Soul Swap Warlock - Affliction, Affliction, Affliction Spec. 1 Soul Shard. Instant. 1 sec cooldown.

**Demonology**

- **Dark Soul: Knowledge** Your soul is infused with demonic knowledge, increasing the effects of Mastery: Master Demonologist by an additional your mastery by 30% for 20 sec. Can be cast in Metamorphosis. Warlock - Demonology Spec. 5% of Base Mana. Instant. 2 min cooldown.
- **Demonic Leap (Affliction, Destruction)** Leap into the air upon demonic wings, moving a short distance. Using this ability activates Metamorphosis. Leap into the air upon demonic wings, moving a short distance and activating Metamorphosis.
- **Hand of Gul'dan** Summons a falling meteor to strike Strikes the target and all enemies within 6 yards for [ 86% of Spell Power ] Shadowflame damage and inflicting them with Shadowflame. Shadowflame Reduces movement speed by 30% and deals instant Shadowflame damage and an additional [ 22.5% of Spell Power ] Shadowflame damage over 6 sec. Generates 2 Demonic Fury every time it deals damage and 12 Demonic Fury over 6 sec. Warlock - Demonology Spec. 5% of Base Mana. 40 yd range. Instant.
- **Hellfire** Ignites the area surrounding the caster, causing [ 15.75% Ignites the caster, causing [ 220.5% of Spell Power ] Fire damage to himself and [ 12.6% of Spell Power ] Fire damage to all nearby enemies every 1 sec. Lasts over 14 sec. Generates 10 Demonic Fury per second plus 3 Demonic Fury per second on secondary targets. Warlock - Demonology Spec. 2% of Base Mana, plus 2% per sec. Instant (Channeled).
- **Metamorphosis** Affliction, Destruction: Temporarily transform into a demon, increasing damage dealt by 24.00%, increasing your armor contribution from items by 250%, and reducing the duration of stun and snare effects by 35%. Metamorphosis prevents the use of Corruption and Hand of Gul'dan. Demonology: Temporarily transform into a demon, increasing damage dealt by 24.00%, increasing your armor contribution from items by 250%, and reducing the duration of stun and snare effects24.0%, transforming your Corruption, Hand
of Gul'dan, Hellfire, and Shadowbolt into alternate improved abilities, and improving functionality of many other abilities. Also increases armor by 250% and reduces the duration of stuns and snares by 35%. Warlock - Demonology Spec. Instant. 10 sec cooldown.

- **Molten Core** When Shadowflame or a Wild Imp deals damage you have an 8% chance to trigger Molten Core. Molten Core Reduces Your Shadow Bolt and Soul Fire on targets below 25% health reduce the cast time and mana cost of your next Soul Fire spell by 50%. Lasts 30 sec. Warlock - Demonology Spec. by 50%. Hand of Gul'dan damage over time and Wild Imp Firebolt damage have an 8% chance to trigger this effect at any health level. Chaos Wave damage will always trigger this effect. Warlock - Demonology Spec.

- **Soul Fire (Affliction, Destruction)** Soul Fire always critically strikes. In addition, the damage is increased by your critical strike chance. Soul Fire always critically strikes and your critical strike chance increases its damage.

- **Soul Fire (Demonology)** Burn the enemy’s soul, causing \[1 + 58.13\% \text{ of Spell Power}\] Fire damage. Soul Fire always critically strikes. In addition, the damage is increased by your critical strike chance. Generates 30 Demonic Fury. Burn the enemy's soul, causing \[1 + 58.13\% \text{ of Spell Power}\] Fire damage and generating 30 Demonic Fury. Soul Fire always critically strikes and your critical strike chance increases its damage.

- **Summon Felguard** Summons a Felguard under the command of the Warlock. Felguard are powerful melee fighters who excel against multiple targets and reduce healing received by their target your command as a powerful melee combatant. Warlock - Demonology Spec. 25% of Base Mana / 20% of Base Demonic Fury. 5 sec cast.

- **Wild Imps** Every 20 sec, you gain Demonic Calling, causing your Shadow Bolt, Soul Fire, and Touch of Chaos hits to summon a Wild Imp from the Twisting Nether. Each Wild Imp will cast 10 Firebolts before departing. Each Firebolt generates 5 Demonic Fury. Warlock - Demonology Spec. and has a 8% chance to reduce the cast time and mana cost of your next Soul Fire by 50%. Warlock - Demonology Spec.

### Destruction

- **Backdraft** When you cast Conflagrate, the cast time and mana cost of your next three Incinerates or one Chaos Bolt is reduced by 30%. Lasts 15 sec. Warlock - Destruction Spec. Chaos Bolt or next three Incinerates is reduced by 30%. Warlock - Destruction Spec.

- **Chaos Bolt (Affliction, Demonology)** Chaos Bolt always critically strikes. In addition, the damage is increased by your critical strike chance. Chaos Bolt always critically strikes and your critical strike chance increases its damage.

- **Chaos Bolt (Destruction)** Chaos Bolt always critically strikes. In addition, the damage is increased by your critical strike chance. Chaos Bolt always critically strikes and your critical strike chance increases its damage.

- **Conflagrate** Target enemy instantly explodes, dealing \[157.5\% \text{ of Spell Power}\] Fire damage. If the target is afflicted by Immolate, their movement speed is reduced by 50% for 5 sec. Generates Burning Embers. Critical strikes double this effect and generating Burning Embers. Targets afflicted by Immolate will have 50% reduced movement speed for 5 sec. Warlock - Destruction Spec. 1% of Base Mana. 40 yd range. Instant.

- **Fire and Brimstone** Your Immolate, Incinerate, and Conflagrate spells consume a Burning Ember and will hit all targets. While active causes your Immolate, Incinerate, and Conflagrate to consume a Burning Ember, hit all enemies within 10 yards of the target and deal \[43.40 \text{ or } 35.00\% \] of their normal damage. Warlock - Destruction Spec. Instant. 1 sec cooldown.

- **Havoc** Causes the Causes your next Chaos Bolt or three other single target spells cast by the Warlock to also strike this target. Lasts 15 sec to also strike this target. Warlock - Destruction Spec. 4% of Base Mana. 40 yd range. Instant. 25 sec cooldown.
• **Immolate (Affliction, Demonology)** Burns the enemy for \[ 1 + 45.82\% \text{ of Spell Power} \] Fire damage and then an additional \[ 5 + 45.82\% \text{ of Spell Power} \] Fire damage over 15 sec. Replaces Corruption. Burns the enemy for \[ 1 + 45.82\% \text{ of Spell Power} \] Fire damage and an additional \[ 5 + 45.82\% \text{ of Spell Power} \] Fire damage over 15 sec. **Immolate** Critical strikes generate Burning Embers.

• **Immolate (Destruction)** Burns the enemy for \[ 1 + 45.82\% \text{ of Spell Power} \] Fire damage and then an additional \[ 5 + 45.82\% \text{ of Spell Power} \] Fire damage over 15 sec. **Immolate** Critical strikes generate Burning Embers.

• **Incinerate (Destruction)** Deals \[ 1 + 132.82\% \text{ of Spell Power} \] Fire damage to an enemy. Generates Burning Embers. Critical strikes double this effect. Deals \[ 1 + 132.82\% \text{ of Spell Power} \] Fire damage to an enemy and generates Burning Embers.

• **Rain of Fire** Affliction, Demonology: Calls down a fiery rain to burn enemies in the area of effect for \[ 150\% \text{ of Spell Power} \] Fire damage over 6 sec. Destruction: Calls down a fiery rain to burn enemies in the area of effect for \[ 150\% \text{ of Spell Power} \] Fire damage over 6 sec. Deals 50% additional damage if the target is immolated dealing 50% increased damage to targets affected by Immolate. Warlock - Destruction Spec. 8% of Base Mana, plus 4% per sec. 35 yd range. 6 sec cast (Channeled).

• **Shadowburn** Instantly blasts the target below 20% health for \[ 1 + 325.5\% \text{ of Spell Power} \] Shadow damage. Only usable on enemies that have less than 20% health. Generates Burning Embers. If the target dies within 5 sec, and yields experience or honor, the caster gains a Burning Ember. Warlock - Destruction Spec. 1 Burning Ember. 40 yd range. Instant.

**Major Glyphs**

• **Glyph of Curse of Exhaustion** Curse of Exhaustion now reduces the targets movement speed by 70-40%, lasts half as long and has a 10 second cooldown. Major Glyph.

**Warrior (Forums, Talent Calculator)**

• **Battle Stance (Fury, Protection)** An aggressive combat stance that generates Rage from melee autoattacks.

• **Bloodbath** For the next 12 sec, causes your melee special attacks and their multistrikes to deal an additional 30% damage as a bleed over 6 sec. While bleeding, the target moves at 50% reduced speed. 100 yd range. Instant.

• **Victory Rush** Requires Battle Stance.

• **Whirlwind Off-Hand (Arms)** In a whirlwind of steel you attack all enemies within 8 yards, causing 90%-200% weapon damage to each enemy.

• **Whirlwind Off-Hand (Fury)** In a whirlwind of steel you attack all enemies within 8 yards with both weapons, causing 45%-100% weapon damage to each enemy.

• **Whirlwind Off-Hand (Protection)** In a whirlwind of steel you attack all enemies within 8 yards, causing 45%-100% weapon damage to each enemy.

**Talents**

• **Bloodbath** For the next 12 sec, causes your melee special attacks and their multistrikes to deal an additional 30% damage as a bleed over 6 sec. While bleeding, the target moves at 50% reduced speed. Warrior - LvL 90 Talent. Instant. 60 sec cooldown.
Arms

- **Execute** Attempt to finish off a foe, causing 200% 150% weapon damage to the target, and consuming up to 40 additional Rage to deal up to 400% 300% additional weapon damage. Only usable on enemies that have less than 20% health. Requires Melee Weapon. Warrior - Arms Spec. 20 Rage. Melee range. Instant. 10 Rage. Melee range. Instant.

Arms & Fury

- **Whirlwind (Arms)** In a whirlwind of steel you attack all enemies within 8 yards, causing 90% 200% weapon damage to each enemy.
- **Whirlwind (Fury)** In a whirlwind of steel you attack all enemies within 8 yards with both weapons, causing 45% 100% weapon damage to each enemy.
- **Whirlwind (Protection)** In a whirlwind of steel you attack all enemies within 8 yards, causing 45% 100% weapon damage to each enemy.

Fury


Protection

- **Devastate** Deals 200% weapon damage, and has a 30% chance to reset the cooldown on Shield Slam and cause it to generate 5 more Rage. Requires Shields. Warrior - Protection Spec. Melee range. Instant.
- **Shield Slam** Slam the target with your shield, causing \[ \text{damage} = \text{AP} \times \left( \text{gte(()[85], (3.08))} + \text{gte(()[80], (0.4)} + 0.35 \right) + 1 \] damage and generating 20 Rage. Critical strikes with Shield Slam cause your next Heroic Strike to cost no Rage and be a critical strike. Requires Shields. Requires Defensive Stance. Warrior - Protection Spec. Melee range. Instant. 6 sec cooldown.
- **Sword and Board** Your Devastate has a 30% chance of resetting the cooldown of your Shield Slam and increasing the Rage it generates by 5. Lasts 5 sec. Warrior - Protection Spec. Melee range. Instant. 10 sec. Warrior - Protection Spec.

Professions

Alchemy

- **Alchemical Catalyst (New)** May also generate Sorcerous Fire and/or Sorcerous Water. Alchemy. Melee range. 2 sec cast. Reagents: Frostweed (20), Blackrock Ore (3).
- **Alchemist's Cauldron** Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons. Alchemy. Melee range. Instant. May also generate Sorcerous Fire.
and/or Sorcerous Water. Alchemy. Melee range. 2 sec cast. 1 sec cooldown. Reagents: Frostweed (20), Blackrock Ore (3).

- **Alchemist’s Cauldron - Lotus** Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist’s Cauldrons. Alchemy. Melee range. Instant. 1 sec cooldown. Reagents: Chameleon Lotus (5), Blackrock Ore (3), Blackrock Ore (3).

- **Draenor Agility Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Draenor Talbuk Flesh.

- **Draenor Armor Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, True Iron Ore (3).

- **Draenor Channeled Mana Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Draenor Clefthoof Flesh.

- **Draenor Critical Strike Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Fireweed (5), Alchemical Catalyst, Sorcerous Water, Fireweed (5).

- **Draenor Haste Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Frostweed (5), Alchemical Catalyst, Sorcerous Water, Frostweed (5).

- **Draenor Intellect Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Abyssal Gulper Eel Flesh (3).

- **Draenor Mana Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Jawless Skulker Flesh (3).

- **Draenor Mastery Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Frostweed (2), Gorgrond Flytrap (2), Alchemical Catalyst, Sorcerous Water, Starflower (5).

- **Draenor Multi-Strike Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Nagrand Arrowbloom (3), Fireweed, Alchemical Catalyst, Sorcerous Water, Nagrand Arrowbloom (5).

- **Draenor Philosopher’s Stone** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, True Iron Ore.

- **Draenor Readiness Flask** 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Gorgrond Flytrap (5). Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Sorcerous Water, Gorgrond Flytrap (5).

- **Draenor Rejuvenation Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Crescent Saberfish Flesh (3).

- **Draenor Stamina Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Talador Orchid (5), Alchemical Catalyst, Sorcerous Water, Talador Orchid (5).

- **Draenor Strength Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Crescent Oil, Draenor Boar Flesh.

- **Draenor Treasure Finding Potion** Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Blackrock Ore (3), Blackrock Ore (3).

- **Greater Draenor Armor Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Draenor Armor Flask, Permafrost Shard, Permafrost Shard.

- **Greater Draenor Critical Strike Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Alchemical Catalyst, Sorcerous Fire, Draenor Critical Strike Flask, Boiling Blood.

- **Greater Draenor Haste Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Alchemical Catalyst, Sorcerous Fire, Draenor Haste Flask, Shadow Dew.

- **Greater Draenor Mastery Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Alchemical Catalyst, Sorcerous Fire, Draenor Mastery Flask, Brightwater Lily.

- **Greater Draenor Multi-Strike Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Alchemical Catalyst, Sorcerous Fire, Draenor Multi-Strike Flask, Twin-Yolked Egg.
• **Greater Draenor Stamina Flask** Alchemy. 1.5 sec cast. Reagents: Metamorphic Crystal, Alchemical Catalyst, Draenor Stamina Flask, Wailing Bone, Alchemical Catalyst, Sorcerous Fire, Draenor Stamina Flask, Permafrost Shard.

• **summon object from tradeskill ui test** Place an Alchemist's Cauldron. Alchemy. Melee range. Instant. 5 sec cooldown. Reagents: Metamorphic Crystal, Alchemy. 1.5 sec cast. Reagents: Alchemical Catalyst, Sorcerous Fire, Draenor Versatility Flask, Starspeckle Mushroom.

**Enchanting**

• **Enchanted Dust** Enchanting. 1.5 sec cast. Reagents: Draenic Dust (2).

**Engineering**

• **Night-Vision Mechshades** Engineering. 1.5 sec cast. Reagents: Bottled Elements (10), Gearspring Parts (10), Orb of Mystery (3), High-Explosive Gunpowder (12), Spirit of Harmony (12), Ghost Iron Bolts (20 Gearspring Parts (60), Sorcerous Fire (23). Tools: Arclight Spanner, Gyromatic Micro-Adjustor.

**Inscription**

• **Draenor Research (New)** Inscription. 3.5 sec cast. Reagents: Light Parchment, War Paints (7), Sorcerous Water (2). Tools: Virtuoso Inking Set.