



- World of Warcraft Client Patch 2.4.3

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<http://www.worldofwarcraft.com/patchnotes/test-realm-patchnotes.html>

General

- Dispel effects will no longer attempt to remove effects that have 100% dispel resistance.
- Parry Rating, Defense Rating, and Block Rating: Low-level players will now convert these ratings into their corresponding defensive stats at the same rate as level 34 players.
- Haris Pilton has launched a new line of bags and jewelry. Check her out in the World's End Tavern!
- Mounts at 30?! Yes, it's true: Apprentice Riding and mounts are now available at level 30. Training costs 35 gold.
- Blood Elf flightmasters outside of Silvermoon City and Tranquillien have traded their bats in for glorious fire-breathing dragonhawks.
- Alcohol cooldowns have been rolled into Drinks: All 10-second cooldowns have been removed and replaced with the 1-second Drink cooldown.
- Numerous flying non-combat pets have had their flight height modified to no longer skim along the ground: captured firefly, dragonhawk hatchlings, moths, owls, parrots, phoenix hatchling, spirit of summer, sprite darter, and tiny sporebat.
- Nether Ray Fry (a non-combat pet) is now available from the Skyguard Quartermaster
- Equipping an item will now cancel any spell cast currently in progress.
- Placing an item in your bank will now cancel any spell cast currently in progress if the spell was cast by that item.
- When a stun wears off, the creature that was stunned will prefer the last target with the highest threat, versus the current target.

Druids

- Barkskin: The cost of this spell is now reduced by Tree of Life Form.

Hunters

- Growl: Pets will no longer generate additional threat from this ability based on attack power buffs cast on them. Attack power buffs on their master will still indirectly increase the threat generated by the pet's Growl.
- Pet Aggro: Pets will no longer generate threat immediately from being summoned.

Mages

- Frost Armor, Ice Armor, Mage Armor, and Molten Armor are no longer Magic effects and cannot be dispelled.

Paladins

- Greater Blessing of Light Rank 1: This spell will no longer overwrite Greater Blessing of Light Rank 2.
- Summon Warhorse is now available at level 30.

Priests

- Mind Vision: This effect will now be cancelled immediately on targets who use an Invisibility Potion or Gnomish Cloaking Device.
- Spiritual Healing: Ranks 2-5 of this talent will no longer prevent refreshing Prayer of Mending.

Rogues

- Cheat Death: This talent has been rebalanced significantly. Killing blows are no longer 100% absorbed. If the Rogue is below 10% health, the killing blow is still completely absorbed; if the Rogue is over 10% health, enough damage will be absorbed to reduce the Rogue's health down to 10%. For the following 3 seconds, damage is not

always reduced by 90%; it is now reduced by a maximum of 90%, depending on how much resilience the Rogue has. The damage reduction will be four times the damage reduction resilience causes against critical strikes.

- Sinister Calling now increases damage to Backstab and Hemorrhage by 1/2/3/4/5%(down from 2/4/6/8/10% .)

Shaman

- Earth Elemental: This pet will now leash back to its totem when pulled beyond 50 yards away.
- Lightning Overload: This talent will no longer do excessive damage when used with Lightning Bolt Ranks 2-10.

Warlocks

- Curse of Shadows: This spell has been removed.
- Curse of Elements: This spell now applies to Arcane and Shadow damage, as well as Frost and Fire.
- Demon Skin, Demon Armor, and Fel Armor are no longer Magic effects and cannot be dispelled.
- Health Funnel: This ability will now cancel channeling when the target pet is Banished.
- Ritual of Summoning: The mana cost of this spell will now be properly deducted when cast.
- Summon Felsteed is now available at level 30.

Warriors

- Revenge: Ranks 1-5 of this ability now have damage ranges instead of fixed damage values (like ranks 6-8.)

PvP

- The time available to accept the option to "Enter Battle" for a battleground has been reduced to 1 minute and 20 seconds (previously 2 minutes) in order to give each side more time to get a full complement of players before the battle begins.
- The Warsong Gulch flag can no longer be picked up at the same time as a flag is capped.
- Rocket Boots Xtreme and Rocket Boots Xtreme Lite can no longer be used in the arena. These no longer have a failure chance.
- Zoning into an instance on a PvE realm will now drop your PvP flag.

Professions

- Alchemy
Philosopher's Stone now requires 200 Alchemy.
- Cooking
Juicy Bear Burgers now correctly increase healing as well as spell damage.
- Jewelcrafting
Activated beneficial effects from jewelcrafting trinkets can no longer be dispelled.
- Mining
Green quality gems can be found in mining nodes again. The drop rate of blue gems from mining nodes remains unchanged.
- Tailoring
Removed the cooldown from regular Mooncloth.
Herb bags can now hold Un'goro Soil and Evergreen Pouches.
Mycah of Sporeggar has discovered how to create 28 slot herb bags.
New Tailoring patterns are available from Haughty Modiste in Steamheedle Port, Tanaris: Haliscan Jacket and Haliscan Pantaloons.

Quests

- Bhag'thera now spawns at a normal quest spawn rate.
- For the quests, Intercepting the Mana Cells and Maintaining the Sunwell Portal, phased characters will not be able to see non-phased character AoE effects and vice-versa.
- For the quests, Intercepting the Mana Cells and Maintaining the Sunwell Portal, pets gaining/losing phase status will now properly break off combat from unphased/phased opponents.

Dungeons and Raids

- Players can now be summoned to raid instances from heroic dungeons.
- Magister's Terrace
The Stun component to the Sunblade Mage Guard Glaive Throw has been removed and the Bounce range reduced.
Vexallus and Kael'thas are now tauntable in Heroic mode.

Vexallus' damage caused by Pure Energy has been decreased.
Kael'thas' Arcane Sphere has had its visual size increased. His Arcane Sphere attack has had its range decreased and the damage/second of Phase two on Normal mode has been decreased. (Heroic mode remains unchanged.)

Sunblade Warlocks have had their damage reduced slightly.

Fel Crystals in the Selin Fireheart encounter have had their health reduced slightly.

Warlord Salaris and Kagani Nightstrike have had their damage output reduced slightly.

- Sunwell Plateau

Creatures in the area around Grand Warlock Alythess and Lady Sacrolash will no longer spawn while the twins are in combat.

M'uru, Entropius, Shadowword Berserkers, and Shadowword Fury Mages have all had their health decreased.

Kil'jaeden Encounter

Nether Protection will now correctly trigger from Kil'jaeden's Shield Orb Shadow Bolts.

Vanish now correctly wipes threat on Kil'jaeden.

Sinister Reflections are now interruptible.

Sinister Reflections on Hunters now use normal Wing Clip instead of Improved Wing Clip.

Kil'jaeden will now wait slightly longer before casting Flame Darts after casting Darkness of a Thousand Souls.

Items

- Bow of the Verdant Keeper's Aim: This item's triggered effect no longer breaks the effect of Scatter Shot.
- Brutal Gladiator's Pummeler has had its Stamina value increased to the appropriate value.
- Clockwork Robot Bots fight amongst themselves again...without attacking people in the arena. Well...they'll blow up other Bots in the arena, but you know what we mean.
- The Eredar Twins will now always award the same items(including bonus items) regardless of which order they are killed in.
- Invisibility Potions: These potions now are on the same cooldown as other combat consumable potions (such as mana potions.)
- Pendant of the Violet Eye: This item will again work correctly with Holy Light and Flash of Light.
- Shattered Sun Pendant of Acumen: The triggered effect from this Item can now occur on periodic damage ticks.
- Thori'dal, the Star's Fury is now Unique as intended.
- Vengeful Gladiator's Baton of Light: This item now appears in the correct position on the vendor list.

User Interface

- The help interface has been simplified dramatically. Players will no longer be required to select a category when opening a GM ticket. In addition, players can use the "Talk to a GM" button to fill out a ticket that requires a GM response or the "Report Issue" button to fill out a ticket that does not require a GM response.
- Target buff/debuff timers that appear when you cast a spell are now more visible.
- Time Management features have been implemented! These features include an alarm clock, stopwatch, and viewing your computer's local time.
- The new stopwatch feature can be accessed via the /stopwatch, /sw, or /timer slash commands. Inputting a time into the slash command will make the stopwatch count down. For example, /stopwatch 1:0:0 will make the stopwatch count down from an hour, /stopwatch 1:30 will make it count down from 1 minute, 30 seconds, and /stopwatch 30 will make it count down from 30 seconds.
- Added the following macro commands: /targetenemyplayer, /targetfriendplayer.
- Added key bindings for tab targeting players.
- Ctrl-Tab and other target nearest friend functions will no longer target you.
- Targeting using /target will prefer live targets over dead ones.
- You can no longer click the minimap to cast ground targeted spells.
- Invisible players with Hunter's Mark can see the hunter that put the mark on them.
- Vendor items now show their Duration in Inventory.
- For additional notes on Lua and XML changes please visit the UI & Macros Forum.

World Environment

- Winterspring Ice Thistle Matriarchs and Patriarchs may now drop Thick Yeti Fur.
- Skinning any Winterspring Ice Thistle yetis may now result in Thick Yeti Fur.
- Increased the drop rate of Pristine Yeti Horns from Winterspring Ice Thistle Matriarchs and Patriarchs.
- Young Sporebats and Greater Sporebats in Zangarmarsh now drop Sporebat Eyes for the quest Gathering the Reagents.
- Blacksmithing Supplies vendor and repairer, Blazzle, in Area 52 is now next to the forge and anvil outside the inn.
- Banker Meeda, in Area 52 is now in the...well...the bank, along with a guild vault and guards. The other three Area 52 bankers are still located in the auction-house-turned-bank.
- Wastewander Bandits and Rogues should be more plentiful in the northern parts of Tanaris.

Bug Fixes

- The mage spell, Counterspell now shows in the combat log.
- Gan'arg Analyzers will no longer occasionally become friendly to players.
- Talented abilities that cost a percentage of base mana will no longer display an incorrect mana cost when inspected by a player of a different class or level.
- Guild leaders should now be able to properly promote a new guild leader regardless of their range.
- Druids: Mangle will no longer incorrectly indicate a 100-yard range on the tooltip.
- Hunters: Using an instant ability after Steady Shot will no longer lock out auto shot.
- Hunter Snake Trap will no longer break players out of stealth if the snakes pass near the stealthed character.
- Hunters: Concussive shot will now properly have a chance to proc Bow of Searing Arrows.
- Hunters: Scare Beast will now be correctly limited to one target and has had its tooltip updated to display the proper cast time of 1.5 seconds.
- Paladins: Righteous Defense will now properly check for range when a mob is selected.
- Rogues: The talent Heightened Senses, Rank 1 and Rank 2 will now affect attacks from wands.
- Warlocks: The heal aspect of felhunter Devour Magic will now display in the Combat Log.
- Warlocks: The Succubus will now behave properly while under the effects of Lesser Invisibility.
- Warlocks: Demonic Sacrifice: This ability will now interact correctly with the Spirit Guide resurrection system in battlegrounds. A sacrificed pet will not be resummoned on death. Warlocks will still be able to resurrect with the pet they last summoned (non-sacrificed pets), even if it has since died.
- Using Jewelcrafting figurines will no longer cause scrolling combat text to appear twice.
- Fixed an issue in which shadows were not appearing properly for users with GF4 video chipsets in Open GL mode.
- Corrected an issue in which users with Creative X-FI sound cards would sometimes here a slight popping noise when running.
- Players will now correctly receive a Battleground Mark message for the marks that are received at the end of a battle.
- Corrected an issue where the initial trigger or activation sounds for Immolation Trap and Explosive Trap could not be heard by some players.
- Smelt Hardened Khorium will now properly require a forge instead of an anvil and hammer.
- Hardened Khorium Bars can now be placed properly into Mining bags.
- Corrected a typo in the tooltip for the Druid spell Rip (Rank 4).
- Looting a Nightmare Vine will now properly no longer apply poison when the node is looted.
- The Figurine- Seaspray Albatross ability will now properly restore the correct amount of mana.
- First Aid bandages can no longer be applied to a player with the Recently Bandaged debuff. An error message of, "Could not activate more than one bandage" will be displayed.
- Corrected the tooltips to read properly for the flight paths from

The Stormspire, Toshley's Station, Blade's Edge, and Area 52.

- The flight from Zul'Aman, Ghostlands to Sun's Reach Harbor, Isle of Quel'Danas and the flight cost from Emerald Sanctuary, Felwood to Astranaar, Ashenvale will now cost the correct amount of money.
- Greater Elementals summoned by a shaman will now properly have a combat log entry.
- Players will no longer become stuck on the Nimboya's Laden Pike when driving it into the ground.
- The quest, "Going Going, Guano!" will now have a more consistent level requirement for the dungeon.
- The quest, "Into The Scarlet Monastery" is now available to players of the appropriate level for the instance.
- Blueleaf Tubers can now be properly looted.
- The quest turn-ins for the Ahn'Qiraj war effort now give the appropriate amount of credit for each successful quest turn-in.
- Cloak of Shadows will now properly remove the curse Shrink.
- Nightbane will no longer become unresponsive and unkillable during his air phase.
- Several items sold by the Consortium reputation vendor Paulsta'ats are now bind on pick-up: Formula: Enchant Weapon- Major Striking, Design: Delicate Blood Garnet, Design: Shifting Shadow Draenite, Design: Lustrous Azure Moonstone, Design: Thick Golden Draenite.
- It is no longer possible to delete a character that is an arena team captain without first promoting another player to captain.
- Taunts will now properly stick when a target is stunned while being taunted.
- Taking the Druid flight path from Moonglade will no longer dispel buffs.
- Players who die on the Isle of Quel'Danas and release their spirit will no longer be sent to the graveyard in Eversong Woods.
- Disabling some subtypes under the Combat Log Message Types in the Combat Log Config menu will no longer cause main Message Types to be disabled.
- Changes on the Desktop gamma options will now be properly discarded when canceled.
- A message will now appear in the combat log if a debuff is removed by normal melee attacks.
- Moving a quiver from one container slot to an empty container slot will no longer reset the ranged attack speed.
- Fixed an issue where players could have two minimap tracking types active at the same time.
- Corpses with money on them will now be able to be looted even when all party members opt to pass on loot.
- Fixed an issue where ravager pets had all available pet skills.
- Players will no longer receive an error message while receiving money and attempting to send mail to another player.
- It is no longer possible to be in a guild without a Guildmaster.
- Pets will now properly attack mobs when out of phase with the real world.
- Players who have the Apprentice and Journeyman Riding skills trained already will no longer show these as available to train despite having the higher riding skill.
- It is no longer possible to dispel Shattered Sun Pendant buffs.
- Passive pets will no longer attack due to AoE taunt spells.

- World of Warcraft Client Patch 2.4.2 (2008-05-13)

Druids

- Talent: Primal Fury (Rank 2) will now be properly unlearned when it is untalented.

Hunters

- Aspect of the Viper: This ability now grants an additional amount of mana each 5 seconds equal to 35% of the hunter's level.
- Boar Charge: This ability will no longer make Growl cast immediately after it generates excessive threat.
- The pet ability Growl will no longer scale with pet Attack Power and now scales with the hunter's Attack Power.
- Dire Ravens in Blade's Edge Mountains are now tameable.
- Scare Beast: The range on this spell has been increased to 30 yards

and it is now instant cast.

- Tamed Dryallow Snappers now will know Bite 5 (instead of Claw 5).

Mages

- Talent: Improved Blink (Arcane) now reduces chance to be hit by 13/25% and the duration of Rank 1 has been increased to 4 seconds.
- Completing the quest "Arcane Refreshment" will now properly teach the spell Conjure Water (Rank 7).
- Polymorph: Mounted creatures will no longer remain mounted while polymorphed.
- Mage Armor no longer reduces the duration of beneficial magic buffs.
- Molten Armor will now do damage while a damage absorption shield is active.
- New Teleport/Portal: Theramore and Teleport/Portal:Stonard spells are available at portal trainers in their respective locations. You must be level 35 to learn these new spells.

Paladins

- Flash of Light and Holy Light will now work properly with castsequence macros.
- Seal of the Crusader: This ability now increases the damage dealt by Crusader Strike by 40%.
- Talent: Precision (Ranks 1-3) will no longer improperly display daggers and staves as a weapon class in the tooltip.
- Paladins that already have Apprentice Riding skill can now properly learn Summon Warhorse from the trainer.

Priests

- Fear Ward will no longer be consumed while under the effects of cyclone.
- Mana Burn: This spell can no longer trigger effects that require the target to be struck with a critical hit.
- Power Word: Shield now has the correct sound associated with it and can no longer be heard from large distances.
- Talent: Power Infusion will now consume the correct amount of mana when cast on yourself.

Rogues

- Ability: Blade Flurry: This ability can no longer hit critters as its secondary targets and will now use a proper range calculation for all secondary targets.
- Talent: Mutilate (Assassination) will no longer incorrectly appear multiple times in the combat log when used.

Shaman

- Ability: Frostbrand Weapon: Rank 6 damage has been increased very slightly.

Warlocks

- Drain Soul: Channeling of this spell will now always stop when a player target dies.
- Pets: Using a sacrifice effect to kill your own pet will no longer trigger effects that should only occur when killing an enemy.

Warriors

- Sweeping Strikes: This ability can no longer hit critters as its secondary targets and will now use a proper range calculation for all secondary targets.

PvP

- Arenas
If a character's personal rating is more than 150 points below the team rating, they will earn points based on their personal rating instead of the team rating.
If the average personal rating of the players queuing for a game is more than 150 points below the team's rating, the team will be queued against an opponent matching or similar to the average personal rating.

Professions

- All 23-hour profession cooldowns are now 20-hour cooldowns.
- All 4-day cooldowns are now 3 days, 20 hours.
- Enchanting
Removed the cooldown from Void Shatter.

Void Shatter recipe now correctly requires 375 enchanting.

- Engineering

The Engineering supply item Delicate Copper Wire will now properly fit into engineering bags.

- Jewelcrafting

Brilliant Glass no longer requires a forge.

Brilliant Glass now has a small chance to make an epic gem.

Quick Dawnstone, Reckless noble Topaz, Forceful Talasite are now all available at the Quel'danas gem vendor.

- Leatherworking

Completing the quest "The Journey Has Just Begun" will now properly teach how to make an Onyxia Scale Cloak.

Greatly reduced the reagent cost for Glove Reinforcements. Also reduced the skill gain range slightly.

Quests

- The categories for the quests, "Wanted: Sisters of Torment" and "Wanted: The Signet Ring of Prince Kael'thas" have been fixed to now properly read as Magister's Terrace.
- The Shadowy Disguise will no longer be applied to druids while they are in Moonkin or Tree of Life form for the Quests, "Who Are They?"
- Jailor Eston and Jailor Marlgen for the quest, "The Rescue in Hillsbrad" should now respawn more frequently.

Dungeons and Raids

- Black Temple
 - Illidan will no longer despawn if a raid group wipes during his death speech.
- Karazhan
 - Nightbane's Charred Earth ability will now properly deal Fire damage.
- Magister's Terrace
 - Vexallus is no longer immune to taunt on Normal difficulty.
 - Kael'thas is no longer immune to taunt on Normal difficulty.
 - Wretched Skulkers, Wretched Husks, and Wretched Bruisers will now reset properly.
 - Sunblade Imps will now reset properly.
 - The doors in Heroic Magister's Terrace will no longer respawn after a soft reset if a boss has already been killed.
- Sunwell Plateau
 - Hellfire will no longer remove Dark Touched in the Eredar Twins encounter.
- Tempest Keep: The Eye
 - Void Reaver's Arcane orbs now generate combat log entries.

Items

- Arcane Charges now deal arcane damage.
- Abilities and trinkets that trigger after killing an opponent that gives experience or honor will no longer activate after killing mobs during bombing quests.
- Battlecast's Garb should now properly grant pushback resistance in addition to interrupt resistance.
- Borderland Fortress Grips have had their stats updated.
- Botanist's Gloves of Growth have had their texture corrected.
- Bow of Searing Arrows and Red Whelp Gloves will no longer break Scatter Shot.
- Brann Bronzebeard's Lost Letter: This item will no longer display a damage range in its tooltip.
- The Cloak of Swift Mending now has a level requirement (70).
- Crusader's Scaled Battlegear: The tooltip spelling has been corrected.
- Darkmoon Card: Madness: The durations of the buffs received from this item have been extended to 60 seconds.
- Elixir of Demonslaying: This elixir now grants ranged attack power against demons as intended.
- Goblin Jumper Cables are no longer a trinket item.
- Hazza'rah's Charm of Healing Haste rating reduced.
- Items that enchant other items no longer have tradeskill requirements (Mithril Spurs, Shield Spikes, Weapon Chains, etc.).
- The Helm of Fire has had its casting range reduced.
- The Magic Candle has had its casting range reduced.
- Many items sold by Consortium vendors are now be bind on pick up: Formula: Enchant Weapon- Major Striking, Design: Delicate Blood Garnet, Design: Shifting Shadow Draenite, Design: Lustrous Azure Moonstone, Design: Thick Golden Draenite.
- Many items sold by Aldor reputation vendors are now bind on pick up:

Design: Gleaming Golden Draenite, Design: Royal Shadow Draenite.

- Many items sold by the Shattered Sun quartermaster are now bind on pick up: Naaru Ration, Design: Ember Skyfire Diamond.
- The Lower City reputation item, Recipe: Flask of Chromatic Resistance, is now bind on pick up.
- Most Main-Hand weapons are now One-Hand weapons.
- Naturalist's Preserving Cinch have had their stats updated.
- Nightfall now has a chance to fail on targets over level 60.
- Prince Kael'thas will now drop Primal Nethers in Heroic Magisters Terrace.
- Ravager: Judgements will no longer auto-refresh and break the effect from this item while its effect is active.
- Reins of the Black War Elekk spell and buff now correspond to the item name.
- Renataki's Charm of Trickery has had its energy reduced.
- Rocket Boots Xtreme and Rocket Boots Xtreme Lite now properly share the same cooldown.
- The Romantic Picnic Basket will now display the blanket properly.
- Shard of Azzinoth no longer shares any cooldown with Shaman elemental totems.
- The socket bonus modifiers of some items will now properly display the bonus healing.
- The reduced cooldown of Shaman Nature's Swiftiness provided by the 4 piece set bonus from the Seer's Ringmail Battlegear PvP armor will now apply properly.
- Shattered Sun Pendant of Might: The triggered effect from this item will no longer break Scatter Shot or other crowd-controlling affects. The visual on the Scryer version has been updated.
- Shifting Naaru Silver: Using this item no longer puts players into combat.
- Silithyst Dust: The bonus from turning this item in no longer works for players above level 63.
- The Skyshatter Helmet's gem socket bonus will now properly reflect the plus damage in the tooltip.
- Shadowsong Panther will no longer prematurely despawn.
- Talasite Owl: This trinket will now properly restore full mana as described.
- Ten Storms Set: The Chain Heal bonus from this set has been reduced by 5%.
- Troll Male off-hand items are now the same size as the main hand item.
- Tauren weapons while sheathed have had their graphic readjusted to their pre-patch (2.4.0) state.
- The Winterfall Firewater buff is no longer dispellable.
- Wushoolay's Charm of Nature Haste rating has been reduced.

User Interface

- Black Lotus will now show up under the Herb subcategory in the auction house.
- Primal Nethers will now show up under the Materials subcategory in the auction house.
- Mailboxes can now be tracked on the minimap.
- For additional notes on Lua and XML changes please visit the UI & Macros Forum.
<http://forums.worldofwarcraft.com/board.html?sid=1&forumId=11114>

World Environment

- Creature versions of the Polymorph spell no longer heal the affected target.
- The dragons in Blade's Edge Mountains will no longer instantly knock you off your mount.

Mac

- Fixed a bug causing ATI kernel panics; all spell effects should now be visible.
- Weather effects are again visible on systems with ATI 2x00 graphics such as aluminum iMac.
- Fixed a bug that precluded use of the FireWire iSight microphone with voice chat.
- Symlinks can be used again for Interface and WTF folders and subfolders.
- Cinematics playback is working again.

Bug Fixes

- Fixed an issue where secondary sound effects would not work with the Use Hardware option enabled in the Sound options of the User Interface.
- Fixed an issue where attempting to use some instant cast spells with Auto-Dismount in Flight checked in the interface would fail.
- Items that have multiple charges will now properly display the amount of charges.
- Fixed an issue where chain damage spells were chaining to critters.
- Female Draenei horns will now correctly protrude through certain plate helms.
- The Vengeful Gladiator's Rifle will now play the proper sound when used.
- The Cursed Vision of Sargeras now gives the buff, "Sense Demons" which can be canceled normally. Additionally hunters and druids are able to track two things at once while using the item.
- It is no longer possible for pets to get stuck in place after exiting the Spectral Realm in the Kalecgos encounter.
- Blood Elf Priest: Consume Magic will now require the buff to be active in order to work properly.
- Undead Priest: Touch of Weakness will now properly reduce the melee damage of the attacker.
- Fixed an issue where some spells had extraneous Floating Combat Text messages when using the Auras option.
- Fixed an issue where sometimes debuff icons on a target did not scale properly to indicate the spells had been cast by you
- Ritual of Souls (Warlock) and Ritual of Refreshment (Mage) will no longer be placed on cooldown without having completed the summon.
- Looting a boss while a player is outside of the instance will no longer cause the corpse to despawn in 2 minutes if the player still has loot on the corpse.
- Whirlwind now has the correct sound associated with it.

- World of Warcraft Client Patch 2.4.1 (2008-04-01)

Hunter

- Tranquilizing Shot no longer incorrectly restricts use of other Hunter abilities in specific situations.

User Interface

- Combat Log
 - + Only the last 300 combat log entries are now stored.
 - + Filter settings are now properly saved.
 - + Changing zones will no longer reload the entire log

Bug Fixes

- Fixed a sound engine error that was causing lock-ups on exit.
- Fixed a shader error that was causing kernel panics on Mac PowerPCs.
- Fixed a bug on Mac that was preventing the intro Cinematics from playing.

- World of Warcraft Client Patch 2.4.0 (2008-03-25)

Fury of the Sunwell

The glorious fount of arcane energy known as the Sunwell empowered the high elves for millennia, until the death knight Arthas laid siege to the elven kingdom and corrupted its sacred energies. Seeing no other alternative, a band of survivors led by Prince Kael'thas destroyed the ancient fount. Over time the surviving elves fell pray to a crippling magical withdrawal.

Now, promising salvation for his people, Kael'thas has returned. Soon the Sunwell will shine once again, but whether the sacred fount will usher in deliverance or destruction remains to be seen.

In Memoriam: Gary Gygax

Blizzard Entertainment would like to dedicate the patch in memory of Gary Gygax. His work on D&D was an inspiration to us in many ways and helped spark our passion for creating games of our own. As avid D&D players and fellow game developers, we were all saddened by the news of his passing; we feel we've lost a true adventuring companion. Thanks for everything and farewell, Gary. You will be missed.

Combat Log Improvements

The combat log has undergone improvements that allow more robust combat text filtering including the ability to define custom colors for enemies and friends as well as combat text filtering for self and others.

Global Arena Tournament

Players will be able to create level-70 characters with epic equipment and compete on special tournament realms in a new global arena tournament. For more information, details and entry requirements, please visit the official tournament pages.

General

- The Sunwell Isle is now available for play. This area includes a new quest hub and 5-player and 25-player instances.
- The combined forces of Shattrath have launched an attack on the Isle of Quel'Danas, to confront Kael'thas and the Legion at the Sunwell and surrounding areas. Players will now be able to gain reputation with the Shattered Sun Offensive and participate in a new set of daily quests.
- A representative of the Keepers of Time has been spotted at the World's End Tavern in Shattrath. Players in good standing with the faction will be granted ease of passage to the Caverns of Time.
- Characters will now retain talented spell ranks so when they retalent they do not have to relearn the spells from trainers.
- Spell Haste: Spell haste now reduces the global cooldown on spells, down to a minimum of 1 second. This change does not apply to melee and ranged abilities.
- Item Cast Spells: Many spells cast by items were being cast as if the caster were the same level as the item. Most of those will now be cast at the player's level, giving them a reasonable chance to miss, be dispelled, or be resisted.
- Resilience: Now reduces the magnitude of mana draining effects by the same amount that it reduces critical strike damage. The Tooltip has been revised to reflect this.
- Spirit-Based Mana Regeneration: This system has been adjusted so that as your intellect rises, you will regenerate more mana per point of spirit.
- Weapon Skill: Points will be gained faster in weapon skills for levels 1 through 59.
- The Daily Quest limit has been increased to 25.
- Non-self % based haste spells will no longer stack with each other.

Racials

- Find Treasure: This ability no longer deactivates upon death.

Druids

- Cyclone range is now 20 yards, down from 30.
- Empowered Rejuvenation: This talent now properly affects the final heal from Lifebloom.
- Gift of Nature: This talent now properly affects the healing from Tranquility.
- Insect Swarm: Casting lower ranks of this spell is now properly penalized like other healing and damage effects.
- Lacerate: This ability now deals additional damage based on the attack power of the Druid.
- Lifebloom: The bonus coefficient on the final bloom effect has been reduced by 20%. This spell will no longer cause error messages when interacting with Spellsteal or while the Druid is under the effects of Mind Control.
- Mangle (Bear) now properly triggers a 1.5 second global cooldown, increased from 1.0 second.

- Many shapeshift form tooltips have been updated to be consistent with each other.
- Natural Perfection: This ability will no longer be triggered by taking critical strikes while sitting. In addition, it is now affected by the Subtlety talent and now reduces damage by 2/3/4%, down from 1/3/5%.
- Nurturing Instinct increases your healing spells by up to 50/100% of your Agility, and increases healing done to you by 10/20% while in Cat form.
- Regrowth: The mana cost of this spell has been reduced by approximately 20%.
- When a Druid in cat form casts Pounce it will now properly animate.

Hunters

- Equipping a thrown weapon while in the middle of an Auto-Shot will no longer cause animation issues.
- Casting Flare while in any way not visible, will no longer cause your flare to be invisible to other players.
- Hunter's Mark: Hunters with Improved Hunter's Mark will now properly overwrite Hunter's Mark cast by Hunters without the talent.
- Improved Mend Pet now has a 25/50% chance to remove one Curse, Disease, Magic, or Poison effect, up from 15/50%.
- The stamina tooltip for hunter pets will now display the proper health increase.
- Track spells will now persist after death.
- Hunters will no longer spin around if they cast Aimed Shot or Steady Shot while facing away from their target.

Mages

- Arcane Explosion: The damage cap for area of effect damage on this spell has been increased by approximately 50%.
- Arcane Fortitude now increases your armor by an amount equal to 100% of your Intellect, up from 50%.
- Blink, Slow, and Spellsteal have all had their mana cost reduced.
- Improved Blink: This talent no longer reduces the mana cost of Blink. Instead, it increases the chance for all attacks to miss the Mage by 25% for 2/4 sec after Blink is cast.
- Using low ranks of Fire Ward and Frost Ward spell will now be penalized the same way healing spells are penalized.
- Frostbite: When a frost spell is reflected back at a Mage, it is now possible for the Mage to suffer from the Frostbite effect.
- Ice Barrier: Using low ranks of this spell will now be penalized the same way healing spells are penalized.
- Icy Veins no longer increases the chance your chilling effects will Freeze the target, but now increases the chance to avoid interruption caused by damage while casting any spell by 100% while active.
- Improved Fireward has become Molten Shields.
- Mana Shield: This spell will now get a percentage of the Mage's bonus to spell damage as an additional effect.
- New Talent: Molten Shields will cause your Fire Ward to have a 10/20% chance to reflect Fire spells while active. In addition, your Molten Armor has a 50/100% chance to affect ranged and spell attacks.
- Permafrost: This talent will now correctly increase the movement slowing effect of frost Armor instead of the attack speed slowing effect.
- Spellsteal will no longer overwrite a longer duration buff.

Paladins

- Avenger's Shield, Holy Shield and Holy Shock: Casting lower ranks of these spells is now properly penalized like other healing and damage effects.
- Avenger's Shield: This ability will no longer jump to secondary targets which are under the effect of crowd-control spells that break on taking damage. I.e. Polymorph, Sap, etc.
- Crusader Strike: This ability will no longer refresh the Healing Way buff from the Shaman talent.
- Illumination: The mana energize from this talent no longer has a chance to set off other triggered effects.
- Holy Shock: The healing, damage, and mana cost of this spell have all been increased.
- Judgment of the Crusader: It is no longer possible to have icons for two different ranks of Judgment of the Crusader appear at the same time when judged by multiple Paladins.
- Judgment of Wisdom: Some abilities (such as Frostbolt) were not

triggering the mana energize effect from this spell. This has now been fixed.

- Resistance Auras: It is no longer possible for two Paladins in the same party to make it appear that players have two of the same resistance aura active.
- Righteous Defense: This spell will now always be castable on friendly npcs.
- Seal of Blood: This ability will no longer cause spell pushback for the Paladin with this seal active.
- Sense Undead- Now persists after death.
- Turn Undead(Rank 3):This spell has been reworked and has been renamed to "Turn Evil". It will now work on Demons in addition to Undead. Turn Evil is subject to diminishing returns, and lasts 10 seconds in PVP.

Priests

- Chastise no longer disorients the target, but now is instant cast and roots the target for 2 seconds.
- Fear Ward is now usable while in Shadow form.
- Focused Will now reduces damage by 2/3/4%, up from 1/3/5%.
- Inner Focus: Chastise now benefits from Inner Focus. In addition, Starshards no longer consumes Inner Focus.
- Mass Dispel now affects a maximum of 10 targets, increased from 5.
- Power Infusion: Infuses the target with power, increasing their spell haste by 20% and reducing the mana cost of all spells by 20%. Lasts for 15 seconds. This will not stack with other haste effects, such as Heroism, Bloodlust, or Icy Veins.
- Power Word: Shield: Using low ranks of this spell will now be penalized the same way healing spells are penalized.
- Prayer of Mending: This spell will now fade from players who leave or enter an instance, change continents, or exit the game.
- Reflective Shield: The reflective damage from this talent no longer breaks crowd control effects which break on taking damage.
- Shadowguard: No longer consumes the charge of Inner Focus when triggered.
- Silent Resolve:This talent now affects Surge of Light, Power Infusion, Inspiration, Spirit Tap, Blackout, Levitate, Shackles Undead, Touch of Weakness, Hex of Weakness, and Symbol of Hope.
- Touch of Weakness: No longer consumes the charge of Inner Focus when triggered. It will also function properly even when the Priest with Touch of Weakness on is silenced or stunned.
- Vampiric Touch: Casting lower ranks of this spell is now properly penalized like other healing and damage effects.

Rogues

- Abilities that can be used while stealthed, without breaking stealth, can now be cast without breaking Vanish when used at the same time.
- Cheat Death: A combat log message will now show when this ability activates and now has an animation.It will now almost always be accurate in displaying the amount of damage done to a rogue when under the effects of Cheat Death.
- Sap mechanic changed from "Incapacitate" to "Sap". This will allow more humanoid that were previously immune to Sap to be vulnerable to Sap, but still immune to Gouge. Note that anything that removed Sap previously will still remove Sap after the change.
- Vanish: This ability will no longer sometimes cause the UI to display Shadowmeld as active when it has been cancelled.

Shaman

- Call of Thunder: (Rank 5) now gives 5% critical strike chance down from 6%.
- Earth Shield: Mana cost reduced roughly in half, and charges reduced from 10 to 6.
- Elemental Focus: This buff will no longer be removed when Shamanistic Focus is triggered.
- Flametongue Weapon: Having different ranks of this enchantment cast on two different weapons will no longer cause the enchantments to trigger multiple times per swing.
- Ghost Wolf: Cast time reduced to 2 seconds, down from 3 seconds.
- The Global Cooldown of all Totems has been reduced to 1 seconds, down from 1.5 seconds.
- Healing Grace: This talent now reduces the chance your spells will be dispelled by 10/20/30%. The resistance to being dispelled modifier from this talent now applies correctly to Water Breathing.

- Rockbiter Weapon: Tooltip and error messages have been adjusted slightly.
- Shamanistic Rage is now a Physical ability instead of a Magic spell, and thus is no longer dispellable. It now reduces all damage taken by 30% and gives your successful melee attacks a chance to regenerate mana equal to 30% of your attack power. This lasts for 15 seconds with a 2 minute cooldown.
- Stormstrike has a new icon.
- Totem timer icons will now show up under your player portrait when you cast totem spells. Right-clicking a totem timer icon will destroy that totem.
- Toughness will now also reduce the duration of movement slowing effects on you by 10/20/30/40/50%.
- Tremor Totem now pulses every 3 seconds, down from 4 seconds.
- The Shaman spell Fire Nova Totem will no longer sometimes detonate without doing any damage.

Warlock

- Blood Pact now has a tooltip.
- Demonic Knowledge: This buff will no longer remain on enslaved demons when Enslave Demon is removed. It will now increase your spell damage by an amount equal to 4/8/12%, down from 5/10/15%.
- Demonic Sacrifice: Now works properly in sanctuary regions (such as Shattrath City and the Stair of Destiny).
- Emberstorm now also reduces the cast time of your incinerate spell by 2/4/6/8/10%.
- Nether Protection: The buff from this talent will no longer interrupt capturing PvP flags and bases.
- Pyroclasm: This talent now works correctly again with Rain of Fire.
- Ritual of Summoning can be used to summon players into instances if they meet the instance requirements.
- Sense Demon now persists after death.
- Shadow Ward: Using low ranks of this spell will now be penalized the same way healing spells are penalized.

Warrior

- Endless Rage will now give the correct amount of rage as intended from damage dealt by a Warrior.
- Improved Hamstring (Arms) effect is now subject to diminishing returns when used in PvP.
- Stances: It is no longer possible to accidentally change into a stance you are already in via macros (resulting in a global cooldown and loss of rage).
- Whirlwind: Critical strikes with the off-hand weapon from this ability can now trigger Flurry and Rampage.
- Flurry will properly refresh if a crit occurs with 1 charge left.

PvP

- Diminishing returns on honor for kills is being eliminated.
- Honor will now be instantly calculated, and available for player use.
- Players that have the resurrection sickness debuff will be worth no honor.
- Added new PvP daily quests that send players to Halaa and the Spirit Towers of the Bone Wastes. These quests are available for Alliance and Horde at their respective local quest hubs.
- Arenas
 - Personal Rating: The amount a player's personal rating can climb above his or her team's rating is now limited.
 - The benefits of drinking out of combat have been delayed while in the Arena. It will now take four seconds before the full benefit of the mana regeneration will come into effect.
 - Queue times for arena matches have been reduced. Players will now be able to enter matches faster than previously.
 - Shadow Sight now increases damage taken by 5% rather than dealing damage over time. Duration has been reduced from 21 seconds to 15 seconds.
 - Players feared outside of the Arena (through the world or outside the arena walls) will now be teleported back to the center of the arena map.
- Battlegrounds
 - If a player dies 50 times or more in a battleground, they will no longer be worth honor for the remainder of that battle.
 - When you first enter a battleground, messages about other players joining the battleground will be linked together for the first

minute. You will see a message in AV like "28 players joined" rather than a line for each player that joined. After the first minute, it will work as it always has. In addition, all of the messages about other players leaving the battleground and getting marks of honor once the battleground is complete have been removed.

Battleground Rune Buffs: Speed, Restoration, and Berserking buffs received from battleground runes will no longer cause Stealth or Prowl to break.

Alterac Valley

Captain Balinda Stonehearthnow Stonehearth can no longer be interrupted, silenced, or have her spells slowed. In addition, her water elemental cannot be banished, and does increased damage.

Vanndar Stormpike and Captain Balinda Stonehearth have had their health totals reduced to match the health totals of Drek'Thar and Captain Galvangar.

Warmasters/marshals in Alterac Valley now increase each other's maximum health and damage by 25%. This is a stacking effect.

Horde players will now start the battle closer to Drek'Thar and Frostwolf Keep.

There is now a Join as Party option.

Warsong Gulch

When both flags are held, the flag carriers will receive 50% increased damage done to them after approximately 10 minutes and 100% increased damage after approximately 15 minutes.

Flag carriers can now be tracked 45 seconds after picking up the flag.

Professions

- Added several new tradeskill items to the new Sunwell Daily faction vendor:
 - Enchanting recipe to shatter a Void Crystal into two Large Prismatic Shards.
 - Enchanting recipe to increase Defense Rating by 15 for chest armor.
 - Three jewelcrafting recipes to cut gems with spell haste from Dawnstones, Talasite, and noble Topaz.
 - Two new meta gem recipes.
- Alchemy
 - Gift of Arthas now stacks to 20.
 - Transmute Arcanite no longer has a cooldown.
- Cooking
 - Broiled Bloodfin now increases resistances to all schools of magic instead of increasing Stamina and Spirit.
 - New recipes, Charred Bear Kabobs and Juicy Bear Burgers, can be purchased from either Bale (Horde) or Malygen (Alliance) in Felwood. These recipes requires 250 skill to learn, and are created from meat found on level 48-56 bears. This will aid players in leveling up their cooking skill to 300 without fishing.
- Enchanting
 - Reduced the materials required for Enchant Shield - Resistance
- Engineering
 - Gagsprocket in Ratchet now sells the plans for the Minor Recombobulator.
 - Goblin Jumper Cables and Goblin Jumper Cables XL now display cooldown information in their tooltips.
 - Removed the level requirement for the Craftsman's Monocle.
 - The stun caused by engineering Bombs and Grenades is now considered an Incapacitate effect and uses the appropriate Incapacitate diminishing returns. Bomb and Grenades can now inflict damage to targets immune to Stun and Incapacitate effects.
 - A new recipe has been added for Rocket Boots Xtreme Lite, a cloth version of the Rocket Boots Xtreme. This pattern drops from Mechano-Lord Capacitus.
 - Rocket Boots Xtreme now have all their stat points allocated toward Attack Power, and will no longer have Stamina.
 - Rocket Boots Xtreme and Rocket Boots Xtreme Lite will cause players to drop a PvP flag if used while carrying one. (Warsong Gulch, Eye of the Storm, and Zangarmarsh)
- Fishing
 - New Fishing Daily Quests! Visit the mysterious old man fishing at Silmyr Lake outside of Shattrath City to discover what treasures he has to offer.
 - Find Fish now correctly tracks Schools of Tastyfish and Muddy Churning Waters.
 - Feltailed fishing nodes have been changed to Brackish Mixed Schools;

they now produce mostly Golden Darters and some Fel'tail.
Removed the level requirement from the expert fishing book, The Bass and You.

- Herbalism

Ancient Lichen now has a chance to drop a Fel Lotus where it used to drop a piece of random green jewelry.

Black Lotus replaced by Fel Lotus in herbalism skinning tables for Outland creatures.

Increased the chance that Felweed, Dreaming Glory, Ragveil, and Flame Caps will contain a Fel Lotus.

Warp Splinter can now be skinned with Herbalism in heroic difficulty.

- Jewelcrafting

A new jewelcrafting recipe has been added to transform many green quality gems into a single random blue quality gem. This recipe is available from grandmaster jewelcrafting trainers.

- Leatherworking

Shadow Oil will now fit into Leatherworking Bags.

- Mining

Increased the skill up potential for most smelting recipes.

Quests

- New Daily Dungeon quests for both the heroic and non-heroic five-person Magister's Terrace dungeon at the Sunwell.
- Players can now turn in one of each battleground mark for an honor reward. The questgivers for this turn-in are the Horde Warbringer and the Alliance Brigadier General and can be found near the battlemasters in the capital cities.
- Dungeon and Group Quest Experience: The amount of experience awarded for dungeon and 5-person group quests in Outland has been increased in almost all cases.
- The daily quest Escape from Skettis has had its reward tuned down.
- The number of elite Shadowsworn Drakonid patrollers on the Ata'mal Terrace has been cut in half. Most of the remainder have had their patrol paths lengthened.
- Increased the slots on Old Blanchy's Feed Pouch to 8.
- The Thunderspike no longer sparkles for Alliance characters, nor does it show up on the mini-map when Find Treasure is in use.
- "Zapper Fuel" is now flagged as a Sunken Temple dungeon quest.

Dungeons and Raids

- All 25-player raid bosses have had their cash drops increased!
- All 25- player raid bosses that drop set tokens will now drop an additional token!
- Badges of Justice have been added to all raid bosses who did not previously have them!
- Players will no longer require an attunement quest to enter Hyjal.
- Players will no longer require an attunement quest to enter the Black Temple.
- Players who have completed the attunement quests for Black Temple and Hyjal will be granted the title of "Hand of A'dal".
- You may now fight Prince Kael'thas and Lady Vashj without first killing all the other bosses in their respective dungeons.
- The Unstable Cloud and Frost Breath spells are now treated properly as a movement impairing spells.
- Non-corporeal Undead and Mechanical creatures are now susceptible to bleed effects.
- Elemental creatures are no longer explicitly immune to poison and disease effects. Elementals with nature school immunities will still be immune to nature-based poisons, however.
- Gems obtained through Heroic difficulty instances are no longer Unique-equipped.
- Loot dropped by Doomlord Kazzak and Doomwalker has been changed to Bind on Equip. In addition, the cash dropped by these bosses has been significantly increased.
- Scale of the Sands reputation will now be awarded in Hyjal at a much higher rate.
- Caverns of Time: Heroic Black Morass
Rift Keepers and Rift Lords now have reduced hit points.
Durnholde Lookouts no longer spawn in the Heroic version of the instance. The placement of creatures around Durnholde Keep in Heroic mode is now identical to that of Normal mode.
- Caverns of Time: Mount Hyjal
The Vials of Eternity quest is no longer necessary for entry to Hyjal. This quest is still required for faction rings.

Azgalor's Rain of Fire now affects a smaller area.

- Caverns of Time: Old Hillsbrad
The Human Illusion effect will now always be removed properly when a player leaves the instance.
- Hellfire Citadel: Magtheridon's Lair
Many gameplay elements of the encounters in Magtheridon's Lair have been changed to decrease their overall complexity and difficulty.
- Karazhan
Players will no longer need the Master's Key to enter Karazhan. The gates to Karazhan will still require the Master's Key to be unlocked.
- Sunwell Isle: Magisters' Terrace
There is now a teleport orb located behind Kael'thas that will become active when he dies and will allow players to teleport out of the Magisters' Terrace.
- Tempest Keep: The Eye
The Vapor Clouds in the Kael'thas encounter are significantly easier to see.
Void Reaver is now immune to Vindication again.
- Tempest Keep: The Mechanar
The Mechanar: It is no longer possible to gain an additional Badge of Justice by bringing Cache of the Legion keys obtained in other copies of the instance.
- Zul'Aman
Jan'alai will now only teleport players to him if they are too far away.

Items

- Players will now be able to purchase level 70 Superior quality PvP items from reputation vendors.
- Avatar Regalia: The two-piece bonus from this set will now be consumed by Vampiric Embrace as intended.
- Bloody Brass Knuckles, Eerie Stable Lantern, Baelog's Shortbow, and Snakeskin Bag have been upgraded to Superior items.
- Blue Suede Shoes can now be disenchanting.
- Crystalforge Raiment: The two-piece set bonus will now work properly. Additionally, the four piece bonus will now only work on the next Holy Light cast, as intended.
- Cyclone Regalia: Trade skills will no longer consume the Energized effect.
- Darkmoon Card: Madness: The buffs from this item will no longer interrupt casting and channeling.
- Deadman's Hand: This item's effect now works while the victim is sitting. In addition, its effect is now properly considered a root for purposes of being dispelled or removed.
- Deathwing Brood Cloak: These cloaks are now bound on equip instead of bound on pickup.
- Discombobulator Ray: This item will again not work on mounted players.
- Druid Balance PvP Sets: The bonus movement speed for Bear, Cat, and Travel Form has been removed and replaced with a new bonus to Wrath and Starfire.
- Druid Restoration PvP Sets: The bonus movement speed for Bear, Cat, and Travel Form has been removed and replaced with a new bonus to Regrowth.
- Frostfire Regalia: The resistance bonus from this set now works with the Burning Crusade ranks of Mage Armor.
- Gladiator's Leather Gloves: This arena bonus will now properly school lock enemies when the damage from Deadly Throw causes them to stop channeling.
- The Gladiator's Thunderfist 4 piece set bonus has been reduced from 70% to 50%.
- Gnomish Mind Control Cap: Victims of the Gnomish Mind Control Cap will no longer get Forbearance when the mind control is terminated due to Blessing of Protection.
- Gnomish Poultryizer: This item will again not work on mounted players.
- Goblin Rocket Launcher: Creatures will no longer gain health while affected by the Stun from this item.
- Heavy Netherweave Bandage: It is no longer possible to have two players bandage the same target simultaneously using this item.
- Netherweave Bandage: It is no longer possible to have two players bandage the same target simultaneously using this item.
- Idol of the Crescent Goddess: The mana discount on Regrowth has been increased.

- Idol of Feral Shadows: The bonus damage to Rip has been increased.
- Idol of the Raven Goddess: The bonus healing, critical strike rating, and spell critical strike rating from this item have been increased. In addition, it no longer sometimes fails to apply the healing bonus.
- Idol of the Unseen Moon: The cooldown added in a previous patch has been removed.
- Idol of Ursoc: The bonus damage to Lacerate has been increased and the tooltip clarified to indicate it applies to both initial and periodic damage.
- Idol of the White Stag: Duration increased.
- Items intended for Retribution Paladins have had their stats adjusted. Retribution Paladins should see an increase in dps as a result.
- Jade Pendant of Blasting: This item no longer increases physical damage dealt.
- Justicar Raiment: The 2 piece bonus will now always give the correct amount of bonus healing to the Judgement Light effect.
- Libram of Absolute Truth: The Holy Light mana discount has been increased.
- Libram of Divine Purpose: The bonus damage on Seal and Judgment of Righteousness has been increased.
- Libram of Mending: The mana regeneration buff has had its duration increased. The name of the buff granted by this item changed to Grace of the Naaru to avoid having the same name as the Light's Grace talent.
- Libram of Righteous Power: The bonus damage for Crusader Strike has been increased.
- Libram of Souls Redeemed: The bonus for Flash of Light has been decreased and the bonus for Holy Light has been increased.
- Libram of Wracking: This item now increases the damage on Holy Wrath and Exorcism instead of decreasing their mana cost.
- Nether Vortex are no longer Bind on Pickup and can now be purchased from G'eras for 15 Badges of Justice!
- Masquerade Gown: The spirit bonus from this item will now properly trigger all benefits from the Tree of Life talent.
- Masterwork Stormhammer: The Chain Lightning cast by this item will no longer jump to secondary targets which are under the effect of crowd-control spells that break on taking damage. i.e. Polymorph, Sap, etc.
- Mojo: A pvp-flagged player can no longer kiss Mojo and cause non-flagged players to become flagged.
- Moongraze Stag Tenderloin can now be consumed by hunter pets that eat meat.
- Noggenfogger Elixir: It is no longer possible using this item to keep the Old Hillsbrad human illusion outside of the instance.
- Paladin Healer Gladiator Sets: The set bonus changing Hammer of Justice cooldown has been changed to a set bonus increasing the amount healed by Holy Shock.
- Pendant of the Violet Eye: Paladin Judgment spells will again properly trigger this item.
- Players can now only carry 80 Conjured Manna Biscuits at a time.
- Primal Nether are no longer Bind on Pickup!
- PVP Relics: The bonus resilience from Idols, Librams, and Totems is no longer stackable by swapping between multiple relics.
- Resilience has been added to all Retribution Paladin PVP gear.
- Added Shattrath Flask of Pure Death and Shattrath Flask of Blinding Light to the reputation flask vendors in Shattrath.
- Shaman Elemental PVP Sets: The resistance on Lightning Bolt spell pushback has been reduced to 50%.
- Shaman PVP Boots: The pre-Burning Crusade bonus to increase Ghost Wolf speed no longer works for players over level 60.
- Shattrath Flasks now work inside the Sunwell Plateau raid instance.
- Skull of Gul'dan: This item now shares its cooldown with other similar trinkets.
- Steam Tonk Controller: This item can no longer trigger the warrior talent Second Wind when it is driven out of range by the warrior.
- The On Use effect has been properly changed to passive for the following items: Blue Overalls, Brantwood Sash, Firewalker Boots, Gloves of Kapelan, Hellion Boots, Hibernial Gloves, Hibernial Pants, Kimbra Boots, Mistscape Gloves, Nightsky Trousers, Sacred Burial Trousers, Turquoise Sash, and Woolen Boots, Spinesever.
- Thunderstrike: The Chain Lightning cast by this item will no longer jump to secondary targets which are under the effect of crowd-control spells that break on taking damage. i.e. Polymorph, Sap, etc.
- Tome of the Lightbringer: The block value and buff duration have

been increased.

- Totem of the Pulsing Earth: The mana discount for Lightning Bolt has been increased slightly.
- Vengeful Gladiator's Waraxe: The weapon delay has been reduced.
- Weightstones and Sharpening Stones: The bonus damage from these temporary enchantments now works while shapeshifted.
- Winterfall Firewater: The tooltip no longer specifies only melee attack power.

User Interface

- The Interface Options screen has been completely redesigned. AddOns that interact with the Interface Options screen will need to be updated.
- Players will now be able to inspect other players via their chat link.
- Players may now inspect players of the opposing faction while they are not flagged for PvP.
- Combat Log Improvements
 - New tabs are available for sorting combat messages.
 - ctrl-right clicking functionality has been added for individual information sorting
 - Colors may now be assigned for friends and enemies
 - The WoWCombatLog.txt file format has been changed to make it easier for programs to read.
- Cast sequences work with slot numbers again.
- GM messages now appear with a Blizzard icon near their name.
- You can now declare war on a faction in the reputation UI while you are in combat.
- Spell haste and Armor Penetration will now display on the character sheet. (Armor Penetration displays in the hit rating section). Spell Penetration now displays under the spell hit section.
- Weapon enchants are now shown at the character selection screen.
- The friends list now has a notes field per friend. Click on the note icon to add a note for a particular friend.
- There is now a UI option to display free bag space. When turned on, your backpack will display the total number of free spaces available in all your bags.
- You can now link quests into chat by Shift-Clicking on the quest name in the quest log.
- Merchants now display how many pages of merchandise they sell (Page 1 of 2).
- Guild Bank Changes
 - Ranks can now be set to allow withdraw of funds or allow repair with funds or both.
 - When purchasing a bank tab, it takes money out of the guild bank before it takes your personal money. This is logged as well.
 - Each Tab now has an info pane. This pane can be used for requests or for rules about the tab or anything at all really.
- When looting Bind on Pickup items, the confirmation dialogue now lists the name of the item in the dialogue. You can now verify that you are picking up the correct bind on pickup item.
- Bind on Pickup items that only you can pick up (Heroic Badges for instance) will no longer bring up a confirmation dialogue.
- Players can now opt out of looting for group loot, round robin and need before greed looting styles. If a player turns this on, they will not get a looting turn in the loot cycle. This can be turned on from the right-click menu on your own portrait.
- In Master Loot mode, all players in the group will see sparkles on corpses that have loot above the master loot threshold. This lets everyone see what the master loot items are, though they cannot interact with them. Only the master looter can loot those items still.
- Searching for an item in the tradeskill search box should now hide empty categories.
- The names over the heads of nearby players who are on your friends list will appear in a different color now so you can tell when they are nearby.
- Stacked items for sale at the auction house now display the per unit price and per unit buyout price in the item mouseover.
- The profession UI search field has been improved and now allows for searching of more types of things. For instance you can search for items by socket color, by effect ("Critical Strike" for instance) or search gems by their effect ("Strength" for instance). In addition, the searching of items by level has been made more intuitive. You can now search for items by level with "15-20" to

search for items that you can make that have a minimum level required of 15 to 20.

- The Tooltip for player Dodge/Block/Parry in the character sheet has been changed slightly.
- Optimized particle system rendering for improved frame rates.
- The casting bar will now display properly when casting Blizzard (mage) or Rain of Fire (warlock) with spell haste.
- For additional notes on Lua and XML changes please visit the UI & Macros Forum.
<http://forums.worldofwarcraft.com/board.html?sid=1&forumId=11114>

World Environment

- Alterac Valley, Arathi Basin, Warsong Gulch, Blade's Edge Arena, Lordaeron Arena, and Nagrand Arena: Players who fall below the world in these environments will now die instead of being stuck.
- Creature versions of Intimidating Shout have been changed to Frightening Shout, and the primary target of the ability is now feared instead of stunned.
- Critters: Ambient level 1 creatures will no longer be picked as subsequent targets by chaining spells and abilities.
- Doomwalker: This creature will no longer sometimes cause a player's Darkmoon Card: Vengeance to trigger and put the player in combat with the Doomwalker.
- Elites in Blade's Edge Plateau Regions: These creatures now have an increased chance to drop rare depleted items.
- Eye of Culuthas and Hound of Culuthas now drop grey loot.
- Goreclaw the Ravenous can now be skinned.
- Interacting with objects (chests, mining nodes, herbs) should no longer aggro neutral creatures.
- Monstrous Kaliri have learned how to chase players going straight up.
- Shardtooth Mauler: This creature now drops meat like other bears.
- Outland Rare Spawn
The following creatures have had their hit points and damage significantly reduced: Collidus the Warp-Watcher, Fulgorge, Hemathion, Kraator, Marticar, Morcrush, and Nuramoc
- The Ratchet bank now has access to the Guild Vault.
- A mailbox has been added to the inn in Darnassus.

Bug Fixes

- Fixed an error that was causing many auctions to never complete due to the item no longer being on the auction house.
- Splintertree Raiders will now respawn with Torek if Duriel Moonfire and her guards are killed while the Raiders are still alive.
- Female Draenei can no longer become stuck under a root in the tunnels leading to Blackfathom Deeps, Ashenvale.
- The quest description text for "The Corpulent One" no longer refers to it being a group quest.
- Saber/Tiger Mounts will now make footprints when walking backwards in snow.
- Oгри'la Peacekeeper's weapons have been scaled to a size more appropriate for keeping the peace..
- Unplugging speakers/headphones during the opening cinematic will no longer freeze the cinematic until canceled.
- Pets are now able to properly attack mobs near the walls on the ramps in Zul'Aman, Bear Wing.
- The flag on the battle map in Eye of the Storm will no longer show up as Horde controlled even if an alliance player has picked it up.
- Channeling spells will no longer continue to show the channeling bar after zoning into arena battlegrounds.
- Blood Elf corpses now properly have loot in Alterac Valley battlegrounds.
- Snake Trap will no longer affect non-combat flagged players.
- Leaving a 2v2 arena team and creating a new 2v2 team while on a 3v3 arena team will no longer result in incorrect rosters listed for each team.
- Joining a second arena match before a previous arena has closed will no longer result in personal rating not updating correctly.
- Attempting to promote an arena team member to Team Captain while that member is offline will no longer result in a "Player not found" error.
- Disbanding an arena team while inside an arena battle will no longer cause the arena UI to become corrupted until logout.
- The Arena Team Petition Window will now automatically close when the

- Arena Captain is out of range or offline.
- Switching arena teams after playing a game will no longer cause the PvP tab to incorrectly display your old team's rating.
- There is now a chat message given after attaining a new title.
- Alterac Valley quests will now properly show a golden ! or blue ? for players above level 65.
- Nazan in Hellfire Citadel: Nazan will no longer sometimes not land on the ground until after Vazruden the Herald is killed or Nazan is heavily damaged.
- Archimonde's Grip of the Legion will no longer target pets.
- It is no longer possible to be saved to a Heroic instance while not meeting the requirements to get into it.
- There is no longer an area in Serpentine Cavern where using Field Repair Bot 74A will cause it to fall through the ground.
- There is no longer an area in Coilfang Steamvaults where ground targeting AOE effects cannot be cast.
- The proc from Black Bow of the Betrayer will no longer break crowd control effects such as Scatter Shot.
- Vengeful Gladiator's Mooncloth Hood and Vengeful Gladiator's Satin Hood will now display Troll Tusks.
- Thori'dal, the Stars' Fury will now display its bow animations correctly.
- The Legion Ring boundary markers no longer occasionally disappear.
- Monthly quests will now properly reset at midnight server time.
- Fixed an area in Netherwing Fields in Shadowmoon Valley where players on flying mounts could be dismounted and were unable to mount.
- It is no longer possible for players to use guild banks in opposing faction cities.
- The Clockwork Rocket Bot can no longer be buffed.
- Players with moderator status in custom channels will now properly lose moderator status when kicked by the channel owner.
- Sending mail to a non-existent character will now result in players getting the message, "Cannot find mail recipient".
- Zeppelin Master Zapetta will no longer become confused about whether the zeppelin in Orgrimmar is arriving or leaving.

- World of Warcraft Client Patch 2.3.3 (2008-01-22)

General

- Some players may notice improved data load times when newly entering the world and after zoning into new areas.
- Character/NPC load times have been decreased, and now should appear faster. You're not hearing voices, there really are people in Shattrath!

Bug Fixes

- Felspine the Greater in Shadowmoon Valley will no longer evade when engaged.
- Gutripper in Nagrand will no longer evade when engaged.
- Players will now be correctly credited with their arena points if they purchase an arena item during weekly arena calculations.
- Using a castsequence macro on a target moving out of range will no longer cause it to stop working.

- World of Warcraft Client Patch 2.3.2 (2008-01-08)

General

- /timetest is a command that can be run to provide information on game performance. /timetest 0 turns the command off. When the command is issued, the next time a player uses a flight master to travel, certain statistics will be measured and displayed at the end of that flight. All weather effects and spawns are shutdown during the test.
- Effects triggered from being critically hit: Many abilities and talents were changed in 2.3.0 to allow them to trigger from critical strikes that occurred while the player benefitting from them was sitting.
- Quest givers with blue question marks no longer show up on the

minimap.

- NPC's who you have completed a quest for will display a question mark on mouseover rather than an exclamation point.
- The bank controls for the guildmaster level of a guild is now grayed out. A guildmaster always has full access to a guild bank and this cannot be changed.
- A "Withdraw-Repair Only" button has been added to the guild bank controls. If this is set for a guild rank, then that rank cannot actually withdraw funds from the guild bank, but they can still use that daily amount of money for repairs.
- You will now automatically stand up when attacked, even if the attack doesn't land.
- Boat and zeppelin vendors and NPCs are back on duty.
- Reduced network latency by disabling the Nagle algorithm.

Druids

- Lifebloom: When this ability is refreshed it will take on the strength of the incoming Lifebloom effect, rather than maintain the existing strength.
- Ravage: The damage multiplier on this ability has been increased from 350% to 385%.

Hunters

- Arcane Shot: Ranks 1-5 will once again deal bonus damage based on attack power.
- Aspect of the Viper effect increased.
- Freezing Trap is no longer limited to one target at a time.
- Pet leveling speed has been increased.

Mages

- Cold Snap (Frost) cooldown reduced. It is now in the Ice Block position in the talent tree. This ability will no longer reset the cooldown on Fire Ward.
- Conjure Mana Gem mana restore variance substantially reduced, (Rank 5 - Emerald) now restores 2340 to 2460 mana and has three charges.
- Ice Block (Frost) is now available on the trainer to all mages at level 30.
- Icy Veins (NEW Frost Talent) decreases casting time of all spells by 20% and increases the chance your chilling effects will freeze the target by 10%. Lasts 20 sec. 3 min cooldown. It is now in the Cold Snap position in the talent tree.

Paladins

- Crusader Strike (Retribution) now causes 110% of weapon damage and no longer gains any bonus from spell damage.
- Righteous Fury: This spell will no longer cost twice the listed mana to cast.
- Sanctified Judgements (Retribution) now returns 80% of the Seal's mana cost, increased from 50%.

Rogues

- Ambush: The damage multiplier on this ability has been increased from 250% to 275%.
- Cheat Death: When multiple attacks land simultaneously, all those resolved after the attack which triggered Cheat Death will now have their damage reduced by 90% as intended. However, the combat log will still report them doing full damage.
- Hemorrhage: Rank 4 of this ability no longer has its charges consumed by non-physical attacks and spells.
- Hemorrhage weapon damage reduced from 125% to 110%, but the damage debuff has been increased.
- Hemorrhage: This ability now correctly does additional damage when its debuff has already been applied.
- Preparation now resets the cooldown of Shadowstep and no longer resets the cooldown of Adrenaline Rush.
- Shadowstep now adds a 3 second, 70% movement speed increase.
- Sinister Calling now also increases the percentage damage bonus of Hemorrhage and Backstab by 2/4/6/8/10%.

Shaman

- Lightning Shield mana cost reduced.
- Water Shield now restores mana periodically regardless of how many charges remain. Duration increased to 10 minutes.

Warlock

- The health cost taken from the Warlock after using Health Funnel will now remain consistent between uses.

Warrior

- Defiance: The expertise granted by this talent now works properly in all stances.
- Warriors no longer lose rage when using a macro to enter a stance they're already in.

Professions

- Cooking
 - Goldthorn Tea was erroneously unlearned by most players who had learned the recipe. The recipe has been re-enabled and can be learned again from Henry Stern in Razorfen Downs at no cost.
- Enchanting
 - Enchant Shield - Resilience now requires a Runed Fel Iron Rod instead of a Runed Adamantite Rod.
- Leatherworking
 - Increased the range of leatherworking drums to 40 yards. Drums of Panic remains unchanged at 8 yards.

Items

- Amani Charm of the Witch Doctor: Tooltip typo corrected.
- Hearthstone: The cast time on this item is no longer affected by spell haste.
- Hex Shrunken Head: This item now has a 20 second shared cooldown with other similar trinkets.
- Icy Chill Enchant: The triggered effect from this enchantment will now cause a melee slow and movement snare as intended.
- Idol of the Unseen Moon: This item now has a 30 second cooldown on being triggered.
- Idol of Terror: The triggered agility buff from this item no longer overwrites other agility buffs.
- The Netherscale Ammo Pouch is no longer a Unique item.
- The Knothide Quiver is no longer unique.
- The Vengeful Gladiator's Grimoire is now available on vendors.

Dungeons and Raids

- Heroic Coilfang Reservoir- Steamvaults
 - Mekgineer Steamrigger's Main Chambers Access Panel is no longer interactable until Mekgineer Steamrigger has been killed.
- Tempest Keep- The Eye
 - The number of Blood Elves guarding Prince Kael'Thas' room has been reduced.
- Zul'Aman
 - The Amani'shi Warrior's Charge ability now has a minimum range.
 - The melee haste provided by Halazzi's Frenzy has been reduced to 100%.
 - Dragonhawks in Zul'Aman can now be skinned. This doesn't include dragonhawks that do not have loot.

Quests

- Blade's Edge Mountains: Players accepting the bombing run quests in Blade's Edge Plateaus will no longer cause other players in the region to stand up.

User Interface

- There is now an option to turn off the screen edge damage flash when you have a fullscreen UI up.
- You can sell stacks by dropping them on the merchant window again.
- Ready check (/readycheck) will now display a visual display of each party/raid member's status next to their name. This will display in the Party UI, the Raid UI and the Raid pullout UI. A player will get a check mark if they are ready, a question mark if they have not replied and a red X if they are not ready or are afk.
- You can now see raid members on the minimap as dark blue dots in addition to party members which still display as light blue dots.
- You can now shift click names while the petition window is open to paste them into the petition.
- Fixed various problems with /castsequence getting stuck.
- /cast will toggle spells again unless the name is prefixed with an

exclamation mark, e.g. /castsequence Steady Shot, !Auto Shot

Bug Fixes

- Characters may now possess up to five Paper Flying Machines in a single stack.
- Fixed "Spell/Ability is not ready yet" message when clicking quickly at the beginning of a cast.
- Fixed a server disconnect when moving the mouse over recipes in the guild bank.
- Gnomish Universal Remote will now work properly with the Fel Cannon.
- Disconnecting a USB HeadSet will no longer cause problems with the Voice Chat dropdown menus.
- Clockwork Rocket Bots will no longer attack each other in Shattrath City.
- Channel changes will now appear properly in the chat log after zoning in or out of instances.
- Unplugging headphones/speakers then plugging them back in while in WoW no longer disables all sound in WoW
- If the original owner of a custom channel gives leadership away their options menu will no longer show that they have moderation privileges.
- The first custom created guild ranking will now properly show up in the Guild Control pane drop down menu.
- Control-clicking on inventory items that teach recipes will now properly display you wearing the item made by the recipe in the dressing room UI.
- Fixed an issue that was not allowing all charges of a Field Repair Bot to be used.
- Creatures with random player targeting crowd control abilities such as fear, charm, or sleep will now properly choose a random eligible target rather than just choosing the nearest eligible target.
- The various Hallow's End broom mounts now have their proper real-time (rather than game-time) duration of 14 days.
- Tricky Treats now have their proper real-time (rather than game-time) duration of 24 hours.

- World of Warcraft Client Patch 2.3.0 (2007-11-13)

The Gods of Zul'Aman

The stronghold of Zul'Aman has stood for millennia as the Amani trolls' seat of power and bastion of the fearless, cunning warlord Zul'jin.

Zul'jin has spent several years plotting behind Zul'Aman's walls. Furious at the Horde for allowing his hated enemies, the blood elves, to join its ranks, he eagerly embraced a scheme that the witch doctor Malacrass recently proposed: to seal the power of the animal gods within the bodies of the Amani's strongest warriors.

Now Zul'Aman's army grows more powerful by the day, hungry to exact vengeance in the name of its fearless leader, Zul'jin.

Guild Banks Introduced

The Guild Bank is a shared repository for an entire guild and will be accessible through Guild Vault objects near existing banks. The Guild Bank will allow players with the appropriate permissions to store items and money for use by the rest of the guild. Permissions to withdraw and deposit money and items are controlled by the guild leader through the guild controls menu. The Guild Bank is divided up into separate tabs so that the guild leader may restrict access or group items into distinct categories.

- Up to 6 purchasable tabs each containing 98 item slots
- Permissions to view/deposit/withdraw per tab
- You may use your Guild Bank withdraw limits to pay for item repairs (now enabled on all merchants)
- Transaction logs of the last 25 actions within each tab, as well as money activity.

Dustwallow Marsh

Dustwallow Marsh has seen many improvements with the addition of over 50

new quests and a new neutral goblin town called Mudsprocket located in the southern part of the zone. There is also a small quest hub featuring a crashed goblin zeppelin, to the east of Tabetha's hut.

Leveling Improvements

Many leveling improvements have been made for the old world.

- The amount of experience needed to gain a level has been decreased between levels 20 and 60. In addition, the amount of experience granted by quests has been increased between levels 30 and 60.
- Level 1-60 dungeon quests have had their experience and faction rewards increased.
- Many elite creatures and quests in the level 1-60 experience have been changed to accommodate solo play.

General

- The latest patch of World of Warcraft: The Burning Crusade shows a benefit on today's popular multicore processors like the Intel(r) Core(tm)2 Duo processor family. The enhanced patch has demonstrated higher frame rates by spreading the work across both processor cores.
- Zul'Aman is a 10-player, level 70 outdoor instance located in the Ghostlands. Players will be able to confront six new bosses including the Forest Troll Warlord Zul'jin.
- Guild Banks have been introduced. The Guild Bank will allow players with the appropriate permissions to store items and money for use by the rest of the guild.
- Experience: The amount of experience needed to gain a level has been decreased between levels 20 and 60. In addition, the amount of experience granted by quests has been increased between levels 30 and 60.
- All items have had their bonuses to Weapon Skill Rating converted to a new stat called Weapon Expertise Rating. Each point of Weapon Expertise reduces the chance for your attacks to be dodged or parried by .25%.
- Healing reduction effects will now affect all health drain spells and abilities (e.g. Mortal Strike will reduce health gained from Drain Life).
- Healing: Almost all items and enchantments that provide bonus healing now also provide a smaller number (approximately 1/3) of bonus spell damage. There are a few items and enchantments where this was not possible, such as random-stat items and Zul'Gurub enchantments, but this is now the case on virtually all other items.
- On Kill Effects: Items and abilities that trigger on killing an enemy will no longer trigger on using an ability that kills your pet.
- Weapon Skill: All items and abilities that granted weapon skill have been changed. In most cases, they were converted to expertise or expertise rating. Ranged attacks do not benefit from expertise, so ranged weapon skill has generally been replaced by critical strike bonuses or hit bonuses. In a few cases, talents have been changed to other effects to avoid granting players excessive amounts of expertise.
- A new flight path has been added to the Rebel Camp in northern Stranglethorn Vale.
- Flying units can see ground units and vice versa at any altitude.
- Players no longer gain the moving AOE radius bonus if they are jumping.
- Client spell cast requests are now sent to the server even if your player is already casting another spell. This eliminates the need for /stopcasting in macros to compensate for latency.
- Vendor Discounts: All vendors with an associate faction now give discounts at all levels above neutral.
 - Friendly: 5% discount
 - Honored: 10% discount
 - Revered: 15% discount
 - Exalted: 20% discount
- Quest givers who have available daily quests will have a blue exclamation point instead of a yellow one.
- Pets will try to get behind their targets when engaging in melee combat.
- You can now obtain a tiny Sporebat pet with exalted Sporeggan faction.
- An Azure Whelp pet now drops from the blue dragonkin in Azshara.
- If you are seated and try to use abilities that require you to be standing, you will stand up and use them. This can be disabled with: /console autoStand 0 .

Racial Abilities

- Dwarf: Gun Specialization now increases chance to critically hit with Guns by 1% rather than increasing weapon skill.
- Gnome: Escape Artist cooldown increased to 1 min, 45 sec.
- Humans: Sword Skill now increases the critical strike chance with swords and two-handed swords by 1%.
- Humans: Mace Skill now increases the critical strike chance with maces and two-handed maces by 1%.
- Orcs: Axe Skill now increases the critical strike chance with axes and two-handed axes by 1%.
- Troll: Bow and Thrown Specialization now increases chance to critically hit with those weapons by 1% rather than increasing weapon skill.

PvP

- Arenas

The top ranked team of each battlegroup for each format will receive a new unique title for the end of Season 2 called "Merciless Gladiator".

- Battlegrounds

Daily quests have been added targeting a random battleground for that day. Look for Alliance Brigadier Generals and Horde Warbringers near your faction's battlemasters in all major capitals.

Dropping the Flag in a battleground will now result in a debuff that will not allow you to pick up the flag again for 3 seconds.

Druids who are shapeshifted when they receive the Restoration buff from battlegrounds will now correctly regenerate mana.

Players will now be able to cast spells for free in the Battleground before it begins.

Players will now be able to cast spells for free for a few seconds after being resurrected by a Spirit Guide in the Battleground.

Alterac Valley

Additional Warmasters no longer report for duty upon destroying an enemy tower. However, destroying an enemy tower still eliminates the associated opposing Warmaster.

All Warmasters are linked to each other and their respective Generals and can no longer be pulled individually.

Honor from capturing towers has been increased.

All Commanders and Lieutenants have left Alterac Valley in search for other battle opportunities.

Players will no longer be sent to their starting tunnels on death unless that team controls no graveyards in the battleground.

Many NPCs in Stormpike and Frostwolf holds are no longer elite. Bonus Honor in Alterac Valley is now only awarded during the battle for destroying enemy towers and slaying the enemy Captain. Upon conclusion of the battle, bonus honor is also awarded for intact towers, a surviving Captain, and for victory in the battle. The total bonus honor awarded should be similar to the previous total.

The Horde and Alliance now have a limited number of reinforcements available in the battle for Alterac Valley. The number of reinforcements available is reduced upon player death, loss of towers, and death of Captain Galvangar or Balinda Stonehearth. In addition, all available reinforcements are lost upon the death of General Drek'Thar or Vanndar Stormpike. If a team is reduced to zero reinforcements, the opposing team wins the battle.

Towers and Graveyards in Alterac Valley are now captured in 4 minutes (down from 5).

Eye of the Storm

The points awarded from capturing the flag in Eye of the Storm is now increase based on the number of bases the capturing team owns.

Warsong Gulch, Arathi Basin, Eye of the Storm

Additional bonus honor is now awarded upon conclusion of the battle.

Druids

- Barkskin: It is no longer possible to cast this spell while Cycloned.
- Challenging Roar: The chance for this ability to land successfully on its targets is now increased by hit rating.
- Cure Poison and Abolish Poison are now usable in Tree of Life Form.
- Cure Poison, Abolish Poison and Remove Curse range increased to 40 yards.
- Entangling Roots: It is no longer possible for multiple Druids to have Entangling Roots on the same target. In addition, it will now

always be removed correctly if multiple Druids overwrite each other's Entangling Roots.

- Entangling Roots: This ability will no longer be overwritten when the new Entangling Roots would do less damage.
- Feral Attack Power: Items that granted bonus attack power in Cat, Bear, Dire Bear, and Moonkin forms have been re-evaluated. In almost all cases, the attack power on the item has been increased. This change corrects an issue where feral weapon damage was not keeping up with other classes in its rate of increase.
- Feral Charge: It is now possible for the interrupt and root effects from this ability to be resisted separately.
- Force of Nature: This ability will no longer automatically break stealth on victims in its casting area. Nearby stealthed characters may still be attacked if they are too close to the summoned Treants.
- Growl: The chance for this ability to land successfully on its target is now increased by hit rating.
- Heart of the Wild: This talent no longer provides 4/8/12/16/20% bonus Strength in Cat Form. Instead it provides 2/4/6/8/10% bonus attack power.
- Hibernate: This spell will now always be removed correctly if multiple Druids overwrite each other's Hibernate.
- Intensity (Restoration) increased to 10/20/30% mana regeneration.
- Ignite: This talent is no longer triggered by damage dealt by Molten Armor.
- Natural Perfection (Restoration) - Now also grants the Natural Perfection effect after being critically hit, reducing all damage taken by 1/3/5% for 8 seconds. Stacks up to 3 times.
- Natural Perfection: This talent can now trigger while the Druid is sitting.
- Primal Fury: This talent will now be learned correctly even if purchased while the Druid is dead.
- Rebirth cooldown reduced to 20 minutes, from 30 minutes.
- Remove Curse is now usable in Moonkin Form.
- Shapeshifting Spells: Some of these spells were causing additional unintended threat. That additional unintended threat has been removed.
- Soothe Animal: This spell now properly consumes Nature's Swiftiness.
- Tranquility now gains additional benefit from spell damage and healing bonuses.
- Tree of Life: It is no longer possible to have the bonus healing aura from this ability while not actually in Tree of Life Form.
- If you are in a shapeshift form and try to use an ability that may only be used in caster form, you will leave the form and use that ability. This means that you can shift from one form to another in one action. If you don't have mana to shift form, you will get an error message and remain in your current form. This can be disabled with /console autoUnshift 0

Hunters

- Aimed Shot (Marksmanship) now reduces healing done to that target by 50% for 10 seconds, shot time reduced by 0.5 seconds.
- Arcane Shot (Ranks 6 and above) now dispel 1 Magic effect in addition to their normal damage.
- Explosive Trap: The initial damage dealt by this trap is now also increased by 10% of your ranged attack power.
- Expose Weakness: The triggered effect from this talent will no longer use up charges of Misdirection.
- Immolation Trap: The total damage dealt by this trap is now also increased by 10% of your ranged attack power.
- Misdirection: This spell will now always be removed correctly if multiple Hunters overwrite each other's Misdirection.
- Misdirection: If a Hunter attempts to use this ability on a target which already has an active Misdirection, the spell will fail to apply due to a more powerful spell already being in effect. This will not trigger the cooldown or cost any mana.
- Readiness: This talent now finishes the cooldown on Kill Command.
- Serpent Sting, Immolation Trap and Explosive Trap all gain additional damage based on ranged attack power.
- Serpent Sting: The total damage dealt by this sting is now also increased by 10% of your ranged attack power.
- Steady Shot: Tooltip clarified to indicate base weapon damage is used in the damage calculation.
- Trueshot Aura (Marksmanship) no longer costs mana to cast and will last until cancelled.
- Wyvern Sting (Survival) is now instant cast and has a maximum

duration of 10 seconds in PvP.

- Wyvern Sting: This ability will no longer be overwritten by lower ranks of Wyvern Sting.

Mages

- Arcane Intellect and Arcane Brilliance mana costs reduced.
- Arcane Meditation (Arcane) increased to 10/20/30% mana regeneration.
- Arcane Missiles: Players will no longer get strange error messages when casting this spell at evading targets. The spell will simply fail.
- Detect Magic removed. All players may now see their target's beneficial effects at all times.
- Evocation now regenerates 15% of total mana every 2 seconds rather than increase Spirit based regeneration.
- Fire Ward and Frost Ward now gain additional benefit from spell damage bonuses. Base absorb values of ranks 5 and 6 have been reduced.
- Ice Barrier now gains additional benefit from spell damage bonuses. Base absorb values of ranks 5 and 6 have been reduced.
- Improved Fireball: The reduction in damage coefficient caused by this talent has been removed.
- Improved Frostbolt: The reduction in damage coefficient caused by this talent has been removed.
- Polymorph: It is no longer possible to polymorph a player and have that player remain mounted. In addition, it will now always be removed correctly if multiple Mages overwrite each other's Polymorph.
- Portal Spells: Portal spells to capital cities can no longer be cast in battlegrounds.
- Remove Curse range increased to 40 yards.
- (NEW SPELL) Ritual of Refreshment available on trainers at level 70.
- Spellsteal: It is no longer possible via this spell to get two Forbearance debuffs at the same time.

Paladins

- Blessing of Light: Lower ranks of Flash of Light and Holy Light are now properly penalized when used with this Blessing.
- Cleanse and Purify range increased to 40 yards.
- Crusader Strike (Retribution) cooldown reduced from 10 to 6 seconds.
- Divine Favor: When this ability is cast immediately after a critical heal, it will no longer be removed incorrectly.
- Exorcism mana cost reduced.
- Fanaticism (Retribution) now also reduces threat caused by all actions by 6/12/18/24/30%.
- Hammer of Wrath mana cost reduced.
- Holy Wrath mana cost reduced.
- Improved Seal of the Crusader (Retribution) benefits folded into the base spell. This talent now gives the benefits of the Sanctified Crusader talent instead.
- Judgement of Light: The combat log will now show the health gained from.
rank 5 of this ability as Judgement of Light instead of Seal of Light.
- Judgement of Wisdom: It is no longer possible for the mana energize effect to trigger off of reapplication of the Judgement of Wisdom.
- Paladin seals no longer have a low chance to be dispelled if you have 3 points in Sanctified Seals.
- Precision (Protection) now increases spell hit chance as well.
- Pursuit of Justice (Retribution) is now 3 ranks and increases movement speed by 5/10/15% and also reduces the chance you'll be hit by spells by 1/2/3%.
- Righteous Defense: The chance for this ability to land successfully on its targets is now increased by hit rating.
- Sanctified Crusader (Retribution) renamed Sanctified Seals, which now increases your chance to critically hit with all spells and melee attacks by 1/2/3% and reduces the chance your Seals will be dispelled by 33/66/100%.
- Seal of Vengeance: The bonus damage this ability dealt when the debuff is fully stacked on the target was incorrectly too low. It is now increased.
- Spiritual Attunement: This ability will now gain mana properly from Vampiric Embrace heals.
- Vengeance (Retribution) duration increased from 15 to 30 seconds.
- Vindication (Retribution) frequency and duration increased and now reduces all attributes by 5/10/15%, not just Strength and Agility.
- Weapon Expertise (Protection) renamed Combat Expertise, now increases expertise by 1/2/3/4/5 and total Stamina by 2/4/6/8/10%.

Priests

- Blessed Recovery: This talent can now trigger while the Priest is sitting.
- Blessed Resilience: This talent can now trigger while the Priest is sitting.
- Chastise (NEW) is now available to Dwarf and Draenei priests at level 20. Chastise causes Holy damage and incapacitates the target for 2 seconds.
- Circle of Healing: The base amount of healing from this spell has been reduced along with increasing the bonus it receives from bonus healing effects. Characters with more than 1338 healing will see their Circle of Healing heal for more than previous patches. Characters with less than 1338 healing will see their Circle of Healing heal for less.
- Cure Disease and Abolish Disease range increased to 40 yards.
- Divine Spirit: It is no longer possible for a target to simultaneously have Divine Spirit rank 5 and Prayer of Spirit Rank 1 icons showing at the same time.
- Elune's Grace (Night Elf) effect changed to reduce chance to be hit by melee and ranged attacks by 20% for 15 seconds. There is now only 1 rank of the spell.
- Fear Ward is now available to all priests at level 20. Duration reduced to 3 minutes, cooldown increased to 3 minutes.
- Fixed a bug where the global cooldown was triggered when shifting out of Shadowform.
- Focused Will (NEW Discipline Talent) - After taking a critical hit you gain the Focused Will effect, reducing all damage taken by 1/3/5% and increasing healing effects on you by 4/7/10% for 8 seconds. Stacks up to 3 times.
- Holy Fire: The tooltip on rank 4 has been adjusted.
- Inner Focus will now properly affect Lightwell Rank 4.
- Inner Focus: This effect is now properly consumed by casting Mind Soothe.
- Meditation (Discipline) increased to 10/20/30% mana regeneration.
- Mind Soothe: This spell will now consume Inner Focus.
- Mind Vision: Now consumes the Inner Focus buff when cast.
- Pain Suppression (Discipline Talent) is now usable on friendly targets, instantly reduces the target's threat by 5%, reduces damage taken by 40% and its cooldown has been reduced to 2 minutes.
- Prayer of Healing, Circle of Healing and Holy Nova (healing effect) now gain additional benefit from spell damage and healing bonuses.
- Power Word: Fortitude, Divine Spirit, Prayer of Fortitude and Prayer of Spirit mana costs reduced.
- Power Word: Shield now gains additional benefit from spell damage and healing bonuses. Base absorb values of ranks 10, 11 and 12 have been reduced.
- Prayer of Mending: This ability will no longer be overwritten when the new Prayer of Mending would do less healing.
- Shackle Undead: This spell will now always be removed correctly if multiple Priests overwrite each other's Shackle Undead.
- Shadow Word: Death: Resilience no longer reduces the backlash damage from this spell.
- Starshards (Night Elf) is no longer channeled, costs 0 mana, is now a Magic effect, lasts 15 seconds, causes damage every 3 seconds and has a 30 second cooldown.
- Starshards: The damage per tick of this ability no longer changes during the duration of the effect.
- If you are in Shadowform and try to use an ability that may not be used in Shadowform, you will leave Shadowform and use that ability. This can be disabled with /console autoUnshift 0
- Silent resolve: This talent now benefits the triggered buffs from Blessed Resilience, Blessed Recovery, and Martyrdom.

Rogues

- All poisons will now enchant the weapon for 1 hour, increased from 30 minutes.
- Blade Flurry: This ability now works correctly in all cases with shielded targets.
- Blind is now a physical (no longer a poison) attack. Reagent requirement removed. Now shares the same diminish category as Cyclone and is now diminished in PVE as well as PVP.
- Cheat Death (Subtlety) chance to trigger increased to 33/66/100% and now also causes the rogue to take 90% less damage for 3 seconds when

the effect triggers. This effect cannot occur more than once per minute.

- Cold Blood: Fixed an issue where this buff was sometimes getting removed when an attack missed.
- Dirty Deeds now also increases special ability damage against enemies below 35% health.
- Dirty Deeds: This talent will no longer interfere with getting the bonus damage from the Druid ability Mangle on Rupture and Garrote.
- Fleet Footed (Assassination) now increases movement speed by 8/15%.
- Hemorrhage: This ability now does 125% of weapon damage.
- Kick: Interrupting a channeled spell with this ability will now always properly prevent casting spells from the same spell school for 5 sec.
- Remorseless Attacks: This talent can no longer be triggered by the death of a rogue's target dummy or other pet.
- Riposte is now subject to diminishing returns in PvP.
- Rogue's Deadly Throw missile speed increased significantly and snare duration increased slightly.
- Ruthlessness now only affects melee finishing moves. It no longer works with Deadly Throw.
- Sap: Multiple Saps placed by multiple Rogues will now be handled correctly in all cases.
- Shadowstep (Subtlety) can now be used at any time, not only while stealthed. Now increases the damage and reduces the threat caused by the next damaging ability. Cooldown increased to 30 seconds. Range changed to 25 yards.
- If you are in Stealth and try to use an ability that may not be used while stealthed, you will leave stealth and use that ability. This can be disabled with /console autoUnshift 0

Shaman

- Chain Heal: The tooltips on ranks 1-3 have been adjusted.
- Chain Lightning cast time reduced to 2.0 (from 2.5), mana costs reduced, benefit from spell damage reduced appropriately.
- Cure Poison and Cure Disease range increased to 40 yards.
- Earth Shield: This spell will now always be removed correctly if multiple Shaman overwrite each other's Earth Shield.
- Earth Shield: This ability will no longer be overwritten when the new Earth Shield would do less healing.
- Earth Shock: Interrupting a channeled spell with this spell will now always properly prevent casting spells from the same spell school for 2 sec.
- Elemental Focus (Elemental) now reduces the mana cost of the next 2 damage spells by 40%.
- Elemental Mastery: It is no longer possible to get two consecutive guaranteed critical strikes from using this ability.
- Eye of the Storm: This talent can now trigger while the Shaman is sitting.
- Frost Shock is no longer subject to diminishing returns.
- Grounding Totem: This totem is now destroyed upon redirecting any spell to itself.
- Lightning Bolt cast time reduced to 2.5 (from 3.0 where applicable), mana costs reduced, benefit from spell damage reduced appropriately.
- Lightning Mastery (Elemental) cast time reduction reduced to .1/.2/.3/.4/.5 seconds.
- Lightning Overload (Elemental) now has a 4/8/12/16/20% chance to occur and the additional spell causes half damage and no additional threat.
- Mana Spring Totem effect increased.
- Mental Quickness (Enhancement) now also increases spell damage and healing equal to 10/20/30% of your attack power.
- Two-Handed Axes and Two-Handed Maces are now trainable by all Shaman at the appropriate weapon masters. The Enhancement talent has been replaced by Shamanistic Focus.
- Shamanistic Focus (New Enhancement Talent): After landing a melee critical strike, you enter a Focused state. The Focused state reduces the mana cost of your next Shock spell by 60%.
- Shamanistic Rage (Enhancement) now also reduces all damage taken by 30% for the duration.
- Spirit Weapons (Enhancement) threat reduction increased to 30% from 15%.
- Rockbiter Weapon: For ranks 4, 5, 6, 7, and 8 the increased damage resulting from this enchantment has been reduced slightly to match the intended numbers given in the tooltip. Ranks 1, 2, 3, and 9 are

unchanged.

- Water Shield: This spell no longer costs any mana to cast and its duration has been shortened. At the end of its duration, it now grants mana for any remaining globes. In addition, the mana granted per globe has been substantially increased.
- Windfury Weapon: This enchantment can no longer be triggered while you are disarmed.

Warlock

- Banish can no longer be cast on targets tapped by other players or groups.
- Conflagrate: The Immolate debuff will now always be removed correctly when this spell is cast.
- Drain Life and Siphon Life now reduce the amount healed when the warlock is affected by healing reducing effects (e.g. Mortal Strike, Wounding Poison).
- Hellfire: This spell will no longer cause enemy spells to increase casting time or reduce channel time. It will also no longer prevent flag captures in Battlegrounds.
- Nether Protection (Destruction) now has a new, more distinct visual effect.
- Ritual of Souls now takes significantly less time to cast and complete.
- Seed of Corruption detonation will now obey line of sight.
- Shadow Embrace: This talent's effect can no longer trigger other effects.
- Shadow Ward: This spell now gains additional benefit from spell damage bonuses. Base absorb value of rank 4 has been reduced.
- Soul Siphon (Affliction) now increases damage by 2/4% and no longer affects Drain Mana.
- Soul Siphon (Affliction): If a Warlock already has a particular spell cast on a target, reapplying before its duration ends will no longer grant an additional bonus.
- Unstable Affliction: The silence from this ability is now subject to diminishing returns.

Warrior

- Blood Craze: This talent can now trigger while the Warrior is sitting.
- Challenging Shout: The chance for this ability to land successfully on its targets is now increased by hit rating.
- Charge will work more often when targets are up against unpathable areas like walls and poles.
- Defiance (Protection) now also grants 2/4/6 weapon expertise.
- Devastate (Protection) now combines the effects of Sunder Armor into its effect. It is also now affected by all talents and items that affect Sunder Armor.
- Disarm is now subject to diminishing returns in PVP.
- Enrage: This talent can now trigger while the Warrior is sitting.
- Improved Berserker Stance (Fury) now also reduces all threat caused while in Berserker Stance by 2/4/6/8/10%
- Improved Intercept and Weapon Mastery have swapped locations in the talent trees.
- Intervene will no longer place you in combat.
- Hamstring now has a 10 second duration when used on PVP targets.
- Mace Specialization (Arms) now has a reduced chance to occur but generates 7 rage instead of 6.
- Pummel: Interrupting a channeled spell with this ability will now always properly prevent casting spells from the same spell school for 4 sec.
- Shield Bash: Interrupting a channeled spell with this ability will now always properly prevent casting spells from the same spell school for 6 sec.
- Shield Slam (Protection) now always tries to dispel one Magic effect on the target.
- Sweeping Strikes and Deathwish have swapped locations in the talent trees.
- Sweeping Strikes (Fury) now lasts 10 seconds and affects your next 10 swings.
- Sweeping Strikes: This ability now works correctly in all cases with shielded targets.
- Tactical Mastery: This talent also now grants greatly increased threat from Mortal Strike and Bloodthirst when in Defensive Stance.
- Taunt: The chance for this ability to land successfully on its target is now increased by hit rating.

- Weapon Mastery (Arms) now reduces duration of Disarm effects against you by 25/50% rather than giving you a 50% chance to avoid or full immunity to Disarm effects.
- Whirlwind: This ability now strikes with both weapons when a Warrior is dual-wielding.

Professions

- All primary profession trainers outside of capitals (Alchemy, Blacksmithing, Enchanting, Engineering, Leatherworking, Tailoring) have been changed to train up to Artisan level (skill level 300) in their respective professions.
- The capital cities now possess Artisan level trainers for the primary professions they support, and are surrounded by their newly-dubbed Apprentices where applicable. Please visit your local Master trainer when you wish to train.
- Alchemy
 - Added a sound for when a cauldron is created.
 - Added a new potion to alchemy trainers: Mad Alchemist's Potion. This new potion requires Alchemy to consume.
- Blacksmithing
 - A new world drop recipe for an Adamantite Weapon Chain has been added. This new weapon chain both reduces disarm duration and increases parry rating.
 - Sharpening Stones and Weightstones now last 1 hour.
- Cooking
 - Daily cooking quests are now available from The Rokk in Shattrath City! In addition to gold, you can receive random cooking reagents and new recipes as a reward for completing these quests.
 - Reduced the maximum skill obtainable from recipes between 200 and 300. This does not include Outland recipes.
- Enchanting:
 - Duration of wizard and mana oils created by enchanters has been increased.
 - The Surefooted enchantment now requires Fel Iron Rod (was Runed Eternium Rod).
 - Added a new enchant shield recipe to trainers that increases resilience.
- Engineering:
 - Cogspinner Gearcutter in Ironforge and Sovik in Orgrimmar now sell the schematic for the Steam Tonk Controller in a limited supply.
 - Engineers can now create incredible new flying machines! Find Niobe Whizzlespark in Shadowmoon Valley to learn these fantastic new plans.
 - Engineering potion injectors no longer require engineering skill to use.
 - Jumper Cables XL is no longer a trinket.
 - Materials required to create the Steam Tonk Controller have been reduced. To reflect the reduced requirements, the maximum skill gain has also been reduced somewhat.
 - Plans for a new Field Repair Bot are rumored to belong to a select few Gan'arg Analyzers in Blade's Edge Mountains.
 - Plans for a new arrow making device can be found from Sunfury Archers.
 - The plans for adamantite shells now create an Adamantite Shell Machine. The machine creates 200 high quality bullets at a time, with 5 charges per item.
 - The Crashin' Thrashin' Robot is now Bind on Use rather than Bind on Acquire so non-engineers can use them as well.
 - The materials required for the Field Repair Bot 74A have been simplified.
- Fishing:
 - Players can now track fishing nodes. This ability is learned from a journal sometimes found in crates obtained through fishing.
 - New fish can now be caught in Zul'Aman and Deadwind Pass. Recipes for preparing these new fish are obtained through the daily cooking quests.
 - Fishing difficulty reduced for some areas in Nagrand.
 - You can now fish in Ironforge again.
- Herbalism
 - Picking herbs will no longer cause effects on items to trigger.
 - Fel Blossoms are now unbound, but have an additional requirement of 275 herbalism to use.
- Jewelcrafting:
 - A new skyfire meta gem recipe can be obtained from the Coilskar Siren of Shadowmoon Valley. This new meta gem increases critical strike

- rating and critical strike damage with spells.
- Leatherworking:
 - Stylin' hats no longer require Zhevra leather.
 - Greatly increased the radius of the Drums of Battle, Drums of Restoration, Drums of Speed, and Drums of War.
 - Increased the range at which you can gain leatherworking skill from crafting drums.
 - Removed the casting time from the Drums of Battle, Drums of Restoration, Drums of Speed, and Drums of War.
 - Slightly increased the radius of Drums of Panic.
 - Reduced the casting time of Drums of Panic and added a global cooldown equal to the casting time.
 - Reduced the faction required to obtain Drums of Battle and Drums of Panic.
 - Drums of Speed and Drums of Restoration are no longer world drop recipes, and can now be obtained from the Mag'har and Kurenai faction vendors with revered standing.
 - A new recipe is available from Grand Master leatherworking trainers to create glove reinforcements, providing a substantial armor bonus. Reinforcements are a permanent enchantment and cannot be placed with other permanent enchantments.
 - New recipes are available from Grand Master leatherworking trainers to make 20 slot quivers and ammo pouches.
 - New recipes are available from the Honor Hold, Thrallmar, and Lower City quartermasters to create 24 slot quivers and ammo pouches.
 - A new recipe is available from Grand Master leatherworking trainers to make a 20 slot bag to hold leatherworking supplies.
 - The ogres in the barrier hills are rumored to have a pattern for a 24 slot bag to hold leatherworking supplies.
- Mining
 - Mining will no longer cause effects on items to trigger.

Items

- All old world dungeon bosses have had their loot revisited.
 - Players will now find that the loot dropped inside instances will be of Superior (blue) quality.
- Arena Relics: New relics have been added to support all talent trees for relic users. In addition, most of the arena-system relics have been renamed so there is a more consistent naming convention.
- Arakkoa Feather: This item can now be sold to a vendor.
- Ashtongue Talisman of Lethality: This item will no longer trigger when the victim of your finishing move is immune to that attack.
- Ashtongue Talisman of Vision: The mana granted by this trinket has been increased.
- Ashtongue Talisman of Vision: This item will no longer receive multiple chances to trigger per cast of Stormstrike.
- Ashtongue Talisman of Zeal: The damage over time affect from judgments has been adjusted so that it will work properly. It now has a shorter duration, and is not refreshed by melee attacks.
- Ashtongue Talisman of Zeal: The damage over time effect from this trinket is no longer refreshed by autoattacks and does not charge mana.
- Atiesh: This item can no longer open portals in battlegrounds.
- Band of the Eternal Restorer: As this item now provides some bonus spell damage, spell damage effects can trigger it. In addition, healing over time effects can now trigger it when they could not before.
- Band of Eternity will now make the correct sound when moved in a player's inventory.
- Black Bow of the Betrayer: The triggered effect from this item will no longer use up charges of Misdirection. In addition, the triggered effect will no longer break crowd control effects.
- Bloodsea Brigand's Vest will now make the correct sound when moved in a player's inventory.
- Boundless Agony can now be disenchanting.
- Cataclysm Raiment: The bonuses on this set have been adjusted.
- Cooldown removed from Noggenfogger Elixirs. The shrink effect will no longer stack with other shrink effects.
- Cowl of Benevolence will now make the correct sound when moved in a player's inventory.
- Crystalforge Raiment: The bonuses on this set have been adjusted.
- Darkmoon Card: Vengeance: This item will no longer trigger from environmental damage.
- Dropped items that were rings/trinkets/one handed weapons that were

previously unique are now unique-equipped. That means that you can have more than one of those items, but you can only have a single one of them equipped.

- Enriched Terocone Juice: This item now properly provides mana regeneration no matter how it is used.
- Essence of Death now drops from level 57-60 non-elite undead in the Eastern Plaguelands.
- Eye of the Dead: As this item now provides some bonus spell damage, spell damage effects can now consume its charges.
- Felsteel Chests: The loot from these chests has been improved.
- The Felsworn Gas Mask will now work when you put it on while mounted.
- Free Action Potion: The buff from this potion can no longer be dispelled or taken via Spellsteal.
- Gladiator's armor pieces of like nature from various seasons will now all meet the requirements for their shared set bonus. This means if you are using 2 pieces of Season 1 gear and 2 pieces of Season 2 gear of the same design you will now have your 4 piece set bonus.
- Gladiator's Chain Gauntlets: The bonus damage on these gloves has been increased from 4% to 5%.
- Grand Marshal's Dragonhide Helm: The intellect on this item was increased slightly to match the equivalent Horde-only item.
- Hallowed Wands: These items no longer work on Druids who are shapeshifted.
- Hallowed Wands: These wands no longer function in the Old Hillsbrad Caverns of Time event.
- Hallow's End Pumpkin Treats: The larger and oranger buff no longer causes Battle Elixirs to be removed and can stack with them.
- Hand of Antu'sul: The effect that triggers from this item will no longer cause a cooldown on warrior's Thunderclap ability.
- Libram of Saints Departed: This relic now functions properly again.
- Lightfathom Scepter will now make the correct sound when moved in a player's inventory.
- Lightning Capacitor: This item now has a 2.5 second cooldown on acquiring Electrical Charges.
- Lockboxes will now display the numerical lockpicking skill required to open them.
- Low Level Cloth Items: All agility and strength on low-level cloth items has been replaced with other stats, usually bonus spell damage, but also sometimes other stats beneficial to mana users.
- Merciless Gladiator's Chain Gauntlets: The bonus damage on these gloves has been increased from 4% to 5%.
- Mr. Pinchy: This item no longer destroys itself when its charges run out. This resolves some bugs that occurred when its final charge was used.
- Mystical Skyfire Diamond: A cooldown has been added to this item's effect, but the chance for it to trigger has been increased.
- Noggenfogger Elixir: Consuming this potion now has a shared 3 second cooldown with other types of non-combat potions.
- Oгри'la Faction Vendor: This vendor now sells potions useable anywhere for a large number of Apexis Shards.
- Oгри'la Reputation Rewards: All epic and superior quality items are now disenchantable.
- Overseer Disguise: It is no longer possible via use of this item to be on a mount while in Moonkin Form or Tree of Life Form.
- Pendant of the Violet Eye: This trinket will no longer fire multiple times from a single casting of some Paladin spells.
- PVP Trinkets: Insignia of the Alliance, Insignia of the Horde, Medallion of the Alliance, and Medallion of the Horde now clear the debuff from Judgement of Justice.
- Shadowmoon Grunts will no longer drop Black Temple quality loot.
- Shiffar's Nexus Horn: Many spells and abilities can now trigger this item that were unable to before.
- Skyshtatter Raiment: The four piece bonus is now being applied correctly and the two piece bonus will affect the correct spells.
- Tidefury Raiment: The additional mana granted to Water Shield by this set has been increased.
- Tome of Fiery Redemption: This item no longer can be triggered by casting blessings.
- Totem of the Thunderhead: The additional mana granted to Water Shield by this totem has been increased.
- Unstable Flask of the Sorcerer: This flask will now provide the bonus to healing specified in its tooltip.
- Vambraces of Ending will now make the correct sound when moved in a player's inventory.

Dungeons and Raids

- Players that complete the attunement quests for Tempest Keep and Coilfang Reservoir may now choose to display a new title, "'character name' Champion of the Naaru."
- The Requirement for Heroic Keys has been lowered to Honored.
- Elite mobs outside of pre-Burning Crusade dungeons have been changed to non-elite.
- The level ranges of pre-Burning Crusade dungeons have been adjusted to a narrower range.
- Meeting stone level requirements, the Looking for Group system, and quests have been adjusted to match the new dungeon level ranges.
- Auchenai Crypts
 - Wandering Ghosts are now neutral to players
 - Summoned Ghosts now take longer to summon in.
- Auchindoun: Shadow Labyrinth
 - Blackheart the Inciter: This stun associated with this creature's charge ability will now properly be considered a stun for talents, abilities, and items that interact with stuns.
- Black Temple
 - High Nethermancer Zerevor's Blizzard and Flamestrike will now last their full duration.
- Auchindoun: Sethekk Halls
 - Mobs inside Sethekk Halls will now continue to award Lower City reputation into Exalted.
 - The Shadow Labyrinth Key can now be looted from the Talon King's Coffin next to Talon King Ikiss in the Sethekk Halls.
- Caverns of Time: Battle of Mount Hyjal
 - Increased the reputation awarded for killing Archimonde in Hyjal Summit.
- Hellfire Citadel: Hellfire Ramparts
 - The Reinforced Fel Iron Chest can now only be looted by players who are present during some portion of a successful attempt of the Vazruuden and Nazan encounter. In addition, on Heroic difficulty the chest now contains a Badge of Justice for each player present.
- Hellfire Citadel: Magtheridon's Lair
 - Mind Exhaustion is not applied until Magtheridon is successfully banished.
- Karazhan
 - The number of creatures that must be killed in the Karazhan Servants Quarters area before a miniboss spawns has been reduced.
 - Phase hounds in Karazhan will now phase out less frequently.
 - Coldmist Widows no longer wipe threat when casting Poison Bolt volley.
 - Karazhan Chess Event: The Dust Covered Chest can now only be looted by players who are nearby when the event is completed successfully. In addition, the chest now contains 2 Badges of Justice for each player present.
 - Wrath of the Titans will no longer cause Shackle Undead to break.
- Tempest Keep
 - The Blood Elves that patrol the Tempest Bridge no longer patrol directly into Prince Kael'thas Sunstrider's chamber.
 - The use of Ice Block, Divine Shield, Cloak of Shadows, and other similar spells and abilities will no longer prematurely detonate High Astromancer Solarian's Wrath of the Astromancer spell.
- Kael'thas
 - All four advisors have had their health reduced by 10%.
 - All of the summoned weapons have had their health reduced by 10%.
- Al'ar
 - The ability "Meteor" has been renamed to "Dive Bomb".
- Mechanar
 - Nethermancer Sepethrea's Frost Attack now reduces movement speed by 25% rather than 50%.
 - The Mechanar: The Cache of the Legion can now only be looted by players who are present during some portion of a successful attempt of the Gatewatcher Gyro-Kill and Gatewatcher Iron-Hand encounters. In addition, on Heroic difficulty Gatewatcher Gyro-Kill and Gatewatcher Iron-Hand no longer drop Badges of Justice. Instead, the Cache of the Legion contains a Badge of Justice for each player present.

Quests

- New random Daily Dungeon quests have been added for both the heroic and non-heroic five-person Outland dungeons, as well as for the 5-person Caverns of Time instances. Each day both a single heroic

and a single non-heroic dungeon are randomly targeted by these quests. The Consortium quest givers can be located in Shattrath's Lower City

- Quest givers who have available daily quests will have a blue exclamation point instead of a yellow one.
- Aether rays can now be wrangled earlier.
- Dustwallow Marsh
 - Many new quests have been added to the zone.
 - The Steamwheedle Cartel have just completed building the new town of Mudsprocket in south west Dustwallow Marsh.
- Level 1-60 dungeon quests have had their experience and faction rewards increased.
- Many elite creatures and quests in the level 1-60 experience have been changed to accommodate solo play.
- Nutral, the flight master in Shattrath City, now has a quest for characters who are level 70 and do not yet have a riding skill of 225. The quest will direct a character to visit the appropriate riding instructor in Shadowmoon Valley so that the player will know where they can purchase the skill necessary to use a flying mount.
- The icon for the Charged Crystal Focus has been changed.
- The range of the Battery Recharging Blaster used in the quest, "Recharging the Batteries" has been increased.
- The Repolarized Magneto Sphere now only functions within the Blade's Edge Mountains.
- Upon completion of the Ghostlands quest, "A Little Dash of Seasoning", if a character still has the Apothecary's Poison; it will be removed from their inventory.

User Interface

- The Auction House UI has been much improved. The useless categories have been removed (Plate-Cloak for instance) and a number of additional sub categories have been added. In addition, many items have had their category changed so that they make more sense.
- The Auction house time periods have been changed. Now items can be put up for sale for 12, 24, or 48 hours. The option to put up items for 8 hours has been removed.
- Sorting of auction house searches has been simplified so you can only sort by one column, and automatic sub-sorts have been created for those columns to be as useful as possible. In addition, sorting is now done on the server so as you page thru results, items will appear to be sorted across the entire results instead of just the page you're looking at.
- The Battle Map has been renamed to the Zone Map and can be turned on for any zone rather than just PvP objective zones. There is now a drop down in the world map screen that allows you to choose when the zone map should display.
- Items that have cooldowns will now display the base cooldown time in the item tooltip.
- All players now have a tracking bubble on their minimap. From that menu you can select a specific type of vendor or npc to look for or you can select a specific tracking type if your character has tracking. Yes this means that hunters can take all of those tracking buttons off of their action bars.
- Game objects that you can interact with will now sparkle and display their name over the object to make them more obvious.
- Questgiving objects will now display an exclamation point above them when they have a quest for you. Quest completion objects will display a question mark.
- Items with Metagems in them will now display the gems required to activate the metagem and whether those requirements have been met on the item tooltip.
- When you take damage and have a full screen UI up, the edges of the screen will flash red so you know you are under attack.
- Inspect distance has been increased to 30 yards.
- When you inspect another player, you can now see their talent choices as well as their equipment.
- There are now options for displaying health and mana values on your health/mana bars for you/your party/your target and to display that information either as percentages or as numbers.
- When you are possessing a target (Priest Mind Control, Eyes of the Beast, using a Steam Tonk, etc), you now get their action bar as your primary action bar rather than having a mini action bar above your normal action bar.
- The Mind Control and Possession action bar has been revamped.

- You can now send up to 12 items in a single mail message.
- When you have an outgoing mail open, you can right-click on items to attach them to that outgoing mail.
- When you have a trade window open, you can right-click an item to move it to the trade window.
- When you have unopened mail, you can mouse over the recent mail icon and get the name of the people who most recently sent you the mail.
- When you speak with an NPC with a single function (Banker, Flight Master, Etc) and who has no other gossip options or quests you will go straight to their functional pane rather than to the gossip pane. Most importantly this means that clicking on a flight master will bring up the flight path map directly rather than the gossip pane with the option to bring up the flight path map.
- Quests that are much below your level will now have the tag (Low Level) in the gossip pane attached to the quest. This will make it easier to tell which quest to accept when a quest giver has both low and high level quests.
- You can now set the loot threshold (/threshold) with a word as well as the loot threshold number for an instance-
/threshold Epic- also sets the party loot threshold to Epic items or better quality
/threshold Rare-sets the party loot threshold to Rare items or better quality
- Corpses that belong to someone in your party, but that you cannot loot will say in the corpse mouseover who has loot rights on that corpse. This will help skinners who want to know who to talk to in order to skin their corpse, as well as master looters when special loot drops on a normal monster. Everyone will then see that there is a monster that the master looter has loot rights on.
- When an item drops that you cannot loot due to uniqueness or other factor, you will get a chat message letting you know what the item was that you passed rolling on.
- If a player is looting a corpse and there are one or more items on it that player cannot loot, the player will still be able to see those items (although not able to loot them). This only is for green or better quality items. The cases this should affect are for the profession recipes that only a player of that profession can loot or when master looter is on and there is a threshold or better item on the corpse.
- The raid panes that have been pulled out into the gamefield should save their option settings between sessions now.
- When raid bosses send an important message to the center of your screen it will be larger and have an effect that makes it more noticeable.
- The raid warning command now appears in a larger font in the center screen and grows and shrinks slightly when it appears to make it more noticeable.
- NPC's with level appropriate quests will now always appear on your minimap as yellow exclamation points. NPC's that have quests that you have completed will now display as yellow question marks instead of yellow dots. In addition flight masters that you have not yet gotten the flight point for will display on the minimap as a green exclamation point.
- NPC's will display an icon on mouseover that gives a more specific indicator of their function rather than just a gossip bubble. Questgivers will now show an exclamation mark as their in game mouseover. Innkeepers will show a hearthstone as their in game mouseover and so on.
- When an Addon attempts to perform an action that is prohibited in combat, you will get a chat message "Interface action failed because of an AddOn". This only occurs once per login.
- Many interface elements now display players in their class color so you can easily recognize what class a player is. Interface elements affected by this are LFG, Guild, and Who.
- You can now pull the list of players out of the Chat Channel windows and in a channel into the gamefield by clicking and dragging the channel name onto the gamefield. This list will show all the players in the channel sorted by voice chat status.
- Voice chat will now display the nameplate for who is talking when you are in a custom channel. Currently it only displays the nameplate when you are in a party/raid.
- Added a Use Hardware option. This should only be used by advanced users with specific hardware configurations, as it may significantly alter your sound performance.

- When multiple people are talking in a voice chat session, it will show the names of up to four people who are talking at the same time.
- The value of the TargetNearestDistance setting is validated at load time.
- If a non-standard refresh rate is selected in the video options, it will now be saved.
- The Spell Detail slider setting has been reset to the default setting. Prior to 2.3 the default for all systems was the maximum setting which was not appropriate for all hardware.
- Many On Use items now display the cooldown in the item tooltip.
- The tooltip for Block on the character sheet now displays the amount of damage reduced by a successful block.
- New macro commands: /targetlastenemy, /targetlastfriend
- New macro command to target by entire name: /targetexact
- If you get a message "Interface action failed because of an AddOn", this means that an AddOn interfered with the Blizzard UI in some way. To diagnose this, enter the following into chat "/console taintLog 1" and restart the game and try to reproduce it. If you reproduce it, you can quit the game and search through the file Logs\taint.log for the word "blocked" and mail the log to the author of the AddOn listed there. Once you have done this you can turn off logging by entering the following into chat "/console taintLog 0"
- For more details on UI macro and scripting changes, see the UI and Macro forum.

World Environment

- Creature AI has been changed to no longer prioritize attacking unfeared targets over feared targets.
- Gas clouds in Nagrand now produce motes of air.
- Gas clouds in Zangarmarsh now produce motes of water instead of motes of life.
- The gas clouds in Netherstorm are now always visible. Abilities on goggles that previously allowed the player to detect these invisible gas clouds will now show all gas clouds on their minimap instead. This will stack with other tracking types.
- Stranglethorn Vale
 - Saltscale Tide-Lords no longer have frost nova
 - The fear on Mosh'ogg Lords is reduced
- Lowered the fireball damage of Defias Pillagers
- Increased the cooldowns on the heals of Kurzen Medicine Men
- The standard Disarm ability that many creatures use now has a duration of 5 seconds instead of 6 seconds.
- Sonic Burst now silences for 6 seconds instead of 10.

Bug Fixes

- An issue with spawn rates in Forge Camp: Terror and Forge Camp: Wrath has been fixed.
- Fixed the position of one of the Box of Mushrooms objects at Ango'rosh Stronghold for the quest, "Stealing Back the Mushrooms".
- Fixed the position of a mineral node in the Blade's Edge Mountains so that it is no longer floating in the air.
- Fixed a problem with the directions in the quest, "The Ultimate Bloodsport".
- Fixed a bug in the pet sheet stamina mouseover tooltip that showed an incorrect health increase value.
- Fixed an issue with aura stacking and debuff cooldowns when reapplying a debuff after being charmed.
- Reverse cooldowns are correctly refreshed when a buff is reapplied by another player.

 - World of Warcraft Client Patch 2.2.3 (2007-10-09)

Bug Fixes

- Clients utilizing OpenGL video modes will no longer experience graphical anomalies and missing textures after minimizing/maximizing the window.
- Fixed an issue that caused Fel Eye Stalks during the Legion Ring event to not despawn when the event is completed.
- Fixed an issue where zoning after mounting and summoning a pet was disconnecting players.
- Fixed an issue where the Shift key would get stuck in game.
- Using a /equip macro while affected by certain crowd control spells

will no longer cause the items in the macro to be stuck in your inventory.

- Using very low values for SetScale() will no longer cause Mac users to disconnect from the game.
- Default sound channels have been changed from 12 to 32.
- Microphone resources will no longer be claimed by World of Warcraft when Voice Chat is disabled.
- Sounds will no longer stutter and pause if large amounts of creatures are being hit with AoE attacks from multiple sources.
- Sounds caused by spells cast on or by the player will now play more consistently.

- World of Warcraft Client Patch 2.2.2 (2007-10-02)

General

- Brewfest has begun and members of the Horde and Alliance can enjoy a multitude of activities, quests, items, and even Ram Racing. As Brewfest is about beer and food, revelers can sample the best beverages available in the world.
- Observed by both the Horde and the Alliance, Hallow's End is the celebration of the break between the Forsaken and the Scourge. Adventurers can speak to innkeepers to get silly masks to wear during their adventures, and much more. This is just one way to celebrate Hallow's End.
New Holiday World Event: The Headless Horseman has been seen terrorizing local villages.

World Environment

- Added a new graveyard to the Southern Barrens.
- Added a new graveyard to the Western Plaguelands.
- Added a new graveyard to the Alterac Mountains.
- Added a new graveyard to the Searing Gorge.
- Added a new graveyard to the Badlands.
- Added two new graveyards to Tanaris.
- Added two new graveyards to Winterspring.
- Added two new graveyards to Stonetalon.
- Added two new graveyards to Un'Goro.

- World of Warcraft Client Patch 2.2.0 (2007-09-25)

General

- Voice Chat - The new Voice Chat feature is now available in game. Players will need to go into the Options menu under Sound & Voice to activate it. Volume sliders are available for the microphone, speakers, and game-audio fade (which automatically lowers the game audio when a voice communication is received), as is a "push-to-talk" setting. Right-clicking on a player's name now includes the option to mute or unmute that player. Muting another player blocks all voice chat from him or her; the ignore feature now blocks both voice chat and text chat from that player. For the Voice Chat F.A.Q. visit the following links:
<http://forums.worldofwarcraft.com/thread.html?topicId=942815291&sid=1>
<http://forums.worldofwarcraft.com/thread.html?topicId=1272012664&sid=1>
- Chat Channels- New Chat Channel controls and functionality are now available under the Chat tab in the Social window of the interface. The interface will now show the channels players are in or are available to them, depending on the area of the world they are in, along with the addition of new private channel controls.
- A new feature for reporting players as being AFK in battlegrounds by right clicking has been added. When enough reports are registered, a 60 second debuff will begin to count down. Once the timer is up a new debuff will appear that will prevent the player from gaining any honor while it is on. This debuff can be negated as soon as the player engages in PVP combat.
- Haste: Haste has been rebalanced. It has returned to the ratios from the launch of Burning Crusade. Melee attacks and spell casts will now benefit at identical rates from haste. This change results in a reduction in the benefit of haste for melee attacks and an increase in the benefit for spellcasters.
- Troll Berserk: The spell haste on this ability was incorrectly too

- high and has been corrected.
- Resilience Rating: The reduction to the percent chance to get a critical strike now also reduces the damage dealt by damage over time effects by the same percentage.
- Daze: Defense skill will no longer reduce the chance players have to receive the Daze effect when attacked from behind by enemies.
- Area Spells: In some cases guards in neutral areas would not aggro against pvp attacks from area spells. That is now fixed.
- Corrected the damage modifier calculation for Resilience when the attacker has bonus critical strike damage.
- Power Regeneration: Any effect which triggers a change in your rate of power regeneration (Mana, Rage, Energy, Focus) will now cause an immediate reward of some power at the old rate of increase, and then begin new "ticks" of power at the new rate approximately 2 seconds later. This was done to improve functionality of abilities such as Evocation and Innervate so that they did not have wasted "ticks".
- Mac Movie Capture: the Mac client can now capture in-game video to QuickTime movie files using a configurable choice of codec, resolution, and frame rate. Two new entries have been added to the Key Bindings dialog for start/stop recording and for cancellation of a recording. For more detailed configuration options please see the Mac Options panel in game. Mac OS X 10.4.9 and QuickTime 7.1.6 or better are required. Not all machines have enough performance to smoothly capture video at high frame rates; end user experimentation will be required to find appropriate settings for each system.
- Pets are now affected by Paladin greater blessings.
- Kill Triggered Effects: Effects that trigger from killing your target will no longer trigger from killing your pet.
- Non-combat pets may not be selected as the target for spells or abilities.
- Non-combat pets now have the tag "Companion" instead of "Minion".
- Being attacked by guardians, such as summoned Treants, will no longer automatically cause neutral guards to attack you.
- Meeting Stones can no longer be used to summon players that do not meet the level requirements.
- Damage and health leech effects always affect flying players even if they are immune to the rest of the spell's affects while in flight.
- Troll Berserk: The spell haste on this ability was incorrectly too high and has been corrected.

PvP

- Dueling players may not use a Lightwell that they didn't create themselves.
- Battlegrounds
 - Eye of the Storm: The points awarded from capturing the flag now increase based on the number of bases the capturing teams owns.
- Arenas
 - Arena calculations have been modified. In addition, the penalty for smaller arena teams (2v2, 3v3) has been slightly reduced.
 - Items that are indicated as quest items in their tooltips and have a "use" or "equip" ability will not work in PvP arenas.
 - Players will no longer be able to change armor once an arena battle has begun. Changing armor will still be available during the one-minute prep time prior to the battle. Main hand, off hand and ranged weapon swapping in combat remains unchanged.

Druids

- Cat Form (Night Elf) melee attack range was too short compared to Tauren Cat Form and other attack ranges. It has been increased.
- Cyclone: It is no longer possible to Cyclone two targets at the same time in the outdoor world.
- Cyclone: Paladin Auras, Trueshot Aura, and Aspect of the Pack will now be automatically reactivated when Cyclone wears off of a victim who had one of the abilities active.
- Enrage: If this buff is clicked off early, the armor penalty it causes will now be removed as well.
- Enrage and Furor should no longer initiate combat, though it will prevent rage decay for the duration.
- Entangling Roots: It is no longer possible to have Entangling Roots on two targets at the same time in the outdoor world.
- Entangling Roots: It is no longer possible to have more than one rank of this spell active on a player.
- Force of Nature: Using this spell in a neutral town will no longer cause its victim to be attacked by town guards. It also will no

- longer cause nearby party members to lose stealth.
- Hibernate and Entangling Roots duration against PVP targets has been reduced to 10 seconds.
- Hurricane: This spell is now affected by area damage caps. Its bonus damage coefficients have also been increased.
- Hurricane: A tooltip error in rank 3 has been corrected.
- Lacerate: The damage from this ability will now stack properly when two different characters are applying Lacerate to a target.
- Mangle: The duration remaining graphic will now display properly for Mangle after it has been refreshed on a target. It will also no longer sometimes apply the Mangle debuff to nearby targets when the Mangle victim is killed by Mangle.
- Nature's Grasp: This ability can now trigger while the Druid is sitting.
- Tree of Life: The party aura from this shapeshift now extends the full 40-yard radius as stated in the tooltip.

Hunters

- Aspect of the Cheetah: This ability will now cause Hunters to become dazed when struck while sitting.
- Aspect of the Pack: This ability will now cause party members to become dazed when struck while sitting.
- Aspect of the Viper: This ability has received a slight redesign. The amount of mana regained will increase as the Hunter's percentage of mana remaining decreases. At about 60% mana, it is equivalent to the previous version of Aspect of the Viper. Below that margin, it is better (up to twice as much mana as the old version); while above that margin, it will be less effective. The mana regained never drops below 10% of intellect every 5 sec. or goes above 50% of intellect every 5 sec.
- Freezing Trap and Scare Beast duration against PVP targets has been reduced to 10 seconds.
- Hunter's Mark: The duration remaining graphic will now display properly for Hunter's Mark after it has been refreshed on a target, and will properly consume mana when recasting it to refresh its duration.
- Kill Command will not charge the hunter mana if their pet is on passive.
- Kill Command no longer affects the Hunter's current target.
- Misdirection: Items used while Misdirection is active will now consume a charge correctly.
- Steady Shot: The tooltip stating the percentage of Attack Power gained by Steady Shot was inaccurate and has been corrected. The damage remains unchanged.
- Volley: This spell is now affected by area damage caps. Its bonus damage coefficients have also been increased. It also correctly consumes charges of Misdirection.
- Hunter pets
Raptors can now learn Dash.

Mages

- Arcane Missiles: Some procs were not triggered by this spell and now will be (such as Eye of Magtheridon). The tooltip for this spell will now update correctly when a Mage is affected by spell haste.
- Blizzard: This spell is now affected by area damage caps. Its bonus damage coefficients have also been increased.
- Dragon's Breath: The movement-slowing component of this spell is now properly considered a Snare. Immunity and clearing effects will now work properly with it.
- Frost Nova: This spell is now affected correctly by area damage caps.
- Molten Armor: This armor can now be triggered while the Mage is sitting.
- Polymorph duration against PVP targets has been reduced to 10 seconds.
- Slow: It is no longer sometimes possible to Slow two targets at the same time in the outdoor world.
- Spell Steal now receives the proper amount of points from a stacked aura.

Paladins

- Auras: Changing auras will no longer trigger effects that occur when you cast a spell.
- Blessing of Freedom cooldown increased to 25 seconds.
- Blessing of Protection: This spell can no longer be cast on others

when stunned. It can only be cast on self (to break the stun) under those circumstances.

- Blessing of Kings, Light, Might, Salvation, Sanctuary and Wisdom increased to 10 minutes.
- Blessing of Sacrifice now has a 1-minute cooldown.
- Consecration will now properly hit large creatures.
- Greater Blessing of Kings, Light, Might, Salvation, Sanctuary and Wisdom increased to 30 minutes.
- Guardian's Favor now increases duration of Blessing of Freedom by 2/4 seconds.
- Eye for an Eye: This ability can now trigger while the Paladin is sitting.
- Hammer of Wrath cast time reduced to .5 seconds, global cooldown reduced to .5 seconds.
- Illumination: Paladins will now correctly gain mana from this ability if they sit down to drink right after a healing crit, and receiving mana from this ability will no longer cause a Paladin who is sitting to stand up.
- Judgement: The Judgement spells will no longer cause triggered effects to go off twice.
- Redoubt: This ability can now trigger while the Paladin is sitting.
- Reckoning: This ability can now trigger while the Paladin is sitting.
- Righteous Defense: In some cases this ability would fail to work properly when the Paladin casting it had just been crowd controlled by a creature. That is now fixed.
- Sanctified Judgement: This talent will now give the correct amount of mana when used in conjunction with Seal of Justice.
- Seal of Righteousness: The tooltip for this ability has been improved. It now displays a different number for one-handed weapons and two-handed weapons, and adjusts to the speed of your current weapon. It displays a single number, rather than a range of numbers for different handedness and speeds.
- Seal of Vengeance: The damage from this ability will now stack properly when two different characters are applying Seal of Vengeance effects to a target.
- Seal of Vengeance duration increased to 15 seconds. In addition, when Seal of Vengeance strikes a target that already has 5 applications you will cause instant Holy damage.

Priests

- Focused Power: This talent now increases the hit chance of all components of Mass Dispel correctly.
- Inner Focus: This ability will no longer lose charges when Shadowguard or Touch of Weakness is triggered.
- Lightwell: The heals from this ability are now increased by the bonus healing effects on the Priest.
- Mass Dispel: The portion of this spell that removes immunity effects (Blessing of Protection, Ice Block, etc.), now has a chance to be resisted, and will display correctly to the combat log. It will no longer cause Rogues and Druids in Cat Form to lose stealth.
- Mind Control: Creatures immune to this spell will now cause an immediate error message rather than make it seem like the spell succeeded with no effect.
- Mind Control duration against PvP targets has been reduced to 10 seconds.
- Pain Suppression: This talent will now reduce the chance for any buff on the Priest to be dispelled, rather than reduce the chance of dispelling buffs cast while it is active.
- Prayer of Mending: This spell can no longer jump to an Imp with Phase Shift active. It will also no longer cause the healed target to stand up.
- Prayer of Mending: This ability will now be triggered when a player takes damage from effects placed on friendly targets.
- Shadowguard: This ability will now work properly even when the Priest is stunned, fleeing, or incapacitated.
- Shackle Undead: It is no longer possible to have Shackle Undead on two targets at the same time in the outdoor world.
- Surge of Light: This ability now properly grants its effects to one and only one casting of Smite each time it activates. Interaction issues with Inner Focus have been fixed.
- Touch of Weakness: This ability will now trigger properly if struck while mounted.

Rogues

- Blade Flurry: This ability will now do damage to secondary targets when the primary target takes no damage due to a damage shield (such as Power Word: Shield).
- Cold Blood: This effect will now be consumed by all crits, including those against targets with damage shields.
- Master of Subtlety: The bonus damage from this talent is now properly removed when a Rogue loses stealth from zoning.
- Sap: It is no longer possible to Sap two targets at the same time in the outdoor world.
- Sap duration against PvP targets has been reduced to 10 seconds.
- Sword Specialization: This talent's free extra attacks can no longer trigger additional extra attacks.

Shaman

- Earthbind Totem: This totem will no longer break Rogue stealth.
- Earth Shield: It is no longer possible to Earth Shield two targets at the same time in the outdoor world.
- Earth Shield is now canceled at logout.
- Elemental Focus: The free spell triggered by a Lightning Overload will no longer consume this effect.
- Flametongue Weapon: Damage lowered slightly on rank 6 so that it is never better than rank 7.
- Focused Mind (Restoration) now reduces duration of Silence/Interrupt mechanics by 10/20/30%.
- Lightning Shield: This ability will now work properly even when the Shaman is stunned, fleeing, or incapacitated.
- Nature's Guardian: This ability can now trigger while the Shaman is sitting.
- Totems: Totems that grant only friendly beneficial effects will no longer trigger attacks from neutral city guards.

Warlocks

- Banish, Seduction, Enslave Demon and Fear duration against PvP targets has been reduced to 10 seconds.
- Death Coil: Immunity to Horror effects no longer grants immunity to the damage portion of this spell.
- Demonic Knowledge: This effect will no longer deactivate when the Warlock's pet is Banished.
- Drain Life: The tooltip for this spell will now update correctly when a Warlock is affected by spell haste.
- Inferno: This spell will now cause the Infernal's attacks to put the Warlock into combat with neutral town guards.
- Intercept (Felguard) will now cause damage to targets that are immune to stun.
- Nether Protection: This ability can now trigger while the Warlock is sitting.
- Nightfall: This ability can now trigger while the Warlock is sitting.
- Rain of Fire: This spell is now affected by area damage caps. Its bonus damage coefficients have also been increased.
- Seed of Corruption: Dead targets will no longer be erroneously counted toward the damage cap on this spell.
- Shadow Embrace: The effect from this talent will no longer last indefinitely if applied while charmed by an NPC.
- Unstable Affliction: This spell will no longer fail when a Warlock deselected their target midway through the cast.

Warriors

- A Warrior's Overpower will properly become available when one of his Sword Specialization procs is dodged by another player.
- Bloodrage should no longer initiate combat, though it will prevent rage decay for the duration.
- Bloodrage: Warriors no longer remain in combat indefinitely if this ability is active while zoning.
- Devastate: The duration remaining graphic will now display properly for Sunder Armor after it has been refreshed on a target by Devastate.
- Intercept will now cause damage to targets that are immune to stun.
- Sword Specialization: This talent's free extra attacks can no longer trigger additional extra attacks.

Items

- Adamantite Bound Chest: These chests found in the outdoor world now contain level-appropriate loot.
- Adamantite Bound Chest: These chests will no longer contain

Adamantite Bars.

- Adamantite Figurine: This item is no longer affected by global cooldowns.
- Airman's Ribbon of Gallantry: The tooltip for this item now lists the effect duration.
- Alliance Shaman Level 60 PvP Items: These now have the correct costs.
- Ankhs now stack to ten.
- Ashtongue Talisman of Lethality: This trinket now works properly with Kidney Shot.
- Avatar Raiment Set: The set bonus for Renew now increases the duration of Renew by 3 seconds instead of increasing the target's resistance.
- Black Qiraji Battletank: It is no longer possible to cast a spell while boarding this mount.
- Blazefury Medallion: This item will no longer trigger against targets affected by Sap.
- Blue Ogre Brew: This item now gives an error message when you attempt to use it outside of the Blade's Edge Plateaus.
- Cerebral Cortex Compound: This item's tooltip now indicates it counts as an elixir.
- Characters with a full inventory who turn in a Deathwing Brood Cloak to Sky Commander Keller in exchange for an Apexis Crystal will now receive the crystal in the mail.
- Corrected the sound made by many items when moved in players' inventories.
- Corruptor Raiment Set: The pet healing bonus from this set is now triggered from damage dealt instead of damage received, at a lower percentage. Damage over time spells will trigger it correctly.
- Corruptor Raiment: The heal from this set bonus can no longer be a critical heal.
- Crown of the Sun: This item now makes the correct sound when moved in inventory.
- Crystalweave Bracers: This item now makes the correct sound when moved in inventory.
- Cyclone Regalia: The tooltip on the Energize bonus has been altered to state this bonus only reduces the base mana cost of the spell.
- Darkmoon Card: Madness: This item will no longer trigger from using Demonic Sacrifice on a pet.
- Darkmoon Card: Crusade: This item can no longer trigger from Mind Soothe, Soothe Animal, or Mind Vision.
- Deathmantle Armor Pieces: These items now make the correct sound when moved in inventory.
- Defiler's Plate Spaulders: Honor cost of this item corrected to its intended value.
- Demonic Bulwark: This item incorrectly had a base amount of bonus healing in addition to its random stats. That base bonus healing has been removed.
- Design: Mystic Dawnstone: This recipe for a +8 resilience-rating gem will now always have a copy on the vendor initially when Halaa is captured by a faction and when the vendor restocks.
- Enriched Terocone Juice: Using this item will no longer trigger a cooldown for using all other food and drink. Its purchase price has also been corrected.
- Essence Infused Mushroom: This item can now be disenchanting.
- Eye of Arachnida: This item's 3rd charge will now work correctly. However, an item with 0 charges will remain, and this item is now unable to be vendored or disenchanting.
- Faceplate of the Impenetrable: This item now makes the correct sound when moved in inventory.
- Fel Reaver's Piston: This item will no longer be triggered by the healing generated by Vampiric Embrace.
- Figurine of the Colossus: This item is no longer affected by global cooldowns.
- Figurine of the Colossus: This item is now useable when the user has no mana.
- Flasks: Various tooltips have been adjusted for consistency.
- Formula: Enchant Chest - Major Resilience: Corrected a tooltip error.
- Formula: Enchant Cloak - Dodge: This enchanting recipe is now available from the Lower City Quartermaster. The reagents required have been adjusted to match the level 70 content.
- Formula: Enchant Cloak - Greater Fire Resistance: The reagents required for this recipe have been adjusted to better match the level 70 content.
- Formula: Enchant Cloak - Greater Nature Resistance: The reagents

required for this recipe have been adjusted to better match the level 70 content.

- Formula: Enchant Cloak - Stealth: This enchanting recipe is now available from the Cenarion Expedition Quartermaster. The reagents required have been adjusted to match the level 70 content.
- Formula: Enchant Cloak - Subtlety: This enchanting recipe is now available from the Thrallmar Quartermaster and Honor Hold Quartermaster. The reagents required have been adjusted to match the level 70 content.
- Formula: Enchant Gloves - Superior Agility: This enchanting recipe is now available from the Keepers of Time Quartermaster. The reagents required have been adjusted to match the level 70 content.
- Formula: Enchant Gloves - Threat: This enchanting recipe is now available from the Sha'tar Quartermaster. The reagents required have been adjusted to match the level 70 content.
- Formula: Enchant Weapon - Greater Agility: This enchanting recipe is now available from the Violet Eye vendor.
- Gizzard Gum: This item's tooltip now indicates it counts as an elixir.
- Greater Rune of Warding: Due to persistent bugs with its design, this item has been redesigned for patch 2.2. It now enchants a piece of chest armor so it has a chance per hit of giving you physical damage absorption.
- Grips of Silent Justice: This item now makes the correct sound when moved in inventory.
- Ground Scorpok Assay: This item's tooltip now indicates it counts as an elixir.
- Heavy Fel Iron Chest: These chests found in the outdoor world now contain level-appropriate loot.
- Horde Paladin Level 60 PvP Items: These now have the correct costs.
- Increased the duration of the Mystical Skyfire Diamond's cast speed buff to 10 seconds.
- Incarnate Raiment Set: The Flexibility buff from this set is no longer removed by taking damage.
- Insignia of the Alliance: This item now indicates it removes effects instead of dispelling them.
- Insignia of the Horde: This item now indicates it removes effects instead of dispelling them.
- Kronk's Grab Bag: This bag will now always contain some item.
- Leggings of Beast Mastery: The stamina and armor granted by this item for your pet have been increased.
- Leggings of Divine Retribution: This item now makes the correct sound when moved in inventory.
- Lesser Rune of Warding: Due to persistent bugs with its design, this item has been redesigned for patch 2.2. It now enchants a piece of chest armor so it has a chance per hit of giving you physical damage absorption.
- Lesser Ward of Shielding: This item was not providing any benefit to the user or placing a buff icon on them. It is now functioning properly.
- Libram of Avengement: The tooltip for this item now specifies it only works with the damaging Judgements (Command, Righteousness, Vengeance, Blood).
- Lionheart Champion: This item now has a sound effect on its proc.
- Lionheart Executioner: This item now has a sound effect on its proc.
- Lung Juice Cocktail: This item's tooltip now indicates it counts as an elixir.
- Mark of Defiance: This item is now triggered from landing harmful spells on a target, instead of just direct-damage spells.
- Marshal's Silk Cuffs: Critical strike rating on this item now the same as General's Silk Cuffs.
- Medallion of the Alliance: This item now indicates it removes effects instead of dispelling them.
- Medallion of the Horde: This item now indicates it removes effects instead of dispelling them.
- Merciless Gladiator's Barrier: This spell damage shield has been added to the arena vendor.
- Merciless Gladiator's Legguards: This item now appears as a kilt.
- Merciless Gladiator's Plate Helm: The melee hit rating on this item has been changed to hit rating (it now applies to melee and ranged).
- Merciless Gladiator's Plate Helm will now properly hide facial hair.
- Merciless Gladiator's Redoubt: This healing shield has been added to the arena vendor.
- Merciless Gladiator's Ringmail Helm: This item will disable hair from being displayed.

- Merciless Gladiator's Leather Spaulders: Critical strike rating was too low and has been fixed.
- Merciless Gladiator's Touch of Defeat: This item now has a fire shoot animation to match its damage type.
- Mr. Pinchy: Items received from Mr. Pinchy when your inventory is full will now be mailed to you.
- Mystical Skyfire Diamond: Channeled spells will now properly consume the Focus effect.
- Netherblade armor now has the correct sounds associated with it.
- Oil of Immolation: Tooltip error corrected.
- Pendant of the Violet Eye: This item will now trigger properly from spells that cost a percentage of base mana.
- Power Infused Mushroom: This item can now be disenchanting.
- Red Ogre Brew: This item now gives an error message when you attempt to use it outside of the Blade's Edge Plateaus.
- Rift Stalker Armor: The pet healing set bonus now heals for a percentage of damage dealt by the Hunter.
- R.O.I.D.S.: This item's tooltip now indicates it counts as an elixir.
- Sagefish Delight: The buff from this item has been modified to work the same as all other mana per 5 buffs and displays correctly on the character sheet.
- Schematic: Fused Wiring: Vendors who sell this recipe will now properly restock it after a period of time.
- Sheen of Zanza: This item's tooltip now indicates it counts as an elixir.
- Shiny Red Apple: Druids in animal forms can no longer eat this food item.
- Shuriken of Negation: Item level and stats increased to match other items in from Gruul.
- Six Demon Bag: The damage spells cast by this item no longer benefit from a player's bonus spell damage effects.
- Skyguard Rations: Tooltip error corrected.
- Skyguard Silver Cross: The tooltip for this item now lists the effect duration.
- Skyshatter Raiment: The bonuses in this set have had the spells they affect swapped.
- Skyshatter Regalia: The Totemic Mastery set bonus will no longer force the Shaman to stand up and stop eating and drinking.
- Slayer's Armor: The set bonus for Sinister Strike, Backstab, and Mutilate now also works for Hemorrhage.
- Smoked Sagefish: The buff from this item has been modified to work the same as all other mana per 5 buffs and displays correctly on the character sheet.
- Spirit of Zanza: This item's tooltip now indicates it counts as an elixir.
- Spyglass of the Hidden Fleet: This item is now useable by shapeshifted Druids.
- Staff of Natural Fury: Tooltip clarified to indicate it reduces the base mana cost of shapeshifts, not the final cost.
- Stormstout: Corrected the tooltip due to capitalization inconsistency.
- Swiftiness of Zanza: This item's tooltip now indicates it counts as an elixir.
- Talon of Al'ar: The bonus damage to all Shot abilities now provides the full bonus to Scatter Shot and Silencing Shot.
- Talasite Owl: The effect from this item will now last its intended full duration.
- The blood elf paladin quest reward Scourgebane now works against demons as well as undead.
- Trappings of the Unseen Path Set: The buff on your pet from this set bonus will no longer appear to be constantly running out and refreshing.
- Trogg Ale: Corrected the tooltip due to capitalization inconsistency.
- Unstable Talasite: The tooltip on this gem now indicates it counts as blue and yellow, and it behaves accordingly.
- Veteran's Scaled Belt: Stats have been adjusted to correct budget.
- Veteran's Scaled Greaves: Stats have been adjusted to correct budget.
- Voidheart Set: The tooltips for the two-piece bonuses have been adjusted slightly so that there is no longer a blank set bonus. The functionality of the set bonus was unchanged.
- Warbringer Armor Set: The bonus from Revenge will now apply correctly to Shield Slam.
- Wild Draenish Vest: This item now makes the correct sound when moved in inventory.
- Windrider Mounts: These items now make the correct sound when moved

in inventory.

- Winterfall Firewater: This item's tooltip now indicates it counts as an elixir.
- Wolfshead Helm: This helm will no longer give twice the rage it was intended to give.
- World Breaker: The bonus from this item being triggered will no longer fade before it can provide its benefit.

Professions

- Various crafting recipes have been added to the Violet Eye faction vendor.
- Triggered Effects: Tradeskill recipes will no longer trigger items that are designed to be triggered by only combat spells.
- Alchemy
 - Flask of Shadow Fortification will transform into the Flask of Pure Death. This new flask increases Frost, Fire, and Shadow spell damage.
 - Flask of Arcane Fortification will transform into the Flask of Blinding Light. This new flask increases Holy, Nature, and Arcane spell damage.
 - A new flask that increases all resists and stats has been added to the Violet Eye reputation vendor.
- Blacksmithing
 - Changed the set bonuses afforded by Fel Iron Plate to increase hit chance and Strength.
 - Added a new recipe for Ragesteel Shoulders that drops from an unknown creature in Shadowmoon Valley.
 - Reduced the number of pieces required to get the benefits of the Ragesteel set bonus.
- Enchanting
 - Nexus Transformation: This recipe to transform a Nexus Crystal into a Small Prismatic Shard has been added to some Enchanting trainers.
 - Small Prismatic Shards: This recipe to transform a Large Prismatic Shard into 3 Small Prismatic Shards has been added to some Enchanting trainers.
 - Large Prismatic Shard: It is no longer possible to gain skill points in Enchanting from this recipe.
- Engineering
 - Reduced the cooldown on the engineer-made Parachute Cloak.
- Jewelcrafting
 - Added a recipe for Steady Talasite to the Halaa vendors. This new recipe requires Halaa Research Tokens to purchase and creates a superior green gem that grants Resilience and Stamina.

Quests

- "Banish the Demons" now rewards either a Darkrune or a Fragmented Darkrune. Five fragmented Darkrunes can be combined to create a Darkrune.
- During the quest, "The Smallest Creatures", the marmot's stealth ability is working once again.
- Firewing Warlocks are less likely to want to engage in melee combat.
- Fixed an issue wherein a character with a Darkrune would not be able to turn it in to Gahk in return for a Crystalforged Darkrune unless they first completed the daily quest "Banish More Demons" that day.
- In the "Bad Medicine" quest in Stranglethorn, Jungle Remedies can now be found on Jungle Fighters.
- In Hillsbrad, additional Syndicate Papers were added to the Corahn's Dagger subzone Syndicate camp. Quest text was changed to reflect this.
- In the "Bomb Them Again" quest, the cooldown of the Skyguard bombs was decreased to 5 seconds (was 10).
- In the "Relic's Emanation" quest, the money reward was decreased while the Ogr'la faction reward was increased.
- Mawg Grimshot's flavor events have been fixed.
- Resolved issues with Obsidia, Rivendark, Insidion, and Furywing sometimes not responding to their eggs being used.
- The duration of the Apexis Relic and Apexis Monument beams was slightly reduced, to more easily separate 2 back-to-back beams.
- The following Quest Objects will no longer briefly despawn when looted: Mythology of the Titans, Compendium of the Fallen, Maiden's Folly Charts, Maiden's Folly Log, Spirit of Silverpine Charts, Spirit of Silverpine Log.
- Various issues breaking the "Showdown" quest fight have been resolved.

Dungeons and Raids

- Tempest Keep and Coilfang raid bosses will now all drop at least 3

- items each.
- Auchindoun- Heroic Sethekk Halls
Polymorph should no longer affect the main tank.
- Auchindoun- Shadow Labyrinth
The recast time for the Shadow Word: Pain cast by Cabal Shadow Priests has been increased.
- Black Temple
Saber Lash tanks will no longer be knocked back by Sinister Beam or hit by Fatal Attraction, even if they dodge or parry the attack.
Mother Shahrzad will now pick a new beam to cast after every 3rd beam instead of after every 5th. This means she is much less likely to cast the same beam many times in a row.
Fatal Attraction now deals 750 damage on the first tick, 1500 on the second, 2250 on the third, and 3000 on all subsequent ticks.
Prismatic Shield is now more fun. Specifically, Mother Shahrzad now takes bonus damage from one school when she is resistant to its opposite. Her resistances now change randomly every 15 seconds and are capped at 25%.
- Caverns of Time- Battle of Mount Hyjal
Faction and loot rewards has been added to non-boss mobs in the Battle of Mount Hyjal raid event. The faction awarded by bosses has been decreased to balance this.
The health of Jaina and Thrall have been increased again from their temporarily lowered values. They should be able to absorb quite a bit more incidental damage during the event.
Archimonde has received several adjustments and fixes to prevent some of the harder to counter combinations of his abilities. Archimonde's Soul Charge silence has been lowered in duration to 4 seconds, and the death of the Priest with Spirit of Redemption will no longer create two Soul Charges. The casting time of Archimonde's fear has been increased to 1.5 seconds, and he should now use his Fear ability on a much more consistent interval. Archimonde will also no longer cast Grip of the Legion on very far away targets.
Archimonde will no longer cast Grip of the Legion on targets that have just been hit with Air Burst.
- Caverns of Time- Black Morass
Increased recast time on Shadow Bolt Volley on Rift Keeper, also reduced damage on Heroic.
Reduced hit points of Infinite Executioners on Heroic.
Decreases the maximum possible stacks of Temporus' Mortal Wound from 10 to 7.
Increased recast time for Temporus' Hasten spell on Heroic.
- Caverns of Time- Escape from Durnholde Keep
When the limit on Thrall respawns after event failure has been reached, the Epoch Hunter will now properly despawn.
Human Illusion: This effect in Old Hillsbrad will no longer be applied to Dwarf and Human Priests when they exit Shadowform.
The composition of the pulls around the barracks in Durnholde Keep is now more consistent. Players should no longer face more than two Riflemen, or more than one Warden.
The group of guards underneath the bridge has been removed in Heroic difficulty.
The Thrall escort event now allows 20 tries at completing the event instead of 3.
- Coilfang Reservoir: Serpentshrine Cavern
Coilfang Priestesses no longer perform Spirit of Redemption.
Underbog Colossus' Acid Spray is now somewhat less dangerous.
Underbog Colossus' Spore Quake now has a shorter duration.
Greyheart Tidecallers' Virulent poison is now less deadly.
Serpentshrine Sporebats now charge less frequently.
Greyheart Nether-Mages now blink less frequently.
Serpentshrine Lurkers have had their damage output reduced.
- Hellfire Citadel: Shattered Halls
The melee damage dealt by Shattered Hand Reavers, Shattered Hand Legionnaires, Shattered Hand Heathens, and Rabid Warhounds in Heroic Mode has been reduced.
- Karazhan
Nightbane's Distracting Ash can now be removed with Cloak of Shadows.
Tinhead in Karazhan is now immune to bleeds.
Romulo and Julianne now clear all negative effects on themselves before they come back from "death".
- Scholomance
Ras Frostwhisper's Frost Armor Chilled effect is now properly classified as a snare mechanic.

- Tempest Keep: Arcatraz
The Devastate cast by Unbound Devastators now does Physical damage. The recast time for the Deafening Roar spell cast by Unbound Devastators has been increased on Heroic mode. Wrath-Scryer Soccothrates' Knock Away can no longer be dodged or parried. This will help prevent the catastrophic placement of multiple flames on top of each other. Harbinger Skyriss casts his Fear spell less often.
- Tempest Keep: Botanica
The time between casting of Thorgrin the Tender's Hellfire has been increased. The time between casting of Thorgrin the Tender's Sacrifice has been increased in Heroic Mode. Thorgrin the Tender's Enrage ability now increases his melee damage by 75% instead of 110%.
- Tempest Keep: Mechanar
Raging Flames in the Nethermancer Sepethrea encounter have had their movement speed reduced slightly in heroic mode. The Arcane Servants summoned by Sunseeker Netherbinders are now properly classified as Arcane Elementals, deal less melee damage and have fewer hit points.
- Tempest Keep: The Eye
The spells cast by High Astromancer Solarian have been extensively reworked. Wrath of the Astromancer is a now completely different in function. Mark of the Astromancer has been renamed to Light of the Astromancer and no longer reduces Arcane resistance. A player's Arcane Resistance now also provides normal damage mitigation to Solarian's spells. Phoenix-Hawk Hatchlings now use Wing Buffet less frequently. Crimson Hand Centurions now deal less damage with Arcane Flurry. Crimson Hand Battle Mages have had their Frost Attack damage reduced.

User Interface

- Cast sequence macros no longer get stuck at feral druid abilities.
- Toggling the world map can be bound to an extended mouse button.
- Improved the handling of items with charges on the action bar.
- Fixed an issue where moveable frames would end up off screen after changing either to or from a widescreen resolution.
- Fixed an issue where moveable frames would end up off screen after changing the UI scale.
- Fixed issue where font strings would get clipped when the UI was scaled.
- The pitchLimit console command has been re-enabled.
- Conditional macros with multiple targets will use the appropriate context sensitive target for visual range feedback.
- Conditional macro processing has been greatly optimized.
- Macros with specific cast targets will no longer cast on your current target if the specified target doesn't exist.
- Warlocks can no longer get both Fel Stamina and Sacrifice Shield using a macro.
- For additional notes on Lua and XML changes please visit the UI & Macros Forum-
<http://forums.worldofwarcraft.com/board.html?sid=1&forumId=11114>

World Environment

- The following old-world factions have had their acquisition rate significantly increased: Cenarion Circle, Argent Dawn, Timbermaw Hold.
- If you get a positive reputation from combat you also get the corresponding opposite reputation reduction.
- Adjusted Yowler's level to 20 (from 25).
- Adjusted the level of Redridge Bashers and Alphas.
- Arcane Missiles: When cast by creatures, this spell will now properly cause activation of pets set to defensive mode.
- Azuregos: The tooltip on this creature's Frost Breath now correctly indicates Frozen rather than impairing movement.
- Chieftain Mummaki: This creature can now be pickpocketed.
- Crypt Fiends around Azeroth and at Hyjal Summit are now more totem friendly.
- Doctor Maleficus: This creature can now be pickpocketed.
- Dragonmaw Peon: The creature now has the correct pickpocket loot.
- Fel Corrupters in Blade's Edge Mountain are now less potent.
- Fixed an improper dialog option on Carolyn Ward, a Rogue Trainer in Undercity, when the player's Lockpicking was 300-324.
- Highlord Mastrogonde: This creature now always drops at least a good

quality item.

- Kataru: The totem cast by this creature will now be treated as a totem, rather than as a creature.
- Markaru: This creature is now skinnable.
- Minor Fairbreeze Village fixes: The general goods vendor was moved from home to the lower inn, the pet vendor was moved from the upper inn to home, the upper inn is now flagged as an inn.
- Mo'arg Doomsmith: This creature now drops Marks of Sargeraz rather than Marks of Kil'jaeden.
- Monstrous Kaliri: This creature now has loot and will give reputation.
- Quest target Fel Spirits are now considered undead.
- Vindicator Aeus in the Aldor bank is no longer attackable by players who are members of the Scryer faction.
- Sethekk Ravenguard: The Howling Screech from this creature is now properly considered a Snare, and is clearable by Escape Artist and other abilities that remove Snares.
- Skettis Windwalker: The Cyclone effect from this creature can now be cleared by PvP trinkets and Bestial Wrath/The Beast Within.
- Skulloc Soulgrinder in Blade's Edge now correctly summons Sundered Ghosts to aid him in battle.
- Void Reaver: The Arcane Orb ability used by this creature will now correctly Daze players affected by Aspect of the Pack or Aspect of the Cheetah.
- Void Terror: This creature is now skinnable.
- Wyrmcult Blackwhelp: This creature now can be skinned but can no longer be pickpocketed.
- Wyrmcult Blackwhelp: This creature now can be skinned but can no longer be pickpocketed.
- Blackrock Spire: The gems for the Seal of Ascension are now a 100% drop from Overlord Wyrmathalak, War Master Voone and Highlord Omokk.
- Wailing Caverns: The Druids of the Talon will no longer permanently flee.
- Blackfathom Deeps: Several creatures will no longer permanently flee.
- Temple of Atal'Hakkar: Several creatures will no longer permanently flee.

Mac

- Additional graphic optimization utilizing AltiVec for PowerPC-Mac and SSE for Intel-Mac. This provides some performance benefit on systems where vertex animation shaders are either unavailable or disabled (recommended on systems with Intel integrated video).
- Mac Options dialog has been added to the primary options panel. This dialog offers configuration options for any features that are presently unique to the Mac client, such as iTunes Remote and Movie Capture.
- New iTunes Remote configuration options have been added to the Mac Options panel.

Bug Fixes

- Fixed problem where players could be disconnected by clicking on an item link in cross-server battlegrounds.
- Pets will no longer chase players that Vanish.
- Pets no longer follow enemies after being revived.
- Stacked items will no longer disappear from a player's inventory when zoning multiple times.
- The WoW client on windows no longer defaults to 800x600 video resolution if the WoW resolution is higher than the desktop resolution when going from fullscreen mode to windowed mode.
- The Temple Concubine's polymorph no longer has the pig icon appearing when it sheeps a player but now shows the proper sheep icon.
- Players using ranged attacks while under the shapeshift effects of Torment of the Worgen, will now play attack animations
- The Toxic Spore Bats in the Lady Vashj encounter will now properly despawn if the raid party wipes.
- Toxic Spores in the Lady Vashj encounter can no longer kill phase shifted imps.
- Anzu can no longer be kited far from his spawn point and will properly leash.
- The Doomguard Punisher will no longer hit players not involved in the Legion Ring Event.
- Dressing room models for females are now showing the correct head when transformed into a Fel Orc via the Dragonmaw Illusion.
- The trash pulls in the Grand Promenade will now shut off after the Blood Elf Council are killed.

- Players can now accept daily quests even after their daily quest limit has been reached.

- World of Warcraft Client Patch 2.1.3 (2007-07-10)

General

- Read in-game mail will now be kept for thirty days instead of three.
- The Warlock spell Incinerate has had the performance of its graphical spell effect improved.
- The "Show Launcher" option has changed so that it now defaults to "On". Players will now see the launcher when running WoW by default.

User Interface

- Improved the performance of conditional macros, slightly increasing the framerate.
- Fixed a crash triggered by many unit frame AddOns.

Bug Fixes

- Fixed an issue with the movement of Archimonde's Doomfire.
- Fixed the wand missile art on most Shadow based wands to show the correct graphical effect.
- Infinity Blades will now despawn properly when the encounter with Kael'thas resets after a wipe.
- Gan'arg Underlings and Felhound Defenders are now properly classified as demons.

- World of Warcraft Client Patch 2.1.2 (2007-06-19)

General

- Arena and Honor Rewards: As part of the inauguration of Season 2, the costs of all Arena items and Honor items has been reduced.
- Improved Mend Pet, Abolish Disease, and Abolish Poison no longer play sounds when there is nothing to dispel.
- Players can no longer fail with skinning at maximum skill.
- Spellcloth: Creating spellcloth will once again only summon one Angered Nether-wraith.
- Some new cooking recipes are available from Kylene in Shattrath City.
- A recipe for a superior resilience gem has been added and is rumored to be held by the residents of Halaa.
- Procs: Most procs are set to trigger only from spells that cost mana, but inadvertently disallowed spells that cost a percentage of base mana. That bug has been fixed and so such spells will now trigger many procs they did not previously trigger.
- Players will no longer slow down to walking speed when closely following another player.

Druids

- Druids in Swift Flight form can no longer loot herb nodes.
- Force of Nature: This spell will no longer causes players it is cast on to enter combat with nearby creatures. All of the treants summoned will now attack a neutral creature they are summoned on.
- Tree of Life: The bonus-healing aura from this talent will reactivate when a Banish effect wears off a Druid in Tree Form.

Hunters

- Fixed bug with Misdirection where sometimes only two attacks were redirected instead of three.
- Entrapment: This talent will no longer causes Hunter to stand up or stop eating and drinking when it procs.
- Improved Mend Pet: This ability will no longer cause Hunters to stand or to interrupt eating and drinking.
- Poison Spit: These abilities will now appear in the correct order in the pet training menu.
- Scatter Shot: This ability will now trigger Thrill of the Hunt.
- Thunderstomp: These abilities will now appear in the correct order in the pet training menu.

Mages

- Molten Armor: This buff can now proc when the Mage is sitting.

Paladins

- Corrected the amount of damage done by Seal of Vengeance on a target affected by Judgement of Crusader.
- Improved Concentration Aura: This ability now correctly reduces the duration of silence and interrupt effects by 30%. In addition, the reduction in duration of silence and interrupt effects from this ability will no longer stack with other such reductions.
- Judgement of Blood: Effects that increase your damage by a percentage will no longer cause Paladins to take excessive damage from casting this spell.
- Seal of Blood: Effects that increase your damage by a percentage will no longer cause Paladins to take excessive damage from this spell's procs.

Priests

- Feedback: This buff can now proc when the Priest is sitting.
- Shadowfiend: This creature will now reset to full health when it is summoned. It will also automatically attack your current enemy target when it is summoned.
- Surge of Light: The buff from Surge of Light will no longer prevent Inner Focus's charge from being consumed. In addition, it is no longer possible to get two free Smites when this ability procs.
- Touch of Weakness: This spell can now trigger Surge of Light when it does critical strikes.

Rogues

- Sword Specialization: The change to Sword Specialization making its extra attacks appear in yellow has been reverted. Extra attacks will appear in white and act like any auto-attack. They will no longer reset the swing time of your weapon.

Shaman

- Focused Mind: This ability has been changed to reduce the duration of silence and interrupt effects, rather than increase resistance to them.
- Frostbrand Weapon Rank 5: The damage on this spell was reduced slightly such that it will never do more damage than Frostbrand Rank 6.
- Lightning Shield: Procs from this buff will no longer cause neutral town guards to attack the Shaman. In addition, Nightmare Vine will no longer cause charges of this buff to be consumed.

Warriors

- Overpower dims on the action bar when the player is affected by disarm spells.
- Sword Specialization: The change to Sword Specialization making its extra attacks appear in yellow has been reverted. Extra attacks will appear in white and act like any auto-attack. They will no longer reset the swing time of your weapon. Rage awarded will be calculated by damage dealt as with any normal auto-attack.

Items

- PvP Trinkets: Insignia of the Alliance, Insignia of the Horde, Medallion of the Alliance, and Medallion of the Horde have all been redesigned. The trinkets for all classes now have the same effect: Dispel all movement impairing effects and all effects that cause loss of control of your character.
- Many raid items have had their art improved.
- Clefthoof Mace: This item's name is now spelled correctly.
- Crystalweave Bracers: This item and its depleted counterpart now have spell critical strike rating as intended.
- Ebon Mask: This item now has sound when moved in a player's inventory.
- Eye of Magtheridon: This trinket will now trigger when a Judgement of Vengeance is resisted.
- Relentless Earthstorm Diamond: The bonus damage to critical strikes from this metagem now applies to all types of damage, not just physical.
- Skyguard Rations: The stamina and spirit buff from this food has been decreased, as well as its duration.
- Talisman of the Breaker: The reduction in duration of silence and interrupt effects from this item will no longer stack with other such reductions.

- Vestments of the Devout Set: The damage absorb set bonus on this set will now absorb only 350 damage, matching its intended design and tooltip.
- Voidheart Raiment Set: The two-piece set bonus will now trigger from Death Coil.
- Voidstar Talisman: This item will now give the correct amount of resistance to Warlock pets.

Quests

- Vim'gol the Vile now has a 30 second respawn cooldown.
- A problem with interrupting Vim'gol the Vile's Unholy Growth spell has been fixed.
- Casting bar text was added when gathering a Corrupted Flower during the quest, "Botanical Legwork".
- A distance-related issue was resolved when attempting to use the Fel Crystalforges at Forge Camp: Terror and Forge Camp: Wrath in the Blade's Edge Mountains to create 5 Unstable Elixirs of the Beast.
- A problem that could result in Obsidia, Rivendark, Insidion, and Furywing not responding to their respective dragon eggs being used has been resolved.
- Sky Sergeant Vanderlip at the Skyguard Outpost in the Blade's Edge Mountains will no longer display her Exalted faction gossip to those who have not attained that faction rank.
- All classes will now properly get credit for siphoning the crystal in the quest "Bloodgem Crystals".
- Players will no longer fail to summon Insidion and Obsidia if the dragons are in combat when a player summons them.

Dungeons and Raids

- Auchindoun: Sethekk Halls
 - Time-Lost Controllers no longer remove buffs from players who are charmed.
 - Heroic Mode: Anzu, the Raven God may no longer be pulled far away from the location where he is summoned.
 - Heroic Mode: Anzu's Spell Bomb is now a curse and he will no longer charge.
 - Heroic Mode: The quantity and health of Minions of Anzu that spawn have been reduced.
 - Heroic Mode: The frequency and duration of many of his abilities have been retuned to make the fight more forgiving.
- Auchindoun: Shadow Labyrinth
 - The Cabal Summoner, Cabal Executioner, and Cabal Spellbinder mobs that interact with Murmur in the Screaming Hall in Auchindoun Shadow Labyrinth will no longer sometimes freeze their animations upon death.
- Black Temple
 - It is no longer possible to engage the Shade of Akama without completing phase 1 of the encounter.
 - Ashtongue Spiritbinders may now cast heals on Ashtongue Sorcerors, Channelers, and the Shade of Akama.
 - The Illidan Stormrage fight encounter has received additional tuning and improvements.
- Caverns of Time: Mount Hyjal
 - The number of preliminary waves before each boss in the Caverns of Time: Battle for Mount Hyjal event has been reduced from 12 to 8, and some of the larger waves have fewer creatures than before.
- Karazhan
 - The door leading to the Celestial Watch in Karazhan now starts open, and Netherspite does not path so close to the door.
 - The damage dealt by Netherspite's Nether Breath has been reduced.
 - Fixed a bug that caused the Karazhan chess event's movement spell cooldowns to not display correctly.
- Tempest Keep
 - When Kael'thas Sunstrider is engaged in combat, the doors leading into his room will now properly close.
- Tempest Keep: Mechanar
 - Nethermancer Sepethrea's Raging Flames should now periodically change their targets in Heroic mode.

Interface

- Fixed an issue with some AddOns where dropdown menus go away after showing the world map.
- Fixed some Lua errors on /castsequence macros with conditionals.

World Environment

- Chief Overseer Mudlump, Dragonmaw Pitfighter, Forgas, Goblin Merc, Gug, Horus, Lost Torranche, Officer Jaxon, Overlord Mor'ghor, Rumbpus, Telaari Jailor and Uriku: These creatures are no longer lootable.
- Darbel Montrose: This creature now always drops at least a good quality item.
- Lost Torranche: This creature is now skinnable.
- Rallying Cry of the Dragonslayer: This buff will no longer give excessive critical strike rating to low-level characters.
- The Twilight Ridge: Burning Legion creatures in this region will now drop Marks of Kil'jaeden, Fel Armaments, and Oshu'gun Crystal Powder Samples.

Bug Fixes

- Fixed a memory leak that may occur when a player alt-tabs out of the game, engages a screensaver, or locks their machine.

- World of Warcraft Client Patch 2.1.1 (2007-06-05)

Bugs

- Players will now be able to properly destroy the infernals in the quest, "The Fel and the Furious".
- Gladiator's Plate Legguards: Fixed a graphical display error.
- Fixed a bug that caused some systems to see terrain holes appear in the distance.
- Stackable items retrieved from mail will no longer automatically stack in your inventory. This has been disabled pending a future patch fix.
- Players will no longer see the flickering terrain issues that were introduced with 2.1.0 when the LOD system is enabled.

- World of Warcraft Client Patch 2.1.0b (2007-05-30)

Bugs

- Fixed a bug causing graphical corruption and client crashes.

- World of Warcraft Client Patch 2.1.0 (2007-05-22)

The Black Temple

The Temple of Karabor was the center of draenei worship until its priests were slaughtered by demonically corrupted orcs. In the massacre's aftermath the warlocks of the Shadow Council seized the structure and gave it a new name: the Black Temple.

When the Alliance invaded Draenor after the Second War, the orc shaman Ner'zhul hastily opened several dimensional portals in order to escape. The resulting magical backlash ripped the world apart. Drawn by these portals, the pit lord Magtheridon arrived in what had come to be known as Outland and took the temple as his seat of power.

His dominion over Outland remained unchallenged until the arrival of Illidan the Betrayer. The pit lord proved no match for the wielder of the Twin Blades of Azzinoth. Today Illidan occupies the temple, awaiting any and all who would challenge his rule.

Druid Epic Flight Form Introduced

The Druid Epic flight form will be available through a series of quests, similar to the Warlock and Paladin Epic mount quests before it. This quest series will also open up a new boss in Sethekk Halls, and ultimately lead to the epic flight form.

Ethereum Prison

Players in good standing with the Consortium will be tasked to deal with the most recent activities of the nefarious Ethereum. With new quests,

items, and content for the solo and small-group level 70 player, the Ethereum Prison will be the proving grounds for many aspiring to greatness.

Skettis

The Skyguard, Sha'tari warriors specializing in their command of the skies above Shattrath, have taken the offensive directly to the Arakkoa capital city, Skettis. Perched high in the mountains of Terrokar, and only accessible with use of a flying mount, Skettis holds new and exciting content for the solo or small-group level 70 player. All new quests, 5-person bosses, rare and epic items, and a new type of flying mount await those willing to lend their sword or stave to the battle.

Nether Drake

The Netherwing faction and quest line continues and the long awaited Nether Drake becomes available. The Nether Drake is a special 280% speed epic flying mount that is obtainable through solo and small-group play. The quest to obtain one will be difficult, but the reward will surely show your dedication to the Netherwing cause as you soar through the skies of Outland on your very own ethereal drake.

Ogri'la

The ogre plateau of enlightenment opens to those who prove their worth in Blade's Edge Mountains. Level 70 players will be able to help the ogres of Ogri'la battle invading forces and engage in new and exciting quests, such as a repeatable and ever popular bombing-run, this time using your own flying mount but with a dangerous twist! Featuring tons of new quests, the Ogri'la faction, 5-person bosses, and rare and epic items, Ogri'la is a place we're hoping all will aspire to enter.

The Ruins of Lordaeron Arena

For those combatants engaging in the Steamwheedle Cartel's gladiatorial combat, an arena nestled within the Ruins of Lordaeron has been added to the mix of venues. Players taking part in either rated battles or skirmishes may now find themselves battling for glory within the new arena.

General

- The Black Temple is now available for play and Illidan awaits. Are you prepared?
- The Consortium and Protectorate need your help! Players with Honored or higher reputation with the Consortium should seek out Protectorate Advisor Rahim at the Stormspire in Netherstorm or Commander Ameer at the Protectorate Watch Post in Netherstorm to get a briefing on the most recent nefarious activities of the Ethereum.
- Skettis is now available. Players will need a flying mount to reach this new area.
- Nether Drakes are now in the game and can be gained by continuing the Netherwing faction and quest line.
- Ogri'la is now available. Level 70 players can find this new quest line in Blade's Edge Mountains.
- Glancing Blows have significantly less of a chance to occur during a player's melee attacks when targets are near the player's level.
- Magtheridon and Kael'thas now drop items that may be turned in for rewards.
- Spell Haste: The amount of spell haste rating needed per percentage of haste has been increased substantially. However, spell haste will now affect channeled spells, increasing the rate of their effects and decreasing their total duration. The same amount of damage/healing per casting will occur, but will take less time.
- Chance to break crowd control from damage: The increased chance for a spell to break from taking a critical strike has been removed. Instead, all targets over level 60 have a slightly larger chance to break out of crowd-controlling effects when they take damage.
- Screenshots captured using the Print Screen key are now saved in JPG format.
- Inspect distance has been increased to 30 yards (from 10 yards).
- The amount of parry rating needed to get 1% parry has been reduced by 25%.
- Many set bonuses did not work properly when combined with an item or

enchantment that had the exact same effect at the exact same magnitude. That issue has been corrected on all set bonuses.

- Taunts: The taunt system has been adjusted so that Warrior Taunt, Druid Growl, and Paladin Righteous Defense will now grant the player the correct amount of threat even when the creature or its target is crowd controlled.
- Dodge Rating: Low level players now calculate dodge from dodge rating at the same rate as level 34 players.
- The negative effect of the orc racial ability Blood Fury no longer stacks with other effects that reduce healing (Mortal Strike, Wounding Poison, etc.)
- Characters can now speak with Orphan Matron Mercy in Shattrath City during Children's Week to mentor a draenei (Alliance) or blood elf (Horde) orphan. Shattrath orphans have a whole new line of sight-seeing requests across both Outland and Azeroth and three new pets to offer to their mentors.

PvP

- Arenas
The Ruins of Lordaeron Arena is now available for play.
The Shadow Sight buff now allows players to see other stealthed players at a greater range.
- Battlegrounds
The new battleground matchmaking system is now implemented and active. This system allows the battleground to select teams of similar equipment quality and organizational level to battle each other. For now, the system will be very forgiving about creating matchups in order to keep queue times low. However, the parameters will be adjusted as necessary when more organized teams become active in the battlegrounds.

Druids

- The Druid Epic Flight Form is now available through a series of quests.
- Barkskin now reduces all damage taken, with its duration reduced to 12 seconds and cooldown reduced to 1 minute. The tooltip has been adjusted to indicate this ability can be used while frozen, incapacitated, or cowering in fear. That functionality was already present, but not listed in the tooltip.
- Bear Form and Dire Bear Form: The bonus health from shapeshifting into these forms will again be removed correctly when shifting out of these forms.
- Bestial Wrath: The immunity granted by this ability now lasts the full duration of the ability. Bestial Wrath now grants immunity to Cyclone. Cyclone will no longer prevent the immunities from being granted.
- Celestial Focus: The delay on the stun effect for Starfire has been reduced.
- Cyclone: This ability will no longer work on hunters with The Beast Within active or hunter pets with Bestial Wrath active.
- Feral Charge now suppresses all Slowing effects while charging the target.
- Fixed a data error that caused Swiftmend to generate more threat than intended.
- Force of Nature: These pets will now come into the game with full health, including that gained from a percentage of their master's stamina.
- Force of Nature: The Treants summoned by this spell will now correctly attack your target even if it is neutral or non-aggressive.
- Gift of the Wild, ranks 1 and 2, are now available on trainers.
- Gift of the Wild: Rank 3 of this ability now has the same range as ranks 1 and 2.
- Improved Leader of the Pack: This ability will no longer generate threat.
- Lacerate: The tooltip has been adjusted to indicate it does initial bleed damage when the ability first lands.
- Lifebloom: Each additional application of this spell will now include the full bonus from effects which increase healing. The final heal, however, is still unaffected by stacking multiple applications of this spell.
- Mangle(Bear): Damage increased by 15%, but bonus threat reduced so that overall threat generation will be unchanged.
- Nature's Grace: This talent is now triggered by Swiftmend and Lifebloom, and is triggered by and affects Cyclone.

- Nature's Grasp: The mana cost has been removed from all ranks as intended.
- Omen of Clarity: This spell is no longer castable in Tree of Life Form or Moonkin Form.
- Prowl will now be broken correctly by damage shields such as Oil of Immolation.
- Rake: The tooltip has been adjusted to indicate the initial damage done is bleed damage. In addition, Rake can now always be re-applied, even when Mangle is active.
- Shapeshifting will no longer remove the Rotting Putrescence creature debuff.
- Subtlety (Restoration Talent) now applies to all spells, not just healing spells.
- Swiftmend: This ability will now be correctly penalized for casting low rank Rejuvenations and Regrowths just as other healing spells are penalized.
- Swiftmend: The button for this ability will now be greyed out when your current target does not have Rejuvenation or Regrowth.
- Teleport: Moonglade: This spell is no longer castable in Tree of Life Form.
- Tree of Life Form: The tooltip has been corrected to indicate Nature's Swiftmess and Rebirth are castable in this form.

Hunters

- A new Avoidance ability can now be taught to hunter pets. This effect reduces the damage they take from area of effect spells and abilities.
- A new Cobra Reflexes ability can now be taught to hunter pets. This effect increases attack speed but reduces damage.
- Arcane Shot: Casting lower ranks of Arcane Shot than your maximum rank will now reduce the bonus you receive from attack power.
- Aspect of the Cheetah/Pack: Wand damage will again correctly daze players with this effect active.
- Clever Traps now affects Snake Trap.
- Entrapment (Survival): Effect duration reduced to 4 seconds and is now subject to diminishing returns in PvP.
- Entrapment: The tooltip has been corrected to indicate it works on Snake Trap.
- Expose Weakness: The chance for this talent to trigger has increased to 33/66/100% chance at 1/2/3 talent points.
- Ferocious Inspiration: This ability will now trigger Kill Command correctly.
- Flare cooldown increased to 20 seconds, and duration reduced to 20 seconds.
- Frenzy: This talent can now trigger from Kill Command.
- Frost Trap: This trap no longer breaks stealth from its slowing effect.
- Go for the Throat no longer causes additional threat.
- Hunter's Mark: This ability now becomes stronger each time the target is struck by a ranged attack.
- Improved Hunter's Mark: Adjusted the tooltip to indicate this talent only grants melee attack power equal to the base ranged attack power on the Hunter's Mark.
- Kill Command has been removed from the global cooldown. The shout animation has been removed.
- Kill Command: This ability will now still work even when your pet is out of your line of sight.
- Readiness: Now resets the cooldown on Misdirection.
- Revive Pet: The tooltip has been adjusted to indicate the pet returns with a percentage of its base health. It will not get an increased percentage of the bonus health it receives from a percentage of its master's stamina.
- Scatter Shot: This ability will now trigger Kill Command when it critically strikes.
- Scorpion Poison: Ranks of this ability now appear in correct order in the pet training window.
- Survival Instincts now also increase attack power by 2/4%.
- The quest creature, Death Ravager, is no longer able to be tamed.
- The Razorfang Ravager can now be tamed.
- Hunter Mend Pet/Improved Mend Pet Changes:
 - Replaced the current Mend Pet channel spell with an instant cast heal over time.
 - No combat reset, resets global cooldown
 - The mana cost has been reduced and the heal value increased.

Duration on Heal Over Time increased to 15 seconds in 3 second increments.

Changed the graphic to better represent the Heal Over Time effect on the pet.

The Mend Pet heal over time buff is now able to be dispelled.

Bonus healing gear will no longer effect Mend Pet.

Added a 10% and 20% reduction to the mana cost of Mend Pet in Improved Mend Pet talent (Beast Mastery).

Mages

- Added a new rank of Ice Barrier to mage trainers.
- Arcane Brilliance, rank 1, is now available from trainers.
- Arcane Brilliance: Rank 2 of this ability now has the same range as rank 1.
- Arcane Missiles: Rank 3-11 will now consistently pulse 5 shots of arcane damage.
- Arcane Missiles: This spell is now affected by Spell Haste.
- Arctic Winds (Frost Talent) now also increases all Frost damage caused by 1-5%.
- Cold Snap: The tooltip has been adjusted to indicate it only resets cooldowns caused by Frost spells. e.g.: Cold Snap will not reset the cooldown caused by Dragon's Breath.
- Conjure Mana Emerald: This spell now triggers a global cooldown as intended.
- Counterspell duration reduced to 8 seconds, and the cooldown reduced to 24 seconds.
- Fixed some data errors that caused Arcane Blast, Ice Lance and Molten Armor to generate more threat than intended.
- Frostbite effect is now subject to diminishing returns in PvP.
- Frostbolt: Damage on rank 12 has been increased slightly to ensure it did more damage than rank 11 at all levels.
- Hypothermia: If this debuff would prevent you from casting a spell on a given target, the button for that ability is now grayed out.
- Ice Armor: Rank 5 will now still trigger when all damage received is prevented by a damage shield, such as Mana Shield.
- Ice Block: This ability no longer makes mages immune to Weakened Soul from Power Word: Shield. However, using this ability now causes Hypothermia, making the mage unable to cast Ice Block again for 30 sec.
- Improved Fire Ward: This talent will now work correctly with rank 6 of Fire Ward.
- Invisibility: Clarified the tooltip on this ability to indicate any action breaks the invisibility affect.
- Molten Armor: This ability will no longer be triggered erroneously by some non-melee attacks, such as Feral Faerie Fire. It will also no longer break crowd controlling affects such as Polymorph.
- Spell Steal: Stolen buffs that affect specific spells from the original target's class will no longer have any effect for the mage.
- The Arcane Blast debuff can no longer be dispelled.
- Water Elemental: This pet will now come into the game with full health and mana, including that gained from a percentage of its master's stamina and intellect.

Paladins

- Ardent Defender (Protection Talent) now reduces damage taken by 6-30% when below 35% health.
- Avenger's Shield no longer has a minimum range. It may be used on any target within 30 yards.
- Avenger's Shield: The damage portion of this ability will now be applied even if the victim is immune to snare.
- Blessing of Light: Paladins can now cast this as intended when they have Greater Blessing of Light on themselves.
- Consecration: Corrected a tooltip typo. Low ranks of this ability being cast by high-level players are now being properly penalized.
- Divine Shield: This ability no longer removes or prevents the Weakened Soul debuff.
- Eye for an Eye: Some spells did not trigger Eye for an Eye correctly. That has been fixed.
- Fixed some data errors that caused Seal of Command and Seal of Blood to generate more threat than intended.
- Forbearance: It is no longer possible to use a macro to gain the benefit of Avenging Wrath and Divine Shield at the same time.
- Forbearance: If this debuff would prevent you from casting a spell

- on a given target, the button for that ability is now grayed out.
- Greater Blessing of Kings: The cost for this blessing is now twice the cost of Blessing of Kings, instead of a fixed cost of 150.
- Greater Blessing of Sanctuary 2: The range on this spell was incorrectly set to 30 yards. It has been changed to 40 yards.
- Greater Blessing of Wisdom 3: The range on this spell was incorrectly set to 30 yards. It has been changed to 40 yards.
- Hammer of Wrath: Rank 4, damage increased.
- Illumination: This talent now only gives 50% of the mana cost of the critical heal. It also now returns the correct amount of mana when used with ranks 4 and 5 of Holy Shock.
- Improved Concentration Aura (Protection Talent) no longer increases resistance to Interrupt/Silence mechanics, but instead reduces the duration of Interrupt/Silence mechanics by 10/20/30%.
- Improved Sanctity Aura now increases all damage caused by affected targets by 1/2% and no longer increases healing done to affected targets.
- Improved Seal of Righteousness: The percentage increase in damage from this talent is now applied after all bonuses from items and effects which increase your spell damage.
- New Protection Talent added: Improved Holy Shield, 2 ranks: Increases damage caused by Holy Shield by 10/20% and increases the number of charges of Holy Shield by 2/4.
- One-Handed Weapon Specialization (Protection): Now increases all damage caused by the paladin by 1-5% while a one-handed weapon is equipped.
- Seal of Blood: This seal will no longer cause additional chances for weapon procs to trigger.
- Seal of Righteousness: This seal will no longer cause additional chances for weapon procs to trigger.
- Seal of the Crusader: The rank 7 tooltip has been fixed to read the same as other ranks of this spell.
- Spiritual Attunement: First-aid generated healing will no longer trigger this ability. However, Lifebloom, Earth Shield, and Improved Leader of the Pack will now trigger it correctly. The tooltip has been adjusted to indicate it only works on healing from spells.
- Spiritual Attunement: Mana is no longer healed if the paladin is at full health.
- Stoicism (Protection) should now properly affect all magic effects cast by the Paladin and no longer applies double its intended benefit to Blessing of Might and Blessing of Wisdom.
- Vengeance (Retribution Talent) now increases Holy and Physical damage by 1/2/3/4/5% for 15 seconds following a critical hit, but the effect now stacks up to 3 times.
- Vindicator Aesom at Blood Watch will now correctly train a full range of paladin spells.

Priests

- Binding Heal: The mana cost has been reduced by 32%. The tooltip has been adjusted to indicate it is a low threat spell, which was already the case.
- Blackout: The delay on the stun effect has been reduced.
- Circle of Healing (Holy) effect increased.
- Empowered Healing and Holy Concentration now affect Binding Heal.
- Focused Power (Discipline) now also increases the chance to hit with Mass Dispel, reduces the cast time of Mass Dispel but no longer increases the damage against feared targets.
- Holy Fire: The rank 9 tooltip has been corrected to indicate it does Holy damage.
- Holy Nova: Rank 2 will no longer receive double the intended increase in range from Holy Reach.
- Mass Dispel mana cost reduced.
- Mind control no longer has a 100 yard range limitation in instances.
- Pain Suppression now reduces damage taken by 65% and increases resistance to Dispel mechanics by 65% for the duration.
- Power Infusion: This ability is now unuseable on Rogues or Warriors.
- Power Word: Shield: The Weakened Soul effect will no longer sometimes be re-applied while zoning with this buff on.
- Prayer of Fortitude: The range on rank 3 has been changed to match all other ranks of this spell.
- Prayer of Fortitude, ranks 1 and 2, are now available on trainers.
- Prayer of Mending: This spell is now affected by Silent Resolve,

Amplify Magic, and Dampen Magic.

- Prayer of Shadow Protection, rank 1, is now available on trainers.
- Reflective Shield: When this effect is triggered, the priest will no longer be forced to stand up.
- Shadowfiend: This pet will now come into the game with full health and mana, including that gained from a percentage of its master's stamina and intellect.
- Shadowfiend: The Shadowfiend will now correctly attack your target even if it is neutral or non-aggressive.
- Shadowfiend: Increased the Shadowfiend's chance to hit higher level enemies.
- Shadowguard: The rank 7 tooltip is now consistent with all other ranks of Shadowguard.
- Shadow Weaving (Shadow): Effect reduced by 1% per rank and Mana Burn will now correctly trigger this talent.
- Shadow Word: Death: Cooldown increased to 12 sec and will now properly damage the casting Priest when it is reflected.
- Silent Resolve: Some priest spells were unaffected by this talent. They should now all be affected.
- Spirit of Redemption and Spiritual Guidance now work while the priest is in Shadowform.
- Spirit Tap: This ability will no longer be triggered by killing some creature-cast totems.
- Spiritual Guidance: This talent now works while the Priest is in Shadowform.
- Surge of Light: Smite spells triggered by this talent will no longer sometimes critically strike. In addition, the free Smite granted will not consume the effect of Inner Focus. Holy Nova heals can now trigger Surge of Light as well.
- Touch of Weakness: This spell can now activate Surge of Light.
- Vampiric Touch: This spell now consumes the Inner Focus buff.
- Weakened Soul: If this debuff would prevent you from casting a spell on a given target, the button for that ability is now grayed out.

Rogues

- Added a new double-attack animation for Mutilate.
- Added a visual, sound, and combat log message when the Cheat Death talent saves the rogue from death.
- Blade Twisting: The delay on the daze effect has been reduced.
- Cloak of Shadows: The tooltip has been adjusted to indicate this ability removes hostile effects, rather than dispels them. Cloak of Shadows does not count as a dispel, and will not interact with dispel resistance or effects triggered by dispelling. This ability no longer removes the Weakened Soul debuff.
- Deadly Throw: This ability will now damage hunters and their pets when they are affected by The Beast Within or Bestial Wrath. Those targets will still be immune to the movement impairing portion of Deadly Throw.
- Fixed a data error that caused Ghostly Strike and Riposte to generate more threat than intended.
- Fixed a bug where the Silence effect on Garrote was getting resisted too often.
- Gouge: This ability will no longer trigger poisons (and thus break itself).
- Insignia of the Alliance/Horde and Medallion of the Alliance/Horde now remove Fear, Stun and Polymorph effects and no longer remove Charm effects.
- Improved Sap (Subtlety) renamed Dirty Tricks: Increases the range of your Sap and Blind abilities by 2/4 yards and reduces the energy cost of your Sap and Blind abilities by 25/50%.
- Increased the frequency and amount of Blinding Powder found in pickpocketed junk boxes.
- Mutilate: This ability will now always consume the Cold Blood buff when it strikes an opponent.
- Poisons: The difficulty of dispelling these is now based off the level of the player, not the level of the weapon the poison is applied to.
- Reduced the reagents required to create most poisons.
- Remorseless Attacks(Assassination): Hemorrhage added to the buff tooltip. This ability will no longer trigger from killing totems.
- Rogue poisons no longer have charges.
- Sap no longer removes you from stealth when used.
- Shadowstep (Subtlety): The cooldown has been reduced to 15 seconds.
- Stealthwill now be broken correctly by damage shield such as Oil

of Immolation.

- Surprise Attacks (Combat): This talent now correctly prevents Envenom from being dodged.
- Sword Specialization: This ability now grants extra yellow attacks instead of extra white attacks. This change will make Sword Specialization no longer reset the weapon swing timer when it triggers off special attacks, and results in a net increase in damage dealt.

Shaman

- Earth Elemental Totem: This pet will now come into the game with full health, including that gained from a percentage of its master's stamina.
- Earth Shield: Adjusted the tooltip to indicate this ability works against all types of attacks, not just melee. This ability will also now properly trigger only from taking direct damage effects.
- Earth Shock: Rank 8 is now properly considered an Interrupt effect for talents and abilities that affect interrupts.
- Elemental Focus: This talent now reduces the cost of the next damage spell by 60%. It will also now trigger from bonus spells cast by Lightning Overload.
- Eye of the Storm (Elemental): Clarified the tooltip on this talent to indicate it only works with Shaman spells.
- Fire Elemental Totem: This pet will now come into the game with full health and mana, including that gained from a percentage of its master's stamina and intellect. It will also now properly get increased stamina from a percentage of its master's stamina.
- Flametongue Weapon: This effect will no longer trigger while you are disarmed.
- Frostbrand Weapon: Rank 6 now properly receives increased effect from spell damage bonuses.
- Healing Focus: The tooltip has been adjusted to indicate it only works with Shaman spells. e.g.: Does not work with Gift of the Naaru.
- Healing Way: This talent now correctly modifies the healing done after all bonus effects have been applied.
- Heroism: Training cost increased to match the cost of Bloodlust.
- Lightning Shield: Ranks 8 and 9 of this spell now trigger correctly while mounted.
- Magma Totem: This totem will now correctly do damage on its 10th tick, right before despawning.
- Mana Spring Totem: Duration increased to 2 minutes.
- Mana Tide Totem: This totem will no longer sometimes grant mana after it has been destroyed. It will also consistently grant mana 4 times instead of sometimes 3 and sometimes 5.
- Healing Stream Totem: Duration increased to 2 minutes.
- Mental Quickness: This talent now correctly reduces the cost of Purge, Flame Shock, Frost Shock, Earth Shock, Bloodlust, Heroism, Lightning Shield, Cure Poison, and Cure Disease.
- Nature's Guardian (Restoration): Some spells and abilities did not trigger this talent. That has been fixed.
- Restorative Totems (Restoration): This talent no longer gives a bonus to a variety of jewelcrafting items.
- Trainer Animations: All new Shaman abilities will now correctly play the training animation when learned.
- Water Shield: When a Shaman with this spell active is afflicted with Cyclone, the charge burned will now grant mana.
- Windfury Weapon: Mixing two different ranks of Windfury Weapon while dual-wielding will no longer increase the number of Windfury Weapon procs.
- Windfury Weapon: A bug with this spell was making off-hand procs receive less bonus damage than intended. It is now fixed.

Warlocks

- Aftermath: The delay on the daze effect has been reduced.
- Amplify Curse: This ability is now consumed correctly by a Curse of Doom casting.
- Conflagrate: The button for this ability will now be greyed out when your current target does not have Immolate.
- Create Healthstone: These abilities will now be sorted in rank order in your spellbook.
- Create Spellstone: These abilities will now be sorted in rank order in your spellbook.
- Curse of the Elements and Curse of Shadow now have a duration of

- 2 minutes when used on PVP targets.
- Curse of Tongues now has a 12 second duration when used on PVP targets.
- Dark Pact: This ability is now unuseable while the mana and health of a pet are being adjusted by pet scaling.
- Death Coil is now subject to diminishing returns in the Horror category. Currently, only Death Coil is in this category.
- Demonic Knowledge: This ability will now work with enslaved demons.
- Enslave Demon: The health bar and mana bar for enslaved demons will no longer appear to go down when they become enslaved.
- Felguard: This pet will periodically check to see if you know the talent which allows you to summon it, and die if you do not know the talent.
- Fixed some data errors that caused Soul Leech and Conflagrate to generate more threat than intended.
- Improved Drain Soul: This talent will no longer trigger when a creature other than the one you are draining dies.
- Insignia of the Alliance/Horde and Medallion of the Alliance/Horde now remove Fear, Stun and Slowing effects and no longer remove Charm and Polymorph effects.
- New art added for Ritual of Souls channeling focus and Soulwell created by the spell.
- Ritual of Souls no longer consumes a Soul Shard when cast in arenas.
- Seed of Corruption: This spell will now interact properly with town guards when bystanders are hit by its detonation in a duel.
- Shadowfury now properly benefits from the Intensity talent.
- Soulstones: Soulstones can no longer be used on targets not in your party or raid. In addition, the soulstone buff will now be removed if the target or caster leaves the party or raid.
- Spell Lock (Felhunter) duration reduced to 5 seconds (rank 1) and 6 seconds (rank 2), and cooldown reduced to 24 seconds.
- Soulwell now plays a sound and visual effect when you create a Healthstone through using it.
- Soul Link: Adjusted tooltip to explain that the damage transferred to the pet cannot be prevented. The functionality remains unchanged. This ability will now work with enslaved demons.
- Unholy Power: The tooltip has been corrected to indicate it works with the Imp's Firebolt.

Warriors

- Bloodrage: It is no longer possible to gain extra rage from this ability by using tradeskills to keep you in combat.
- Charge, Intercept and Intervene now suppress all Slowing effects while charging the target.
- Charge: This ability will now properly cause the warrior to go into combat with its target.
- Commanding Shout: This ability now increases your max health, but keeps your percentage health constant.
- Death Wish and Enrage effects no longer stack.
- Execute: When used with Sweeping Strikes, ranks 6 and 7 of this ability will no longer cause full damage to secondary targets who are not wounded.
- Flurry: Ranks 1-4 will no longer trigger from ranged critical strikes.
- Flurry, Fury Talent, now increases attack speed by 5/10/15/20/25%, reduced from 10/15/20/25/30.
- Heroic Strike: The rank 10 tooltip now includes specific values for the bonus damage against dazed targets.
- Improved Hamstring: The delay on the immobilize effect has been reduced.
- Improved Revenge: Reduced the delay on the stun landing from a successful Revenge.
- Insignia of the Alliance/Horde and Medallion of the Alliance/Horde now removes Immobilizing, Stun and Polymorph effects and no longer remove Slowing effects.
- Shield Slam: Rank 3 of this ability no longer gets its cost reduced twice by the Focused Rage talent (Protection).
- Spell Reflection no longer has a global cooldown.
- Sweeping Strikes: This ability will no longer be modified erroneously on additional targets by percent modifiers to your damage.
- Sword Specialization: This ability now grants extra yellow attacks instead of extra white attacks. It also grants rage based on the speed of your weapon. This change will make Sword Specialization no longer reset the weapon swing timer when it triggers off special

attacks, and results in a net increase in damage dealt.

- Victory Rush: The tooltip has been adjusted to calculate the damage it deals correctly, 45% of Attack Power, not 35%.

Pets

- Abilities and items that are triggered when you kill a target are also now triggered when your pet kills a target.
- Fixed the amount of happiness lost when you dismiss a Nether Ray pet.
- Voidwalkers will stop while they are consuming shadows.
- Warlock and Hunter pets will now be automatically dismissed when you summon a mount. These pets will return on dismount. This does not affect pet happiness for Hunters.
- Warlock and Hunter pets will now be automatically dismissed when you untalent.

Items

- The majority of level 70 epic items have been upgraded to reflect their intended power.
- Armor: All Burning Crusade items that spent part of their budget on increased armor have been re-evaluated. Some gained additional armor, while others gained other additional bonuses.
- Common unique items will not drop for you if you already have them in your inventory.
- Items which start quests you've already completed will show the correct feedback if you try to use them.
- Heroic difficulty instances end bosses will now always drop an epic item, in addition all bosses in Heroic difficulty instances will have a chance to drop an epic gem!
- Additional darkmoon cards can now be found on high level outland creatures. They can be turned in to the darkmoon faire to make powerful new darkmoon card trinkets. Look for Lunacy, Storms, Furies and Blessings cards.
- Serpent-Coil Braid: The bonus spell damage from this trinket is now removed if the trinket is unequipped.
- Argussian Compass: A bug where this trinket sometimes caused all the damage from an attack to be absorbed has been fixed.
- Health Regeneration: This effect on random property items has been renamed to Health per 5 sec.
- Khorium Lockboxes will now drop occasionally off creatures over level 65.
- Devilsaur Tooth: This item has been reverted to pre-Burning Crusade design, granting an automatic critical strike to your pet's next attack.
- Nethershard, Ceremonial Kris, Illidari-Bane Mageblade, Summoner's Blade, Thunderlord Scalpel, Vibro Dagger, Vibro Sword, and Revered Mother's Crysknife: These weapons can now only be used in the main hand.
- The Serpentshrine Shuriken can now be sold to vendors.
- Xavian Stiletto can now be sold to vendors.
- Wand of Biting Cold can now be sold to vendors.
- Bloodseeker now can now be sold to vendors.
- The Ironscale War Cloak can now be disenchanting.
- Boots of the Infernal Coven can now be disenchanting.
- Crown of Endless Knowledge can now be disenchanting.
- Valanos' Longbow can now be disenchanting.
- Ravager's Cuffs can now be disenchanting.
- Deep Core Lantern can now be disenchanting.
- The Devilshark Cape can now be disenchanting.
- Demon Hide Spaulders can now be disenchanting.
- Gladiator's Heavy Crossbow can no longer be disenchanting.
- Tranquilien Reputation Items: Some of the items on this vendor were disenchantable. They no longer are disenchantable.
- Gladiator's Endgame can no longer be disenchanting.
- Corrected a typo in the tooltip of The Hammer of Destiny's proc.
- Corrected a typo in the tooltip of Anesthetic Poison in regards to the number of charge applied.
- Malefic Raiment: Corrected a tooltip calculation error.
- Bangle of Endless Blessings: Fixed tooltip error on Meditation effect.
- Cataclysm Harness: Fixed a tooltip error on Invigorated effect.
- Updated the tooltip for Vengeance of the Illidari to clarify that it increases spell damage.
- Blade of Eternal Darkness: The tooltip has been adjusted to

- indicate it only works with direct damage spells.
- Wushoolay's Charm of Nature: The tooltip has been corrected to indicate it grants spell haste.
- Corrected a naming inconsistency with Windchanneller's items.
- Figurine of the Colossus corrected a typo in the tooltip of the buff provided by this item.
- Marsh Lichen: This food is now considered a fungus.
- Stromgarde Muenster is now correctly considered cheese for the purposes of feeding pets.
- Edible Fern now triggers a global cooldown on use.
- Rumsey Rum, Rumsey Rum Light, Rumsey Rum Dark, Rumsey Rum Black Label, Halaani Whiskey, Gordok Green Grog, Raptor Punch, Stormstout, Trogg Ale, and Thunderbrew Lager: The stat bonuses from these drinks no longer stacks with stamina bonuses from other foods.
- Felguard Annihilators will now drop the proper loot in Heroic difficulty.
- Khorium Lockboxes will now contain loot of the appropriate level.
- Aeonus will now properly drop a Primal Nether in Heroic Difficulty.
- Coilfang Collaborators will now drop the proper loot in Heroic Difficulty.
- Demon Hunter Supplicants now drop the proper loot.
- Auchenai Death-Speakers and Doomsayers will now drop the appropriate loot.
- Netherstrike armor has had it's socket bonuses changed.
- PvP Set Bonuses: Set bonuses of 35 resilience rating will now stack correctly if received from two different sets.
- Alliance Shaman PvP Sets: These sets now have set bonuses as intended.
- General's Dreadweave Boots: Now available for purchase from the PvP vendor as intended.
- Assassination Set: The haste bonus from this set will no longer be triggered if your attack does not land on the target.
- Avatar Regalia Set: Tooltips corrected on the Shadow Word: Pain set bonus to indicate the triggered bonus works on the next spell cast only. The bonus also now correctly affects healing spells.
- Black Dragonscale Set: The hit rating bonus from this set now stacks properly with hit rating bonuses from other effects.
- Black Dragon Mail Set: The hit rating and critical strike rating set bonuses from this set will now stack correctly with other sources of those ratings.
- Cataclysm Harness Set: The cast time reduction to Lesser Healing Wave will now be displayed correctly as 1.5 sec in the Invigorated tooltip.
- Cenarion Raiment Set: The spell critical strike rating set bonus will now stack properly with other effects that give spell critical strike rating.
- Defiler's Purpose Set: The critical strike rating from this set bonus will now be applied properly.
- Defiler's Resolution Set: The critical strike rating from this set will now stack correctly with other bonuses to critical strike rating.
- Devilsaur Armor Set: The hit rating bonus from this set now stacks properly with hit rating bonuses from other effects.
- Devilsaur Set: The hit rating set bonus will now stack correctly with hit rating bonuses from other items.
- Earthfury Set: The set bonus that increases totem radius now works on Wrath of Air Totem.
- Ebon Netherscale Set: The hit rating bonus from this set will now stack correctly with other hit rating bonuses.
- Frostfire Set: The 4 piece set bonus now works correctly with rank 4 Mage Armor.
- Frozen Shadowweave Set: The set bonus from these items will no longer have its tooltip modified by the Vampiric Embrace talent and can no longer cause a critical strike heal.
- Hallowed Raiment Set: The Binding Heal set bonus on this set has been changed to 30% chance to resist losing casting time off Binding Heal when taking damage.
- Imbued Netherweave Set: The critical strike rating set bonus now stacks correctly with other effects that grant critical strike rating.
- Incanter's Set: Corrected precision error in display of cast time reduction in Flamestrike. The actual value is unchanged; it was

displaying a rounded-off value before.

- Justicar Armor Set: The bonus to Seal of Vengeance now functions correctly.
- Malefic Raiment Set: The set bonus granting heals from periodic spells can no longer get critical strikes.
- Netherblade Set: The set bonus giving a chance to gain combo points on finishers now works correctly with Slice and Dice and Deadly Throw.
- Overlord's Resolution Set: The dodge rating bonus from this set now stacks correctly with all other dodge rating effects.
- Voidheart Set: This set bonus will now trigger correctly from all shadow and fire spells.
- Warbringer Armor Set: The Revenge set bonus will no longer apply an excessive bonus to Heroic Strike.
- Wyrmhide Set: Adjusted the tooltip on Moonfire cost reduction to indicate it is a reduces by a percentage of the base cost, not the talented cost.
- Nordrassil Regalia: The Regrowth set bonus will now correctly be consumed by the first casting of Regrowth.
- Clefthoof Hide Leggings: There were two items with this name. The world drop item has been renamed as Elekk Hide Leggings.
- Fathom-Brooch of the Tidewalker: Healing spells and spells which are not critical strikes can now trigger this trinket.
- Heavenly Inspiration no longer shares a cooldown with other trinkets which temporarily increase spell damage.
- The Talon of Al'ar: This trinket now applies correctly to Scatter Shot and Silencing Shot.
- Energized Wristwraps: This item was incorrectly set to superior quality. It has been changed to good quality with the stat bonuses unchanged.
- Murloc Eggs: These pet-summoning items are now set to superior quality.
- Swift Flying Mounts: All the swift flying mounts will now display as epic items, rather than superior-quality items.
- The Twin-Bladed Ripper icon has been changed.
- The Netherwhelp's Collar now has it's own unique icon.
- The Lightsworn Hammer icon has been changed to a mace icon.
- Replaced the placeholder art for Zeth'gor Shield and Dragonscale Shield with permanent art.
- Staff of Prehistoria: A placeholder icon will no longer become visible when creating this staff.
- Corrected the stats of Girdle of the Endless Pit.
- Corrected the stats of Supple Leather Boots.
- Scroll of Strength V will now give the proper stat increase.
- Corrected many issues with helmets displaying and not displaying hair correctly.
- The Stealther's Helmet of Second Sight will now properly hide facial hair.
- Warmaul Helmet: This helmet no longer displays facial hair clipping through the helm.
- The Citrine Pendant of Golden Healing should now properly work on players of all levels.
- Removed the level requirement on Battle Scarred Leggings.
- The Consortium Combatant's Robes level requirement has been removed.
- The Spellfire and Shadowweave tunics have been changed to robes.
- Robes of Insight will again correctly have its effect consumed by casting Blink.
- Masquerade Gown will now be triggered correctly by any spell, not just critical strikes.
- Adamantite Weight Stones now work on staves and fist weapons.
- Fel Weightstone now works on fist weapons.
- Spymaster's Crossbow can now be used by non-hunters.
- The Azerothian Longbow will now properly display it's firing animation.
- Halaa Ammo has been reduced in damage and soulbound, but you can carry any number of them.
- Draenic Light Crossbow now correctly uses arrows and has had it's firing animation corrected.
- Lead Slug Shotgun: Correct sounds and animations are now attached.
- Longbeard Rifle now has a gun animation and sound.
- Dragonbreath Musket, PC-54 Shotgun, Sporting Rifle, and Tauren Runed Musket all now have a gun sound and animation instead of crossbow.

- The Night Blade: The chance for the effect on this item to trigger has been reduced.
- The Flarethorn will now display properly when sheathed.
- Aldor Guardian Rifle will now work correctly.
- Mag'hari Light Recurve will now work correctly.
- Ragehammer again grants increased damage instead of attack power.
- Searing Needle: The damage effect from this item is fixed and now works correctly.
- Atiesh, Greatstaff of the Guardian: The party aura from these items will now be reapplied correctly when a player logs into the game while already mounted.
- Hammer of Destiny: The mana restoring effect from this item will now display in the combat log.
- Earthwarden: Damage when not shapeshifted reduced on this weapon; this was intended to be reduced like other feral weapons, but was overlooked.
- The Silver Star: This low-level quest reward has been fixed to match the new system for thrown weapons. For technical reasons, all old Silver Stars are now listed as Broken and cannot be used. New ones gained will work correctly.
- Grunt's Waterskin: This item now has the same effect as Footman's Waterskin.
- The Decapitator should no longer give an immune message when used on certain creature types.
- The Discombobulator Ray no longer works on flying targets.
- Goblin Rocket Launcher: When this item stuns a warrior opponent, it can now trigger Second Wind.
- Cosmic Infuser: This item now works with Gift of the Naaru and Holy Nova. It does not work with affects which cause a target to heal themselves, Earth Shield, Lifebloom, Prayer of Mending, etc., or which are caused by draining life or vampirism. Health potions and other consumables will no longer trigger it either.
- Mana Thistle: Picking this herb will no longer case abilities such as Lightning Shield to trigger and burn changes.
- Nightmare Vine: The poison from picking this herb is now considered Nature damage instead of Physical damage.
- Pendant of the Violet Eye will no longer trigger from spells with no mana cost. It will also no longer get double procs from some Paladin spells.
- Pendant of Golden Healing: This item no longer gains benefit from bonus healing effects.
- Bangle of Endless Blessings will no longer proc off of tradeskills.
- Bogslayer Bracers now make the proper sound when moved in your inventory.
- Reduced the Silence and Interrupt reduction provided by Talisman of the Breaker.
- Band of the Eternal Champion: This item is no longer triggered from being hit by ranged attacks.
- Band of the Eternal Defender: The effect from this item now only affects the wearer, instead of the whole party.
- Eye of Gruul has been redesigned to give a chance of healing discount each time a heal is cast.
- Oculus of the Hidden Eye: The tooltip for this item now specifies the user must kill a creature to gain its benefit.
- Lesser Rune of Warding: This effect will now continue to work correctly after the target dies and resurrects.
- Greater Rune of Warding: This effect will now continue to work correctly after the target dies and resurrects.
- Mark of Conquest: The mana energizing effect from this item now correctly occurs on dealing ranged damage instead of taking it.
- Glyph of Renewal: The mana regeneration from this enchantment will now stack correctly with all other mana regeneration effects.
- Libram of Eternal Rest was causing Judgement of the Crusader not to refresh on each hit. That has been fixed.
- Auslese's Light Channeler: Avenger's Shield will now consume the effect from this item.
- Hazza'rah's Charm of Healing now provides haste rating as intended, instead of a fixed reduced cast time.
- Aegis of Preservation: This item will now correctly heal the user; it was showing up in the log, but not increasing actual health.
- Mystical Skyfire Diamond: The triggering rate on this item has been increased, but it now only reduces the cast time on spells by half; and Warlocks casting Corruption with maximum ranks in Improved Corruption will no longer consume the Focus buff from this gem.

- Lifegiving Gem: This item will now only increase maximum and current health of the user by 1500. It will not also heal the user for 1500.
- Enraged Fel Sparks now properly drop Motes of Fire instead of Motes of Shadow.
- Primal Nethers may now be purchased from G'eras for Badges of Justice.
- Oracle Belt of Timeless Mystery: The On Use effect changed to On Equip as intended.
- Abyssal Cloth Slippers: There were two items with this name. The ones from the Burning Crusade have been renamed Abyssal Cloth Footwraps.
- Updated the General's Leather Boots to properly reflect the Alliance counterpart.
- Area 52 Defender's Pants: Arcane resistance on this item was unintended and has been removed.
- Brood Mother Leggings: Now has a spell price and can be worn by non-hunters.
- Razaani-Buster Leggings: This item can now be sold to a vendor.
- Mok'Nathal Hero's Pantaloon now has a sell price and can be worn by non-hunters.
- Enchant Boots - Vitality: The health regeneration from this enchantment will now work in combat.
- Enchant Weapon- Spellurge: The mana gained from this enchantment will now show up in the combat log.
- Malorne Raiment and Malorne Regalia: These sets no longer erroneously apply a reduction in cost to some Druid spells.
- Cyclone Regalia: The chance for a mana cost reduction to occur has been reduced.
- Warrior Tier 4 Tanking Set: The Blade Turning Bonus now prevents the correct amount of damage, 200.
- Priest Tier 5 Shadow Set: The Sadist buff will no longer be consumed when casting a spell which does neither damage nor healing.
- Priest Tier 4 Shadow Set: Mind Flay will now benefit correctly from the 4 piece bonus.
- Shaman Tier 5 Spell Damage Set: The 4 piece bonus will no longer be triggered by Shocks and Chain Lightning.

Professions

- Alchemy
 - The chance of a discovery occurring while making potions has been substantially increased.
 - Elixirs now stack in two categories, Battle (Offensive) and Guardian (Defensive) Elixirs. You can only have one of each type of Elixir up at a time. As a result Elixirs now stack with class abilities such as Arcane Intellect.
 - Elixirs now stack to 20.
 - Four new defensive elixirs have been added. Two are on trainers, one is in Halaa and one is in Cenarion Expedition.
 - Flask of Petrification can no longer be turned off during its duration, but it now will clear all threat from all monsters for the duration of the effect. Though monsters may reacquire you after the effect ends.
 - Cooldown time on Earthstorm and Skyfire Diamond transmutes has been reduced to 1 day.
 - Invulnerability potions now stop the first 120 damage per hit for 8 seconds, rather than making the imbiber physically immune.
 - The major protection potions made by Alchemy now require more Mana Thistle and vials, but create 5 potions instead of just one.
 - Fel Strength elixirs now work correctly with elixir mastery.
 - Elemental Absorption potions now have a 2 minute duration rather than the 60 min duration they used to have.
 - Alchemy transmute of Heart of Fire to Elemental Fire changed to 15 minute cooldown.
 - Reagent costs and potency of all flasks has been reduced.
 - The cost of Imbued Vials has been reduced.
 - The chance to find a Fel Lotus while picking an herb has been increased.
 - Juju Chill and Juju Ember are now considered Guardian Elixirs and do not stack with other resistance buffs.
 - Juju Flurry is now considered a Battle Elixir and has been converted from haste to haste rating.
 - Ground Scorpok Assay, Juju Might, Juju Power, Lung Juice Cocktail, and R.O.I.D.S are now considered Battle Elixirs.

Crystal Force, Crystal Ward, Gizzard Gum, Infallible Mind, Juju Escape, Juju Guile, Sheen of Zanza and Swiftmess of Zanza are all now considered Guardian Elixirs.

Sheen of Zanza is now considered a Guardian Elixir. Stamina and Spirit bonuses have been reduced to 25.

Elixir of Fortitude now correctly displays its name in its buff tooltip.

The Alchemist's Stone bonus now works on potions that restore both health and mana.

Super Mana Potions now require 2 Dreaming Glory instead of 2 Netherbloom to create.

Super Healing Potions now require 2 Netherbloom instead of 2 Dreaming Glory to create.

Reduced the number of Stonescale Oil required to make Greater Stoneshield Potions.

Reduced the reagents required to make Ironshield Potions.

New cauldron recipes can now be discovered when making most major protection potions. Cauldrons can provide an entire raid with a major protection potion.

- Enchanting

Enchant Bracer-Spellpower had its primal costs reduced slightly. Enchanting recipes that increase spell damage now also increase healing as well.

The Major Defense Bracer enchantment has been moved from Ethereum Researchers to Ethereum Nullifiers.

- Engineering

11 new epic goggles have been introduced at 350 engineering skill and are available from the trainer. They range from cloth to plate, and have a variety of stats to appeal to most talent specs.

A recipe for Frost Grenades and the Icy Blasting Primers needed to make them are now on engineering trainers.

Engineering recipes can now be placed in engineering bags, as can engineer made fireworks.

Many engineering recipes will now give skillups for longer than the previously did.

An engineering recipe to make Fused Wiring can be found in both Everlook and Shattrath.

Engineering Skill required to make the Felsteel Stabilizer, Hardened Adamantite Tube and Khorium Power Core have been reduced slightly.

Adamantite Shells now require less adamantite and do slightly more damage.

The recipe for Elemental Blasting Powder now gives 4 powder when creating it, though it now requires an additional mote of earth.

Engineers now make 3 Smoke Flares instead of just one when they create them. Also Smoke Flares now have a buy/sell price.

Seaforium now opens locked chests as well as locked doors.

The Consortium Vendor Karaaz now sells the engineering recipe for an Elemental Seaforium Charge if you are revered with them.

The Poultryizer has a smaller chance of getting malfunction effects and is now a superior quality item.

The Nigh Invulnerability Belt now has a smaller chance of failure.

Healing Potion Injectors and Mana Potion Injectors created by engineers now have new icons and the engineering requirement to use them has been reduced.

Goblin Rocket Launcher now has a 2 minute cooldown, and had its casting time reduced to 3.5 sec.

Gnomish Flame Turret now creates 3 turrets instead of 1. Thorium Tube requirement changed to Fel Iron Casing.

- Fishing

The fishing timer has been reduced from 30 to 20 seconds and it now takes less time to fish.-->You now catch fish faster.

The fishing timer can no longer run through its duration without a fish biting.

Fishing has been removed from Arathi Basin and Alterac Valley.

Fixed a bug where you could catch 2 fish at once in some zones.

You can now fish in Underbog.

- Jewelcrafting

The jewelcrafting UI now has gems split up by color so it is easier to find gems of a specific color to create.

A new set of more powerful gems can be found by raiding Hyjal and Black Temple. Their stats exceed those of previous gems that could be found.

A number new gem cuts to existing gems have been added to the game.

Included among them are a spell hit gem and more multi-stat gems that have attack power on them.

Jewelcrafters can make two new melee oriented meta gems. One is found randomly as a world drop and the other sold by the reputation vendor. Thorium Setting only requires 1 thorium bar now.

Many Jewelcrafting recipes that required 200-280 skill to learn now have changed/reduced materials required to make them

Mithril filigree has a slightly reduced range that it gives skillups. A number of jewelcrafting gems now give skill increases for slightly longer than they used to.

Pendant of Blasting and Necklace of Battle will now grant their click effects to players correctly, previously they only worked on characters higher than level 47.

Jewelcrafting Onslaught ring thorium cost reduced

The vendor value for the raw green gems have been reduced. This will also make these gems cheaper to put up on the auction house (Blood Garnet, Golden Draenite, etc...)

Prospecting now always yields at least 1 gem.

Grand Master Jewelcrafters Hamanar (Shattrath City), Jazdalaad (The Stormspire), Kalaen (Thrallmar) and Tatiana (Honor Hold) may teach all levels of Jewelcrafting.

The recipe for Figurine - Golden Hare no longer requires a Cut Citrine. It now requires copper bars.

Several new recipes that use Jaggal and Shadow Pearls have been added to jewelcrafting trainers.

Increased the chance to find blue gems when prospecting.

Removed the 1 hour cooldown when cutting diamonds.

Reduced the matching requirements for some diamonds.

- Leatherworking

Knobhide Armor kits now require less leather to make and give skill increases for longer.

Leatherworking made Primalstrike set now has an attack power set bonus rather than a strength set bonus.

Additional snakes that drop cobra scales are in the highlands of nagrand as well as in shadowmoon valley.

Leatherworker made Drums of Restoration had their health/mana effects reduced slightly.

Nethercobra Leg Armor and Nethercleft Leg Armor have been slightly improved.

Heavy Clefthoof Boots, Heavy Clefthoof Leggings, and Heavy Clefthoof Vest have had their armor increased at the expense of some stamina and defense rating.

Changed the socket bonuses on the Windhawk set to something more appropriate.

- Herbalism

The Dreaming Glory buff now correctly works in combat.

Netherbloom no longer causes negative effects, although the positive effects happen less frequently. Additionally, the effects will not replace one another.

Nightmare Vine has a reduced chance to poison the herbalist.

Nightmare Seed found with herbalism now requires level 60 to use.

Underbog Colossus have an increased number of herbs on them when harvested by an herbalist.

- Additional Profession Changes

You can now unspecialize in tailoring and alchemy, and then select a new specialization. This is a repeatable choice, but costs gold each time.

Skinning higher level creatures will give more leather; you will no longer get a single leather scrap.

Reduced the time required to skin.

Gathering skills no longer fail when you have reached the maximum skill possible.

The Stoneforged Claymore model has been updated.

Fel Iron Bars now have an icon unique from Felsteel Bars.

Felsteel Bars are now good quality (green items).

The Tailoring recipe Ebon Shadowbag no longer drops from Spirit Walkers.

Profession recipes that had 24 hour or longer cooldowns, have had their cooldowns reduced by 1 hour.

Added Warped Flesh to high level warpstalkers.

Alliance Cooks can now purchase the Mok'Nathal Shortrib and Crunchy Serpent recipes at Toshley's Station.

Monsters will now attack players who are mining mineral nodes near to them, even if they didn't notice them previously.

Golden Spellthread and Runic Spellthread have been slightly improved. Enchant Weapon- Major Spellpower enchant has been stolen from the Razaani spell thieves by the Bash'ir spell thieves. The Bash'ir are more likely to have the recipe than the Razaani previously did, however.

Imbued Netherweave Tunic and Robe recipes are vendor purchased so are now white instead of blue.

The location of many of the Outland mineral nodes have been adjusted both to put them in locations that are more traveled and to make them more likely to be near creatures.

Essences (Earth, Fire, Air, Water, Living) have had their drop rates significantly increased. Also Outland creatures that dropped motes will now have a chance of dropping essences as well.

Materials required to make the Blacksmithing Adamantite plate armor have been reduced.

Motes of Shadow now primarily drop from void creatures and have been removed from nearly all demons.

Void Crystals maximum stack size increased to 20 from 10.

Quest

- You can now interact with wanted posters while mounted.
- Grishnath Orbs can no longer be interacted with unless the character is on the quest, Exorcising the Trees.
- The Ammen Vale quest, Rescue the Survivors! is now properly flagged as draenei-only. Non-draenei who have this quest in their log should abandon it.
- Fixed a grammatical error in the quest, The Ring of Mmmrrrggglll.
- The quest, Defiling Uther's Tomb no longer has a time limit attached to it.
- The level for the Hellfire Peninsula quest, Natural Remedies has been dropped from 64 to 63.
- The Shadowy Disguise for the quest, Who Are They? can no longer be gained while shapeshifted.
- Adjusted a few Restless Bones piles in the Bone Wastes so that they were not under the ground.
- Fixed an issue with the quest, Sabotage the Warp-Gate!, which would sometimes fail the escort as it began.
- The Blade's Edge Mountains quest, On Spirit's Wings is no longer shareable.
- Fixed some typos in the quest, Reunion.
- Completing the Horde quest, Reunion, will now auto-launch the next quest in the series, On Spirit's Wings.
- Directions to the Bloodmaul Camp are now included in the quest, The Smallest Creatures.
- The Horde version of the quest, Gorgrom the Dragon-Eater is no longer shareable.
- Completing the Horde version of the quest Gorgrom the Dragon-Eater will now auto-launch the quest, Prisoner of the Bladespire.
- Directions to Gruul's Lair are now included in the quest, Prisoner of the Bladespire.
- The Scrap Reaver X6000 from the quest, You, Robot, no longer has its Repair ability.
- Matron Varah of Mok'Nathal Village no longer offers the quest, Understanding the Mok'Nathal. Now, only Leoroxx has that distinction, as was intended.
- Minimap arrow for the quest, Report to the Allerian Post fixed.
- Whispers of the Raven God: Understanding Ravenspeech will now hit players at range.
- Bash'ir Landing and Razaan's Landing in Blade's Edge Mountains have been significantly expanded to support questing.
- Skettis in Terokkar Forest has had some adjustments to support questing.
- Millhouse Manastorm will now only award players credit for completing the Trial of the Naaru: Tenacity upon the death of Harbinger Skyriiss and only ONCE. Players will no longer receive credit through a gossip option on Millhouse.
- Goliathon, involved in the Natural Remedies quest, is now level 63. Goliathon Shardlings are now level 60-61.
- Uvuros in Shadowmoon Valley has had its powers and abilities reduced.
- The Brain Damage buff given from Ethereum Essences now lasts 60 seconds.
- Ethereum Relay corpses will now be viewable and lootable without having to be under the influence of Brain Damage.
- The quests Trouble at Auchindoun, The Codex of Blood, Into the

Heart of the Labyrinth, Find Spy To'gun, and The Soul Devices, have had their minimum level reduced to 68.

- The drop rate for Rotten Arakkoa Eggs used in the quest Of Thistleheads and Eggs... has been increased.
- The Cipher of Damnation - Borak's Charge, has had its recommended players increased to 4.
- Ruul the Darkener has had his hit points and abilities slightly adjusted to make him not as punishing.
- The questline, Zuluhed the Whacked now requires that players kill Zuluhed as part of the completion criteria.
- The Charred Bone Fragment for the quest Digging Up the Past is now on a quicker respawn timer.
- Sunfury Disguise pieces are now flagged as multi-drop.
- The Enraged Wraiths that spawn during the Eversong quest Powering Our Defenses have been scaled back in difficulty.
- Fengus' Ferocity, Mol'dar's Moxie, Rallying Cry of the Dragonslayer, Slip'kik's Savvy and Spirit of Zandalar these buffs will no longer work on targets over level 63.
- Of Thistleheads and Eggs: The Rotting Putrescence debuff gained during this quest is now correctly considered a stun, and effects which remove stuns will remove it.
- Shizz Work: The Stanky debuff will no longer cause some procs to trigger.
- Void Crystals maximum stack size has been increased to 20 from 10.
- Zephyrium Capacitorium: This interactable object now makes a player immune to all attacks and spells while it is operating on them.
- Reduced the number of Black Dragonscales required for the warlock mount quest.

Reputation

- Players will experience diminished gains in reputation from killing outdoor mobs while in raids larger than five players.
- Scout's Arrow reputation requirement for Cenarion Expedition has been moved to friendly.
- Warden's Arrow minimum level has been changed to 68.
- Coilfang Armaments will now drop from heroic difficulty Slave Pens.
- New title of Justicar is now available for Alliance players exalted with Alterac Valley, Arathi Basin and Warsong Gulch factions.
- New title of Conqueror is now available for Horde players exalted with Alterac Valley, Arathi Basin and Warsong Gulch factions.
- An option is available at Exalted with the Violet Eye to turn in faction ring along with gold for a different exalted-level faction ring.

Dungeons and Raids

- Sounds and voice-overs have been added to all Outland dungeons and raid zones.
- All 25 man raid bosses who drop set tokens will now drop an additional token.
- Lightsworn Vindicators outside the Black Temple will no longer attack players who are Hostile with the Aldor.
- Creatures will no longer Cleave targets that aren't in front of them.
- Silence spell duration has been changed from 6 to 5 seconds.
- Polymorph spell duration has been changed from 20 seconds to 8 seconds.
- Hooked Net spell duration changed from 10 to 6 seconds.
- Electrified Net spell duration changed from 10 to 6 seconds.
- Net spell duration changed from 10 to 6 seconds.
- Creatures will no longer perform Sweeping Strikes.
- Creature versions of Hamstring now deal 20% of the creature's normal melee damage, and is no longer tied to the creature's normal swings.
- Creature versions of Wing Clip now deal 20% of the creature's normal melee damage.
- Many humanoid Heroic creatures that are marked as uncharmable can now be seduced by a Warlock's Succubus pet.
- There is now a control panel to control the waterfall that blocks the entrance to Coilfang Raid to allow people stuck on the other side of the waterfall to leave.
- Mortog Steamhead standing outside of the Coilfang dungeons will repair armor and weapons as well as sell various items to those exalted with the Cenarion Expedition.
- Mortog will now trade players Cenarion healing and mana salves for

Coilfang Armaments. These potions only work inside the Coilfang dungeon and raid zones.

- Most dungeon boss creatures will no longer slow their movement speed when they are wounded.
- Arcanist Xorith of the Scryers and Haldor the Compulsive of the Aldor will sell specialized flasks only usable in raid zones to players who are exalted with Cenarion Expedition: the Sha'tar and the Scryers or the Aldor (respectively). The flasks will only be purchasable with tokens obtained from creatures in Tempest Keep: The Eye, The Serpentshrine, and The Black Temple.
- The Domination spell can no longer choose pets as valid targets.
- Gruul is now more likely to use his Hurtful Strike and Ground Slam abilities on players instead of Cave-In.
- Hellfire Citadel: Ramparts
 - Bonechewer Destroyers now has a 2 second melee round time and will no longer Knock Away and wipe the target's threat on Heroic.
 - Bonechewer Evokers now attack slower.
 - Bleeding Hollow Scryer's Fear extended the repeat cooldown so the ability will happen less frequently.
 - Bonechewer Raveners on Heroic, damage has been reduced and will now attack slower.
 - The Liquid Fire damage radius graphic has been slightly altered to align more properly with damage; and damage has been significantly reduced in Heroic difficulty.
 - Omor the Unscarred's Treacherous Bane ability on Heroic will now have the correct damage listed on the tooltip. The damage has also been reduced in Heroic. Changed the graphic to be more noticeable.
 - Added a 2 second cast time to Omor the Unscarred's Treacherous Aura and Treacherous Bane abilities.
 - Vazruden's Revenge damage has been raised on Heroic difficulty.
 - Nazan now emotes before landing.
 - Nazan now has a slight delay before fireballing after breathing fire while landed.
 - Vazruden's Warn Horn is now present in Hellfire Ramparts. It can be used to call Vazruden back if he leaves the instance between wipes.
- Hellfire Citadel: Blood Furnace
 - Shadowmoon Adepts on Heroic now double attack instead of triple attack on occasion.
 - Laughing Skull Legionnaire no longer uses the Sweeping Strikes ability.
 - Shadowmoon Technician's Silence spell is used less frequently.
 - Laughing Skull Warden will stay engaged with his main target on Heroic difficulty.
 - The Maker's Exploding Beaker damage and knockback radii have changed for consistency to both be 8 yards.
 - The Maker's Exploding Beaker damage has been increased on Heroic difficulty.
 - Shadowmoon Technician's Throw Dynamite ability damage has been increased.
 - Nascent Fel Orc will Dual Wield properly now.
 - Keli'dan the Breaker's Shadow Bolt Volley has had both its damage and range increased
 - Shadowmoon Channeler's Mark of Shadow will have a longer delay before being cast at the start of the fight and now does more damage.
 - Felguard Annihilators and Felguard Brutes will now do less damage.
- Hellfire Citadel: Magtheridon's Lair
 - Hellfire Warders have been significantly reduced in difficulty.
 - Hellfire Channeler's Shadow Bolt Volley has been made much more easy to interrupt.
 - The melee damage of Burning Abyssals has been significantly reduced.
- Hellfire Citadel: Shattered Halls
 - The Resist Shadow buff cast by Shadowmoon Acolytes will be dispelled from players if they leave the dungeon.
 - Shattered Hand Reavers will do less damage in Heroic difficulty.
 - The Uppercut used by the Shattered Hand Reaver now has a smaller combat range.
 - Rabid Warhounds on Heroic will now do less damage.
 - Shattered Hand Houndmaster's Impaling bolt damage and movement impairing effects have been increased.
 - Warbringer O'mrogg now applies a smaller amount of threat to the target of his Beatdown ability and will now correctly disable his Burning Maul ability after a wipe.
 - Warbringer O'mrogg and Warchief Kargath Bladefist can be seen from a farther distance.

Warchief Kargath Bladefist can now travel slightly farther during Blade Dance.

- Coilfang: The Slave Pens

Coilfang Defenders are only found in pairs while in Heroic difficulty.

Wastewalker Slaves will now be more difficult in Heroic difficulty.

Coilfang Defenders in Heroic difficulty no longer dual wield with their shields.

Rokmar the Crackler will now only apply Grievous Wound to his current target.

The maximum range of Quagmirran's Poison Bolt Volley has been increased and the spell now ignores line of sight. The damage over time component also is

now fully affected by a player's nature resistance.

Coilfang Defenders should come in no more than a 2 pulls in Slave Pens on Heroic Difficulty.

The 2 Myrmidon, 1 Sorceress, 1 Slavehandler pull has been changed to a 2 Myrmidon pull.

Naturalist Bite is now level 70 in Heroic difficulty Slave Pens.

- Coilfang: The Underbog

Underbat in Heroic difficulty damage has been reduced.

Underbog Lurker in Heroic difficulty damage has been reduced.

Wild Growth on the Underbog Lurkers has been fixed.

Underbog Lurkers will now have a slight delay before using the Coral Cut ability on a target.

Murkblood Oracles and Murkblood Healers now have more mana.

The Murkblood Spearmen's Throw ability does more damage in Heroic difficulty.

Lykul Wasp and Lykul Stinger melee damage has been reduced.

Underbog Lords have had their damage reduced.

The Black Stalker's Spore Strider Summon should happen at more regular intervals and be less random.

- Coilfang: Steamvaults

Coilfang Oracles, Coilfang Sirens and Coilfang Sorceresses now have more mana.

Coilfang Engineer damage has been increased in Heroic difficulty.

Coilfang Engineer Throw Bomb ability damage has been increased and will throw more frequently.

Steam Surger damage has been significantly reduced.

Tidal Surger damage has been slightly reduced in Heroic difficulty.

The Bog Overlord's Trample has been changed to be a 50 yard radius effect, but now does decreased damage and will be used less frequently in both heroic and normal difficulty.

Coilfang Siren's Fear now has a 1 second cast time and no longer removes all threat from feared players.

- Coilfang: Serpentshrine Cavern

The creatures that lead up to Hydross the Unstable and creatures at the six pumping stations are now on a 2 hour respawn instead of 45 minutes.

Slight changes on most creatures have been made including: aggro range changed to 30 yards detect, 15 yard call for help and hitpoints reduced. (Boss specific adds are not affected by this hitpoint reduction.)

Slightly reduced the number of creatures from the cavern entrance.

Modified the patrol patterns of some of the murlocs in Morogrim's room to make them easier to pull.

Non-boss creatures in Serpentshrine will now no longer respawn if the nearby boss has been killed, and should not respawn while in combat with the boss in question.

Fixed an issue with Hydross where you would kill him and he would instead change into his alternate form with 1 health.

The Mark of Hydross and Mark of Corruption debuffs can now affect the increases of the nature or frost damage taken up to 500%.

Refreshing Mist now correctly restores health.

Fixed an exploit related to Leotheras' Consuming Madness spell.

Lady Vashj can no longer use the ability Persuasion.

Toxic Spores no longer deal damage upon impact.

Tidewalker Lurkers no longer call for help from other nearby creatures.

Greyheart Technicians are now much easier to kill, and deal less damage.

Coilfang Priestesses may now be polymorphed.

Coilfang Priestess' Holy Fire spell now deals Holy damage, and the damage dealt by the spell has been lowered.

Morogrim Tidewalker's Earthquake no longer obeys line of sight restrictions

Creatures in the Serpentshrine now have a chance to drop Coilfang Armaments.

Hydross the Unstable's Vile Sludge spell will no longer hit pets.

Hydross the Unstable's melee damage has been reduced.

The spawns of Hydross have fewer hit points.

The Coilfang Frenzy now does increased melee damage, but Scalding Water damage has been decreased.

Leotheras the Blind's Chaos Blast radius has been significantly reduced, which will allow additional melee to damage Leotheras while he is in metamorphosis form.

Leotheras the Blind will now also spend less time whirlwinding before shifting into his metamorphosis form.

Leotheras the Blind's hit points have been reduced.

Inner Demons are now slightly easier to kill and deal less damage.

Serpentshrine Lurkers are now banishable and fearable, and no longer create mushrooms so quickly.

Morogrim Tidewalker has been moved to a more central location in his room.

Hydross the Unstable's hit points have been slightly reduced.

Colossus Ragers have had their health reduced significantly.

- Auchindoun: Mana-Tombs

Ethereal Sorcerer's in Heroic difficulty will summon Arcane Fiends less frequently.

The Dark Shell of Pandemonious is now more visibly noticeable when cast. The duration has been lowered from 8 to 6 seconds for Heroic difficulty.

Ethereal Priests, Ethereal Sorcerers, Spellbinders, and Theurgists now have more mana.

Nexus-Prince Shaffar's will now summon Ethereal Beacon at a more regular interval.

- Auchindoun: Auchenai Crypts

Angered and Raging Skeletons have had their movement speed decreased on Heroic difficulty.

Avatar of the Martyred's Mortal Strike damage has been reduced.

Shirrak the Dead Watcher's Fiery Blast damage has been reduced on Heroic difficulty.

Raging Souls will now correctly despawn after casting their Rage spell on Heroic difficulty.

- Auchindoun: Sethekk Halls

Sethekk Guard's damage has been greatly reduced.

Sethekk Ravenguard's damage has been reduced on Heroic difficulty.

Darkweaver Syth's aggro radius has been increased, and he can now see through both stealth and invisibility.

Sethekk Oracle's Arcane Lightning damage reduced and it will be cast less frequently.

Sethekk Oracles, Sethekk Shamans, Cobalt Serpents, and Time-Lost Scryers in Normal difficulty now have mor mana.

Sethekk Prophets, Time-Lost Controllers, and Time-Lost Shadowmages in both difficultys now have mor mana.

Added a 1 second cast time to the Spell Reflection ability of the Sethekk Initiates. Note that this is an ability and not a spell, and as such the ability can not be interrupted via counterspell, kick, and other interrupts.

The Arcane Destruction buff cast by Sethekk Scryers when mind controlled or spell-steal is used, will now be automatically dispelled when a player leaves the instance.

Sethekk Talon Lords now wield a scimitar and shield instead of a polearm.

Time-Lost Shadowmage will now be able to cast Curse of the Dark Talon spell more than once.

Talon King Ikiss on Heroic difficulty has been significantly reworked. He now has a point blank area of effect slow spell, increased damage on the Arcane volley , increased damage on the Arcane Explosion, and reduced the frequency on his Polymorph.

Talon King Ikiss is more obvious when he is about to cast Arcane Explosion.

- Auchindoun: Shadow Labyrinth

The Shadow Defense spell cast by a Cabal Acolyte when mind controlled or spell-steal is used, will now be automatically dispelled when a player leaves the instance.

Fel Overseer's Mortal Strike in Heroic difficulty now deals less damage.

Malicious Instructor, Cabal Cultist, Cabal Assassin, Cabal Fanatic and Blackheart the Inciter have all had their damage reduced in Heroic difficulty.

Cabal Cultist's damage has been reduced in Heroic difficulty changed.

The damage dealt by Murmur's Thundering Storm is now increased properly by Resonance.

Reduced the number of creatures in Shadow Labyrinth.

- Caverns of Time: Escape from Durnholde

The Durnholde Mage's Polymorph spell will be cast less frequently. Infinite Slayer's Mortal Strike damage has been reduced.

Lieutenant Drake's melee speed has been slowed slightly and damage reduced.

Captain Skarloc's Consecration ability and melee damage has been increased on Heroic difficulty. He will now take damage properly when he dispels Unstable Affliction.

Infinite Defiler's Curse of Infinity on Heroic difficulty has been renamed to Bane of Infinity, since the effect is not removable as a curse.

- The Human Illusion spell will now interact correctly with Shadowform and Druid shapeshifts.

- Caverns of Time: Opening of the Dark Portal

Temporus' Spell Reflection ability on Heroic difficulty now has a duration of 6 instead of 8 seconds.

Temporus may no longer be disarmed.

Chrono Lord Deja's Time Lapse may no longer be reflected.

- Karazhan

Prince Malchezaar's door will now close when his encounter begins.

Prince Malchezaar's aggro range has been reduced.

Romulo's Daring spell now increases haste and damage by 35% instead of 50%.

Romulo's Poisoned Thrust will now be used less frequently.

Backward Lunge damage has been decreased.

The Deadly Swathe now operates based on the new creature cleave rule when engaging Romulo.

Fixed an issue where if Romulo or Julianne were killed in the final phase and the raid then died, the dead actor would not despawn, forcing players to soft reset the instance to fix things.

Blinding Passion will now only hit players.

Immunity effects such as Ice Block will no longer remove the secondary effects of being Little Red Riding Hood.

Fixed a bug that was causing Maiden of Virtue's Repentance to hit her current target.

Ethereal Theives and Spellfilchers in the upper floors have been retuned slightly.

Terestian Illhoof will no longer sacrifice his primary target.

Terestian Illhoof will now wait longer before resurrecting his imp, Kil'rek.

Terestian Illhoof's Imps have had their hitpoints reduced slightly.

Spectral Guest melee damage per second has been slightly reduced.

Shade of Aran's conjured elementals now despawn when he is defeated.

Nether Protection will no longer cause Flame Wreath to detonate.

Netherspite correctly puts the raid into combat and is no longer affected by immolate and other forms of vertex coloring.

Roar is now susceptible to Horror effects.

The Rolling Pin of the Ghostly Baker will now only deal damage to one target.

Shade of Aran's conjured elementals now have significantly less health.

Shade of Aran's Blizzard should now be more visible and its duration has been reduced.

Shade of Aran's Flame Wreath should completely ignore pets, summons, guardians and mind-controlled NPCs.

Shade of Aran's Door should no longer lock if he dies while drinking.

Shade of Aran's respawn region should properly shut down if he dies while drinking.

Shade of Aran will no longer cast Dragon's Breath.

Netherspite's room now has a door that locks when the encounter begins.

Netherspite's Nether Burn and Nether Breath will now ignore line of sight.

Netherspite will no longer cast Nether Burn while crazed.

The arcane creatures that spawn in the Menagerie will now respawn

less frequently.

Phantom Valets and Ghostly Stewards are now larger to make them stand out a bit more from the other residents of the tower.

Skeletal Ushers can now be affected by Shackles Undead.

Syphoners and Mana Feeders have been substantially reduced in hit points, and the Syphoner's melee damage has also been reduced.

Karazhan Tomes

Redemption of the Fallen will now correctly summon a lvl 70 creature.

Wrath of the Titans will no longer gain the full effect from +dmg gear

Torment of the Worgen will now deal additional shadow damage when it procs (previously it did not work and did not log)

Legacy of the Mountain King remains unchanged.

Dark Screechers should no longer chain-cast Sonic Burst.

Negatron's Earthquake will now play correctly.

- Tempest Keep

The hitpoints of all non-boss mobs has been reduced. The boss specific adds should not be affected by this change.

Creatures in Tempest Keep: The Eye, The Arcatraz, The Mechanar, The Botanica all have a chance at dropping health and mana potions that will only function inside the Tempest Keep raid and dungeon instances.

The damage dealt by Novice Astromancers and Apprentice Star Scryers has been greatly reduced.

Crystalcore Sentinels no longer Trample.

The range of Crimson Hand Battle Mage's Frost Bolt Volley has been increased.

Astromancers and Astromancer Lords no longer use the Blast Wave ability, and the range of their Fireball Volley spells has been increased.

The damage over time and radius of the Star Scryer's Starfall spell has been reduced.

Arcane Resistance will prove much more effective against High Astromancer Solarian's spells.

High Astromancer Solarian now summons fewer Solarian agents, and the Solarium Agents now deal less damage.

The Al'ar encounter has been significantly reworked. Her movement around the room will now be more predictable, Al'ar's hit points have been reduced, and killing the Embers of Al'ar will now be both much more possible and more rewarding to the raid.

High Astromancer Solarian's hit points have been greatly reduced.

Reduced the radius of Fragmentation Bombs in Tempest Keep to better match their visual.

- Tempest Keep: The Botanica

Bloodwarder Protector's Crystal Strike may now be dodged and parried.

Tempest-Forge Peacekeepers now deal Physical melee damage instead of Arcane, and now longer perform the Arcane Blast ability on Heroic difficulty.

The duration of Vial of Poison has been reduced significantly.

Greater Frayer's do more damage in Heroic difficulty.

Nethervine Reapers and Inciters' damage has been reduced in Heroic difficulty.

Thorngryn the Tender's damage has been reduced in Heroic difficulty.

Mutate Fleshlasher's damage has been reduced in Heroic difficulty.

The Sunseeker Gene-Splicer's Death & Decay will occur less frequently and the damage has been reduced on Heroic difficulty.

Mutate Fear-Shrieker and Mutate Horror hit points are reduced

Warp Splinter's Arcane Volley damage has been reduced on Heroic.

The Bloodwarder Protector's involved in the fight with the Mutate Horror's and Mutate Fear-Shrieker's in The Botanica no longer remain at 1 health and will properly be killed.

- Tempest Keep: The Mechanar

Bloodwarder Physicians now have more mana.

Nethermancer Sepethrea will no longer break nearby players' stealth when engaged.

- Tempest Keep: The Arcatraz

Protean Nightmare, and Arcatraz Defenders damage has been reduced in Heroic difficulty.

There are less Arcatraz Sentinel corpses in the dungeon.

Zereketh the Unbound's Seed of Corruption will not knock players back as far.

Zereketh's melee damage has been reduced on Heroic difficulty.
Zereketh's Shadow Nova and the Death Watcher's Death Blast damage has been reduced..

The Arcatraz Sentinel's Energy Discharge damage has been reduced.
Negaton Screamer and Negatron Warp-Master melee damage has been reduced on Heroic difficulty.

Eredar Deathbringer's Diminish Soul damage has been reduced.
Eredar Soul-Eater's Soul Chill damage has been significantly reduced.

Skulking Witch's Chastise ability damage has been reduced on Heroic difficulty.

The Unbound Devastator will no longer be able to use the Devastate and Deafening Roar abilities at the same time. A small shared cooldown has been added to both abilities.

Ethereum Wave-Casters, Ethereum Life-Binder, and Gargantuan Abyssal melee damage has been reduced on Heroic difficulty.

Unchained Doombringer's War Stomp now deals less damage.

Harbinger S kyriss's Mind Rend will be used less frequently and the damage has been reduced.

Harbinger S kyriss's Domination duration has been changed to 6 seconds.

Harbinger S kyriss's Mana Burn drain has been reduced on Heroic.

Akkiris Lightning-Waker's Lightning Discharge damage has been reduced on Heroic.

There are fewer Protean Nightmares roaming the halls.

User Interface

- Players will now be able to access the Looking For Group Channel by joining the Looking For Group/Looking for More tool.
- Using abilities and casting spells that cannot be used while mounted will now auto-dismount players as needed. This can be disabled by turning off the auto-dismount option in the UI options.
- Spells that have reagent costs will show the number of uses left in the lower right corner of the action icon, just like consumable items on the action bar.
- Holding down the shift key while mousing over an equippable item that you can use will now show you the tooltip for the item you currently have equipped in that slot as well (much like how the auction house currently works).
- The network performance meter now shows framerate and how much memory AddOns are using.
- You can socket items while in flight.
- When consuming reagents or using items on the action bar, smaller stacks will be used before larger stacks.
- Players who feign death no longer appear dead to party and raid members and friendly spells will not be interrupted.
- Sending item links with invalid enchantments will disconnect you.
- Equippable items displayed as quest rewards will always show you the tooltip of the item you are currently wearing in that slot.
- The area of interest while on a flight path is farther along the path instead of in front of you.
- Your current target will now display all of the duration based spells that you have cast on them with cooldown rings so you will know how much longer they will last. Very useful for warlock damage over time spells and druid healing over time spells as well as many others.
- Raid Windows now remember their position in the gamefield between sessions.
- A Main tank and Main assist window have been added to the raid UI that can be pulled out into the gamefield. These windows automatically show the main tank/main assist's target by default.
- Profession UI now has a search field. Text that is entered into the search field searches against item names, reagent names and item levels (if you include a level). For instance you can type Peace into the search field to see all of your recipes that use Peacebloom, or type in 20-30 to see all of you level 20-30 recipes. This search field only appears once you have more than 75 skill in your profession.
- Profession UI now has a checkbox that allows you to search by only items that you have the materials to make.
- Active corpses or objects (ones with loot on them) now can be selected and looted, even if they are underneath another corpse that does not have loot on it.
- While flying or swimming the 'X' key will now make you move down.
- Hunter Pets now display their spell damage bonus on the pet pane. The actual effect will nearly always be less than the bonus listed

- as it depends on the bonus coefficient of the spell the pet is using.
- Hunters now have a UI option Auto Attack/Auto Shot that if turned off means that the hunter will not automatically switch between ranged attack and melee attack difficulty when the range changes.
- Party members will no longer see a hunter who is feigning death as actually dead.
- Shamans are now a darker blue in the raid UI so they have a more distinct color.
- Items that have additional armor on them higher than standard for an item of that quality and level will have the armor value displayed in green.
- Gems are now searchable in the Auction House under the heading of Gem with the gems then broken up by color so you can search for all gems of a specific color.
- When items are being put up for sale on the Auction House, if the item you are putting up for bid is the same item and quantity as the previous item you put up for bid, it will automatically fill in the price and buyout for you with your previous price.
- The 'Status Bar Text' option in the interface options UI will now display numeric values for all party members health/mana bars in addition to your own.
- Raid and Battleground chat options have been added to the chat button that is attached to the chat log.
- New Tips of the day have been added.
- You can now link recipes into chat. If you have chat input open and you shift-click on one of your recipes in your profession UI then it will put a link to that recipe with the reagents it requires to make into chat.
- Raid assistants can now start a ready check.
- You can now display the amount of healing you do to a target in the gamefield. This option can be turned on with the Healing option in the floating combat text section of interface options.
- The Auction House now has a reset button that will reset all fields you have entered to allow you to quickly try a different search.
- Movement now interrupts the usage of the Evergrove Wand.
- Casting beneficial spells while using the Overseer Disguise will now drop the disguise.
- The Overseer Disguise now has a 1 second casting time, and can no longer be activated while in combat.
- The Triangulation Device from the Triangulation Point quests in Netherstorm will no longer allow the character to see Ethereum Relays.
- The directional indicators on the minimap for the towns have been added in Outlands.
- Searches in the auction house for French, German, and Spanish now do character swapping for some accented characters to yield better results.
- There is now a Rotate Minimap feature.
- You can now enable target of target in raid windows
- New interface option: Open Loot Window at Mouse
- New interface option: Disable Lua Errors
- You now see the season stats instead of weekly stats for arena teams when you inspect another player
- Guild names now appear in player tooltips
- Stackable items retrieved from mail will automatically stack in your inventory
- You are now able to right click a player name to report them to GMS.
- User Interface Scripting

Macro Features:

New conditional [flyable] which is true if you're in a location where you could use a flying mount

You can use %f in chat text to refer to your focus, the same way %t or %n refers to your target.

Added macro option support for /dismount

Macros containing conditionals will automatically update their visual feedback as appropriate during play.

#show and #showtooltip can be given conditionals and will update dynamically

#show and #showtooltip can be given a slot number, to display the appropriate feedback for that slot

Added bag and slot number support to: /castsequence, /cast, /castrandom, /use, /userandom, /equip, /equipslot

New slash command /cancelform

The /equip command can take item identifiers specified as item:

<id>: e.g. /equip [modifier:alt] item:25640

You can provide several conditional clauses for a single action, which will be performed if any of the clauses evaluates to true.

e.g. /cast [target=target,help,nodead] [target=targettarget,help,nodead] [target=player] Flash of Light

For additional notes on Lua and XML changes please visit the UI & Macros Forum-

<http://forums.worldofwarcraft.com/board.html?sid=1&forumId=11114>

World Environment

- Two new graveyards have been added to Blade's Edge Mountains.
- Wandering NPCs will turn to face you more quickly when you interact with them.
- The Fel Cannons in Outland should no longer be falling thru the terrain.
- Obsidian Elementals are now correctly immune to bleed effects.
- The casting of the Sun Shield spell used by Firewing Warlocks will now show up in the combat log.
- Void Baron Galaxis will no longer despawn 10 seconds after death.
- Uvuros now moves considerably faster than before.
- Arch Mage Xintor now has pickpocket loot.
- Auchenai Crypts: Creatures here will no longer occasionally drop aquatic-oriented items, Fish Scales, etc.
- Boulderfist Warrior: Mages can now Blink when stunned by this creature. In addition, its Shoulder Charge ability now has a minimum range.
- Dark Worg: This creature no longer drops cash.
- Dragonhawks: Some of these creatures were unskinnable. Almost all are now skinnable. Exception: Feral Dragonhawk Hatchlings.
- Dust Howler: This creature's Howling Dust ability is now correctly removed by Cloak of Shadows.
- Earthcaller Ryga, Eclipsion Cavalier, Eclipsion Soldier, Vyril the Vile, Eclipsion Spellbinder, Gan'arg Sapper, Grillok Darkeye, Hand of Kargath, Mag'har Grunt, Unliving Caretaker, Unyielding Sorcerer, Worg Master Kruush, Z'kral, Blacktalon the Savage and Debilitated Mag'har Grunt all now have pickpocket loot.
- Fel Cannons: These creatures now drop loot.
- Krellack can now be skinned.
- Lady Shav'rar: Druid shapeshifting now breaks the creature's freeze affect.
- Mana Wraith: This creature is no longer immune to the hunter pet ability Warp.
- Mennu: The boss's healing ward totem will no longer trigger kill procs when killed.
- Mosh'ogg Witch Doctor: The Ward of Laze totems summoned by this creature can no longer be destroyed by area attacks.
- Motes of Mana: Several water-themed creatures were dropping Motes of Mana; they now drop Motes of Water.
- Murkblood Scavengers: The cash dropped by these creatures has been drastically reduced.
- Rockflayers: All creatures of this type now have pickpocket loot.
- Scarshield Spellbinder: The fire resist buff from this creature will no longer work on targets over level 63.
- Skettis Arakkoa: These creatures will now drop Arakkoa Feathers as intended.
- Unbound Devastator: The disarm from this creature now fails against disarm-immune targets.
- Throne Hound: This creature now has elite-quality loot.
- Throne of Kil'jaedan: Elite creatures in this area now drop elite-quality loot.
- Veil Lithic Arakkoa: These creatures will now drop Arakkoa Feathers as intended.
- Area 52: Added a guard near an exploitable dead zone in town.
- A new flightmaster has been added to Forest Song in Ashenvale.
- New flight points have been added:
 - Felwood, Emerald Sanctuary (Both)
 - Ashenvale, Forest Song (Alliance)
- New flight paths added:
 - Stormwind & Thorium Point
 - Grom'gol Base Camp & Flame Crest
 - Ratchet & Gadgetzan, Astranaar, Brackenwall Village
 - Brackenwall Village & Ratchet, Camp Taurajo, Freewind Post
 - Thunderbluff & Zoram'gar Outpost
 - Evergrove & Toshley's Station

- Honor Hold & Shattrath
- Many flight paths have been adjusted to be shorter, faster flights.
- Several flight paths which clipped thru objects have been adjusted.
- An Inn and mailbox have been added to Evergrove in Blades Edge Mountains.
- A Forge and Anvil has been added to Cosmowrench in Netherstorm.
- Improved combat movement for flying creatures.
- Apothecary Azethen, Ryathen the Somber, Arcanist Calesthris Dawnstar, Magister Duskwither, Tethik, Darnassian Protector, and Groggeroc no longer get loot sparkles when killed.
- Antilus the Soarer: This creature can now be skinned.

Mac

- Added 'maxfps' game variable, when set to a non-zero value it will limit the game's frame rate when the game is the frontmost application or full screen. Also added 'maxfpsbk' game variable, when set to a non-zero value it will limit the game's frame rate when the game is not in the foreground. Each of these variables can be left set to '0' which disables them, or an integer value representing the desired frame rate limit.

Bug Fixes

- Nazan in the Hellfire Ramparts is no longer affected by Disarm.
- Tainted Cores in Serpentshrine Cavern are now unique.
- Fixed several combat log issues where certain types of damage were not being reported.
- Many quests were incorrectly shareable even when items were necessary for accepting the quest. These quests are no longer shareable.
- Fixed an error where the G15 Keyboard LCD screen will sometimes not display the correct battleground name when Alt+Tabbing back into World of Warcraft.
- Fixed some sound errors in which some sounds were either repeating or were not playing properly.
- Fixed many locations in which players had been getting stuck.
- Fixed an issue in which gnomes were unable to surface properly after being underwater.
- Fixed various graphical errors.
- Coral Sharks will no longer attack players standing at the edge of the docks high above the water on Theramore Isle.
- The bleed effect from the druid ability Pounce will now properly apply to targets who are immune to stun.
- The Exodar Peacekeeper guards will now give the correct directions to the auction house.
- Fixed an error where tauren males and gnomes were unable to gain the benefit of drinking water when in areas of shallow and deep water.
- Fixed an error where some characters appeared to be drinking while standing up.
- The target Spell Cooldown Timer has been improved.
- Using Tome of Conjure Water IX on another Mage will no longer teach that Mage Conjure Water (Rank 9).
- The quest item Felsworn Gas Mask is no longer sellable.
- Thorngryn the Tenderwill no longer Sacrifice totems and pets.
- The game will now end properly in the Eye of the Storm Battleground if you cap the flag and it puts you over 2000 resources.
- Fixed an issue where creatures who were killed would disappear before ever becoming a lootable corpse.
- Stoneclaw Totem, rank 3, will now pulse correctly.
- General Vorpal in the Shadow Labyrinth will no longer evade when standing on a particular spot.
- The Dragon, Vhel'Khur, will no longer evade when pulled in Shadowmoon Valley.
- Players will no longer crash out of the game when resizing the game window with the Auction House menu open.
- Shattrath City Peacekeepers will now attack players who attack others from a distance.
- The Burnoose of Shifting Ages can now be disenchanting.
- Adjusted many quest rewards for better consistency.
- Zoning into an expansion dungeon and changing the difficulty at the same time will no longer cause players to disconnect.
- If a player is casting a spell when the debuff Shadow of Death fades from them, they will no longer die when the spell completes.
- Fixed many interface graphical errors.
- Force-quitting or crashing out of the WoW client while taxiing across zone boundaries can no longer cause the player to be locked out of

- zone-specific chat channels.
- Player pets can no longer attack PvP players while not being flagged for PvP.
- In battlegrounds, pets with a damage over time spell will no longer continue to attack the caster after Resurrection.
- There is now a message telling players that the replacement for their final Violet Signets will cost 100 gold.
- Fixed an issue where quest items were remaining in a player's inventory even after abandoning the quest.
- Fixed several raid UI errors.
- In the Black Morass, gnomes are now able to run through the water like other races.
- Male gnome /cheer animation is no longer incomplete.
- Numerous performance optimizations have been made across all platforms.
- Performance improvements for systems without vertex shaders enabled.
- Proper recognition of SSE support for Pentium III has been implemented resulting in improved performance on this platform.
- The warrior ability Spell Reflection can no longer be used if a shield is unequipped.
- Players will no longer be able to use Charge types of abilities to port the user up to flying-mounted characters.
- Players can no longer be feared when using the Zephyrium Capacitorium during the Test Flight quests out of Toshley's Station.

- World of Warcraft Client Patch 2.0.12 (2007-04-06)

Mac

- Improved memory usage and stability under Mac OS X 10.4.9 using multi-threaded OpenGL

Bug Fixes

- Attempting to turn in a guild charter with a signature from a player that formed his own guild will no longer result in an inappropriate error message.
- Using the customer support "Auto-Unstuck" will now trigger the one-hour cooldown on the player's hearthstone.
- Arenas
Players will no longer be able to see their opponents in the Combat Log of an Arena match-up before the game starts.
- Battlegrounds
Eye of the Storm: Players should no longer be able to exit the bubble before the match starts.
- Mechanar
The gate at the top of the elevator in Mechanar will now remain open while attempting the gauntlet and after Pathaleon the Calculator is killed.
- Caverns of Time: Old Hillsbrad
The Escape from Durnholde event will no longer break during the church part of the encounter.
- Various localization fixes have been applied.

- World of Warcraft Client Patch 2.0.10 (2007-03-06)

General

- Some logic was fixed in the "Natural Remedies" quest so that Pathaleon the Calculator's Image will always spawn during the ritual.
- Goliathon and his shardlings can no longer be pulled to nearby areas that have guards.
- More fixes implemented in the "It's a Fel Reaver, But With Heart" quest to keep the Scrapped Fel Reaver from breaking.
- The Orb of the Blackwhelp and Hallowed Wands can no longer be used in combat, and the transformation will be canceled if the player receives damage.
- The Scrap Reaver in Netherstorm repairs reduced from 10,000 health to 8,500 health over 10 seconds.
- Battle of the Crimson Watch
Illidari Mind Breaker has been weakened.
Illidari Highlords can now be CC'ed but not Charmed.

PvP

- Arenas

The cost of the "Gladiator's Slicer" has been increased to 2625 arena points.

The cost of the "Gladiator's Quickblade" has been decreased to 1125 arena points and changed to offhand only.

The cost of the "Gladiator's Cleaver" has been increased to 2625 arena points.

The cost of the "Gladiator's Hacker" has been decreased to 1125 arena points and changed to offhand only.

The cost of the "Gladiator's Pummeler" has been increased to 2625 arena points.

The cost of the "Gladiator's Bonecracker" has been decreased to 1125 arena points and changed to offhand only.

The cost of the "Gladiator's Right Ripper" has been increased to 2625 arena points.

The cost of the "Gladiator's Left Ripper" has been decreased to 1125 arena points.

The cost of the "Gladiator's Shanker" has been increased to 2625 arena points.

The cost of the "Gladiator's Shiv" has been decreased to 1125 arena points and changed to offhand only.

The cost of the "Gladiator's War Edge" has been decreased to 1000 arena points and the speed changed to 1.9.

The cost of the "Gladiator's Spellblade" has been increased to 3150 arena points.

The cost of the "Touch of Defeat" has been decreased to 1000 arena points.

The cost of the "Gladiator's Endgame" has been decreased to 1125 arena points.

The cost of the "Idol of Tenacity" has been decreased to 1000 arena points.

The cost of the "Libram of Justice" has been decreased to 1000 arena points.

The cost of the "Totem of the Third Wind" has been decreased to 1000 arena points.

Druids

- When the duration of "Cyclone" ends, area buffs such as "Leader of the Pack", "Tree of Life", and "Moonkin" will now be correctly resumed.
- "Bear Form" now grants 25% increased stamina instead of 25% increased health.
- "Dire Bear Form" now grants 25% increased stamina instead of 25% increased health. In addition, the armor bonus has been reduced from 450% to 400%.
- The multiplier on base weapon damage for "Mangle (Bear)" ability has been changed from 130% to 100%. In addition, the bonus damage has been reduced by the same ratio.
- "Savage Fury" no longer affects "Mangle (Bear)".
- "Savage Fury" no longer applies to "Maul" or "Swipe".
- The critical damage bonus on "Predatory Instincts" reduced from 3/6/9/12/15% to 2/4/6/8/10%.
- "Improved Leader of the Pack" can no longer get critical heals.
- The armor bonus from "Moonkin Form" has been increased from 360% to 400% (to match Dire Bear Form).
- The rage normalization equation has been adjusted to grant more rage.

Paladins

- The slowing affect from "Avenger's Shield" is now considered a snare, so snare removal and immunity affects will now work on it.

Priests

- The base healing percent from "Vampiric Embrace" has been reduced to 15% from 20%. In addition, this ability can no longer get critical heals.
- "Silent Resolve" no longer reduces threat generated by Shadow spells.
- Mass Dispel will now target immunity effects first.
- Prayer of Mending now has a 10 second cooldown.
- Circle of Healing mana cost reduced by 25%.
- The effectiveness of "Fade:Rank 7" has been increased by approximately 25%.
- The damage absorption of "Power Word: Shield" added by the caster's

bonus healing has been increased to 20%.

Shaman

- The clearcasting effect from "Elemental Focus" now triggers on all spell critical strikes, rather than a chance on any spell hit.
- The shaman will no longer generate additional threat when "Unleashed Rage" triggers.
- The free Lightning spell cast from "Lightning Overload" will now cause reduced threat.
- "Stoneclaw Totem" now has a 50% chance to stun attackers for 3 sec. when struck.
- The bonus of the "Wrath of Air" totem now applies to healing spells as well.

Warlock

- "Demonic Tactics" now grants increased critical strike chance to you and your demon pet, instead of increased damage.

Warriors

- The rage normalization equation has been adjusted to grant more rage. The typical warrior should see an increase of 15% to 20% in their rage generation.
- All warriors had their critical strike chance adjusted upward slightly (about 1%).
- "Thunder Clap" is now useable in Defensive Stance. In addition, the tooltip has been adjusted to indicate it causes additional threat.
- The cooldown on "Victory Rush" has been removed, and it can now be used up to 20 seconds after killing an enemy.
- "Unbridled Wrath" has been modified so that rather than a fixed chance to grant rage, it has an increased chance when using slower weapons.
- Increased the health bonus from "Commanding Shout" by 50%.
- "Improved Battle Shout" talent renamed to "Commanding Presence" and now increases the health bonus from "Commanding Shout" in addition to increasing the melee attack power from "Battle Shout".

Items

- The threat generated from the spell effect on "Thunderfury" has been substantially reduced.
- The bonus to "Swipe" from the "Idol of Brutality" has been reduced from 50 to 10.
- "Alchemist's Stone" will no longer increase healing and mana gained from items which are not potions.
- The cost of sockets in high end items has been adjusted slightly, the result is that most high end epic items should see an increase in stats.
- Corrected many items that had incorrect stat values assigned to them.
- The rewards from the "Fel Embers" quest are now superior items as intended.
- Reduced the damage dealt by "The Lightning Capacitor".
- Corrected the level requirement of the "Fist of Reckoning".
- "Necklace of Trophies" has been corrected to increase Hit Rating instead of Hit Avoidance.
- "Burnoose of Shifting Ages" can now be disenchanting.
- "Nethershrike" now has the proper sell value and can be disenchanting.
- Corrected the level of "Marksman's Bow" to be in line with other epic reputation rewards.
- The "Marksman's Bow" now has the proper damage range.
- "Hourglass of the Unraveller" will now properly increase ranged attack power.
- Corrected the socket bonus for "Soul-Collar of the Incarnate".
- Corrected a typo in the set bonus of "Warbringer Armor".
- "Ruby Slippers" now properly have a cast time.
- Corrected the min use level of "Terokk's Shadowstaff".
- "Warpscale Leggings" have had their Crit Rating updated to the intended Dodge Rating.
- "Warmaul Slayer's Band" no longer has critical strike rating. However, its agility and attack power have been increased.
- "Ancient Draenei War Talisman" now shares a cooldown with all trinkets that temporarily increase damage done.
- "Ancient Draenei Arcane Relic" shares a cooldown with all trinkets that temporarily increase damage done.
- "Aldor Guardian Rifle" now has a range correctly set on it.
- The effect on "Void Star Talisman" was incorrectly set to On Use.

It is now set to On Equip.

- The critical strike rating on "Cilice of Suffering" has been changed to spell critical strike rating.
- The cooldown for "Glimmering Mithril Insignia" has been increased from 10 minutes to 20 minutes.
- The slowing affect from the "Mug 'O Hurt" is now considered a snare, so snare removal and immunity affects will now work on it.
- The "Mark of Conquest" trinket now correctly triggers the mana regen effect.

Raids and Dungeons

- Creatures in Tempest Keep:Botanica, Tempest Keep: Mechanar, and Tempest Keep:Arcatraz no longer respawn as rapidly.
- Shadow Labyrinth
 - Reduced the chance of a Cabal Assassin ambush.
- Hellfire Citadel:Shattered Halls
 - Removed a problematic chest.
 - The "Resist Shadow" spell cast by Shadowmoon Acolyte's in Shattered Halls will now be removed if a player leaves the zone.
 - Shattered Hand Gladiators will no longer break players' stealth when engaged in combat.
- Serpentshrine Cavern
 - Boss creatures have received additional tuning and polish.
- Tempest Keep:Arcatraz
 - Warder and Defender Corpses are now immune to spell effects that could cause the Protean Spawn to not spawn.
 - Protean Spawn now deal less damage.
 - The damage dealt by Wrath-Scryer Soccothrates' "Immolation" and "Knock Away" abilities has been reduced.
- Auchindoun Shadow
 - Cabal Zealots are now more threatening while under the effect of Shape of the Beast.
- Tempest Keep: Botanica
 - Sunseeker Gene-Splicers' Death and Decay now deals significantly less damage and casts less frequently.
 - Mutate Fleshlashers now deal less melee damage.
 - Mutate Horrors and Fear-Shriekers now have less health.
 - Sunseeker Researchers will now cast shocks less frequently.
 - Sunseeker Chemists are now Paladin type instead of Warrior type.
 - The Blue Seedlings in the High Botanist Freywinn encounter now slow players instead of immobilizing them.
 - High Botanist Freywinn will now plant seedlings at a slightly reduced rate.
- Tempest Keep Mechanar
 - Gatewatcher Iron-Hand now wields a Jackhammer.
 - Gatewatcher Iron-Hand is now more vocal when performing his Jackhammer attack.
 - Mechanar Drillers, Wreckers, and Crushers in Tempest Keep: The Mechanar may no longer be enslaved when in Heroic mode.
- Caverns of Time
 - Captain Skarloc in Caverns of Time: Escape from Durnholde is no longer susceptible to disarm, and does not slow down when wounded.
 - A defeat in the Caverns of Time: Opening of the Dark Portal instance will no longer despawn unlooted bosses with loot.
 - Occasionally after players are defeated in the Caverns of Time: Opening of the Dark Portal encounter on Heroic difficulty, the placeholder versions of the bosses that appear in future attempts that day would not spawn. The proper placeholders will now spawn instead of Rift Lords and Rift Keepers.
 - Boss creatures in Caverns of Time: Opening of the Dark Portal will now dispel all nearby Time Keepers instead of one at a time.
- Karazhan
 - Maiden of Virtue's "Holy Wrath" has been slightly retuned to try and allow additional melee attackers to be used against her.
 - Maiden of Virtue's "Holy Fire" has been adjusted to prevent a possible range exploit.
 - Maiden of Virtue will no longer "Holy Fire" players under the effect of "Repentance".
 - Midnight is no longer susceptible to Bleed effects, since he's a skeletal horse.
 - Nightbane's Restless Skeletons are now immune to non-holy magical damage.
 - Restless Skeletons no longer have immolation.
 - Nightbane's Bone Shard Spray can no longer be interrupted by using

an immunity effect.

Some minor issues with the Library Tomes have been corrected.

The use of Divine Shield, Ice Block, or Cloak of Shadows will no longer prematurely detonate the Shade of Aran's Flame Wreath.

Restless Skeletons will now summon a player if they are unable to path to that player, and deal more melee damage.

The cooldown of Bellowing Roar has been adjusted to be a more consistent value.

Bug Fixes

- Fixed the credits to display properly.

- World of Warcraft Client Patch 2.0.8 (2007-02-15)

Bug Fixes

- Fixed several display issues with the arena battle final scoreboard.

- World of Warcraft Client Patch 2.0.7 (2007-02-13)

General

- The amount of haste granted by a point of haste rating has been increased by about 50%.
- 20 slot bags are now bind on equip.
- Any effect which benefits the victim of a critical strike will now trigger even if resilience converted the attack from a critical strike to a normal strike; this applies to melee, ranged, and spell. The affected talents, abilities, and items are: "Eye for an Eye", "Blessed Resilience", "Enrage", "Martyrdom", "Blood Craze", "Eye of the Storm", and "Bonespike Shoulder".
- The Crust Bruster has had a loot icon and sound change.
- Players can no longer send gift wrapped packages via COD.
- When sharing a quest, the order logic has changed to check whether or not the player has completed or is ineligible for the quest before checking whether their quest log is full.

PvP

- Battlegrounds
- If Primalist Thurloga is attacked and pulled off her pathing on the way to summon Lokholar the Ice Lord, she will now properly path back to the summoning ring to complete the event.
- PVP flags and graveyard nodes can no longer be captured through collision.

Raids and Dungeons

- Players are no longer able to accept the quest "The Opening of the Dark Portal" while the Black Morass encounter is engaged.
- In the Black Morass, Chrono Lord Deja will now properly spawn during a Heroic Mode attempt.
- After completing the Black Morass encounter, all the additional mobs in the zone will no longer all aggro.
- Durnholde Lookouts will now properly despawn after all 5 of the Baracks in Caverns of Time: Escape from Durnholde are burned down.
- The items required to complete the Karazhan key quest can now only be looted by the first group in the instance to reach them.
- Berthold the Doorman will now have a gossip option to teleport players to the Shade of Aran's room. This gossip option only becomes available when players have defeated the Shade of Aran.
- The aggro range for players when under the effect of "Incite Chaos" while fighting Blackheart the Inciter in the Shadow Labrynth has been adjusted.
- Many creatures within Coilfang Reservoir have been slightly retuned.
- Many creatures within the Mana Tombs have been slightly retuned.

Mac

- Stability improvements in Multi-Threaded OpenGL support on future OS X releases.

Bug Fixes

- The talent "Combat Potency" no longer causes rogues to have a chance to gain energy when other players hit them with off-hand attacks.

- Players with multiple chat windows will no longer have fixed channels (ie. general, trade) added back to the main chat window every time they log on.
- Attempting to prospect less than 5 pieces of ore will no longer cause a game crash. (Spanish Only)
- The Fel Reaver for "It's A Fel Reaver, But With Heart" quest will now respawn properly if you wipe on the quest.
- Fixed the local defense channel so that it will properly change based on the player's zone.

 - World of Warcraft Client Patch 2.0.6 (2007-01-23)

Hunters

- "Silencing Shot" now does only 50% of weapon damage instead of 75%.
- The base damage for "Arcane Shot" has been reduced by about 9% and the bonus damage from ranged attack power reduced from 20% to 15%.
- The bonus damage for "Barrage" is now 4/8/12% for ranks 1/2/3.
- The bonus damage for "Improved Barrage" is now 4/8/12% for ranks 1/2/3.

Mages

- Each rank of "Improved Fireball" now reduces your spell damage coefficient by 2%.
- Each rank of "Improved Frostbolt" now reduces your spell damage coefficient by 2%.
- "Counterspell" no longer triggers the global cooldown.
- "Mana Shield" now absorbs magical damage as well as physical damage.

Priests

- The bonus coefficient for "Shadow Word: Pain" has been reduced by about 9%. This should result in about 5% less damage done by "Shadow Word: Pain" for the typical priest.

Bug Fixes

- The "Frozen Shadoweave Boots" will now properly increase shadow damage.
- Players will no longer lose control of their character if they try to talk to an NPC while mobs are aggro on them.
- The /equip command will now work on pieces of gear that are not in your primary bag.
- Fixed an issue that was causing some players to disconnect in Hellfire Citadel:Blood Furnace.
- The "Corruptor" 4 piece set bonus will now be properly applied.
- The Legion Fel Cannons at Forge Camp Anger in Blades Edge will now properly spawn above ground.
- The Arena queue tooltip will now show the arena that the player is queued for.
- Fixed an error that was causing players to disconnect if they tried to socket a gem that had been gift wrapped.
- Fixed an error that was causing players to disconnect forming a party with other members in the same area.
- Pet icons will now properly update in the Stables window.
- Improved the robustness of the pet action bar display. It is now less likely to be accidentally blocked by addons.
- Players will no longer hear the gong sound repeated after initially joining a queue for the battlegrounds.
- Having a group invite declined while queued via "Looking for More" will no longer remove you from the queue.
- Nethershards will no longer cost honor to purchase but will cost gold instead.
- Players will no longer be given access to both quest lines following the Declaration of Allegiance to the Scryers or Aldor in Shattrath City.

 - World of Warcraft Client Patch 2.0.5 (2007-01-15)

- Increased the maximum number of realms that can be listed in the Realm List.
- Updated the Terms of Use.
- Created an option to disable UI Acceleration for users of select video cards experiencing graphical corruption of the User Interface. To use this option,

enter the following line to the Config.wtf file, located in the WTF subfolder of the game:

Set UIFaster "x"

Where x equals:

- 0 - This turns off all UI acceleration
- 1 - For Internal Use Only - DO NOT USE!
- 2 - Enables partial UI acceleration only.
- 3 - Enables all UI acceleration.

Example:

Set UIFaster "2"

Note: For users experiencing graphical corruption of the User Interface, it is recommended to try option 2 in order to correct the problem. If this does not solve the issue, then use option 0 to disable all UI Acceleration.

- World of Warcraft Client Patch 2.0.4 (2007-01-12)

- Fixed a bug where flags in Arathi Basin could be captured at extremely long distances.
- Fixed a bug where players who had set dungeons to Heroic difficulty level previous to patch 2.0.3 could no longer enter instances.
- Fixed a bug that was causing multiple LUA errors in the German and French battlegrounds.
- Fixed a bug that was causing the promotion of raid members to yield incorrect results.
- Fixed a bug where NPC faction changes were not properly affecting quest-giver exclamation marks.
- Fixed a bug where changing party options would briefly cause erroneous information to be displayed in the party options menu.

- World of Warcraft Client Patch 2.0.3 (2007-01-09)

The Burning Crusade

- Several years have passed since the Burning Legion's defeat at the Battle of Mount Hyjal - and the races of Azeroth have continued to rebuild their once shattered kingdoms. With renewed strength, the heroes of the Horde and Alliance have begun to explore the broken lands beyond the Dark Portal. What dangers or rewards await mortal champions in Draenor? And what will the Alliance and Horde do when they discover that the demons they thought vanquished have returned to renew their terrible Burning Crusade?

General

- A stirring of events has begun throughout Azeroth and rumor points to the Dark Portal as its source.
- Mazk Snipeshot in Booty Bay now sells bullets.
- The Auction House now sorts by buyout price first, then by current price. This should filter all of the items with outlandish buyout prices to the bottom of the list.
- Players will now need to be level 58 to pass through the Dark Portal. (The Burning Crusade Expansion must be installed.)
- Collector Edition pets are now blue items and a confirmation dialogue will appear to prevent accidental deletion.
- Pets will no longer attack targets that are under the influence of crowd control (sheep, banish, etc.).
- The title "Scarab Lord" can now be chosen in game for select players.

PvP

- Players can use the /teamquit or /teamband command in order to leave an Arena team.
- A new bracket has been added to Alterac Valley for level 61-70.
- Added a sorting function so that the battleground and scoreboard can be sorted by any of the categories.
- Healthstones and summoned warlock pets will no longer cost a soulshard to summon in the Arena preparation area. All summoned items and pets will be dismissed on leaving the arena.

- The last pet a player had summoned will be resummoned outside the Arena upon leaving.

Druids

- Due to various talent changes, all Druids will have all their talent points refunded.
- "Feline Swifttness" has been renamed "Feral Swifttness". The dodge % increase now also applies to Bear and Dire Bear Forms.
- "Improved Moonfire" has been reduced to 2 ranks, for a 5/10% bonus.
- "Insect Swarm" has had its damage on all ranks increased. The mana cost of ranks 1 and 3 has been increased. The mana cost of ranks 4,5 and 6 has been decreased.
- "Nurturing Instinct" now grants its benefit at all times, but the bonus has been reduced to 25/50% of Strength.
- "Improved Starfire" has been renamed to "Celestial Focus" and now also increases the chance to resist casting pushback when casting "Wrath" by 25/50/70%.
- "Blood Frenzy" benefits have merged with "Primal Fury".
- "Improved Leader of the Pack" has been reduced to 2 ranks for 2/4% total health healed.
- "Pounce" no longer requires the druid to be behind the target.
- "Barkskin" is now usable while stunned.
- Druids now need substantially less agility per dodge.
- "Dire Bear Form" armor bonus increased to 450% and health bonus changed to a 25% percent health increase instead of a flat increase.
- The Health bonus of "Bear Form" has changed to a 25% percent health increase instead of a flat increase.
- "Swipe" has had its threat bonus multiplier removed.
- "Maul" has had its threat bonus multiplier changed to a flat value similar in threat per time to "Heroic Strike".
- "Regrowth" has had its mana cost reduced by approximately 18%.
- "Tree of Life" healing bonus now increases the healing received by your party members instead of the healing dealt by your party members.
- The "Tranquility" base amount healed per second has increased by approximately 273%. The radius of effect has increased from 20 yards to 30 yards. Mana cost has increased by 40%. The Cooldown has increased from 5 minutes to 10 minutes. The Duration has decreased from 10 seconds to 8 seconds.
- "Mangle" will not stack multiple copies from multiple forms or druids anymore. This was never intended behavior. The percentage modification on bleeds has increased from 25% to 30% and "Mangle" now increases the damage from "Shred" as well. In addition, "Mangle" will now benefit from the damage boost from "Tiger's Fury".
- "Enrage" will now show up in the combat log and in floating combat text.
- "Lifebloom" will now correctly consume clearcasting.
- "Predatory Instincts" has had its tooltip adjusted to indicate it only works in feral forms, and that it increases damage by a percent, not damage bonus by a percent.
- If a spell is resisted, it will no longer break stealth.
- "Tree of Life's" bonus healing aura will now reactivate correctly when "Banish" wears off.
- Shapeshifted druids will now be able to speak to npcs while shapeshifted.

Hunters

- "Multi-Shot" has had its mana cost adjusted back to a value closer to its pre-2.0.1 version.
- If your pet has been recently revived by using "Call Pet", it will no longer reset back to full health.
- If a Hunter "Wyvern Stings" an enemy already asleep from "Wyvern Sting", the "Wyvern Sting" sleep will now be reapplied correctly.

Mages

- "Frost Nova" (Water Elemental Spell) has been renamed to "Freeze".
- "Ice Lance" is now correctly affected by "Elemental Precision".
- "Ice Armor" is now correctly affected by "Elemental Precision".
- "Frost Armor" is now correctly affected by "Elemental Precision".
- Mages will no longer see line of sight errors if the target moves behind an obstacle after the spell "Arcane Missiles" has begun casting.
- "Blazing Speed" no longer PROCs while the caster is mounted.

Paladins

- "Blessing of Might" now also increases ranged attack power.

- "Improved Righteous Fury" now also reduces all damage taken while active by 2/4/6%.
- "Improved Divine Shield" (Protection Talent) has been renamed "Sacred Duty" and now also increases total Stamina by 3/6%.
- "Improved Resistance Auras" has been renamed "Spell Warding", reduces all spell damage taken by the Paladin and is no longer tied to Resistance Auras.
- We have fixed a bug where the damage bonus from "Holy Guidance" was being added to physical attacks.
- "Divine Illumination's" duration has been increased to 15 sec, from 10 sec.
- There will no longer be a slight delay on receiving the buff from "Light's Grace" when it occurs.

Priests

- "Mass Dispel" will no longer cause stealthed Rogues and prowling Druids to lose stealth.
- "Surge of Light" (Holy Talent) can no longer be triggered by using items.

Rogues

- Due to various talent changes, Rogues will have all talent points refunded.
- "Evasion" (Rank 2) now reduces the chance that ranged attacks will hit the Rogue by 25%, reduced from 50%. It is now available at level 50.
- The "Cloak of Shadows" cooldown has been reduced to 1 min, from 2 min. Now a trainable ability at level 66.
- "Shadowstep" (New Subtlety Talent) attempts to step through the shadows and reappear behind your enemy. Your next "Ambush", "Backstab" or "Garrote" ability is increased by 20% and lasts 10 sec. This is only usable while stealthed.
- "Premeditation" (Subtlety Talent) has had its range increased to 30 yards.
- "Preparation" now only resets the cooldown of the "Evasion", "Sprint", "Vanish", "Cold Blood", "Adrenaline Rush" and "Premeditation" abilities.
- "Wound Poison" now causes damage and reduces all healing by 10%, stacks up to 5 times.
- The Cooldown for "Blind" has been reduced to 3 min, from 5 min.
- There is no longer a random chance the effect of "Sap" will end (i.e. removed the heartbeat resist check). The effect will still end early when the target is damaged.
- Each rank of "Weapon Expertise" now provides 5 weapon skill.
- "Surprise Attacks" now increases the damage from "Sinister Strike", "Backstab", "Shiv" and "Gouge" by 10% instead of 8%.
- Resisted spells will no longer break "Stealth"/"Vanish".
- Combo points added to a target should not be reset until you add a combo point to a different target.

Shaman

- "Earth Shock" no longer causes increased threat.
- "Frost Shock" now causes increased threat.
- The training cost for "Strength of Earth Totem (Rank 5)" is now correct.
- "Nature's Guardian" will now work properly even when you don't have an enemy targeted.

Warlocks

- Melee damage of "Felguard" has been reduced.
- The damage increase component of "Soul Link" has been improved. The damage mitigation component has been reduced.
- The cooldown of "Shadowfury" has been reduced to 20 sec, from 1 min.
- The mana cost of "Soul Fire" has been reduced by approximately 45%.
- The feedback from dispelling "Unstable Affliction" is now affected by "Shadow Mastery".
- Pets will again have their mana reset to full in addition to their health when first summoned.
- "Demonic Resilience" will now properly reduce pet damage taken.
- Fire objects in the game world (bonfires, braziers) will no longer trigger "Nether Protection".
- When a Warlock is under the effects of "Backlash" and "Nightfall", only one of the effects will be consumed by a "Shadow Bolt" cast.

Warriors

- "Weapon Mastery" Rank 2 of this talent now grants full immunity to

- "Disarm" mechanics, and will properly display "Immune" when a "Disarm" is attempted.
- "Slam's" swing time is no longer slowed by damage taken.
- "Rampage's" rage cost has been reduced to 20.
- The daze portion of "Piercing Howl" will now still land even if the target is already snared.
- The bonus threat of "Devastate" on all ranks has been increased. Bonus threat will no longer decrease as ranks increase.

Items

- The energy gained from "Thistle Tea" now decreases with levels past 40.
- "Idol of Ferocity" now increases "Claw" and "Rake" damage instead of reducing energy cost.
- "Idol of Brutality" now increases "Maul" and "Swipe" damage instead of reducing rage cost.
- "Idol of Health" now provides bonus healing on "Healing Touch" instead of reducing its cast time.
- The rage gained from "Gri'lek's Charm of Might" now decreases with levels past 60.
- The energy gained from "Renataki's Charm of Trickery" now decreases with levels past 60.
- "Renataki's Charm of Beasts" no longer resets the cooldown on Arcane Shot.
- "Wushoolay's Charm of Nature" now provides haste rating instead of reducing "Healing Touch" cast time.
- "Wushoolay's Charm of Spirits" now increases "Lightning Shield" damage by a flat amount instead of a percentage.
- "Hazza'rah's Charm of Destruction" now increases spell crit rating instead of spell crit percent.
- "Hazza'rah's Charm of Magic" now increases Arcane spell damage instead of providing a spell crit bonus.
- "Tidal Charm" Now has a chance of failure against targets over level 60.
- "The Black Book" now provides a flat amount of spell power, attack power, and armor to your pet, instead of by a percentage.
- "Rune of Metamorphosis" now reduces mana cost of shapeshifting by a flat amount, instead of by a percentage.
- "Lifegiving Gem" now provides 1500 healing and bonus max health instead of a percentage of your max health.
- "Venomous Totem" now increases damage dealt by "Instant Poison" and "Deadly Poison" instead of increasing poison land chance.
- "Natural Alignment Crystal" now increases Nature spell damage by a flat amount instead of by a percentage.
- "Pristine South Seas Kelp" now provides spell crit rating instead of spell crit chance.
- "Devilsaur Tooth" now grants your pet crit rating instead of a guaranteed crit.
- "Wail of the Banshee" now has a chance of failure against targets over level 60.
- The threat reduction from Fetish of the Sand Reaver now decreases with levels past 60.
- The threat reduction from "Eye of Diminution" now decreases with levels past 60.
- "Stygian Buckler" now has a chance of failure against targets over level 60.
- "Horned Viking Helmet" now has a chance of failure against targets over level 60.
- "Gnomish Mind Control Cap" now has a greater chance of failure against targets over level 60.
- "Goblin Rocket Helmet" now has a chance of failure against targets over level 60.
- "Clutch of Foresight" now has a chance of failure against targets over level 60.
- "Flash Bomb" now has a chance of failure against targets over level 60.
- The "Green Dragon Mail" Set +15% mana regeneration has been replaced with 20 mana per 5 sec.
- The "Vestments of Transcendence" Set +15% mana regeneration has been replaced with 20 mana per 5 sec.
- The "Stormrage Raiment Set" +15% mana regeneration has been replaced with 20 mana per 5 sec.
- The Thunderclap set bonus for "Conqueror's Battlegear" is no longer cumulative with the "Thunderclap" talent.

- The reduction in cooldown on Rapid Fire from the "Striker's Garb" Set bonus is no longer cumulative with the "Rapid Killing" talent.
- The Paladin abilities Flash of Light and Holy Light will again correctly use charges from the "Zandalarian Hero Charim".
- The Paladin abilities Flash of Light and Holy Light will again correctly activate charges from the "Talisman of Ascendence".
- Collector's Edition pets are now be blue items.

Professions

- Enchantments
- The Crusader Enchantment now decreases in potency for wielders above level 60.
- The Icy Chill Enchantment now decreases in potency for wielders above level 60.
- The Lifestealing Enchantment now decreases in potency for wielders above level 60.
- Blacksmithing/Leatherworking specialization has changed with specialization providing recipes to make powerful items that only you can wear. You can now unlearn a blacksmithing or leatherworking specialization and learn a different one by finding the appropriate NPC, paying the fee to unlearn your old specialization, and then find the new specialist to learn a new one. Also, all of the old blacksmithing/leatherworking recipes that required specialization no longer require it and can be learned by any blacksmith/leatherworker.
- Silver/Golden/Mystic/Runic Spellthread have been increased in power.

User Interface

- The Auction House will now sort items first by buyout price then by current price.
- Added a new option to the Looking for Group and Looking for More panel to choose Heroic Mode Dungeons.
- Players will now be able to pull out a pet window to see all the pets in the raid.
- Added Ranged and Spell stats as a display option for the G15 keyboard.
- Updated the Sound Options menu to include a checkbox for Hardware Acceleration and a slider for Sound Channels.
PC default is "Hardware Acceleration = ON" and "Sound Channels = LOW".
Players that experience poor system performance can set "Hardware Acceleration=OFF" which may improve performance but will disable any EAX (reverberation) effects supported by their sound card.
Players with more powerful systems can raise the "Sound Channels" slider to increase the number of simultaneous sounds in the game, providing a more immersive soundscape.
Mac users will not have a checkbox or slider available due to the Mac's default setting of "Hardware Acceleration = OFF" and the "Sound Channels = HIGH".
- Updated the Sound Options menu to include a checkbox for Hardware Sound.
- API Changes
 - NEW: Dismount()
 - NEW: `equippable = IsEquippableItem(item)`
 - NEW: `link = GetInboxItemLink(index)`
 - NEW: `button = GetMouseButtonClicked()` -- Returns the name of the button that triggered a mouse down/up/click/doubleclick event.
 - NEW: `hasMacro = CursorHasMacro()`
 - NEW: "item", `itemID`, `link = GetCursorInfo()` OR "spell", `slot`, "spell" or "pet" = `GetCursorInfo()` OR "macro", `index = GetCursorInfo()` OR "money", `amount = GetCursorInfo()`
- Macro Features
 - NEW: `/dismount`
 - `/castsequence` will equip items if they need to be equipped, and use them otherwise.
 - The following commands now support the `[target=unit]` macro option
syntax: `/startattack`, `/petattack`, `/target`, `/assist`, `/focus`
If you add a `#showtooltip` line to your macro, it will show the tooltip of the item or spell in addition to the normal visual feedback.
 - A unit's name can be used anywhere a unit token can be used. e.g.
if you had the player Desmondia in your party, `/cast [target=Desmondia]Flash Heal`, would cast Flash Heal on her.
This will only work for the player, pet, party members and pets, and raid members and pets. You can use "-target" or "-pet" to indicate the target or pet of the named unit, e.g. `/cast`

- [target=Desmondia-target,harm] Shadow Word: Pain
- Key Bindings
 - Holding down ctrl, alt, shift, x will check keybindings in the following order: ALT-CTRL-SHIFT-X, CTRL-SHIFT-X, ALT-SHIFT-X, ALT-CTRL-X, SHIFT-X, CTRL-X, ALT-X, X
 - Key bindings that directly cast spells or use items now respect the self-cast modifier.
- Frame Methods
 - UPDATED: protected, explicit = Frame:IsProtected() -- New 'explicit' return value
- Tooltip Methods
 - NEW: isUnit = Tooltip:IsUnit("unit")
 - NEW: name = Tooltip:GetUnit()
 - NEW: name, link = Tooltip:GetItem()
 - NEW: name, rank = Tooltip:GetSpell()
 - Added several script handlers which are called when the tooltip is set to a unit, item, or spell: OnTooltipSetUnit, OnTooltipSetItem, OnTooltipSetSpell
- Cooldown Indicators
 - There's a new cooldown indicator frame that replaces the previous model file. The old syntax: <Model inherits="CooldownFrameTemplate"/> should be replaced by <Cooldown inherits="CooldownFrameTemplate"/>
- Secure Templates
 - Added an action type "attribute" to secure action buttons which sets an arbitrary attribute on an arbitrary frame.
 - Added support for state header resizing and re-parenting on state changes.
- Saved Variables
 - Arrays that are stored as saved variables are now saved using lua's array initializer syntax for optimal memory usage and performance on load.
- Bug Fixes
 - Unit frames will respond to modified clicks by default.
 - Action buttons no longer use shift-click to pick up actions, but instead use shift-drag. This frees up the shift modifier for use in macros or as a self-cast modifier.
 - MovePad will work again.
 - Fixed taint issues with the unit menus (dueling, dismissing pets, etc.)
 - Fixed taint issues with CloseLoot()
 - Fixed taint issues with PickupContainerItem()
 - Fixed taint issue with raid UI not showing in combat (buttons in main raid UI are no longer secure unit buttons)
 - Fixed /reply in macros
 - Fixed a bug where /petattack would target the nearest unit, not the nearest live enemy unit.
 - The macro "button:N" conditional will work with either the real button clicked or the state-header-remapped button that launched the macro.
 - /click now works with secure action buttons
 - Fixed issue whereby creating Textures/FontStrings from a template used the template name instead of the specified region name.

Mac

- The "Enable sound in background" option is now implemented, default on Mac is "on" as before.
- Fixed an issue with SetBindingItem, SetBindingSpell, SetBindingMacro LUA functions.
- Addressed a graphics issue where changing the WorldFrame's coordinates would show a field of the fog color in the area outside of the world view instead of black, on NVIDIA GPU's, when indoors, with Full Screen Glow enabled.
- Addressed a graphics issue affecting NVIDIA GeForce3 and GeForce 4Ti GPU's when certain particle effects were visible on screen such as Naxxramas loot.
- Music looping is now fixed.

Bug Fixes

- Characters on your friends list that are deleted will now properly be removed from the friends list.
- Players will now be put back into the cross-realm battleground raid group after relogging from a force quit.
- You will now be able to remove players from other realms from your

- ignore list after leaving the battleground.
- Players who return from a disconnect in an Arena battle will now be correctly credited as being alive by the scoreboard.
 - When you craft an item with a random property, it will now display it has random properties in the crafting UI.
 - Characters will no longer be rooted in place until logout when being force-quit during the opening cinematic.
 - Pet statistics will now appear in green when being buffed by an outside source.
 - You should now get the mail indicator when your inventory is too full after leaving a battleground.
 - Spell penetration should now properly update on the character sheet.
 - Certain throwing weapons will no longer be consumed when used as a throwing weapon.
 - Certain throwing weapons have had a damage range added to their tooltip.
 - Reduced the cost of some battleground rewards.
 - The druid Restoration Talent "Tree of Life" healing buff is no longer being removed from the Druid if afflicted by a "Banish" spell.
 - "Moonkin Form" and "Tree of Life" form now have a casting animation for "Warstomp".
 - The druid talent skill "Tree of Life" now has a swimming animation.
 - Adjusted the tooltip for Barkskin to reflect the proper functionality.
 - "Insect Swarm" Rank 6 will now benefit from the clearcasting effect from "Omen of Clarity".
 - The hunter spell "Volley" has had its tooltip updated to reflect that it is channeled.
 - The hunter spell "Flare" will now properly reveal Mages that used "Invisibility".
 - The tooltip for the crit bonus granted to feral druid from the talent "Predatory Instincts" will now reflect the proper amount.
 - The hunter Marksmanship ability "Silencing Shot" is now triggering the "Auto-Shot" ability after using the ability.
 - "Misdirection" will now redirect the threat from "Distracting Shot".
 - "Serpent Sting's" initial, non-threatening application no longer consumes a charge of Misdirection.
 - "Disengage" now reduces threat on the misdirected target and also consumes one charge of "Misdirection".
 - Hunter Survival talent "Wyvern Sting" at Rank 4 will now cause the correct amount of damage as indicated in the tooltip.
 - The hunter Survival Talent "Readiness" will now finish the cooldown of the ability "Wyvern Sting".
 - Mages using "Molten Armor" on themselves and being hit while casting "Arcane Missiles" or "Blizzard" will no longer cancel the spells.
 - The mage spell "Ice Armor" will now be affected by the talent "Frost Warding".
 - "Spellsteal" and "Detect Magic" now benefit from the mage talent Arcane Focus.
 - The mage spell "Arcane Blast" will now receive the mana reduction benefits from "Clearcasting".
 - The mage spell "Fire Ward" rank 6 will now properly overwrite previous ranks of "Fire Ward".
 - "Ice block" will now make a mage immune to "Avenger's shield".
 - "Blazing Speed" will now remove movement impairing effects when it procs.
 - Casting "Ice Lance" will no longer consume the mage's talent "Presence of Mind" buff.
 - "Arcane Missiles" will no longer continue to channel after the target is dead.
 - "Ice Lance", "Frost Armor", and "Ice Armor" will now receive the benefits from the mage talent Elemental Precision.
 - The mage Fire talent "Critical Mass" will now properly update on the character sheet UI.
 - The paladin holy talent "Holy Guidance" will now effect damage from "Seal of Righteousness".
 - "Benediction" will now decrease the mana cost of "Seal of Blood".
 - "Shadow Word Death" will no longer do damage to the casting priest when resisted.
 - "Holy Fire" (rank 9) cast time has been adjusted for consistency with all other ranks of "Holy Fire" to 3.5 seconds.
 - The priest Discipline talent "Reflective Shield" will no longer cause the recipient of the shield to perform a cast animation every time the shield reflects damage.
 - "Prayer of Mending" no longer procs the heal when all damage is

absorbed.

- Priests backlash effect of "Shadow Word: Death" will now properly be applied and can no longer be resisted.
- The visual effect of "Shadowform" will no longer persist if disabled while mounted.
- Updated the tooltip on "Cloak of Shadows" with the additional line, "Does not remove effects that prevent you from using Cloak of Shadows."
- The rogue Assassination Talent "Quick Recovery" will no longer refunding energy back to the Rogue if a finishing move is partially blocked.
- A "Vanished" rogue will no longer be taken out of their "vanished state" when they resist a spell.
- The rogue Assassination talent "Find Weakness" will now work properly with the finishing move "Deadly Throw".
- Using the rogue ability "Mutilate" when not behind your target will no longer initiate combat.
- The rogue ability "Slice and Dice" will no longer be reported twice in floating combat text when used.
- "Mind-Numbing Poison" will no longer stack with both "Curse of Tongues" and "Slow".
- The shaman talent "Totemic Mastery" will now increase "Wrath of Air Totem's" radius.
- The shaman talents "Elemental Mastery", "Shamanistic Rage" and the troll racial "Berserking" can no longer be used in "Ghost Wolf" form.
- The shaman "Greater Fire Elemental" and "Greater Earth Elemental" will now spawn in with full health.
- The shaman abilities "Water Shield" and "Earth Shield" can no longer be over written by lower ranks.
- The shaman talent "Mental Quickness" will now properly reduce the casting cost of "Bloodlust" and "Heroism".
- The damage dealt from "Greater Fire Elemental" and "Greater Earth Elemental" is now displayed in the combat log.
- The shaman Restoration talent "Totemic Focus" will now be applied to "Earth Elemental Totem" and "Fire Elemental Totem".
- The warlock talent "Demonic Resilience" does will now properly reduce the amount of damage pets are taking.
- "Unstable Affliction" is now improved by the talent "Shadow Mastery".
- Pyroclasm will now properly function with all ranks of "Soul Fire" and "Hellfire" rank 4.
- The warlock Demonology talent "Fel Intellect" (all ranks) will now properly affect Felhunter intellect.
- Crit chance of the spell "Incinerate" is now being affected by the 2nd rank of the Warlock Destruction talent "Devastation".
- Warlock pet "Felguard" will now use the appropriate sounds.
- Using a grimoire to teach your demon pet a spell while it is under the effects of "Banish" will no longer consume the grimoire, but the pet is immune and will not learn the spell.
- Warriors with full "Weapon Mastery" talent will now be shown to have immunity towards disarm.
- The "Shield Bash" rank 4 daze effect will now properly slow the target and has had its tooltip updated.
- Warriors will no longer being re-entered into a combat state if the character switches stances after killing a mob.
- "Second Wind" will no longer improperly proc off of a mob's daze.

- World of Warcraft Client Patch 2.0.1 (2006-12-05)

Looking for Group Interface Tool

A new Looking For Group tool designed to assist players in finding groups for instanced dungeons and quests will now be available. This interface gives players the option to be added to a pool of other players also looking for a group, as a means to expedite the process. In addition, players will also be able to search for additional members in situations where they have a group and are simply looking to find more players.

For a complete overview of this new interface, please take a moment and read the information contained on our comprehensive Looking for Group preview.

<http://www.worldofwarcraft.com/burningcrusade/townhall/lookingforgroup.html>

General

- All players will have their talent points reimbursed and will have access to new talents throughout their trees; this includes the 41-point talents. Several new abilities have also been added for all classes.
- All pets will now receive a percentage of their master's armor, spell damage, spell resistances, attack power, and stamina.
- Low-level spells cast by high-level players will receive smaller bonuses from +healing and +spell damage.
- HoTs, DoTs, and channeled spells have been re-balanced to receive a more appropriate (higher) percentage of +spell damage and +healing.
- HoTs from different sources will now stack (i.e. multiple druids can cast the Rejuvenation spell on 1 target).
- New item property "Resilience" has been introduced. Resilience reduces your chance to be the victim of a critical strike, and reduces the amount of damage critical strikes do to you.
- Weapon Skill now does the following:
 - Weapon skill will no longer reduce the percentage damage lost due to glancing.
 - The player will gain 0.1% to their critical strike rating per weapon skill against monsters above their level.
 - When casting a buff on a low level target, the appropriate rank of the buff will automatically be applied.
 - In PvP, Crowd Control effects will last no longer than 12 seconds instead of the full duration, with a chance of a heartbeat resist.
 - Players will no longer lose faction when under the influence of "Mind Control" or the Gnomish Mind Control Cap.
 - Several improvements have been made to the Macintosh client, including support for Multi-Threaded OpenGL on Intel Macs running OS X 10.4.8 or higher.

PvP

- Honor System Revamp
 - Current honor totals have been reset.
 - Players may display their highest lifetime rank title (accessible from character sheet).
 - Honor points earned each day may now be spent as a form of currency.
 - Check the PvP tab of your character sheet to see your honor information.
 - PvP rewards are no longer unique.
 - Marks of Honor earned from battlegrounds are no longer turned in for reputation or honor. They are now used in addition to honor points in order to purchase rewards.
 - Two New Arenas are now available in three different modes.
 - 2v2, 3v3, and 5v5 matches
 - Players may queue up at Goblin NPC's in Stormwind, Ironforge, Orgrimmar, Undercity, and Gadgetzan

Druids

- The talent "Swiftmend" will now include bonus healing from the talents "Improved Rejuvenation" and "Empowered Rejuvenation".
- "Feline Swiftmess" has been renamed "Feral Swiftmess". Dodge % increase now also applies to Bear and Dire Bear Forms.
- "Improved Moonfire" has been reduced to 2 ranks, for a 5/10% bonus.
- "Insect Swarm" has had damage on all ranks increased. Mana cost of ranks 1,3 increased. Mana cost of ranks 4,5,6 decreased.
- "Nurturing Instinct" now grants the benefit at all times, but the bonus has been reduced to 25/50% of Strength.
- "Omen of Clarity's" duration has been increased to 30 min.
- "Improved Starfire" has been renamed to "Celestial Focus". It now also increases the chance to resist pushback when casting Wrath by 25/50/70%.
- "Blood Frenzy's" benefits have now merged with "Primal Fury".
- "Improved Leader of the Pack" has been reduced to 2 ranks for 2/4% total health healed.
- "Pounce" no longer requires the druid to be behind the target.
- "Barkskin" is now usable while stunned.

Hunters

- Traps can be set while in combat, but require a 2 second arming time.
- "Auto shot" will be automatically enabled if the Hunter steps out of melee

range while in combat with target.

- 1 Agility will now grant 1 Ranged Attack Power.
- "Auto shot" is now reset when casting Aimed Shot.
- "The Beast Within's" Bonus damage caused has been reduced to 10%, but now also reduces the mana cost of all spells by 20%.
- Freezing Traps will now cancel combat when cast.

Mages

- "Frost Nova" (Water Elemental Spell) has now been renamed "Freeze".

Shaman

- Shaman with the appropriate talent spec are now able to dual-wield.
 - Self-weapon buffs such as Windfury Weapon can be applied to both main and off-hand weapons.
- Rockbiter's weapon functionality has been changed. It is now a damage proc instead of a flat attack power bonus.
- Windfury Weapon and Rockbiter Weapon enchantments will only benefit the weapon with the enchantment on it.

Warlocks

- The range of "Drain Life" and "Drain Mana" spells have been increased.

Warriors

- Rage generation from dealing damage has been normalized.
 - All Rage awards are averaged with our expected rage per swing (adjusted for weapon speed).

Items

- The "Far Sight" effect has changed so that the camera now zooms in to a distant location, rather than instantly showing the distant view. This also affects the items: Ultra-Spectropic Vision Goggles, the Ornate Spyglass, and the Hunter ability "Eagle Eye."
- Spells can now require either a totem item or a totem category item to cast a spell. This means that the Enchanting Rods now count as all of the lower level enchanting rods as well, so you only need a single enchanting rod instead of all six. This also means that "Finkle's Skinner" now counts as a Skinning Knife. Several weapons that are picks have been flagged as counting as a Mining pick as well.
- Items that give bonuses, such as critical strike percentage, have been modified to adhere to a combat rating system.
- All current items will provide the exact same benefit from ratings at level 60 as they provided before the ratings system.
- Thrown weapon items no longer stack, but use durability instead. One unit of durability is lost per throw, and these items can be repaired.
- The tool tip for the Great Staff of the Guardian now shows the proper increase of 28 to the party spell critical rating.
- Items that are useable from player inventory with a cooldown will now update the cooldown in real-time.
- Players will no longer be able to sell the "Blue Skeletal Horse" to vendors.
- The damage Proc from the item "Misplaced Servo Arm" will no longer break the Rogue ability "Gouge".
- The "Skull of Impending Doom" has been changed and will now increase run speed by 60% for 10 seconds, but deals damage equal to 60% of your maximum health and drains 60% of your maximum mana for over 10 seconds.
- The Backfire effect on the "Net-0-Matic" will no longer break on damage.

Professions

- All of the profession-made items that have been created up to now have been given proper stats based on the current expansion item level progression table.
- Most of the items made by Tailoring/Leatherworking/Blacksmithing have had their creation time reduced. Now the cap on time required to make an item in those professions is based on quality and level.
 - New Max times required.
 - Level 31+ Green Items at least 8 sec

- Level 31+ Blue Items at least 15 sec
- Level 31+ Purple Items at least 25 sec
- Skill level now determines what items you can disenchant.
 - Skill 1= Level 1-20
 - Skill 25= Level 20-25
 - Skill 50= Level 25-30
 - Skill 75= Level 30-35
 - Skill 100= Level 35-40
 - Skill 125= Level 40-45
 - Skill 150= Level 45-50
 - Skill 175= Level 50-55
 - Skill 200= Level 55-60
 - Skill 225= Level 60-65
- Players will no longer lose an item when attempting to disenchant on a boat when the loading screen appears.

User Interface

- Meeting Stone gossip options have been removed from Innkeepers in preparation for the new LFG system.
- LFG/LFM UI
 - Tips have been added to Loading Screen tips and new player tips
 - Meeting Stones now function similar to a Warlock Summon spell.
 - Players select party member to be summoned and right click the stone. A second party member then clicks the portal to summon.
- Enchanting UI has been vastly improved.
- Raid UI now supports frame for Main Tank.
- Spell Alert (Enemy Cast bar)
 - Defaults to off
 - Enabled through Interface Options
 - Displays targeted enemy's cast bar when they are casting.
 - May also be displayed with "V" key functionality.
- Auto-loot may be enabled with just one click in the Interface Options.
- Character sheet UI now displays more precise melee, ranged, and spell stats.
- Players can now cast item targetable spells on items that are in your action bar. For instance you can cast feed pet and have the food you want the pet to be fed in one of your action bars.
- Semi-charged items can no longer be placed in the Auction House.
- A knowledge base has been added to the in-game UI.
 - Searchable database of FAQ's and common support issues.
- Keyrings have been expanded to hold more key-type items and will now size dynamically for the number of keys in possession.
- The Hunter ability, "Mend Pet," will now turn red when a pet is out of range.
- Players will now be able to disable ability messages in the floating combat text.
- Players will now be able to scroll down their ignore list if it extends beyond one page.
- The tooltips for the Show Dispellable Debuffs and Show Castable Buffs options will now specify they only apply to raid pullout groups.
- Significant changes have been made to User Interface customization.
 - For specific details, please visit <http://forums.worldofwarcraft.com/thread.html?topicId=36975623&sid=1>.

Bugs

- The Rend Blackhand arena event in Upper Blackrock Spire will now properly reset after a wipe.
- Players will no longer resurrect with low mana and health if they died and released on a Zeppelin or Ship.
- Fixed an issue where effects with 100% chance to be applied were being resisted.
- Fixed an issue where high level players were not being properly credited the right amount of faction reputation.
- Party members will now be properly credited for completing the "Dead Man's Plea" quest when a totem or pet gets the killing blow on Baron Rivendare.
- Slowing abilities and spells will no longer decrease the speed of a player when traveling by Gryphon.
- Fixed an issue where players were re-training talent based abilities even after re-training.
- Fixed an issue where the Warlock spell "Shadowburn" was improperly consuming two Soul Shards.
- Fixed an issue where players were unable to click on anything if they had any

add-ons installed.

- Fixed an issue where players were able to use "Mana Burn" on mobs and players without mana.
- Fixed an issue where spells that proc while a player was standing would not proc if they were sitting or lying down.
- Fixed many interface overlapping graphic issues.
- Fixed an issue where Seal of Justice (Rank 2) will now refresh with melee strikes.
- Blood Elf mobs in Azshara will now have the correct model.
- Fixed an issue where a spell with two procs would be reflected and one of the procs would still hit the player that reflected the spell.
- Fixed an issue that was putting Hunters back into combat when they have the "Spirit Bond" Talent or have the Cryptstalker set bonus.
- Fixed an issue where players were being awarded the wrong item when double looting a corpse under the master loot option.
- Fixed an issue where players interrupted while casting would have a longer cast time than normal.
- Fixed an issue where players could not see enchants when inspecting another player.
- Fixed an issue where extra attacks from "Windfury Weapon" would not proc "Flurry" when they crit.
- Fixed an issue where players that were killed in freezing traps would be stuck there until releasing.
- Fixed an issue where Warlocks were able to despawn a pet to gain a free "Soul Shard" in the Battlegrounds.
- Warrior "Shield Slam" and "Shield Bash" will no longer trigger a proc from an equipped weapon.
- Fixed an issue where players were able to consume a Mana Emerald at full mana.
- The totem, "Wrath of Air," will no longer be useable in "Ghost Wolf" form.
- Fixed an issue where Warrior "Battle Shout" was causing too much threat.
- Fixed an issue where computers with ATi video cards were sometimes having problems when displaying a certain texture.
- Fixed an issue where the Warlock spell "Death Coil" gained double the benefit from the talent "Shadow Mastery".
- Player pets will no longer attack CC'ed targets while in Passive mode.
- "Prayer of Spirit" will no longer cast on the user if there is no other target selected.
- "Lightning Shield" will now have the appropriate cool-down time between uses.
- Fixed an issue where materials were being consumed if a player logged out before an enchantment had finished being applied.
- The Hunter, "Auto Shot," ability will no longer activate on resurrection.
- Fixed a bug where "Inner Focus" was not being consumed when using "Mind Soothe."
- Fixed a bug where Rogues were able to use the ability "Ghostly Strike" when not facing their target.
- Warlock pet dismiss sounds will now play properly.
- Fixed an issue where Fist weapons were sheathing improperly.
- Bags will no longer overlap the Bank UI when the game window is resized.
- Players will no longer be able to whisper to enemy players in Battlegrounds.
- The Skeletal Gryphon ride for the Eastern Plaguelands PvP event will now fly at its correct speed.
- Players will no longer be able to jump onto the top of the Dun Baldar Fortress in Alterac Valley and get behind the terrain to attack other players.
- Shapeshifting will now break "Nogginfogger Elixir" effect.
- You will no longer die when Feign Death is finished channeling.
- "Scatter Shot" will now properly do damage even if the target is immune to the confuse effect.
- "Aspect of the Cheetah" will now properly trigger with absorbed damage.
- Casting a lower rank polymorph on a target that is already under the effect of a higher rank will cause an error message and not consume mana.
- The talent, "Master of Elements," will now properly proc off of totems.
- Players will no longer be attacked by same faction guards when using mind control on an enemy player to attack.
- "Vanish" will now properly un-target the Rogue from the attacker when the attacker is in the same party.
- The talent, "Improved Chain Heal," will now properly add to the base healing done.
- "Healing Wave" Ranks 11 and 12 will now benefit from the Shaman talent, "Healing Way."
- "Improved Curse of Agony" will now properly increase the base and spell power.
- Warlocks will now be properly credited a Soul Shard from their pet when they take a flight path.
- Warlocks will now be properly credited a Soul Shard from their pet when they are dead at the end of a Battleground match.

- Warlocks will now be properly credited a Soul Shard from their pet when they enter an Arena.
- Casting "Dark Pact" after exiting combat will no longer put you back in combat.
- The tool tip for the "Great Staff of the Guardian" now shows the proper increase of 28 to the party spell critical rating.
- Several Chest spawns in Dustwallow Marsh will now properly spawn above ground.
- Items that can give +Stamina/Intellect from random suffixes will now properly apply while dead.
- "Beastmaster's Gloves" will now give the proper 2% crit chance for Hunter pets.
- Fixed a bug where you can end up with overlapping bags after resizing the window.
- Various graphical errors will be noticeable while viewing maps.

Mac

- Added support for Multi-Threaded OpenGL on Intel Macs running OS X 10.4.8 or higher. Depending on hardware, scene and graphicalsettings, this can raise frame rates up to a factor of 2X.
- Improved video hardware detection and default settings, especially with Intel video.
- Vertex Animation Shaders have been disabled for systems with Intel video.
- Improved iTunes key-binding feature for smoothness and track name display.
- Fixed a bug where Tutorial Tips would not be marked as viewed correctly on PowerPC Macs.
- Fixed a rare crash bug in the audio code.
- Improved support for Weather Shaders.
- Added support for changing the mouse sensitivity in WoW. Previously, the Mac version ignored the value from the slider in the Interface Options dialog.

 - World of Warcraft Client Patch 1.12.2 (2006-10-12)

Bugs

- Fixed an issue where players were unable to resurrect at a Spirit Healer. (Spanish Only)
- Fixed several issues with in-game slash commands. (Spanish Only)

 - World of Warcraft Client Patch 1.12.1 (2006-09-26)

World PvP

- Players will no longer lose the Silithus or Eastern Plaguelands PvP buffs after dying in the zone.
- Players will now port to the Crown Guard Tower graveyard if they die in Fungal Vale while their faction controls the tower.
- Players will no longer be interrupted while sitting down in Eastern Plaguelands when contested towers change ownership.
- Players will no longer be interrupted while sitting down in Silithus when a side collects 200 Silithyst and wins the event.
- In the Silithus World PVP event, the dust cloud graphic that appears on a flag carrier will now properly trail behind the character while running.
- Players will no longer receive honor if a tower in Eastern Plaguelands is captured while they are stealthed.
- Lordaeron's Blessing buff from Eastern Plaguelands is no longer dispellable.
- Players on Windows machines will now hear the victory music when their faction fully captures a tower in the Eastern Plaguelands.

Warlocks

- Players that log out of the game and back while having a pet summoned will now be properly credited a Soul Shard.
- Warlock pet sounds have now been added in all languages.

Warriors

- Canceling Bloodrage while in PvP or dueling will no longer remove you from combat.

Items

- Most enchantments on items are no longer counted against the maximum

limit of effects a player can have on them, so it should be much harder for a player to exceed their max limit on effects and have one be removed involuntarily.

- Fixed a graphical error with the Dreadnaught Helmet.
- Fixed an issue in which the "Blessing of the Claw" from the 6 piece Dreamwalker set was causing players to stand up after trying to eat or drink.
- Fixed an issue where multiple armor set bonuses were not applying correctly when switching out pieces.
- Fixed an issue where the four-piece Plagueheart set was not properly applying to corruption.
- The Blade of Eternal Darkness will now only proc when damage is done.
- Fixed a graphical error with the Dreadmist mask in which it would float above the Tauren Females' head.
- Fixed a graphical error in which enchantment glows were not updating if the same item with a different enchant or no enchant was equipped.

User Interface

- UI windows will now be positioned correctly if the right action bar is activated.
- When going from Windowed mode to Full-Screen mode, player names will no longer be replaced with "..."
- The Quest Tracker will now properly display purchased quest items.
- The Battle Map in Outdoor PvP and in the Battlegrounds will no longer get stuck when dragging with the cursor in windowed mode.
- The Battle Map in Alterac Valley will no longer switch off whenever a graveyard, tower or mine changes ownership.

Bugs

- Players will now be able to complete the quest, "Target: Hive'Ashi Sandstalkers".
- Fixed an issue where players could be afflicted by "Withering Touch" more than once at a time.
- The Plagewood teleporter will now teleport players to the correct location within Naxxramas.
- Fixed an issue where players were getting the message "Invalid" when trying to select flight paths.
- Fixed an issue where if the disenchant window was forced closed, a player would lose both their reagent and the item they were disenchanting.
- Fixed an issue where players could crash while fighting Anub'Rekhan.
- Fixed an issue in which players trying to disenchant an item with a full inventory and then casting a spell afterward would lose the reagent and the item.
- Fixed an issue where weapon procs will now work with instant abilities.
- Pet buffs will now apply and remove properly.
- The Priest talent Spirit Tap will no longer sometimes proc off of totems.

Mac

- Players will no longer hear any sound when they have "Enable all Sound" turned off.

- World of Warcraft Client Patch 1.12.0 (2006-08-22)

Drums of War

Cross-Realm Battlegrounds

- For the first time in the history of World of Warcraft, you will be able to face off against players from other realms in the Battlegrounds. PvP Battlegrounds link Alterac Valley, Warsong Gulch, and Arathi Basin so that players from several realms will be combined into one huge matchmaking pool. Replenish your mana, sharpen your blades, and get ready for some brand-new challengers!

World PvP

- The stage is set for intense, objective-based land battles as Horde and Alliance vie for control over important strategic positions and resources around Azeroth. Head out for Silithus and Eastern Plaguelands to engage the enemy on the field!

General

- Threat Reduction Effects

This system has been redesigned to eliminate inconsistency in how the effects work. Previously, some were additive (for example: 30% reduction + 20% reduction = 50% reduction) while others were multiplicative (30% reduction and 20% reduction made 44% reduction, from 0.7×0.8). They are now all multiplicative. This also prevents unpredictable behavior when the total reduction percentage was equal to or greater than 100%. Please note that in almost all cases, when stacking multiple threat reduction effects you will experience less threat reduction than previously.

- Haste and Slow effects

Previously Haste and Slow effects worked inconsistently, with spells working differently from weapons, and hastes and slows not acting as inverses of each other. We have revised the system so that all haste and slow effects work the same way, and haste and slow percentages of the same magnitude perfectly cancel each other out (30% haste and 30% slow combine to no change). As a result, we had to change the tooltip numbers on all spell haste effects, and on all melee and range slow effects. The numbers in the tooltips are different, but the game functionality is unchanged (other than slight rounding errors). Those tooltips that changed will now display larger numbers than they used to display. Conceptually, haste values indicate how much more of that activity you can perform in a given time. 30% melee haste means 30% more swings in a given time. Slow values indicate how much longer an activity takes to complete. 30% slow means an action takes 30% longer to finish.

- The deserter debuff will now continue to expire even while you are offline.
- Honorable Kills now diminish at a rate 10% per kill rather than 25% per kill.
- Temporary item buffs (e.g. poisons, sharpening stones and shaman weapon buffs) will no longer persist through zoning or logging out due to technical issues. This feature is anticipated to be activated once more with the expansion.

Druids

- Barkskin: The tooltip has been changed to 25% due to the haste effect change.
- Cat Form: This form now has an innate threat reduction component.
- Ferocious Bite: Book of Ferocious Bite (Rank 5) now drops off The Beast in Black Rock Spire. In addition, Ferocious Bite now increases in potency with greater attack power.
- Furor: This talent now works correctly with Cat Form again.
- Improved Shred: The discounted cost for Shred will now be displayed correctly even when you are not in Cat Form.
- Rip: Lesser potency Rips will no longer overwrite greater potency ones.
- Fixed a bug where the incorrect sound was being played by the Claw attack.

Hunters

- Spirit Bond: This ability will now be correctly reapplied when you resurrect in a battleground and your pet is polymorphed or otherwise unable to act normally.
- Improved Concussive Shot: The effect of this talent will now still be placed on the victim if the hunter is killed before their shot reaches the target.
- Growl now correctly initiates combat when used by a pet in passive mode.
- The Ferocity talent now correctly applies to non-physical hunter pet abilities such as Lightning Breath and Thunderstomp.
- If a hunter has tamed one of the following creature types, they will no longer potentially change colors if resummoned:
 - Son of Hakkar - Red
 - Frenzied Bloodseeker Bat - Brown
 - Deep Stinger - Red
 - Dark Screecher - Gray
 - Cave Creeper - Brown
 - Bloodaxe Worg - Black
 - Scarshield Worg - Brown

Mages

- Arcane Missiles: It is no longer possible to cast this spell on an

evading mob. In addition, the animation will now stop when the target is dead.

- Arcane Power: It is no longer possible to gain the benefit of this spell and Power Infusion at the same time by careful timing.
- Frost Armor Chilled effect: Due to the haste effect change, the tooltip has been changed to 25%.
- Ice Armor Chilled effect: Due to the haste effect change, the tooltip has been changed to 25%.
- Ignite: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.
- Impact: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.
- Frostbite: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.
- Polymorph: This spell will now be removed when a player leaves a battleground. This prevents some bugs involving polymorph from occurring.
- Evocation will no longer be usable while silenced.
- Reduced the number of messages that appear in the combat log when using Combustion.
- Winter's Chill: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.

Paladins

- Divine Shield: Due to the haste effect change, the tooltip has been changed to 100%.

Priests

- Mind Control: Due to the haste effect change, the tooltip has been changed to 25%.
- Psychic Scream: This spell now uses the same resistance checks as the Warlock spell Fear.
- Spirit of Redemption: Fixed an issue preventing Twisting Nether from retriggering when the Spirit of Redemption effect runs out.

Rogues

- Due to significant talent changes, Rogues will have all talent points refunded and can be re-spent. Training costs for all talent spell replacements have been significantly reduced.
- Vanish now removes effects that allow the caster to always remain aware of their target (currently Hunter's Mark and Mind Vision).
- Pickpocket can now be used on targets that are in combat, as long as the rogue remains stealthed.
- All manner of rogue reagents can be found in locked junkboxes (obtained from pickpocketing).
- Fixed a bug where the Slice and Dice ability wasn't playing an animation.
- Lethargy Root has been removed from poison vendors and is now a gray item.
- Reduced the number of messages in the combat log when using the Vanish ability.
- Fixed a bug that made Combo Points disappear from your target when using Vanish.
- Eviscerate: Manual of Eviscerate (Rank 9) now drops off Blackhand Assassins in Black Rock Spire. In addition, Eviscerate now increases in potency with greater attack power.
- Garrote: The damage from this ability has been increased. In addition, Garrote now increases in potency with greater attack power.
- Relentless Strikes: This ability will no longer trigger when your finishing move does not hit your target.
- Rupture: Rupture now increases in potency with greater attack power.
- Sap: Enemy rogues will now always lose stealth when you Sap them.

Shaman

- Reincarnation should now display the cooldown timer when used.
- Chain Heal - After the initial target is healed, the healing effect will jump to the most damaged target (by absolute health) within range. In addition, if a raid member is the initial target it will look for valid raid targets to jump to rather than non-raid targets as a priority, making it consistent with group targeted Chain Heals.
- Lightning Shield: Air Bubble pockets in underwater regions will no longer consume a charge from this spell.

Warlocks

- Cripple (Doomguard): Due to haste effect change, the tooltip has been changed to 45%.
- Curse of Tongues: This spell will no longer debuff the target if they are immune to the spellcast slowing effect
- Enslave Demon: Due to haste effect change, the tooltip has been changed to 40%.
- Health Funnel: This spell will now work correctly on low-level enslaved demons.
- Howl of Terror: This spell now uses the same resistance checks as the Warlock spell Fear.
- Siphon Life will now properly gain a benefit from Shadow Mastery.
- A soul shard will be refunded to the caster any time a summoned pet despawns rather than dies.
- Aftermath: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.
- Improved Shadowbolt: The effect of this talent will now still be placed on the victim if the caster is killed before their spell reaches the target.
- Life Tap: This spell now benefits from effects which increase your spell damage. At rank 3 and above, the base amount of health lost and mana gained will increase by 80% of your bonus spell damage effects. Talents and items can further modify those values. Rank 1 and 2 receive reduced effect.

Warriors

- Bloodthirst: This ability will now correctly benefit from attack power bonuses versus specific creature types.
- Flurry: The text on the tooltip has been corrected to indicate it triggers on all types of attacks.
- Shield Slam: This ability will sometimes no longer remove more than one beneficial effect from the target.
- Thunderclap: This ability was left at 10% despite the haste effect changes. This means its potency has been reduced slightly.

Items

- +30 Spell Damage Enchantment: Fixed a bug with this enchantment which was preventing it from benefiting healing spells.
- Blade of Eternal Darkness: The triggered effect from this weapon will no longer occur when the spell being cast has its effect broken by causing damage.
- Blazefury Medallion: The triggered effect from this item will no longer break Gouge.
- Bonescythe Armor: The Eviscerate bonus will no longer trigger when your Eviscerate does not hit your target.
- Darkmoon Card- Twisting Nether: The dialog for this resurrection will now always reappear after the Spirit of Redemption effect has completed.
- Earthfury Set: The mana refund effect can now only occur once per Healing Wave spell cast.
- Earthshatter Set: The Lightning Shield bonus will now be removed if you lose the set bonus.
- Eye of the Dead: Holy Shock now interacts properly with this item.
- Ranged Elemental Damage: Our ranged combat system does not allow a ranged weapon to do a mix of Elemental (Fire, Frost, Arcane, etc.) and Physical damage. Many ranged weapons existed which were listed as doing Elemental damage and did not function properly (the damage was dealt, but was treated as Physical). All of those weapons have been changed to deliver the Elemental damage as a chance on hit effect. Hurricane was previously changed this way in 1.11. The following ranged weapons are also fixed in 1.12: Bow of Searing Arrows, Dwarven Hand Cannon, Heartseeking Crossbow, Dark Iron Rifle, Galgann's Fireblaster, Quillshooter, Shell Launcher Shotgun, Venomstrike, and Verdant Keeper's Aim.
- Talisman of Ascendance: This item will no longer trigger from physical damage effects. In addition, if either of the buffs from the item are canceled, they will both be canceled.
- Talisman of Ascendance: Holy Shock heals will now trigger the effect from this trinket.
- Zandalarian Hero Charm: Item tooltip corrected to match the effect tooltip.
- The Items that summon mounts have been changed in their color/quality. Items that summon normal mounts are now blue

(superior) items and items that summon swift mounts are now purple (epic) items.

- Fixed a bug that allowed you to use items which restored health or mana while you were already full health or mana.
- Fixed a bug with the Jom Gabbar trinket which was causing it to trigger a category cooldown for a duration longer than intended.
- Wrath of Cenarius: This item will now trigger from Arcane Missiles.
- Clarified the tooltips for the Stormshroud armor and Kalimdor's Revenge to explain that they deal Nature damage.
- Fixed a bug that caused the Blooddrenched Mask to hide a character's hair.
- Warbear leather now stacks to 20.
- Thunderfury, Blessed Blade of the Windseeker may now be equipped in either hand.
- Argent Shoulders no longer require a righteous orb to make.
- The cooldown timer on transforming Anathema and Benediction may no longer be circumvented by zoning or logging out.

Professions

- Engineering: The damage from sapper charges can now be resisted. The overall DPS of the charges should not be significantly altered from what it currently is.
- Engineering: Explosive sheep do fire damage instead of physical damage.
- Goblin Land Mines and Compact Harvest Reapers will no longer lock out using other engineering devices until the land mine/reaper dies. Harvest Reaper was given a 10 min self cooldown to prevent too many reapers from being summoned at once.

Raids and Dungeons

- Uldaman
 - Reduced the number of Shadowforge Ambushers that attack after looting the quest chest.
 - Shadowforge Ambushers are no longer elite.
 - The respawn of the Stone Stewards has been changed to 2 hours (from 30 minutes).
- Zul'Farrak
 - The respawn of the 2 Troll/1 Basilisk patrollers should now be 2 hours.
 - Reduced the damage dealt by the Sul'lithuz Abomination and Sul'lithuz Sandcrawler.
 - Zul'Farrak Dead Heroes are no longer elites.
 - Theka the Martyr will now only remain immune to physical damage for 30 seconds before reverting to normal.
 - Antu'sul's Sul'lithuz Broodlings now only hatch 4 at a time and are significantly weaker.
 - Witch Doctor Zum'rah will no longer call as many Zul'Farrak Zombies to his aid when aggroed.
 - Weegli Blastfuse now has slightly more hit points.
 - Antu'sul's Warden no longer attempts to knock adventurers into Antu'sul's lair.
 - Sandfury Cretins who engage the party during the pyramid event are no longer able to cast shadow bolt.
- Maraudon
 - Noxious Scions will no longer spawn when you cleanse Celebrian Vines.
- Ahn'Qiraj
 - Lieutenant General Andronov's Aura of Command should no longer generate threat. This will hopefully prevent him from pulling aggro on the entire wave, leading to his untimely death.
 - Hive'Zara Hatchlings can now swim.
 - Egg Explosion will no longer burn charges from spells such as Lightning Shield.
 - It should no longer be possible for Emperor Vek'lor and Vek'nilash to Unbalancing Strike or Arcane Burst immediately after a teleport.

User Interface

- V key functionality has been improved in several ways.
 - V key now shows summoned monsters (such as the gargoyles in Stratholme.)
 - V key now shows both monsters and player enemies.
 - V now shows enemies only (no longer shows friendly targets.)
 - Shift-V now shows friendly targets only, not enemies (with a new bindable hotkey.)

Control-V shows both friendly targets and enemy targets (with a new bindable hotkey.)

- New floating combat text has been added to the game with a number of options. You can see when you take damage, when you are healed and how much, when you acquire and lose auras and much more. You can turn on the new options in the newly revised options screen.
- There is now an option to turn on the display of your own name above your head. You can find the option in the interface options screen.
- The Need Before Greed and Group Loot countdown timers will now have a 3 minute countdown when there is a bind on acquire item on the corpse. This should allow a bit more time in making a decision to roll for an item.
- Automatic Quest Tracking has been added to the game and is turned on by default. Any time you advance a quest by advancing one of the requirements, the quest information will appear on your screen for 5 minutes before fading. You can turn this option off from the options screen.
- The options screen has been redone and expanded due to space required for additional options. Also the location of various options has been changed in the options screen. They should make more sense now, though they will not be in quite the place you remember them being.
- There is now a confirmation dialogue when you attempt to disband your guild.
- When you destroy a superior quality (blue) or better item, you will get a dialogue that has you confirm deletion of that item.
- Raid Pullout frames are now created on demand and will not take up any memory if you are not using them.
- The player inspect range has been increased to 10 yards.
- New API Functions
Add-ons can send hidden chat messages to players in the party, raid or guild, using `SendAddonMessage("prefix", "message", "PARTY"|"RAID"|"GUILD"|"BATTLEGROUND")`. When players receive these messages, a new event "CHAT_MSG_ADDON" is sent, with arg1-arg3 being the parameters to `SendAddonMessage()`, and arg4 being the name of the player that sent it. The combined length of "prefix" and "message" must be less than or equal to 254 bytes.
`Added UnitPlayerOrPetInParty()` and `UnitPlayerOrPetInRaid()`.

Bug Fixes

- Fixed a bug that caused some non-combat pets to be referred to as Minions instead of Pets. Mini Diablo however has escaped this fate and will continue to be referred to as a Minion.
- Fixed a bug that was causing Ice Block to trigger a 5 minute cooldown on the Gnomish Cloaking Device.
- Summon Dreadsteed no longer briefly puts you into combat.
- Chain-targeted abilities cast by creatures no longer hit stealthed or invisible players.
- Will of the Forsaken is no longer gray on the action bar while you are charmed.
- Fixed a bug where large amounts of damage could go negative.
- Non-combat pets are no longer affected by environmental damage.
- The dressing room window will remain open and functional while zoning.
- Fixed a bug allowing linked combat groups to be split when pathing fails.
- Soul Link will persist across instance boundaries.
- Item bonuses, buffs, and enchants will no longer be lost when swapping an equipped item with another equipped item.
- Stats will no longer fluctuate when putting points into stat improving talents.
- Devouring Plague will continue to heal the caster after the target is Mind Controlled.
- Using `/assist` on a Mind Controlled target works properly now.
- Recasting Feed Pet while using Feed Pet will reset the duration of the cast.
- Activating passive pet abilities while targeting an opposite faction player will no longer aggro neutral town guards.
- If a Hunter is unflagged for PVP, an enemy faction rogue won't be able to disarm his trap.
- Fixed a bug causing the floating combat text from a killing blow to be delayed until another unit is attacked.
- Text with a scroll bar should no longer get clipped while in windowed mode.
- Heals from spells such as Frenzied Regeneration will no longer close

the loot window.

- Casting a spell while a loot window containing a disenchantment is open will autoloot the item.
- Pet spells can now be toggled in the pet spell book.
- Grand Widow Faerlina's Rain of Fire no longer damages players outside the area of effect.
- Players can no longer drop from combat by repeatedly placing their pet into passive mode.

World Environment

- Cities
Neutral guards are now able to see through the rogue Vanish ability.
- Silithus
Tortured Druids and Sentinels will now call only one Hive'Ashi drone on death.

Mac

- Added support for controlling iTunes from within World of Warcraft.
You can bind a set of keys for play/pause, next track, back track and volume up and down.

- World of Warcraft Client Patch 1.11.2 (2006-07-11)

General

- Fixed an issue where players were still being disconnected in 1.11.0 when trying to log back in within 20 seconds of a client crash.
- Fixed an issue where it was possible to place special bags inside one another.
- Applied a fix where players reported that they are sometimes unable to resurrect at their corpse.
- Fixed a graphical error where when viewing a character from a second computer, a player who had his weapons sheathed did not appear to have any weapons on his side or back.
- Fixed an issue where a player received a fatigue bar after a disconnection occurred during a flight path over deep water.
- The Looking For Group channel is now defaulted off. Players will need to join the channel to access it. (/join LFG)
- Fixed an issue where temporary weapon enhancements such as poisons would not persist after zoning or logging.

Druids

- The tool tip for the talent Omen of Clarity now reflects its new duration of 10 minutes.
- Fixed an issue where players with the Heart of the Wild talent were losing health each time they shifted to Bear Form or Dire Bear Form.
- Fixed an issue where players with the Furor talent were not staying in combat mode when shifting to bear form and were losing the extra rage generated.

Hunters

- Players are no longer able to animate emotes while using Feign Death.

Paladins

- Seal of Righteousness will now benefit properly from wizard oil and other effects which give bonus damage against specific creature types.
- Fixed a bug where sometimes casting a spell immediately after a swing would prevent Seal of Command from triggering.

Priests

- Fixed an error where Priests in Spirit of Redemption form did not benefit from plus to healing items.
- Touch of Weakness will now work again when you have Power Word:Shield active on yourself.

Warriors

- Fixed an issue where the Improved Charge talent was incorrectly increasing the amount of rage generated by Charge.

Items

- Fixed an issue where the Undead female's ears clipped through the item "Polar Helmet."
- Fixed several graphical anomalies with a female Troll wearing

Dreadnaught armor.

- Fixed an issue where the trinket "Spectral Essence" was not working inside of the castle in Caer Darrow. This was preventing players from seeing Magistrate Marduke and starting the quests he gives.

Professions

- Fixed an error that if you try to create a Soul Shard bag while you have one equipped the materials used for the creation of the bag are consumed and the bag is placed in the inventory queue.

Raids and Dungeons

- Fixed an error where Necro Knight Guardians in Naxxramas were sometimes causing players to crash when they cast their Blink ability.

Battlegrounds

- Fixed an area within Warsong Gulch where a person could get stuck and was no longer targetable.
- Fixed an issue where sometimes a queued player can't enter a new battleground.

User Interface

- Using /chatwho for the Looking for Group channel should no longer disconnect players from the server.
- Fixed an issue where the Guild Recruitment channel option could not be enabled.
- Fixed an issue where the use of "Show Target of Target" feature on a friendly target overlapped the fifth buff, making it difficult to see.
- Fixed an error where player colored debuff icons were not displaying their correct color.
- Fixed an error where negative effects were not causing party player portraits to pulse the effect color as indicated in the 1.11.0 patch notes.

Mac

- Fixed a bug in 3D sound positioning that would occur in various situations, such as leveling up or standing above a body of water.

- World of Warcraft Client Patch 1.11.1 (2006-06-28)

General

- Fixed a soft lock that some players were experiencing within the game or while logging in.

- World of Warcraft Client Patch 1.11.0 (2006-06-20)

Shadow of the Necropolis

Floating above the Plaguelands, the necropolis known as Naxxramas serves as the seat of one of the Lich King's most powerful officers, the dreaded lich Kel'Thuzad. Horrors of the past and new terrors yet to be unleashed are gathering inside the necropolis as the Lich King's servants prepare their assault. The Scourge marches again... Naxxramas is the new 40-man raid dungeon that will present even the most experienced and powerful players with an epic challenge.

General

- The cost to unlearn talents will now decay over time. This cost will be reduced by a rate of 5 gold per month to a minimum of 10 gold.
- Logging back in after a disconnect from the server has been greatly improved, and players should now rarely receive the message "A character with that name already exists."
- Fear: The calculations to determine if Fear effects should break due to receiving damage have been changed. The old calculation used the base damage of the ability. The new calculation uses the final amount of damage dealt, after all modifiers. In addition, the chance for a damage over time spell to break Fear is now significantly lower. Note that Fear continues to be roughly three times as likely to break on player targets as on non-player targets. In addition, Intimidating Shout now follows that player versus non-player distinction, while previously it did not.

- Periodic Healing: Spells which do periodic healing will now have their strength determined at the moment they are cast. Changing the amount of bonus healing you have during the duration of the periodic spell will have no impact on how much it heals for.
- Reflection: Effects which cause reflection will no longer reflect triggered effects separately from their base effects (e.g. Impact, Improved Shadow Bolt, Aftermath, etc.)
- Spell and Item Auras with Charges: These auras will now correctly remember their number of charges when you enter or leave an instance, change continents, or log out.
- All controlled units will now be titled based on the creature type. All beasts will be referred to as Pets, for example (no matter how they are controlled). Previously, there were several inconsistencies.
- Beneficial spells and abilities that target multiple units will no longer consume resources (i.e. mana, rage etc...) if they fail to affect anyone.
- Chain targeted spells and abilities (e.g. Multi-shot, Cleave, Chain Lightning) will no longer land if target cannot be seen by the caster due to stealth or invisibility.
- Character model transparency has been modified to fix an issue where PC's would appear to have a large hole in their model (be on the lookout!).
- Optimization code known as "M2Faster" is now enabled by default. M2Faster can improve performance in crowded scenes when "Vertex Animation Shaders" is turned on. This function can be turned off by setting M2Faster to "0" in the config.wtf.
 - Reduces the unique number of vertex shader permutations that we will choose to use in rendering
 - Sorts the drawing of items in the scene a little differently to reduce the number of times we re-program the vertex shader hardware.

PVP

- In an effort to keep their armies better outfitted the Horde and Alliance have both taken it upon themselves to update their available rewards.
 - An updated set of armor rewards have been added to vendors for Honor ranks 7, 8, and 10.
 - The armor rewards for Honor ranks 12 and 13 have been increased in level and stat point allocation.
 - New rank 14 weapons have been added! In order to give casters the same diversity of selection that melee currently enjoy we have added new caster items that are available to be purchased by Grand Marshals and High Warlords.

Battlegrounds

- Alterac Valley
 - Most of the NPC guard units have been removed.
 - Players now drop more quest items.
 - Creatures that remain in Alterac Valley have had their hit points reduced.
 - The buff that is periodically cast by each faction's Captain has been changed to a flat 20% hit point buff.
 - Upgrading troops through armor scrap turn-ins will also now result in your team's General enabling a periodic buff to your melee and spell damage.
- This buff scales from 10% at the Seasoned unit level, 20% at the Veteran unit level, and 30% at the Champion unit level.
- Warsong Gulch - Epic leggings have been added to the Warsong Outrider and Silverwing Sentinel supply officers for all armor types. These items require Exalted status with their respective reputations.

Druids

- Innervate: This spell is now a base ability for all Druids, trainable at level 40. Any Druid who formerly had the Innervate talent now has the Swiftmend talent instead.
- Nature's Grace: You will no longer consume this effect when casting a spell which was made instant by Nature's Swiftmend.
- Swiftmend: This new talent has been added to the Druid Restoration tree, replacing Innervate as the 31 point ultimate talent. It consumes a Rejuvenation or Regrowth aura to produce an instant heal.
- Enrage: Tooltip edited to clarify functionality.

Hunters

- Counterattack (Survival Talent) - All ranks of this talent will now

- share the same cooldown.
- Scorpion Poison: Duration slightly lengthened.
- Changed the way hunter pet family armor bonuses and penalties are applied to allow the exact value from the Natural Armor talent to be applied correctly. This may result in a very slight loss of armor to some pets (less than a third of a percent).
- Improved Scorpion Sting: The aura from this Sting will now be removed (as intended) when a different Sting aura is placed on the victim.

Mages

- Due to significant talent changes, mages will have all talent points refunded and can be respent. Training costs for all talent spell replacements have been significantly reduced.
- New ability added - Winter's Chill.
- Arcane Explosion is now instant cast and will no longer remove the Presence of Mind effect when used.
- Evocation - Is now available to all mages (via trainer), starting at level 20.
- Conjure Food now has a new rank (Rank 7) available in Stratholme.
- Frost Ward now has a new rank (Rank 5) available as item loot in dungeons.
- Mana Shield - Damage taken will now be absorbed by other absorb spells (e.g. Ice Barrier, Power Word: Shield) before being absorbed by Mana Shield.
- Dampen Magic - Damage and healing reduction increased on ranks 3 through 5.
- Amplify Magic - Damage and healing bonus increased on ranks 2 through 4.
- Counterspell - Fixed a bug that made Counterspell unresistable.
- Improved Scorch - Duration of Fire Vulnerability increased to 30 seconds.
- Blast Wave: The bonus this spell receives from effects that increase spell damage has been increased.
- Cold Snap: This talent will now always clear the cooldown for Frost Ward, even if the cooldown was triggered by casting Fire Ward.
- Cone of Cold: The bonus this spell receives from effects that increase spell damage has been increased.
- Fire Ward: The amount of damage absorbed by this ward was increased substantially on all ranks.
- Frost Ward: The amount of damage absorbed by this ward was increased substantially on all ranks.
- Arcane Power: This ability will no longer stack with Power Infusion. If you gain both at the same time, Arcane Power will take precedence.
- Added a new level 60 quest available from Archmage Xylem in Azshara for mages.
- Fire Ruby now has a sell value and can be disenchanting.

Paladins

- Benediction: This talent will no longer incorrectly provide a double discount to Seal of Justice.
- Blessing of Light: It is no longer possible for a target to appear to have multiple ranks of Blessing of Light. These multiple auras had no beneficial effect, merely causing confusion. Problems with targeting the spell when the caster has Blessing of Light effect on them have also been fixed.
- Divine Favor: It is no longer possible to cast this immediately after a healing spell and "retroactively" make it a critical hit.
- Illumination: When several critical effect healing spells are cast very quickly, you will now receive the correct mana refund for each one.
- Judgement of Command: Now consumes a charge of the Zandalorian Hero Charm. In addition, when this spell is resisted it will no longer erroneously still do damage.
- Judgement of Righteousness: Now consumes a charge of the Zandalorian Hero Charm.
- Seal of Command: Clarified tooltip.
- Vengeance: Seal of Command critical hits can now trigger this ability.
- Vindication: This effect will no longer be absorbed by Grounding Totem.

Priests

- Lightwell - Casting time reduced. Lightwell object increased in size to make it easier to click; relative click radius decreased slightly.
- Mind Control: If you cast Power Word: Shield while Mind Controlling a target, the Recently Shielded aura will now appear on the correct

target instead of yourself.

- Spirit of Redemption: This spell has a number of fixes: Spirit of Redemption form now has casting animations. Priests prematurely leaving battlegrounds with this aura on will now receive the Deserter debuff (as intended); Priests in Spirit of Redemption form at the completion of a battleground will have the aura removed without dying; It will now work correctly with the Darkmoon Card Twisting Nether item, resurrecting you after Spirit of Redemption has run its course; If you should die underwater the Spirit of Redemption will no longer have a breath bar appear; the Warlock Drain Soul spell will terminate producing 1 shard when the Priest switches to Spirit of Redemption form; You will no longer have to wait 30 seconds for graveyard resurrection upon your first death while using Spirit of Redemption.
- Vampiric Embrace: This ability will no longer heal for damage caused when the target had no life remaining.
- Shadowguard: This Troll Priest racial spell now works with Vampiric Embrace, Blackout, and Shadow Weaving. In addition, the damage from Shadowguard will now consume charges of the Zandalarian Hero Charm's Unstable Power aura. The range on Shadowguard has been extended to hit anyone within vision range.

Rogues

- Detect Traps is now a passive skill.
- Pick Pocket: This ability will no longer trigger effects on your target.
- Slice and Dice: This ability will no longer play its sound effect twice.
- Vanish: Canceling your Stealth aura while Vanish is running will now cause Vanish to be canceled as well.
- Hemorrhage: Your damage over time effects will no longer consume charges of Hemorrhage.

Warlocks

- Shadow Ward now has a new rank (Rank 4) available as item loot in dungeons. The amount of damage absorbed by this ward was increased substantially on all ranks.
- Soul Link: If your pet is banished, Soul Link will stop functioning until Banish wears off. In addition, Soul Link's tooltip has been clarified to indicate it only works with your imp, voidwalker, succubus, or felhunter.
- Curse of Agony: The damage from this spell will now continue even if the caster dies or leaves the area.
- Emberstorm: This talent will now correctly increase the damage the Warlock takes from Hellfire.
- Hellfire: Aftermath can now be triggered by this spell.
- Improved Shadow Bolt: Periodic damage spells and non-damaging spells will no longer consume charges of Shadow Vulnerability.
- Shadowburn: If you cast Drain Soul while this aura is on the victim, you will no longer receive two soul shards upon the victim's death.

Shaman

- Due to significant talent changes, Shaman will have all talent points refunded and can be respent. Training costs for all talent spell replacements have been significantly reduced.
- Anticipation : Now increases chance to dodge by 1-5%.
- Following durations have been increased - Disease Cleansing Totem, Fire Resistance Totem, Flametongue Totem, Frost Resistance Totem, Grace of Air Totem - Ranks 1 and 2 increased, Nature Resistance Totem, Poison Cleansing Totem, Stoneskin Totem, Strength of Earth Totem - Ranks 1 through 4 increased, Tremor Totem, Windfury Totem, Windwall Totem.
- The following mana costs have been reduced - Searing Totem, Mana Spring Totem, Healing Stream Totem, Rockbiter, Frostbrand, Flametongue and Windfury.
- Two-Handed Axes/Maces (Enhancement Talent) - Skill levels gained with these two weapons will now be retained if you decide to unspend this talent point and return to it later.
- Flame Shock - Damage over time portion of all ranks slightly increased. Mana cost of ranks 3 through 5 decreased.
- Improved Reincarnation (Restoration Talent) - Fixed a bug where rank 1 of this talent was not decreasing the cooldown properly.
- Elemental Fury: Tooltip now indicates it increases the critical damage for Searing Totem, Magma Totem, and Fire Nova Totem.

- Fire Nova Totem: This totem now receives increased healing from effects that increase the Shaman's spell damage.
- Grounding Totem: This totem will no longer reflect the Mage talent Combustion back onto the Mage.
- Healing Stream Totem: This totem now receives increased healing from effects that increase the Shaman's healing.
- Lightning Bolt: Mana cost reduced approximately 17%.
- Lightning Shield: Some battleground power-up effects were consuming charges of Lightning Shield. They no longer cause charges to be consumed. The range on Lightning Shield has been extended to hit anyone within vision range.
- Magma Totem: This totem now receives increased damage from effects that increase the Shaman's spell damage.
- Searing Totem: This totem now receives increased damage from effects that increase the Shaman's spell damage.
- Elemental Mastery: If you have this effect and Clearcasting at the same time, the Clearcasting effect will be consumed first.

Warriors

- Improved Bloodrage talent changed to generate additional rage when the ability is used.
- Improved Revenge ranks evened out, resulting in an additional 5% for the final rank. Chance to stun at each rank changed to 15/30/45%.
- Bloodrage - Fixed a bug that caused Bloodrage to cost twice the intended health.
- Flurry: The tooltip for this talent has been adjusted to indicate it only works on normal melee swings.
- Shield Slam: This ability has received a redesign. It now costs 20 rage to use and the damage it does is modified by your shield block value. However, the base damage has been reduced. It generates more threat per rage and more damage per rage than it did previously.
- Sweeping Strikes: This spell has a number of fixes: When used in conjunction with Execute and the second victim is below 20% health, they will be hit with the full Execute amount. If the second victim is not below 20% health, they will be hit with normal melee swing damage; If the ability you are using does not deal damage, it will not use a charge of Sweeping Strikes; The extra attack it generates when used with Whirlwind now has the correct damage range; The additional attacks generated by this ability will now properly take into account the armor of the second target.

Items

- Key rings have been added to the game.
 - Level 1-39 = 4 slots
 - Level 40-49 = 8 slots
 - Level 50-60 = 12 slots
- Permanent Dungeon Keys
 - Key to Searing Gorge
 - Workshop Key
 - The Scarlet Key
 - Shadowforge Key
 - Key to the City
 - Skeleton Key
 - Prison Cell Key
 - Crescent Key
- Stack sizes have been updated:
 - Stacks of 20
 - Leather (Light, Medium, etc.)
 - Cured Hides (Light, Medium, etc.)
 - Shards (Small Brilliant, etc.)
 - Enchanting Dusts (Strange, Illusion, etc.)
 - Flash Powder
 - Rogue Poisons (Instant, Crippling, etc.)
 - Rogue Poison Reagents (Essence of Pain, Deathweed, etc.)
 - Stacks of 10
 - Hides (Light, Medium, etc.)
- We have re-evaluated the mechanics of consumable items in the game and concluded that these should work in a more intuitive manner. As such, most items that can not be equipped with right click abilities have been streamlined into one of three categories. Using an item of a particular category will trigger a shared cooldown among all other items in the same category. The categories break down as follows with

category cooldowns as listed.

Potions 2 minutes: This includes items such as Health Potion, Mana Potion, Invisibility Potion and Mighty Rage Potion.

Aggressive 1 minute: This includes items such as explosives, Really Sticky Glue and Discombobulator Ray.

Non-Aggressive 2 minutes: This includes items such as Healthstone, Night Dragon's Breath, Whipper Root Tuber and Target Dummy.

- Many items that can be equipped have had their cooldown category removed and will be controlled exclusively by the item's self cooldown. For example, the Gnomish Mind Control Cap should no longer trigger the cooldown of the Talisman of Arathor.
- We have re-evaluated the class specific quest rewards for both Zul'Gurub and Ahn'Qiraj Ruins. To bring them more in line with the effort required to attain them we have upgraded the superior items to epic quality.
- Updated the set bonus tool tip for The Elements and The Five Thunders set to better explain it's function
- Antenna of Invigoration's damage type has been changed to Nature, it was never intended to do physical damage. It will also now properly display it's firing animation.
- Slave Master Blackheart will now drop loot appropriate of a rare NPC.
- The binding on Amulet of the Redeemed and Shroud of Arcane Mastery have both now been changed to the intended Bind of Acquire.
- The Gnomish Mind Control Cap may now only be used on targets that are not in combat.
- Deathdealer's Spaulders were unintentionally given higher stats than they should have had for an item of their level, this has been corrected.
- Uther's Strength is now properly flagged as Bind of Equip.
- The Tome of Divine Right has it's mana regen function changed to the intended On Equip instead of On Use.
- Perdiot Circles have been properly renamed to Peridot Circles
- Low level boars/wolves drop boar meat and wolf meat much more frequently now to facilitate cooking
- A number of items have had their stacking limits increased including leather, enchanting dust/shards and rogue poisons/reagents among others.
- Ashwood seeds can now be placed in herb bags.
- All food/drink can be eaten while silenced. Previously some food/drink could not be consumed when under the effect of a silence.
- The Mantle of the Timbermaw will now make the correct inventory sounds.
- The Spirit of Zandalar will no longer persist through death.
- Ancient Hakkari Manslayer: This item will no longer trigger erroneously on the strike which kills the target.
- Badge of the Swarmguard: The Insight of the Quiraji aura no longer displays any duration. It is removed when The Badge of the Swarmguard aura is removed.
- Black Grasp of the Destroyer: Losing targeting on your enemy will no longer prevent you from gaining the mana when this item triggers its effect.
- Blade of Eternal Darkness: This item can now correctly trigger its effect from any harmful spell.
- Bloodfang Set Bonus: The damage effect from the 8-piece bonus on this set will no longer trigger on (and break) Gouge.
- Bonfires: This stationary fires will no longer create two messages in the combat log each time they deal damage.
- Clutch of Foresight: This item now functions when the user is silenced.
- Darkmoon Fair Card Twisting Nether: If you are Soulstoned, Soulstone will now always take priority over Twisting Nether's effect.
- Earthfury Set: When Healing Wave chains to additional targets from this set bonus, it will no longer pick uninjured targets.
- Darkmoon Fair Card Blue Dragon: This item will no longer trigger from using any ability which does not cost mana.
- Enigma Set: The Enigma's Answer effect will no longer trigger from items.
- Health Regen Every 5 Seconds: Items with this bonus have been fixed so that the health regeneration occurs during combat again.
- Holy Mightstone: The spell damage bonus from this item will no longer increase the melee damage done against undead. The attack power bonus will still function as intended.
- Hurricane: This weapon was not dealing the listed frost damage. That listed frost damage has been replaced with a chance to trigger a

- damaging frost effect.
- Implements of Unspoken Names: This set bonus had an error that made it not properly affect base damage from pets. That error has been corrected.
- Primal Hakkari Tokens: These items from Zul'Gurub now identify which classes can use them in their item descriptions.
- Rejuvenation Potions: Any type of potion or consumable that grants mana and healing will no longer be consumable unless either your health or your mana are below maximum.
- Robes of Insight: This item's effect will no longer lose charges when casting spells that have no mana cost.
- Rune of the Dawn: This trinket will no longer have any effect on melee damage done to undead.
- Scarab Brooch: Holy Nova and healing from Holy Shock will now properly trigger this item's ability.
- Shadowstrike: The cooldown on transforming this item is now always 60 seconds.
- Stormshroud Set: The Lightning effect from this set will no longer break your Gouge.
- Temporary Spell Damage Auras: (eg. Unstable Power, Power Infusion, etc.) All of the items which grant temporary spell damage bonuses are now correctly set not to trigger off items, and to trigger off any appropriate spell the player knows.
- The Elements Set: This set bonus will no longer trigger from tradeskills.
- The Five Thunders Set: This set bonus will no longer trigger from tradeskills.
- The Ten Storms Set: The Lightning Shield bonus placed on other players will function correctly again. In addition, it will no longer be possible to gain more than one Lightning Shield effect from this set bonus anymore.
- Totem of Life: Effect increased.
- Thunderstrike: The cooldown on transforming this item is now always 60 seconds.
- Trappings of The Unseen Path: This set bonus had an error that made it not properly affect base damage from pets. That error has been corrected.
- Troll's Blood Potions: These potions have been fixed that so that the health regeneration occurs during combat again.
- Ultra-Flash Shadow Reflector: This item can now reflect the damage caused by the Troll Priest racial spell Shadowguard.
- Zandalarian Hero Charm: The damage and healing on this item have been reduced by 30%. Instead of granting 35 damage and 70 healing per charge, it now grants 25 damage and 50 healing per charge. Several Paladin spells, Starshards, and Lightning Shield were not consuming charges of this trinket. All those spells have been fixed. In addition, totems which now benefit from increased damage and healing will also consume charges (Healing Stream Totem, Searing Totem, Magma Totem, and Fire Nova Totem)
- Eating and Drinking: You will no longer fall through a chair you are sitting in if you eat or drink.

Professions

- Fishing
 - Schools of Fish have been spotted off the coast of Azshara
 - Swarms of Eels have been spotted off the shores of Feralas, Tanaris, Azshara and southern Stranglethorn.
 - Bloated Fish will no longer be found in wreckage
- Tailoring
 - Dreamweave Circlet is now a Superior quality item
 - Four new nature resist cloth armor recipes have been added to the merchants at Cenarion Hold for those with high Cenarion Circle reputation.
- Leatherworking
 - Three new nature resist leather armor recipes have been added to the ghost leatherworker of Silithus for those with high Cenarion Circle reputation.
- Blacksmithing
 - A number of weapons made with Fiery and Lava cores have had their material requirements reduced. Black Amnesty, Blackfury, Ebon Hand, Blackguard, Nightfall are the affected weapons.
 - The Dark Iron Bracers and Fiery Chain Girdle have had the materials required to make them reduced significantly.
 - The Ebon Hand has had its attack speed decreased somewhat.

The axesmith weapon Nightfall effect has been changed from -60 resistance to +15% spell damage taken. Also its speed has been decreased somewhat.

Three new nature resist plate recipes have been added to the merchants at Cenarion Hold for those with high Cenarion Circle reputation.

- Mining

Smelting Bronze, Silver and Iron will give increases to mining skill for somewhat longer than they used to.

- Enchanting

The two-handed agility Enchanting recipe now provides a green glow on those weapons.

- Alchemy

The Gift of Arthas now uses the elixir cooldown rather than the potion cooldown.

- Engineering

Grenades and Mortars now are set to use the "Controlled Stun" mechanic so using grenades in conjunction with other stuns (such as Hammer of Justice) may give you diminishing returns.

The materials used in sapper charges have become less stable and now on occasion sapper charges will only affect the user lighting them on fire for a period of time.

A player is now much more likely to break out of the The Reckless Charge effect of the Rocket Helmet early. This is to maintain consistency with all other effects that take control away from a player (Sheep, Stun, Hibernate, etc...). This change only affects players, there is no change in using it against monsters.

When a Paladin is replaced by their Evil Twin due to transporter malfunction, they can no longer revert to their normal self using divine shield.

Tranquil Mechanical Yetis are no longer unique.

Quests

- Light's Hope Chapel has been revamped and is now a fully functional quest hub.

A new mailbox has been added.

The chapel is now flagged as an inn.

A guard system is in place.

New vendors have been added.

- Dozens of new quests have been added to Light's Hope.

- A new LEGENDARY item quest has been added! Casters rejoice (and druids too)!

- Aurel Goldleaf at Cenarion Hold in Silithus has a new quest.

- New quests available in Zul'Gurub and Light's Hope Chapel for head and leg resistance enchantments.

- Several new tradeskill quests have been added to assist players in obtaining frost resistance armor and items.

- Dire Maul Librams may now drop in any wing.

- Blood of the Black Dragon Champion is now a multi-drop quest item. Everyone on their respective faction's quest will be able to loot the blood.

Reputations

- Cenarion Circle

A new quest is available at Cenarion Hold for players who wish to turn in Combat, Logistics and Tactical Badges for reputation.

Encrypted Twilight Texts now stack to 250

Combat Missions from the Field Duty questline in Silithus are now received in batches of four (all hitting the same hive)

Envelopes for all Field Duty Assignments are now non-unique

Unsigned Field Duty Papers now need to be "prepared" by players by right-clicking on them. This action has a 3-minute cooldown.

Completing the Field Duty quest has a reputation reward once again.

- Bloodsail Buccaneers

New repeatable "turn-in" quests have been added to each of the goblin cities as a vehicle to raise the player's faction with them (while decreasing the player's Bloodsail Buccaneer faction)

- Hydraxian Waterlords

New revered option for Hydraxian Waterlords faction allows players to receive a non-consumable version of Aqual Quintessence

Raids and Dungeons

- Release timers have been removed from instances. This includes dungeons, battlegrounds, and raid instances.

- Instituted an anti-exploit measure on certain encounters (almost entirely raid bosses). These encounters will prevent people from zoning into the instance while that encounter is engaged. If you attempt to zone into the instance while that encounter is engaged, you will be resurrected at the outside entrance. We will be making adjustments to the entrances to Molten Core and Blackwing Lair to accommodate this change. Combat resurrections, soulstones, reincarnate, etc. will still work fine. This is primarily to combat graveyard rushing in instances.
- Zul'Gurub
 - Class specific armor quests given by the Zandalorian trolls of Yojamba Isle no longer require Bijous or coins for completion. Armor quests now only require a Primal Hakkari piece and appropriate faction with Zandalar.
 - Class specific enchantments given by Zanza the Restless no longer require Arcanum (Librams) from Dire Maul. The requirements have been changed to items found within Zul'Gurub. Speak with Zanza the Restless for more information.
 - The various clan speakers (Bloodscalp Speaker, Sandfury Speaker, etc) have had their hit points reduced considerably.
 - Zandalorian Armor Replacement - Due to the changes made to the armor rewards from the Paragons of Power quests, the trolls of Yojamba Isle will now offer to replace pieces of armor that have been lost or deleted.
 - After careful consideration we have decided to add an additional loot table to the High Priests of Zul'Gurub. Players should now see two items in addition to the tokens when slaying these bosses.
 - When Hakkar gains the Berserk effect, Hakkar will now emote that he is berserk instead of emoting that he is enraged.
- Ruins of Ahn'Qiraj
 - Ossirian the Unscarred - There is a new crystal that will be visible before the encounter begins. Players can use this crystal just like any other crystal in the encounter, but it cannot come back up during the encounter.
 - Ruins of Ahn'Qiraj Class Set Reward Replacement - Due to the changes made to the rewards from the Ruins of Ahn'Qiraj class set quests, players can obtain replacements for lost or deleted quest rewards from Warden Haro, Keyl Swiftclaw, and Windcaller Yessendra in Cenarion Hold.
 - The hitpoints of every creature in the General Rajaxx encounter has been lowered.
 - Damage of General Rajaxx has been lowered.
 - The wait time between waves in this encounter has been shortened.
- Princess Huhuran's Acid Spit can no longer be redirected by Grounding Totems.
- Arygos in the Temple of Ahn'Qiraj will now offer to teleport players to the following places given the following conditions have been met:
 - If the Twin Emperors have been defeated, Arygos will teleport players to their lair.
 - If Ouro has been defeated, Arygos will teleport players to the chamber where the dragons are being held prisoner.
 - Arygos will not teleport players that are in combat.
- Emeriss, Lethon, Taerar, Ysondre - Some of their abilities will be less predictable than before
- Tinkerer Gizlock can now throw Flash Bombs
- The Gordok Inner Door Key will now properly be destroyed if you are ever outside the instance and alive.

User Interface

- If the master looter assigns a unique item to a player that already has that item, or any item to a player whose inventory is full, he will get an error message and be able to reassign the loot
- Text that a raid leader sends to chat will now be displayed in a different color and will have the [Raid Leader] label.
- There is now a new raid warning chat channel available to raid leaders and assistants. Text that is sent to this channel will appear in the center of the screen for all players in the raid. The channel is called Raid Warning and text can be sent to it with "/rw"
- Raid leaders now have a Ready Check button on their raid interface. This can also be sent with /readycheck from the chat line. A Ready Check sends an "Are you ready?" window with Yes/No buttons to all players in the raid. The raid leader will get feedback in 30 seconds on all the players who were not ready or who did not respond.
- Players now have a Raid Info button on their raid interface that

- functions the same way /raidinfo worked before. This function will display a pane showing all of the raid instances that a player is saved to, rather than displaying it to the chat window.
- Players in a party may now select an option that allows them to all currently open instances.
You only get the reset all instances option if you are a party leader.
The UI option appears if you are a party leader, you have one or more instances open, and you are not currently in an instance.
The UI option is a right-click option off of your own portrait (like party loot options).
You get a warning dialogue when you select this option asking if you really want to reset all instances.
If you select reset all instances, all non-raid instances will be reset to their starting condition.
 - Auction Search Results.
It should say "Searching for Items" when it is still seeking results.
It should only say "No Items Found" when it has completed a search and not gotten any hits from your criteria.
 - The Repair all button on NPC's that repair will now repair all of the items that you are carrying whether you have them equipped or not.
 - Parties and Raids now can mark targets for their party/raid in the gamefield. A party leader or raid leader/assistant can right-click the portrait of their target to select a symbol to associate with that target. All players in the party/raid will see the selected symbol over the head of the target as well as on the portrait of that target.
 - Players can now turn on the "Target of Target" in the Raid and Party section of the interface options. When this is turned on, anytime a player is in a party or raid, it will show the portrait and health of whatever your current target has targeted. You can click on that portrait to target that thing directly or if you have the spell glove up you can cast spells on the target of target without targeting it directly.
 - Bags that you are carrying now have a brown background when opened and bags that are in your bank have a gray background when opened. This will allow a player to more easily tell the difference between a bag they are carrying and one that is in their bank.
 - When reputation increases from one level to the next (Friendly to Honored for instance) that text will be displayed to the chat log instead of to the combat log.
 - The Group Loot/Need before Greed dialogue will now show a golden dragon border around Bind on Pickup items.
 - The party leader can now reset a dungeon instance from the interface. If the party has recently been inside an instance but is now outside of the instance, the party leader will have a right-click option from their own portrait (where you select the loot UI preference) that is "Reset all Instances". If this is selected all non raid instances will be reset for the party.
 - Players now automatically have Keyrings. When a player first acquires a key, they will automatically acquire a keyring that can only hold permanent dungeon keys. The size of the keyring will increase as the player goes up in level up to 12 key slots at level 60.
 - Additional action bars now have range indicators on them. If a button in one of a players additional action bars has a range component, it will display a red dot when a target is out of range.
 - You can now target a player by clicking their name from the chat log and selecting the "Target" option.
 - Spells that have a lasting effect on a player and have charges such as the Shaman's Lightning Shield spell will now display how many charges are left on spell icon.
 - The icons of negative effects on that appear on the player now have a color to indicate their type. Curses are purple, disease is yellow, poison is green and magic is blue. In addition when a party member is struck by one of these four types of negative effects, their portrait will pulse the appropriate color for 30 seconds or until the effect is removed.
 - Using B at the bank will now toggle open/closed all of your bags and all of your bank bags.
 - When you are at the bank and your open bags would start to overlap with your bank pane, your bags will scale down to a smaller size so you can access all of your bags and the bank at the same time.
 - Many new Tips of the Day have been added.
 - The interface event processing has been optimized while zoning.
 - Your interface windows are no longer closed when you zone.

- You can now bind the mousewheel to button actions.
- You can now rebind the screenshot action, though the print screen button cannot be reassigned
- When you kill a creature, the combat log will report "You have slain !"
- Reloading the UI requires user input.

World Environment

- New flight points can be found at Ratchet and Marshall's Refuge, Un'Goro Crater.
- Flight paths added between:
 - Morgan's Vigil - Lakeshire
 - Revantusk Village - Light's Hope Chapel
 - Aerie Peak - Chillwind Point
 - Stonetalon Peak - Nijel's Point
 - Cenarion Hold - Feathermoon Stronghold
 - Cenarion Hold - Camp Mojache
 - Cenarion Hold - Un'Goro Crater
 - Gadgetzan - Un'Goro Crater
 - Crossroads - Ratchet
 - Theramore - Ratchet
 - Ratchet - Talendris Point
 - Moonglade - Talonbranch
 - Splintertree - Valormok
 - Hammerfall - Revantusk Village
 - Camp Mojache - Freewind Post
- Several flight paths adjusted for smoother transitions on linked flights.
- Hive'Ashi Workers, Hive'Zora Tunnelers and Hive'Regal Burrowers have been set to much quicker respawn times.
- Lord Skwol, Prince Skaldrenox, Baron Kazum and High Marshal Whirlaxis in Silithus have had their balance reviewed. They should be much closer in difficulty to one another and are tuned for a 20 person raid group.
- Buru the Gorger's Creeping Plague has been slightly reduced
- Creatures that enrage at low health will no longer be enraged after combat.
- The group pulls before General Drakkisath once again have linked agro.
- Fixed several typographical errors in various guard directions.
- A few more civilians, who previously assisted guards, no longer do so.
- Incendosaur should now be giving the correct amount of experience when killed.
- Blackwater Deckhands no longer respawn instantly.
- Plague Swine now can be skinned.
- The plague trap crate in Stratholme will now correctly show up as trapped when using detect trap.
- Skeletal Shadowcasters in Razorfen Downs no longer drop loot.
- Emperor Dagrán Thaurissan will once again use his Avatar of Flame ability.
- The Goblin Craftsman's Melt Ore ability will be properly modified by Amplify and Dampen Magic.
- Slaughterhouse Protectors can no longer be feared.

Mac

- "Maximized Windowed Mode" on a multiple display setup now leaves extra displays available for desktop use.
- In windowed mode, the window position and size is now saved on exit.
- Command-clicking the zoom button in windowed mode will now toggle amongst a few standard sizes.
- The desktop is no longer displayed when switching between full-screen resolutions.
- Cinematic support on 10.4.x systems has been revised to use CoreVideo for playback.
- Fixed a bug that could disrupt window sizes of other apps and desktop icons when switching in and out of fullscreen mode.
- Keyboard event processing has been improved and is less likely to drop keystrokes.
- The config.wtf variable "screenshotFormat" allows the user to choose "png", "jpeg", or "tga" (Targa) format for screen shots.
- Fixed an issue in WoW where pasting in multi-line text from the clipboard would result in one long line of text in the text view.
- Fixed an issue where international characters were not being copied and pasted correctly in some situations.
- Conditional support for future OpenGL performance enhancements in

OS X.

- Fixed a bug which could cause improper on-screen positioning of game scene when using a mod such as CTWorldFrame, in conjunction with fullscreen effects such as the glow & death effects.

Bug Fixes

- You no longer take durability damage if you die from a player-cast debuff after zoning.
- You get a failure message if you fail to dispel debuffs on yourself.
- If Heroic Strike or Raptor Strike fails, your combat swing will do normal damage.
- Fixed cursor tooltip positioning in widescreen video modes.
- You will be removed from combat when Bloodrage ends, unless you are engaged with the enemy.
- The range for resurrection is the same whether the target player has released or not.
- The Warlock Succubus will no longer auto-cast Seduction on a creature with damage over time effects on them.
- Warlock minions are now properly labeled as minions when logging in.
- Pets can no longer agro creatures in rooms above or below them.
- Mind Vision now cancels when the target is not visible.
- Shapeshifted Druids now maintain proper voice over.
- Spell charges are properly retained after zoning.
- Heals from the priest's Vampiric Embrace will no longer keep the priest in combat.
- Right-clicking on a lower rank Lightwell while a higher rank Lightwell Renew is on will no longer expend a charge.
- Ghost icons now appear appropriately in Raid UI pullouts.
- Friendly creatures' pets no longer occasionally attack a player's pet.
- Area-of-effect spells will no longer occasionally damage creatures with which you are not at war.
- The Warriors's ability Execute now dims properly when the target is dead.
- If a Hunter dies just as a pet is tamed, the pet won't lose its innate abilities.
- The Rogue's ability Distract now works properly against other players.
- Fixed a bug that caused abilities to lock up after being feared, charmed, or polymorphed.
- Other players will properly see the changes when you toggle the Show Helm or Show Cloak option.
- Fixed a bug where characters were able to exceed 100% of their normal mana regeneration while casting.

UI Scripting

- Frame XML Change - There is a new "clampToScreen" attribute, which will prevent the frame from being dragged off the screen.
- Button XML Changes
The button implementation has been changed from three fontstrings to a single fontstring with three font objects. This is more efficient, uses less memory, and reduces the complexity of defining a button. To support this, the existing NormalText, HighlightText, and DisabledText elements have been deprecated (though they will still work in 1.11 for backwards compatibility), and new elements ButtonText, NormalFont, HighlightFont, and DisabledFont are defined to replace them.
- New API Functions
SetCursor() can now be passed a 32x32 texture filename, as well as a cursor mode, or nil to reset the cursor.
GetAddonMetadata("addon", "field") - returns the value of the following fields in the addon TOC file: Title, Notes, Author, Version, and any field starting with X-
- Region Script Object - Region is the base object type for all frames, textures and fontstrings. Region is also the type of object returned by the new Frame:GetTitleRegion() method. Region:GetObjectType() returns "Region", and Region:IsObjectType("type") returns true if "type" is "Region".
All regions have the following member functions:
type = Region:GetObjectType()
isType = Region:IsObjectType("type")
name = Region:GetName()
frame = Region:GetParent()
Region:SetParent(frame)
x,y = Region:GetCenter()
x = Region:GetLeft()

```

x = Region:GetRight()
y = Region:GetTop()
y = Region:GetBottom()
width = Region:GetWidth()
Region:SetWidth(width)
height = Region:GetHeight()
Region:SetHeight(height)
numPoints = Region:GetNumPoints()
"point",relativeObject,"relativePoint",xOfs,yOfs =
Region:GetPoint(index)
Region:SetPoint("point" [, LayoutFrame] [, "relativePoint"]
[, offsetX, offsetY])
Region:SetAllPoints(LayoutFrame)
Region:ClearAllPoints()
- New Texture Methods
ULx,ULy,LLx,LLy,URx,URy,LRx,LRy = Texture:GetTexCoord()
isDesaturated = Texture:IsDesaturated()
- New FontString Methods - nonSpaceWrap = FontString:CanNonSpaceWrap()
- New Frame Methods
Frame:RegisterAllEvents() - For debugging purposes only!
enabled = Frame:IsKeyboardEnabled()
enabled = Frame:IsMouseEnabled()
enabled = Frame:IsMouseWheelEnabled()
region = Frame:CreateTitleRegion()
region = Frame:GetTitleRegion()
Frame:SetHitRectInsets(left, right, top, bottom)
left, right, top, bottom = Frame:GetHitRectInsets()
minWidth, minHeight = Frame:GetMinResize()
maxWidth, maxHeight = Frame:GetMaxResize()
backdropTable = Frame:GetBackdrop(backdropTable) - backdropTable
will be filled in and returned.
r, g, b, a = Frame:GetBackdropColor()
r, g, b, a = Frame:GetBackdropBorderColor()
Frame:SetClampedToScreen(clamped)
clamped = Frame:IsClampedToScreen()
- New Button Methods
Button:SetFontString(fontstring)
texture = Button:GetNormalTexture()
texture = Button:GetPushedTexture()
texture = Button:GetDisabledTexture()
texture = Button:GetHighlightTexture()
r, g, b, a = Button:GetTextColor()
r, g, b, a = Button:GetDisabledTextColor()
r, g, b, a = Button:GetHighlightTextColor()
Button:SetPushedTextOffset(x, y)
x, y = Button:GetPushedTextOffset()
- New CheckButton Methods
texture = CheckButton:GetCheckedTexture()
texture = CheckButton:GetDisabledCheckedTexture()
- New EditBox Methods
EditBox:SetAutoFocus(isAutoFocus)
isAutoFocus = EditBox:IsAutoFocus()
EditBox:SetMultiLine(isMultiline)
isMultiline = EditBox:IsMultiLine()
EditBox:SetNumeric(isNumeric)
isNumeric = EditBox:IsNumeric()
EditBox:SetPassword(isPassword)
isPassword = EditBox:IsPassword()
EditBox:SetBlinkSpeed(speed)
speed = EditBox:GetBlinkSpeed()
bytes = EditBox:GetMaxBytes()
letters = EditBox:GetMaxLetters()
l, r, t, b = EditBox:GetTextInsets()
- New MessageFrame Methods
MessageFrame:SetInsertMode("TOP" or "BOTTOM")
mode = MessageFrame:GetInsertMode()
MessageFrame:SetFading(fading)
fading = MessageFrame:GetFading()
MessageFrame:SetTimeVisible(seconds)
seconds = MessageFrame:GetTimeVisible()
MessageFrame:SetFadeDuration(seconds)
seconds = MessageFrame:GetFadeDuration()
MessageFrame:Clear()
- New ScrollingMessageFrame Methods - isAtTop = ScrollingMessageFrame:

```

```
AtTop()
- New SimpleHTML Methods - format = SimpleHTML:GetHyperlinkFormat()
- New Model Methods
  filename = Model:GetModel()
  r, g, b, a = Model:GetFogColor()
  value = Model:GetFogNear()
  value = Model:GetFogFar()
  enabled, omni, dirX, dirY, dirZ, ambIntensity[, ambR, ambG, ambB],
  dirIntensity[, dirR, dirG, dirB] = Model:GetLight()
- New Slider Methods - texture = Slider:GetThumbTexture()
- New ColorSelect Methods
  ColorSelect:SetColorWheelTexture(texture or nil)
  ColorSelect:SetColorValueTexture(texture or nil)
  ColorSelect:SetColorValueThumbTexture(texture or "texture" or nil)
  texture = ColorSelect:GetColorWheelTexture()
  texture = ColorSelect:GetColorWheelThumbTexture()
  texture = ColorSelect:GetColorValueTexture()
  texture = ColorSelect:GetColorValueThumbTexture()
- New Minimap Methods
  MiniMap:SetArrowModel("file")
  MiniMap:SetPlayerModel("file")
```

- World of Warcraft Client Patch 1.10.2 (2006-05-02)

General

- Guild Recruitment channel functionality has been improved to be turned off for players already in guilds, and turned on for players not in guilds by default.
- Fixed a bug which caused players to drop from combat after destroying a totem.
- Fixed a soft-lock bug that occurred under certain conditions when players were near ships, zeppelins, elevators, and the Deeprun Tram.

Mages

- Arcane Power: This aura will no longer stack with Power Infusion. If you use it, Arcane Power's aura will replace Power Infusion's aura.
- Ignite should now proc correctly when landing a critical strike with a fire spell.

Paladins

- Holy Shock will now be guaranteed to crit when used offensively while Divine Favor is active.
- Eye for an Eye will now properly produce its damage effect on the attacking caster.

Priests

- Inner Fire: Rank 3 will no longer have charges consumed when Power Word: Shield is active.
- Power Infusion: This aura will no longer stack with Arcane Power. If you attempt to cast it on someone with Arcane Power, the spell will fail.
- Starshards: Ranks 1 and 2 inadvertently received too much bonus from spell damage, while Rank 7 received no bonus from spell damage. Each of those ranks are now fixed to receive the

Rogues

- Fixed a bug which prevented Vanish from working properly under certain conditions.
- Seal Fate will now correctly provide a bonus combat point upon landing a critical strike.

Warlocks

- Improved Shadow Bolt will now proc properly after landing a critical strike with Shadow Bolt.

Warriors

- Rage generated from Unbridled Wrath and Shield Specialization will now display properly in the combat log.

Mac

- Fixed a client crash caused by weather effects when running OS 10.3.9.

World Environment

- Players should no longer become dismounted while riding through certain areas of the Undercity.
- Fixed a number of clipping issues and awkward turns discovered throughout various chained flight paths.
- Certain creatures in Eastern Plaguelands weren't providing reputation gain with the Argent Dawn. This has been fixed.

- World of Warcraft Client Patch 1.10.1 (2006-04-11)

Druids

- Nature's Grace will now correctly trigger after every spell critical strike.
- Fixed a bug that occasionally prevented the Omen of Clarity talent from casting.

Paladins

- Fixed a bug that occasionally prevented the Seal of Command talent from casting.

Warriors

- Fixed a bug where the Deep Wounds talent did not trigger "on next melee" attacks when the player had initial aggro.

Items

- Thick Obsidian Breastplate: The effect from this item will now properly trigger from the Warlock "Death Coil" spell.
- Jagged Obsidian Shield is now Bind on Equip.

Professions

- Blacksmithing: Titanic Leggings Pattern will now drop slightly less frequently.

User Interface

- Fixed a bug that crashed the client when players in Moonkin, Noggenfogger, Gordok Ogre Suit, Hallow's End form/costume attempted to create a guild tabard.
- Fixed a bug that could crash the client when switching between windowed and full screen mode, involving third-party UI using DXT textures in .BLP files.
- Fixed a bug that caused an increase in UI Addon memory usage. Memory usage has been reduced to previous levels.
- Fixed a bug that could potentially crash the client when certain friend list notifications were received.
- In Simple Chat mode, the chat window and combat log should now again be in alignment.
- Fixed a bug that caused the combat log window to interfere with side action bars when opening large windows.
- The raid window will now properly come into focus on top of the raid group pullout.
- The rest bonus indicator will now properly appear when a faction is shown on the experience bar.
- Fixed a bug that was causing an error message to appear when opening the Alterac Valley battle map.
- Food, drink, and mount icons placed on action bars are now properly grayed out when the player is in combat.

World Environment

- The Prophet Skeram is now properly affected by "Curse of Tongues" and "Mind-Numbing Poison."
- Fixed a bug that occasionally permitted players to mount in indoor areas.
- Fixed a bug that did not properly discount subsequent legs on chained flight paths according to reputation level.

Bug Fixes

- Fixed a bug that could potentially crash the client during a login attempt if the available realm list changed around the same time.
- Fixed a bug that could potentially crash the client when certain combinations of models and lighting were in effect.

New High-Level Armor Sets!

Adventurers of Azeroth can now quest to upgrade their previous Rare-quality Dungeon set to a new, higher-quality set, including epic gear! These tasks include all-new boss encounters, so prepare your finest group of dungeon-delvers and prepare for a challenge!

Weather!

Weather has been introduced in the following areas around Azeroth:

- Elwynn Forest
- Tirisfal Glades
- Dun Morogh
- Darkshore
- Alterac Mountains
- Stranglethorn Vale
- Feralas
- Un'Goro Crater
- Tanaris
- Winterspring
- Ahn'Qiraj

We will be adding more weather to the world as time progresses; this is simply the beginning!

High-Level Instance Changes

Along with the new Armor Sets, the high-level 5-10 man dungeons have received some changes regarding loot. Many items have been improved in quality and use. In addition, several epic items, such as Headmaster's Charge and the Runeblade of Baron Rivendare, have had their drop rates significantly increased. In order to preserve the challenge of these dungeons, they have had their instance caps lowered. Stratholme, Scholomance, and Blackrock Depths now allow a maximum of five players inside, and Blackrock Spire allows a maximum of ten.

Quest Experience to Gold Conversion at Level 60

Previously, quest experience was wasted if one completed a quest at level 60. In this patch, any quests done at maximum level will have their experience reward converted to a healthy amount of gold, thus adding additional incentive to completing those quests in your log once you hit 60.

New Final Destination Flight Paths!

If you're making several jumps to get to your destination, you will now be able to choose that flight path from your initial Flight Master. The costs will remain the same, but you no longer need to manually click on each path. The UI has also been improved significantly.

General

- All spells/abilities that remove existing effects (e.g. Dispel Magic, Cleanse, Remove Curse etc...) will now verify that there is an effect that can be removed before casting.
- You will no longer lose your current target when affected by a crowd control spell (e.g. Fear, Polymorph etc...).
- Various tooltips updated.
- Pets no longer modify your reputation if you kill them.
- You no longer teleport to your flight destination when hit by snowballs.
- Passive damage effects like Oil of Immolation will cause creatures to attack when they are hit.
- Turning off the At-War flag will no longer stop neutral guards from attacking you.
- Trying to spoof item links will disconnect you.
- Fixed error message when attempting to start melee combat while unable to attack.
- Channelled spells are cancelled when a rogue vanishes.
- Channelled spells are cancelled when you zone.
- Damage over time spells are no longer affected by changes in equipment after the cast.
- You are no longer kept in combat while on auto-attack at long range.
- Area effect spells and abilities will no longer consider totems as

valid targets.

- Charm spells on charmed creatures are no longer available to the players that charm them.
- Fixed a bug which could cause lava flows to be improperly rendered or invisible.
- Traps can now be detected in the same way stealthed units can be detected.
- Stealth and Invisibility effects will now be canceled at the beginning of an action (spellcast, ability use etc...), rather than at the completion of the action.
- Reputation will no longer be gained if a pet kills a monster without aid.
- Added support for widescreen video resolutions.

PvP & Battlegrounds

- Alterac Valley

Flavor items from player loot in Alterac Valley will now stack and can be sold for a small value. These are items like Documents from Boomstick Imports, Worn Running Shoes, etc.

Players in Alterac Valley will no longer drop Darkspear Troll Mojo, Dwarf Spines, Forsaken Hearts, Human Bone Chips, Orc Teeth, etc. and the quests have been removed for these items. Instead when a player is slain in Alterac Valley, any enemies that were in that player's threat list will gain 1 point of reputation with either the Frostwolf or Stormpike factions.

Frostwolf and Stormpike faction will now be gained by killing players of the opposite faction. Reputation will no longer be split up among the entire raid group.

Tower Banners in Alterac Valley can no longer be used through walls. Korrak the Bloodrager and his band of trolls have packed up their bags and left Alterac Valley for greener pastures.

- Arathi Basin

The Horde can no longer bypass the gate before the match officially begins.

- The reputation gain in Warsong Gulch and Arathi Basin has been significantly increased.
- Several Civilian NPCs that would assist the guards in attacking players no longer do so.

Druids

- Healing Touch - Mana cost on all ranks reduced approximately 9%.
- Ravage - Can no longer be dodged, parried, or blocked.
- Cure Poison - Can no longer be cast while in Moonkin form.
- Gift of the Wild - Range and area of effect increased.
- Rip - Is now properly considered a Bleed effect.
- All shapeshift forms can now use equipped items.
- Nature's Swiftress - Now makes Rebirth and Soothe Animal spells instant cast.
- Bear Form and Dire Bear Form - It is no longer possible at very low health to die when shifting out of these forms.
- Pounce - This ability will no longer apply its bleed effect when the attack misses or is dodged.
- Some creature Mana Drain spells were previously able to mana drain druids in forms that do not display mana. That has been fixed.
- Previously, shifting into an animal form granted a one-second immunity to roots and snares. That has been changed to dispelling roots and snares.
- A new level 52 druid quest that takes place in Un'Goro crater has been added.

Hunters

- Multi-Shot - This ability now has its attack power normalized the same as melee instant attacks. This means that the attack power contribution from all ranged weapons will be the same, no matter what their speed. All weapons will contribute attack power as if they were 2.8 speed. Weapons slower than 2.8 speed will do slightly less damage than previously; weapons faster than 2.8 speed will do slightly more damage.
- Aimed Shot - This ability now has its attack power normalized the same as melee instant attacks. This means that the attack power contribution from all ranged weapons will be the same, no matter what their speed. All weapons will contribute attack power as if they were 2.8 speed. Weapons slower than 2.8 speed will do slightly less damage

than previously; weapons faster than 2.8 speed will do slightly more damage.

- Improved Aspect of the Hawk - The buff from this talent has had its duration increased from 8 seconds to 12 seconds. Note that the haste it provides does not begin until the second shot after the triggering shot. This change is to compensate for that delay.
- Hunter's Mark - This spell no longer triggers procs on the spell caster. This was being abused to land debuffs without getting on the creature's hate list.
- Claw and Bite - Pets using these abilities will now generate the correct amount of threat. Only ranks 7 and 8 of claw were generating the correct amount previously.
- Bestial Wrath - No longer generates threat for the Hunter.
- New high-level boars now exist in the Eastern Plaguelands and have a new rank 6 version of the pet ability: Charge.
- The special turtle ability Shell Shield has been improved to no longer root or pacify the turtle, but instead apply a 30% melee slow for the duration of the effect. Cooldown has been improved from 5 minutes to 3 minutes.
- Freezing Traps are now affected by diminishing returns.
- Pet Frenzy - This effect will now trigger off any kind of critical hit by the pet.
- Fixed problem where a tamed pet would be lost if the hunter died as the tame completed.
- Distract no longer rotates hunters who have feigned death.
- Hunter traps now use the same rules as stealth rather than being invisible. Detect Trap has been changed to reflect this.

Mages

- Improved Frost Ward - This ability now functions properly again.
- Improved Fire Ward - This ability now functions properly again.
- Detect Magic - This spell no longer triggers procs on the spell caster. This was being abused to land debuffs without getting on the creature's hate list.
- Ignite - This talent will now only trigger off fire damage generated by mage spells. In addition, when a fire spell is reflected back at the caster, the caster will now correctly receive the Ignite damage.
- Arcane Brilliance - Range and area of effect increased.
- Impact - When a fire spell is reflected back at the caster, the caster will now correctly receive the Impact effect.

Paladins

- Blessing of Light - Different ranks of this spell were stacking without causing additional effect. It was never intended for them to be able to stack, so they can no longer stack.
- Judgement of Justice - This judgement will now always hit.
- Righteous Fury - Righteous Fury will now always generate the correct amount of additional threat on all holy damage. There were some abilities, such as Retribution Aura, where this did not work correctly.
- Holy Shock - This ability now works with Divine Favor and Illumination.
- Holy Shield - Mana cost reduced approximately 15%. The effect now has a small bonus coefficient from spell damage items and effects.
- Eye for an Eye - This talent can now trigger while you are mounted.
- Blessing of Sacrifice - This Blessing can no longer be used to prevent the death of a target that is supposed to die for a spell effect (e.g.: Sacrifice, Demonic Sacrifice, Divine Intervention, Ritual of Doom).
- Seal of Command - Will now be able to proc when the Paladin is silenced.
- Improved Seal of Righteousness - Tooltip updated to reflect actual functionality. This talent increases Seal of Righteousness and Judgement of Righteousness by 3-15%.
- Lay on Hands - Range increased.
- Divine Intervention - Range increased.
- Holy Shield - Tooltip updated to reflect that damage caused by Holy Shield causes 20% additional threat. This has been active since 1.9, but was undocumented.
- All Greater Blessings now have increased range.
- Holy Shock - Mana cost reduced.
- Most creatures that were previously immune to Scorpion Sting are now also immune to the Paladin Talent Vindication.
- Fixed problem where occasionally repeated casts of Consecration will

not deal damage.

- If a paladin avoids damage with Divine Shield, Eye for an Eye will not react.
- Fixed stacking of paladin auras so they overlap, but only the best aura in a given category is in effect.

Priests

- Due to significant talent changes, Priests will have all talent points refunded and can be respent. Training costs for all talent spell replacements have been significantly reduced.
- All racial priest spell replacements have had their training costs reduced.
- Prayer of Fortitude - Range and area of effect increased.
- Holy Fire - Is now available to all priests, starting at level 20.
- Mind Soothe - Is now instant cast.
- Shadowform - Now reduces all physical damage taken (melee and ranged), as the tooltip suggests.
- Feedback (Human) - Redesigned. The priest surrounds himself with anti-magic energy. Any successful spell cast against the priest will burn mana from the attacker and cause Shadow damage.
- Elune's Grace (Night Elf) - Now also increases chance to dodge. Ranged damage reduction increased, duration decreased, mana cost decreased, now has a cooldown.
- Shadowguard (Troll) - Is now instant cast. Updated tooltip to reflect that damage caused by Shadowguard causes no threat. This was previously the case, but was undocumented.
- Inner Fire - Redesigned. Now increases armor by a significant amount but has 20 charges. Each melee or ranged damage hit will remove a charge. Lasts 10 minutes, mana cost increased.
- Desperate Prayer (Dwarf/Human) - Cooldown reduced.
- Touch of Weakness (Undead) - Now a 10 min. buff on the caster that is triggered when they are struck in melee. The effect is otherwise the same. Mana cost decreased substantially.
- Hex of Weakness (Troll) - Now also applies a -20% healing modifier in addition to its normal effect. The healing debuff does not stack with the warrior's Mortal Strike ability, although the damage penalty now stacks with either Touch of Weakness or Curse of Weakness. Mana cost decreased substantially.
- Starshards (Night Elf) - This spell now works like Curse of Agony, with lower initial damage which increases as the duration continues. Mana cost dropped approximately 30% on all ranks. Ranks 1 and 2 increased to 6 second duration. Damage increased approximately 17%.
- Lesser Heal - Mana cost dropped approximately 9%.
- Heal - Ranks 2, 3, and 4, cast time reduced to 3 seconds. Rank 1 mana cost dropped approximately 9%. Rank 2, 3, and 4 the healing amount has been reduced to generate the same amount of healing per cast time as before the cast time was reduced. Rank 2, 3, and 4, the mana cost was reduced to cost approximately 9% less mana per point of healing generated. The net effect on all ranks is that the healing per mana is 10% higher, the cast time is limited to 3 seconds, and the healing per second is unchanged. Note that spells with less than 3.5 second cast time will not receive the full bonus from plus healing items.
- Greater Heal - Cast time reduced to 3 seconds. Healing and Mana cost reduced so that the healing per second is unchanged, but the healing per mana is increased approximately 10%. Note that spells with less than 3.5 second cast time will not receive the full bonus from plus healing items.
- Vampiric Embrace - Damage resisted by the target will no longer be counted as damage caused for the purposes of the healing from this ability.
- Power Word: Shield - This spell will now get a small bonus from items and effects which increase your healing.
- Holy Nova - Self cooldown on this spell removed. Mana cost increased.
- Devouring Plague - No longer keeps players in combat for its duration.

Rogues

- Slice and Dice - This ability can no longer be blocked, dodged, or parried, and cannot miss. If you attempt to use this ability when your target is dead, you will now receive an error message instead of displaying the spell animations.
- Sap - Lightning Shield will no longer break Stealth when the Sap is resisted.
- Remorseless Attacks - This ability will no longer trigger off killing creatures that do not award experience, or players that do not award

honor.

- Distract - This ability will no longer trigger a Shaman's Lightning Shield (which caused the Rogue to lose stealth).
- Blade Flurry - The additional attacks generated by this ability will now properly take into account the armor of the second target.
- Blind - Now considered a ranged attack. It can no longer be dodged or parried.
- Creatures will no longer get one hit on a rogue before cheap shot takes effect.

Shaman

- Lightning Shield - Bonfires and other environmental damage sources will no longer consume charges of the Lightning Shield. Warsong Gulch power-ups will also no longer consume the charges.
- Grounding Totem - This totem will no longer absorb the procs from: Frostguard, Annihilator, Bludgeon of the Grinning Dog, The Chief's Enforcer, The Judge's Gavel, Hammer of the Titans, Blackblade of Shahram, and Bonereaver's Edge. Tooltip updated to be more clear.
- Flurry - Your haste will now last only the intended next 3 swings.
- Healing Wave - Mana cost on all ranks reduced approximately 9%.
- Shaman can now use equipped items while in Ghost Wolf form.
- Shaman will no longer stop falling when they use a Sentry Totem.

Warlocks

- Curse of Agony - The damage over time component of this curse will now only trigger periodic triggerable procs.
- Shadowburn - The debuff which produces the soul shard upon death is now visible to the player and has a 5 sec duration. The Warlock will no longer sometimes receive two soul shards upon the victim's death. Targets which do not grant experience or honor will no longer produce shards.
- Rain of Fire - This ability will correctly trigger Pyroclasm again.
- Master Demonologist - Pets that were crowd controlled at the moment of summon prevented you from receiving the buff from this talent. That has been fixed.
- Curse of Doom - This curse can no longer be cast on players who are under the control of a creature.
- Shadowburn - This spell will no longer apply its debuff to the creature when the spell is resisted. Targets which do not grant experience or honor will no longer produce shards.
- Curse of Weakness - Mana cost decreased substantially.
- Curse of Recklessness - Mana cost decreased.
- Creatures immune to fear are now also properly immune to the fear effect of Death Coil.
- Suffering (Voidwalker) - Radius increased, tooltip updated.
- Death Coil - The horrify component no longer affects undead creatures (they've seen it all before.)
- Siphon Life - No longer keeps players in combat for its duration.
- Improved Shadow Bolt - When a fire spell is reflected back at the caster, the caster will now correctly receive the Shadow Vulnerability effect.

Warriors

- Execute - This ability will now work with Sweeping Strikes again. If the second victim is below 20% health, they will be hit with the full Execute amount. If the second victim is not below 20% health, they will be hit with normal melee swing damage.
- Whirlwind - When this ability is used with Sweeping Strikes, it will burn only one charge of Sweeping Strikes and will generate only one additional attack.
- Flurry - Ranks 1 through 4 of this talent will now activate correctly again.
- Retaliation - This ability will now function correctly at full melee range.
- Intimidating Shout - The cowering in fear effect will no longer be applied when the target resists this shout. In addition, this shout will now affect a maximum of 5 targets.
- Flurry - Your haste will now last only the intended next 3 swings.
- Sweeping Strikes - The additional attacks generated by this ability will now properly take into account the armor of the second target.

Items

- Relics have been introduced to the game. These are class specific items for Druids, Paladins, and Shaman which can be equipped in the

ranged slot. Currently there are a handful for each class which can be found scattered throughout Blackrock Depths, Blackrock Spire, Dire Maul, Scholomance, Stratholme, and The Temple of Ahn'Qiraj. We hope that you enjoy the first round of available relics and we will continue to add more in future patches.

- Many items in Blackrock Depths, Stratholme, Scholomance, and Blackrock Spire have been re-evaluated and adjusted to make them more appealing. In addition several new items have been added to all of these instances.
- The following item sets have had their set bonuses adjusted: Valor, Magister's, Lightforge, Shadowcraft, Dreadmist, Devout, Wildheart, Beaststalker, and Elements.
- The locations of some of the waist, wrist, and hand slot pieces of the dungeon armor sets have been moved from their old creatures, including the Lightforge Gauntlets and the Magister's Boots. Additional creature types can also drop many of the previously difficult to obtain armor pieces.
- All of the hand slot items in the dungeon armor sets are now bind on equip. The Belt of Valor is also now bind on equip.
- Death's Head Vestment and Wolfrunner Shoes now have stats more appropriate for cloth wearers.
- The value of Health per 5 seconds items was re-evaluated and has been changed to be the same as Mana per 5 items. As a result most items that restore Health per 5 seconds will see an increase in effectiveness.
- Biznicks 247x127 Accurascope now only affects ranged attacks, and Elemental Sharpening Stones no longer will affect ranged weaponry. The schematic for the Accurascope will now drop once again in the Molten Core.
- Item use can no longer trigger the effect on the Five Thunders set or the Darkmoon Card: Blue Dragon trinket.
- The On Use ability on the Blade of Eternal Darkness has been changed to an On Equip triggered effect with a chance to occur on any damage spell.
- The Netherwind Regalia Set's instant cast spell bonus will no longer be consumed if the mage is not facing his or her target. In addition, the instant cast bonus will not be consumed if Presence of Mind is active; only Presence of Mind's effect will be consumed.
- The Lightning Shield bonus on the Ten Storms set will now work the same way as all other Lightning Shield auras, including increased damage from bonus spell damage effects.
- The tooltip on Thunderfury has been clarified to indicate that only the primary target will receive the slowing effect. In addition, the two effects have been broken down into two different debuffs to prevent incorrect information from appearing in the debuff tooltip for secondary targets (previously secondary targets were told they were slowed when they were not actually slowed).
- Wrath of Cenarius will now trigger off all damaging spells.
- The charges from the Zandalarian Hero Charm will now be consumed by melee and ranged abilities and spells which do non-physical damage. This includes: Hammer of Wrath, Judgement of Righteousness, Seal of Command, Judgement of Command, Volley, and Arcane Shot. The trinket will also now burn charges from each casting of a damage over time spell, heal over time spell, and area aura spells such as Blizzard and Consecration. Only one charge will be burned per area spell cast, rather than multiple charges per target hit as was previously the case.
- The Panther Hide Bag from High Priestess Arlokk will no longer take the place of other items. Instead, this item will now sometimes drop in addition to the normal loot.
- The following items were found to be more powerful than intended and have been tuned to be more in line with their level: Satyr's Bow, Inventor's Focal Sword, and Scepter of the Unholy.
- Green Whelp Armor no longer affects targets above level 50 and the sleep duration was reduced to 10 seconds.
- Many Recipes now have different icons. Recipe icons should correspond with the item color; a green-glowing scroll is a green recipe; and a blue-glowing scroll is a blue recipe, for example. As a reminder, white recipes can be purchased from a vendor somewhere in the world, so players should not pay too much for them at the Auction House.
- The Phantom Blade's effect will now prevent players from trying to become stealthed or invisible.
- The Luffa and Talisman of Ephemeral Power now have sell prices.
- The Crystal Force, Crystal Ward, and Oil of Immolation effects now

- have effect tooltips.
- The Royal Sceptre of Vek'lor has the proper spell hit chance instead of melee hit chance.
- The damage dealt by Demonic Rune and Dark Rune will no longer be affected by the user's increased spell damage items.
- The target of the Demon Forged Breastplate's effect no longer has to be in front of the wearer.
- The spell hit effect on the Felheart Robes is now properly listed as an On Equip effect.
- The Augural Shroud and Spidertank Oilrag now have stats more appropriate for cloth wearers.
- The Skeletal Guardian and Skeletal Berserker now drop loot appropriate to their non-elite status.
- Flavor items from the Stratholme postbox are now listed as poor quality.
- The Black Diamond and Pristine Black Diamond now stack to 20, the same as other gems.
- The tooltip of the Seeping Willow's effect has been reworded for clarity.
- The Chromatic Boots and Boots of the Fallen Hero have had their stats adjusted.
- The duration of the Fetish of the Sand Reaver's effect has been increased, but the effect lowered.
- Many trinkets will now trigger a cooldown equal to the duration of their effects that will prevent simultaneous use of more than one of these trinkets. The Trinkets affected include the Zandalarian Hero Charm, Zandalarian Hero Badge, Zandalarian Hero Medallion, and most all the other Trinkets available from Zul'Gurub, Earthstrike, the Talisman of Ephemeral Power, and the level 50 class quest trinkets such as the Devilsaur Eye.
- Rumsey Rum gained from fishing is no longer soulbound.
- The Innkeeper in Everlook now sells Winter Kimchi.
- The drop rate for Essence of Air has been increased.
- The Diablo Stone now has a unique icon.
- Fixed typos in the names of Last Month's Mutton and Last Year's Mutton.
- The Expose Weakness effect of the Hunter's Dragonstalker set can no longer be resisted as a magical spell.
- The Dawn Treaders, Timbermaw Brawlers and Might of the Timbermaw now make sounds when moved in your inventory.
- The Zulian Stone Axe has the proper inventory icon again.
- Clarified the Hand of Justice and Force of Will tooltips to better describe their functionalities.
- The Bonereaver's Edge's triggered effect has been changed. Instead of lowering your victim's armor, it will cause you to ignore a portion of your victim's armor. Its triggering rate was substantially increased as well as the magnitude of the effect. In addition, the item now has 16 stamina.
- Players will no longer be stuck in zoomed vision if they zone while using the Ornate Spyglass.
- Abyssal Cloth Pants were missing their Spell Critical bonus; this has been corrected.

Professions

- Players that unlearn Engineering or Leatherworking may now respecialize if they decide to relearn the professions.
- Blacksmithing
 - The Statues in Ahn'Qiraj now drop chunks of obsidian that can be crafted by blacksmiths in to various types of armor. The Recipes come from both Cenarion Circle vendors as well as drops and other sources.
 - The materials required to make the Gloves of the Dawn have been reduced.
 - New high level World Drop epic recipes have been added for Hammersmiths, Swordsmiths and Armorsmiths.
- Engineering
 - The Alarm-o-Bot now pulses its detection every 7 seconds rather than every 30 seconds.
 - Fused Wiring now stacks to 5.
 - Rocket Clusters now require Solid Blasting Powder and Large Rocket Clusters require Dense Blasting Powder.
 - Target Dummies now have a much shorter duration, but have significantly more health. They also have a general 3 minute cooldown on their use.

The Goblin Mortar's maximum range has been increased from 20 yards to 40 yards.

- Tailoring

Mooncloth Bag recipe only requires a single mooncloth to make.

Tailors can now make bags with up to 24 slots that can only hold enchanting materials or herbs. The recipes can mostly be found on vendors that sell enchanting materials or on vendors in Silithus.

- Enchanting

A new enchanting recipe that adds +25 Agility to two-handed weapons has been added to the Timbermaw Furbolgs that requires Friendly reputation.

Enchant Gloves - Healing only requires a single Righteous Orb.

- Leatherworking

Many of the beast bosses in the game will now be skinnable for significantly more leather.

There is now a fourth item in the Stormshroud Armor set: Stormshroud Gloves.

The recipe for the Heavy Scorpion Vest is no longer soulbound.

The Dreamscale Breastplate is now Bind on Equip.

Red Dragonscales drop significantly more often off the dragonkin in the Wetlands.

Golden Mantle of the Dawn no longer requires Righteous Orbs.

The Dreamscale Breastplate only requires 6 Dreamscales instead of 12 to make.

- Alchemy

There is now an Elixir of Greater Firepower recipe in the world. The Dark Iron Dwarves of the Searing Gorge hold the secret.

Quests

- The Hexxer's Head is no longer a requirement for the Collection of Heads quest in Zul'Gurub.

- Realms that have Ahn'Qiraj open have access to a new questline at Cenarion Hold.

- The Deathly Usher in the Blasted Lands will now transport a whole group up to the Rise of the Defiler as long as one person is on the quest 'You Are Rakh'likh, Demon.'

- Fragments for the quest Uncovering the Past in the Wetlands are now easier to find.

- Magma Elementals in the Searing Gorge can now drop the Heart of Flame quest item.

- Dire Maul library book quests are no longer repeatable.

- Drop frequencies for Tactical Task Briefing V and Logistics Task Briefing XI have been improved considerably. These were needed for the Mark of Cenarius and the Mark of Remulos, their drop rates are now comparable to the other task briefings.

Raids & Dungeons

- The Four Green Dragons will now spawn as originally intended. They should all now spawn at the same time everytime.

- Ruins of Ahn'Qiraj

Ayamiss the Hunter now flies down from the air much earlier.

Lieutenant General Andorov will now offer supplies if kept alive through the battle.

Certain monsters have had their hitpoints reduced.

Qiraji Scorpions and Qiraji Scarabs now yield a small amount of experience.

- Temple of Ahn'Qiraj

The Plague effect from Anubisath Defenders and Anubisath Sentinel's is no longer amplified by +damage gear.

Spawn of Fankriss will now enrage if not dealt with in a timely manner.

Fixed a bug that was causing Battleguard Sartura's low-health enrage to have very little effect.

Removed the stacking acid from the Flesh Tentacles in the C'thun encounter.

Digestive Acid now increases its effect over time during the C'thun encounter.

Fixed a bug that could allow for the Digestive Acid debuff to be removed.

Lowered the amount of knockback dealt by Giant Tentacles.

Tentacles should no longer spawn on players who have just been knocked back by a previous tentacle.

- Molten Core

You no longer charge into the lava when charging Ragnaros.

- Dire Maul
 - Magister Kalendris has been moved in to the middle of the hall.
 - Guard Slip'kik's patrol path has been altered.
 - Tendris Warpwood will now call upon any protectors still alive to aid him.
- Blackrock Spire
 - Some monsters were removed to reduce the time it takes to run the dungeon.
 - Mother's Milk off Mother Smolderweb will now only affect players.
 - Spire Spiderlings now have fewer hitpoints.
- Blackrock Depths
 - Lord Rocco is no longer a rare spawn. His patrol path was altered accordingly.
 - Pick lock and Seaforium now work on the Shadowforge Gates Mechanism.
 - The difficulty of the Lord Incendius and Ambassador Flamelash encounters has been increased.
 - Marshal Windsor will now open the door to the supply room during the escort 'Jail Break,' instead of walking through it.
- Stratholme
 - Some of the undead that invade the Scarlet Bastion after Balnazzar's death have been removed to make exiting faster.
 - Added new crates to Stratholme that only hold Stratholme Holy Water.
 - The old crates still exist.
- Scholomance
 - Skin of Shadow now has a chance to drop from creatures in the Scholomance.
- Zul'Farrak
 - The summoned zombies will now attack any player in the instance after their grave has been disturbed.

User Interface

- The Reputation UI has gotten a significant overhaul:
 - You can now click on a faction in the reputation pane to get additional details/options.
 - You can display one of your reputations on your main display where your experience bar currently displays. If you are not level 60 it displays two thin bars - experience and reputation.
 - You can mark any of your factions as "Inactive". These factions will be moved to the bottom of your reputation pane in a callout that is closed by default.
- Your experience bar will no longer display when you are level 60. The primary benefit of this relates to the improvements to the Reputation systems.
- Shift-R will now reply to the last person that you sent a tell to rather than the last person who sent a tell to you.
- Purchasing Bank Slots now has a confirmation dialogue to prevent accidental purchase.
- All Set bonuses for a set now display even if you do not have all the required items for that set. The set bonuses that you do not have yet display in gray and also show in parenthesis the number of pieces of the set required for that bonus.
- You can now mouseover items in your mailbox and get item mouseover information without opening the mail.
- The raid option to "Show Castable Buffs" should now work correctly.
- If a /who search brings up few enough names that those names are displayed to the chat interface, those names will be right clickable for invite/whisper purposes.
- Fixed a bug that would prevent health and mana display in group or raid from updating properly.
- Fixed problem where character specific macros could be overwritten by account-wide macros.
- You are no longer able to modify the Blizzard XML and Lua files.
- Addons and macros may not call or hook functions that initiate movement.
- Addons can no longer use RegisterForSave().
- SpellStopCasting() requires input to work, like spell casting does.
- Toggling autocast for pet actions requires input to work, like commanding your pet does.
- New API Functions
 - frame = CreateFrame("frameType" [, "name"] [, parent]) - Dynamically create a new frame of the specified type
 - font = CreateFont("name") -- Dynamically create a font object
 - num = GetNumFrames() -- Get the current number of frames created
 - nextFrame = EnumerateFrames(currentFrame) -- Get the Frame which

```

follows currentFrame (in internal order, use currentFrame=nil for
the first one)
seterrorhandler(errfunc) -- Sets a new script error handler (a
function taking error message as its argument)
errfunc = geterrorhandler()
version, buildnum, builddate = GetBuildInfo()
MouselookStart()
MouselookStop()
mouselook = IsMouselooking()
- New Object Methods (inherited by all fonts, frames, textures and
fontstrings)
type = Object:GetObjectType()
isType = Object:IsObjectType("type")
- New Font Object
name = Font:GetName()
a = Font:GetAlpha()
Font:SetAlpha(a)
font = Font:GetFontObject() -- Get the 'parent' of the Font.
Font:SetFontObject(font or nil) -- Set the 'parent' of the Font.
Font:CopyFontObject(font) -- Set this Font's attributes to be the
same as those of font.
fontFile, fontHeight, flags = Font:GetFont()
wasFound = Font:SetFont("fontFile", fontHeight [, flags]) - Returns
1 if specified font was valid, and nil if it was not (the change
will not occur).
r,g,b,a = Font:GetTextColor()
Font:SetTextColor(r, g, b [, a])
r,g,b,a = Font:GetShadowColor()
Font:SetShadowColor(r, g, b [, a])
x,y = Font:GetShadowOffset()
Font:SetShadowOffset(x, y)
Font:SetSpacing(spacing)
spacing = Font:GetSpacing()
Font:SetJustifyH("LEFT" or "CENTER" or "RIGHT")
justifyh = Font:GetJustifyH()
Font:SetJustifyV("TOP" or "MIDDLE" or "BOTTOM")
justifyv = Font:GetJustifyV()
- New LayoutFrame Methods (inherited by all frames, textures and
fontstrings)
x,y = LayoutFrame:GetCenter()
x = LayoutFrame:GetLeft()
x = LayoutFrame:GetRight()
y = LayoutFrame:GetTop()
y = LayoutFrame:GetBottom()
width = LayoutFrame:GetWidth()
LayoutFrame:SetWidth(width)
height = LayoutFrame:GetHeight()
LayoutFrame:SetHeight(height)
numPoints = LayoutFrame:GetNumPoints()
"point",relativeObject,"relativePoint",xOfs,yOfs =
LayoutFrame:GetPoint(index)
LayoutFrame:SetPoint("point" [, LayoutFrame] [, "relativePoint"]
[, offsetX, offsetY])
LayoutFrame:SetAllPoints(LayoutFrame)
LayoutFrame:ClearAllPoints()
- New Texture Methods
parent = Texture:GetParent()
Texture:SetParent(parent or "parent")
layer = Texture:GetDrawLayer()
Texture:SetDrawLayer("layer")
blendMode = Texture:GetBlendMode()
Texture:SetBlendMode("blendMode") -- blendMode is one of "DISABLE",
"BLEND", "ALPHAKEY", "ADD", "MOD"
r,g,b,a = Texture:GetVertexColor()
isFound = Texture:SetTexture("path") -- Now returns 1 if the path
was found, nil if not.
- New FontString Methods
parent = FontString:GetParent()
FontString:SetParent(parent or "parent")
layer = FontString:GetDrawLayer()
FontString:SetDrawLayer("layer")
font = FontString:GetFontObject()
FontString:SetFontObject(font or nil)
fontFile, fontHeight, flags = FontString:GetFont()

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wasFound = FontString:SetFont("fontFile", fontHeight [, flags])
-- Returns 1 if specified font was valid, and nil if it was not
(the change will not occur).
a = FontString:GetAlpha()
r,g,b,a = FontString:GetTextColor()
FontString:SetTextColor(r, g, b [, a])
r,g,b,a = FontString:GetShadowColor()
FontString:SetShadowColor(r, g, b [, a])
x,y = FontString:GetShadowOffset()
FontString:SetShadowOffset(x, y)
spacing = FontString:GetSpacing()
FontString:SetSpacing(spacing)
justifyh = FontString:GetJustifyH()
FontString:SetJustifyH("LEFT" or "CENTER" or "RIGHT")
justifiyv = FontString:GetJustifyV()
FontString:SetJustifyV("TOP" or "MIDDLE" or "BOTTOM")
- New methods for all Frames
  texture = Frame:CreateTexture(["name"] [, "layer"]) -- Create a new
  Texture object as a child of a frame.
  fontstring = Frame:CreateFontString(["name"] [, "layer"]) - Create
  a new FontString object as a child of a frame.
  numRegions = Frame:GetNumRegions() -- Return the number of regions
  (Textures/FontStrings) attached to a frame.
  a, b, c, ... = Frame:GetRegions() -- Return the regions attached to
  a frame.
- New methods for MessageFrames, ScrollingMessageFrames, and EditBoxes
  font = Frame:GetFontObject()
  Frame:SetFontObject(font or nil)
  fontFile, fontHeight, flags = Frame:GetFont()
  wasFound = Frame:SetFont("fontFile", fontHeight [, flags]) -
  Returns true if specified font was valid, and nil if it was not (the
  change will not occur).
  r,g,b,a = Frame:GetTextColor()
  Frame:SetTextColor(r, g, b [, a])
  r,g,b,a = Frame:GetShadowColor()
  Frame:SetShadowColor(r, g, b [, a])
  x,y = Frame:GetShadowOffset()
  Frame:SetShadowOffset(x, y)
  spacing = Frame:GetSpacing()
  Frame:SetSpacing(spacing)
  justifyh = FontString:GetJustifyH()
  Frame:SetJustifyH("LEFT" or "CENTER" or "RIGHT")
  justifiyv = Frame:GetJustifyV()
  Frame:SetJustifyV("TOP" or "MIDDLE" or "BOTTOM")
- New SimpleHTML Methods ("header" is "H1" "H2" or "H3")
  font = SimpleHTML:GetFontObject(["header"])
  SimpleHTML:SetFontObject(["header",] font or nil)
  fontFile, fontHeight, flags = SimpleHTML:GetFont(["header"])
  wasFound = SimpleHTML:SetFont(["header",] "fontFile", fontHeight
  [, flags]) -- Returns true if specified font was valid, and nil if
  it was not (the change will not occur).
  r,g,b,a = SimpleHTML:GetTextColor(["header"])
  SimpleHTML:SetTextColor(["header",] r, g, b [, a])
  r,g,b,a = SimpleHTML:GetShadowColor(["header"])
  SimpleHTML:SetShadowColor(["header",] r, g, b [, a])
  x,y = SimpleHTML:GetShadowOffset(["header"])
  SimpleHTML:SetShadowOffset(["header",] x, y)
  spacing = SimpleHTML:GetSpacing(["header"])
  SimpleHTML:SetSpacing(["header",] spacing)
  justifyh = SimpleHTML:GetJustifyH(["header"])
  SimpleHTML:SetJustifyH(["header",] "LEFT" or "CENTER" or "RIGHT")
  justifiyv = SimpleHTML:GetJustifyV(["header"])
  SimpleHTML:SetJustifyV(["header",] "TOP" or "MIDDLE" or "BOTTOM")
- New Button Methods
  font = Button:GetTextFontObject()
  Button:SetTextFontObject(font or nil)
  font = Button:GetDisabledFontObject()
  Button:SetDisabledFontObject(font or nil)
  font = Button:GetHighlightFontObject()
  Button:SetHighlightFontObject(font or nil)
  Button:SetNormalTexture("texturePath" or TextureObject) - Added
  Texture Object option.
  Button:SetPushedTexture("texturePath" or TextureObject) - Added
  Texture Object option.

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- Button:SetDisabledTexture("texturePath" or TextureObject) - Added Texture Object option.
- Button:SetHighlightTexture("texturePath" or TextureObject) - Added Texture Object option.
- New Slider Methods
 - orientation = Slider:GetOrientation() -- Return slider orientation
 - Slider:SetOrientation("orientation") -- Set slider orientation ("HORIZONTAL","VERTICAL")
- New StatusBar Methods
 - orientation = StatusBar:GetOrientation() -- Return bar orientation
 - StatusBar:SetOrientation("orientation") -- Set bar orientation ("HORIZONTAL","VERTICAL")
 - filename = StatusBar:GetStatusBarTexture()
 - r, g, b, a = StatusBar:GetStatusBarColor()
- New ScrollingMessageFrame Methods
 - ScrollingMessageFrame:SetFading(isFading) -- Renamed from ScrollingMessageFrame:EnableFading()
 - isFading = ScrollingMessageFrame:GetFading()
 - duration = ScrollingMessageFrame:GetFadeDuration() -- Get time it takes for lines to fade once they start fading.
 - visTime = ScrollingMessageFrame:GetTimeVisible() -- Get time it takes before a line starts fading.
- New Minimap Methods
 - Minimap:SetMaskTexture("file") -- Set the texture for the minimap mask
 - Minimap:SetIconTexture("file") -- Set the texture for the minimap POI icons
 - Minimap:SetBlipTexture("file") -- Set the texture for the minimap tracking blips

World Environment

- New flight paths have been added between:
 - Ironforge and Light's Hope Chapel
 - Stonetalon Peak and Astranaar
 - Talendris Point and Everlook
 - Theramore and Talendris Point
 - Sepulcher and Tarren Mill
- Stable master added to Grom'gol.
- Arcane Aberrations will no longer attack hunters who cast Flare nearby.
- Incendosaurs in the Searing Gorge should now spawn much faster.
- Riding Instructors Velma Warnam and Xar'Ti will now let Tauren know in advance that they cannot be taught to ride Skeletal Mounts and Raptors.

Mac

- Fixed a bug which could cause the sky to be improperly rendered when the UI overlay was shut off in full screen.
- Improved the Mac sound engine to handle "multiple simultaneous buff" events without excessive audible distortion, such as the Warchief's Blessing in Orgrimmar.
- Fixed a bug which could cause doodads in the Dwarven District to be incorrectly fogged.
- Fixed a bug which could cause terrain to be improperly rendered if "Enable All Shader Effects" was on but "Terrain Highlights" was off.
- Fixed a bug which would sometimes cause a selection circle under a character to be drawn as a double image.
- Improved smoothness of mouse input for camera turns ("mouselook").

 - World of Warcraft Client Patch 1.9.4 (2006-02-09)

General

- A new Guild Recruitment channel has been added. This channel will be on by default.
- Fixed a bug that could cause players to appear to be porting around in a small area.

Mac

- Addresses a timing accuracy issue on Intel-Mac systems that affected the perceived speed and/or progress of transports and other moving objects in the world; PowerPC-Mac systems were not affected.

- World of Warcraft Client Patch 1.9.3 (2006-02-07)

Love is in the Air!

Are you looking for love? All of Azeroth soon will be! As winter draws to a close the races are starting to seek that special someone. Be on the lookout for amorous individuals! Put on that special perfume or cologne, express your love, and receive gifts in return! Prepare yourself... love will soon be in the air!

Mac

- Added native support for Intel-powered Macs such as the iMac (Core Duo) and MacBook Pro. World of Warcraft is now a Universal Application. Be advised that the minimum supported MacOS X version has been changed to 10.3.9; World of Warcraft version 1.9.3 and later will not launch on older revisions of MacOS X.

Battlegrounds

- The default graveyards in Alterac Valley for each side were moved further up the tunnels away from the battleground exit. This should prevent accidentally leaving the battleground.

Paladin

- Eye for an Eye - This talent will now still do damage when the paladin is stunned. In addition, if the critical hit kills the paladin, damage will still be dealt to the spellcaster.
- Greater Blessing of Sanctuary - Paladins with Righteous Fury will now generate extra threat correctly when this Blessing procs.

Rogue

- Deadly Poison V - The charges were inadvertently not increased with the new rank of the ability. Increased from 105 to 120 charges.
- Slice and Dice - This ability should no longer miss.

Warrior

- Shield Block - This aura will now correctly be removed when the charges are all consumed. However, it is still possible when fighting multiple opponents to get extra blocks due to technical restrictions.

Items

- Arcanist Gloves were not receiving the intended spell damage bonus; this has been corrected.
- The Stamina and Intellect on Kezan's Unstoppable Taint were inadvertently flipped; this has been corrected.
- The Enigma's Answer and Stormcaller's Wrath effects now have tooltips.
- The mana regeneration effect from food no longer causes threat.
- Quicksand Waders are now Bind on Pickup.
- The Slime-coated Leggings now have their proper nature resistance.
- Prophetic Aura, Mageblood Potion, Wizard Oils, and the Mana Regeneration bracer enchant no longer generate threat for the wearer, and should also provide the increased mana regeneration on normal ticks instead of every 5 seconds.
- The Ancient Hakkari Manslayer has the proper icon again.

Professions

- The Engineering schematic for the Tranquil Mechanical Yeti now requires a Cured Rugged Hide rather than Ice Thistle E'ko so that both Horde and Alliance Engineers can make the recipe.
- Stormshroud Gloves are now Bind on Equip.

Quests & Reputation

- Grammar fixed for gossip associated with the quest "Trial of the Sea Lion" in Moonglade.
- Fixed a bug with the quest "Glyphed Oaken Branch" that was having the quest become available sooner than it should have.

- The reputation modifier of Squire Leoren Mal'derath has been reduced.
- Zandalari Tribe reputation rewards for killing mobs in Zul'Gurub have been increased.
- Winterfall Spirit Beads and Deadwood Headdress Feathers now stack in quantities of 250.

Raid & Dungeons

- Various bugs have been rectified in the Ahn'Qiraj dungeons.
 - Molten Core
 - * It should now be very difficult to remain out of combat while fighting the bosses in Molten Core.
 - Zul'Gurub
 - * A small number of spawns have been removed from Zul'Gurub to allow for a slightly faster clearing time.
 - * Increased cooldown on Poison Bolt Volley of High Priestess Mar'li.
 - * Slightly reduced the melee damage of High Priestess Mar'li.
 - * The vengeance effect gained by the death of the raptor Ohgan during the Bloodlord Mandokir fight has been increased in power.
 - * Reduced the overall damage of High Priest Thekal.
 - * Slowed the rate at which the panthers spawn during the High Priestess Arlokk fight.
 - * Hakkar:
 - Melee damage reduced.
 - Cause Insanity should now correctly target Hakkar's current target, rather than closest.
 - Cause Insanity will no longer remove all threat gained.
 - Reduced the damage dealt by Poisonous Blood Siphon.
 - Increased cooldown on Blood Siphon.
 - Gained an Enrage ability after 10 minutes in combat.
 - No longer has the Slow ability.
 - Corrupted Blood now deals direct damage with a following damage over time effect and no longer spreads to others in the raid.
 - Fixed a bug that was causing Corrupted Blood to target the current target rather than the intended random target.
 - * Increased duration of Poisonous Cloud emitted by Sons of Hakkar.
 - * Shades of Jin'do are now considered Undead.
- Slightly increased the movement of Lethon's Spirit Shades.
- Reduced the duration of Lethon's Draw Spirit from 7 seconds to 5 seconds.
- Fixed a bug that would cause Lethon's Draw Spirit to spawn two spirits per person instead of one.
- King Gordok can no longer be separated from Cho'Rush the Observer in Dire Maul.

World Environment

- Royal Dreadguards, Undercity Guardians, and Ironforge Guards will now detect enemy players at the same distance as the other cities' guards.
- Fixed a bug that would cause you to dismount in certain areas within the Undercity.

 - World of Warcraft Client Patch 1.9.2 (2006-01-11)

General

- Characters should no longer appear to "pop" around terrain. Movement should be smoother once again.

 - World of Warcraft Client Patch 1.9.1 (2006-01-10)

General

- Various disconnection issues have been fixed.

Druid

- Heart of the Wild - Previously, when shifting to Bear Form or Dire Bear Form, this talent would cause your current health to increase by the same amount as your max health. Now it will cause your percentage of max health to be the same before and after the shift, as well as shifting back to humanoid form. As a result, shifting in and out of these forms will no longer cause an increase in current health.

- Druids with the Symbol of Unending Energy will now be properly awarded 30 energy if their finishing move is dodged, parried, blocked, or missed.
- Feral Charge - Should no longer desync characters from the server when charging from land to water.

Paladin

- Silence effects should now work properly with Improved Concentration Aura.

Priest

- Mind Control - Now functions properly. Previously, the person who was charmed did not appear to be moving on their screen or any other local clients.

Warrior

- Charge - Should no longer desync characters from the server when charging from land to water.

Items

- Elixir of Poison Resistance now removes up to 4 poison effects up to level 60. The immunity effect has been removed.
- The Winter Veil Disguise Kit now has a short casting time and can only be used when not in combat.

Quests & Reputation

- Chapter 2 of the Twilight Lexicon for the quest "The Twilight Lexicon" should again drop from the appropriate NPC.
- The "Field Duty" quest for Alliance should now work properly.

User Interface

- Using the search feature "Usable Items" no longer causes all pages on the auction house after the first to appear blank.
- Various errors occurring during use of the default user interface have been fixed.
- The /split command has been disabled.

- World of Warcraft Client Patch 1.9.0 (2006-01-03)

The Gates of Ahn'Qiraj

The Gates of Ahn'Qiraj will house two massive, unique dungeons -- the Ruins of Ahn'Qiraj, a 20-man raid dungeon, and the Temple of Ahn'Qiraj, a 40-man raid dungeon. As players delve deeper into the mysteries of Ahn'Qiraj, they will discover revelations of the Silithid infestation and their shadowy masters, the Qiraji. Players will have to complete a world event of massive proportions before they can open the Gates of Ahn'Qiraj on their realm.

During the public test of Ahn'Qiraj, the world event to open the gates will be accelerated to allow testing of the dungeon content.

Linked Auction Houses

Players will now be able to buy and sell goods with greater effectiveness using the Linked Auction House system. Auction Houses in Orgrimmar, Undercity, and Thunder Bluff will now share the same pool of Horde player-created auctions, and Alliance players will find the same to be true when visiting Ironforge, Stormwind City, and Darnassus Auction Houses. This system has been expanded to support the neutral Auction Houses as well. Tanaris, Everlook, and Booty Bay will all be linked for players of both factions to access. In addition, the "Looking for Group" and "Trade" channels have been unified among the corresponding cities, meaning, for example, that you can trade your goods or look for groups in Ironforge while in Stormwind.

Multiple Battleground Queues

Players will be able to enter multiple battleground queues. No longer must you make the hard decision of which queue to join -- when queued for all three, you can join the first one available or hold out for that particular battleground which you've really got your heart set on. Should a queue open while you are already in a battleground, you may switch to the new battle or remain in the current one.

Soul Shard Bags

Tailors now can make soul bags to hold soul shards. The smallest is a 20-slot bag, the recipe for which can be purchased in Gadgetzan. The recipe for a larger bag can be found in Scholomance, and one for an even larger bag can be found in Molten Core. In the main UI, these soul bags will display how many shards they contain. So long as the soul bags have room, any soul shards a warlock creates will automatically go into the bag.

Raid Calendar System

The raid-lockout system has undergone a significant change. The new system will have all instances reset at a certain server time, regardless of when you were actually saved to the instance. The reset schedule is as follows:

Molten Core: Every 7 Days, resetting during weekly maintenance.

Blackwing Lair: Every 7 Days, resetting during weekly maintenance

Onyxia: Every 5 Days

Zul'Gurub: Every 3 Days

Temple of AhnQiraj (40-man): Every 7 Days, resetting during weekly maintenance

Ruins of AhnQiraj (20-man): Every 3 Days

All resets will occur during off-hours, when the least amount of raids are active.

Important Note for Mac OS X Users

The minimum supported Mac OS X revision for WoW will be changed in a post-1.9.0 patch, from 10.3.5 to 10.3.9. If you are running 10.3.5 - 10.3.8 and need to get the free update, you can use Software Update or you can go to the Apple website. This change will make it easier for us to release future updates to the game, for example to support upcoming Mac models based on Intel processors.

General

- All Disorient effects have been renamed Incapacitate effects. This includes Gouge, Sap, etc.
- All Confusion effects have been renamed Disorient effects. This includes Blind, Scatter Shot, etc.
- Food and Drink are now in separate categories, so you can only have one food effect and one drink effect on you at a time. The only effect should be that foods that used to stack with each other (you could have two food effects on you at once) no longer will stack.
- On-next-swing abilities will no longer cause multiple weapon procs on a single swing.
- It is now possible to change the games priority and processor affinity through Task Manager.

PvP & Battlegrounds

- The Defiler's Talisman and Talisman of Arathor are now available at Friendly reputation.
- Level 48, 38, and 28 versions of the Defiler's Talisman and Talisman of Arathor have been added.
- Two new rewards have been added for reaching Friendly reputation level with the Silverwing Sentinel and Warsong Outrider factions.
- New caster ring reward added for reaching Exalted status with the Stormpike or Frostwolf factions.
- When a player leaves a battleground before it concludes, they will be unable to re-enter any battleground queue for 15 minutes.
- Several civilian NPCs, who previously would assist non-civilians, will no longer do so.
- A bug has been fixed with the Warsong Gulch reward vendors that were allowing items achieved at reaching Friendly reputation to be purchased at lower reputation levels.
- Reputation rewards for the PvP Battlegrounds have been adjusted:
 - Superior Health Draughts, Superior Mana Draughts, and Battleground-specific bandages are now available uniformly at Friendly reputation.
 - Major Health Draughts and Major Mana Draughts are now available uniformly at Honored reputation.
 - Warsong Gulch and Arathi Basin now offer Battleground-specific rations at Friendly reputation.

Druids

- Bear and Dire Bear form - Effects that lower armor will now lower armor by a percentage of the druid's full armor, rather than just

- base (caster form) armor. However, Enrage will still only remove 75% of base armor.
- Omen of Clarity - Special attacks will no longer consume their own clearcasting state. All melee attacks will now be able to trigger the clearcasting state.
- Nature's Grasp - This spell can now trigger from special melee attacks. It will no longer be possible to cast Entangling Roots at no mana cost immediately after Nature's Grasp procs.
- Nature's Grace - The Nature's Grace buff will now appear on the player upon completion of casting, before the travel time of the spell. So, Wrath crits will now benefit the casting time of the next spell cast.
- Insect Swarm - New icon.
- Improved Starfire - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge etc.).
- Omen of Clarity - This spell now works correctly with Bash, Rip, Ferocious Bite, and Demoralizing Roar, granting a decrease in the cost of the ability. Ferocious Bite will still use the entire energy bar to generate additional damage.
- Cat Form - Feline Swiftness will now regain its speed increase when moving from indoors to outdoors.
- Cure Poison - Mana cost now based on a percentage of base mana.
- Remove Curse - Mana cost now based on a percentage of base mana.
- Abolish Poison - Mana cost now based on a percentage of base mana.

Hunters

- Arcane Shot Will no longer trigger two Judgement of Wisdom effects with one shot.
- Aspect of the Pack and Aspect of the Cheetah - Periodic damage will no longer trigger the Dazed effect.
- Aspect of the Wild - Radius increased. Tooltip updated to display radius.
- Improved Concussive Shot - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge etc.).
- Tame Beast - The hunter will now turn to face the target during the taming process.
- Bestial Wrath - Damage bonus reduced, duration increased. In addition, while enraged, the beast will be immune to Disorient effects (e.g. Scatter Shot, Blind, etc.)
- Unleashed Fury - Damage bonus increased.
- Pet Changes
 - + Base pet speed is now standardized for all pets, including legacy pets. Pet speed can still be modified through the talent Bestial Swiftness and pet abilities such as Charge, Dash, etc.
 - + All hunter pets will now always deal Physical damage for their base attack.
 - + Turtles can now eat raw and cooked fish.
 - + Turtles can now learn Shell Shield, allowing them to reduce all damage taken by 50% for 10 sec.
 - + Hunters can now tame Sons of Hakkar. Sons of Hakkar are in the Wind Serpent family and will know Lightning Breath (Rank 6).
 - + Boars can now learn Charge, an ability that allows them to charge to an enemy, immobilize that enemy for 1 second, and add a large amount of Attack Power to the boar's next attack.
 - + Gorillas can now learn Thunderstomp, an ability that causes high threat area Nature damage.

Mages

- Impact - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge etc.).
- Netherwind Regalia - The 8-piece set bonus will now proc immediately upon completion of casting the spell, before travel time on the spell. This will allow the proc to affect the next spell cast as intended.
- Arcane Concentration - Blizzard will now be able to gain a Clearcasting state from this talent.
- Arcane Missles - Will now be able to trigger procs based on dealing damage.
- Remove Lesser Curse - Mana cost now based on a percentage of base mana.
- Blast Wave - Will now show spell data in the talent page.

- Conjure Water (Rank 7) Will now create ten waters instead of four.
- Pyroblast Damage bonus from + spell damage items increased.

Paladins

- Due to significant talent changes, all Paladins' talent points will be refunded and can be respent. Training costs for all talent spell/ability replacements have been significantly reduced.
- Paladins can now learn Greater Blessings for the following spells:
 - + Blessing of Might
 - + Blessing of Wisdom
 - + Blessing of Kings
 - + Blessing of Sanctuary
 - + Blessing of Salvation
 Greater Blessings will cast the associated blessing on all raid members that share the same class as the target. For example, if you cast Greater Blessing of Might on a warrior in your raid, all warriors in the raid party will receive Blessing of Might from you. Additionally, Greater Blessings have an increased duration of 15 minutes. These blessings require twice as much mana as the single target version, as well as a reagent. Paladins can purchase these new Greater Blessing spells from their class trainers.
- Seals and Judgements - Added or increased damage per level so that these spells keep pace between replacements.
- Judgements - Judgements that place a debuff on their victim will now all have their duration refreshed when the judging paladin strikes the victim with his or her melee swings. All these debuffs have had their duration decreased to 10 seconds. In addition, Judgements that place debuffs can no longer be resisted.
- Seal of Righteousness - Now does holy damage on every swing. It can now proc correctly as well. The Judgement effect has been renamed "Judgement of Righteousness" to differentiate it from the Seal damage in the combat log.
- Judgement of the Crusader - The holy damage bonus has been decreased as part of rebalancing paladin damage (which is still increased overall).
- Seal of Command - The proc will occur more often, but will only do 70% of weapon-swing damage.
- Judgement of Command - Instead of placing a debuff on the victim, this spell now does immediate damage. If the victim is not stunned, they only take 50% of the total damage. The damage on this Judgement was increased significantly.
- Judgement of Wisdom - Arcane Shot will no longer cause this to proc twice on one shot. Channeling spells can now trigger this proc as well.
- Vengeance - Special ability critical hits can now trigger Vengeance.
- Judgement of Righteousness - The damage of this judgement was increased significantly. This judgement can now trigger procs. The bonus from spell damage items has been increased slightly.
- Holy Shock - Now heals friendly targets and damages enemy targets. Mana cost reduced. Bonus from spell damage and healing items increased.
- All Seals and Judgements have had their bonus coefficient from plus spell damage re-evaluated. Some holy damage effects had no coefficient before and now have a coefficient.
- Vengeance - Clarified the tooltip to indicate procs will not trigger Vengeance.
- Summon Warhorse - Mana cost reduced.
- Summon Charger - Mana cost reduced.
- Consecration - No longer displays a debuff icon on targets in the area of effect.
- Updated Aura tooltips to be more clear (include radius, fix grammatical errors etc...).
- Judgement - Range increased, cooldown decreased, mana cost decreased. Using Judgement will now initiate melee combat.
- Exorcism - Now usable on Demon targets in addition to Undead targets.
- Holy Wrath - Now usable on Demon targets in addition to Undead targets.
- Seal of Justice - Mana cost slightly increased. The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge, etc).
- Seal of Righteousness - The damage bonus from +Holy damage has been reevaluated on this seal. Since the damage is delivered on every swing, the bonus has been reduced. However, paladins attacking with

- faster weapons should see an overall increase in the bonus from + spell damage gear. Mana Cost slightly increased.
- Seal of Command - Damage bonus from +Holy damage items slightly increased.
- Seal of the Crusader - Mana cost slightly increased.
- Seal of Fury - The seal and judgement have been removed and replaced with a new self-buff, Righteous Fury, which will increase threat from Holy damage.
- Seal of Light - Mana cost slightly increased.
- Seal of Wisdom - Mana cost slightly increased.
- Seal of Command - Mana cost slightly increased.
- Hammer of Wrath - Missile speed of the flying hammer increased.
- Divine Protection, Divine Shield and Blessing of Protection - Targets of these spells will now receive the "Forbearance" effect, preventing another of these three spells from being applied to that target for one minute.
- New Spell: Righteous Fury (level 16) - Increases the threat generated by the Paladin's Holy attacks by 60%. Lasts 30 minutes.
- Blessing of Sanctuary - Now causes Holy damage to the attacker when the blessed target blocks an attack in addition to the current effect.
- Hammer of Justice - Is now a Protection spell.
- Repentance - Is now considered an Incapacitate effect.
- Blessing of Wisdom - Mana regeneration over time will no longer generate threat.
- Purify - Mana cost now based on a percentage of base mana.
- Cleanse - Mana cost now based on a percentage of base mana.

Priests

- Martyrdom - This talent will now trigger on melee special abilities as well as on melee swings. The tooltip has been clarified to indicate this ability only works on melee strikes.
- Dispel Magic - Mana cost now based on a percentage of base mana.
- Cure Disease - Mana cost now based on a percentage of base mana.
- Abolish Disease - Mana cost now based on a percentage of base mana.
- Mind Blast - Threat raised on ranks 7, 8, and 9. Incorrect data had been entered in those spells, resulting in less threat generated than designed.
- Blackout - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge, etc).

Rogues

- Sword Specialization - Special attacks such as Sinister Strike, and Mortal Strike now properly trigger the chance to gain an extra attack.
- Mace Specialization - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge etc...).
- Slice and Dice - This finisher can now trigger the Ruthlessness talent.

Shaman

- Lightning Shield - This spell will now proc when the shaman is struck by elemental attacks.
- Stormstrike - Earthbind and Stoneclaw totems will no longer use up charges of Stormstrike.
- New Spell - Tranquil Air Totem. Creates a totem that reduces the threat caused by nearby party members by 20%.
- Grounding Totem - This totem will no longer absorb the spell from Crippling Poison or Deadly Poison.
- Purge - Mana cost now based on a percentage of base mana.
- Cure Poison - Mana cost now based on a percentage of base mana.
- Cure Disease - Mana cost now based on a percentage of base mana.
- Poison Cleansing Totem - Mana cost now based on a percentage of base mana.
- Disease Cleansing Totem - Mana cost now based on a percentage of base mana.

Warlocks

- Searing Pain Reduced mana cost by 10%.
- Infernal and Doomguard - Increased armor 10% and damage 30% on both pets.
- Soul Link - This spell can no longer be partially dispelled off the

- warlock. In addition, Soul Link can no longer be used on non-demon pets.
- Hellfire - Victims of Hellfire are now able to resist properly. Warlocks continue (as designed) to be unable to resist their own damage.
- Curse of Shadow and Curse of the Elements - These curses can no longer cause resistance to become negative. To compensate, both curses now increase the damage taken from the appropriate schools by a percentage.
- Summon Felsteed - Mana cost reduced.
- Summon Dreadsteed - Mana cost reduced.
- Pyroclasm - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge, etc).

Warriors

- Execute - Improved Execute and other discounts to the Execute ability will now correctly convert the resulting extra rage into damage.
- Retaliation - This ability will no longer lose charges when the attacker is behind the warrior.
- Sword Specialization - Special attacks such as Sinister Strike, and Mortal Strike now properly trigger the chance to gain an extra attack.
- Sweeping Strikes - Whirlwind and Retaliation will now correctly consume the charges from Sweeping Strikes.
- Bloodthirst - The damage component has been increased to 45% of attack power.
- Enrage - The talent will now grant 5/10/15/20/25% extra damage when enraged, instead of 8/16/24/33/40%.
- Mace Specialization - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge, etc).
- Improved Revenge - The stun effect's duration no longer diminishes or is diminished by controlled stun abilities and spells (e.g. Cheap Shot, Hammer of Justice, Charge, etc).
- Unbridled Wrath - Only normal melee swings will trigger the rage generation from this ability.

Racial Traits

- Troll Racial Abilities
 - Troll Berserking
 - + New functionality: Berserking is now an activated ability that increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability.
 - + Now lasts 10 seconds.
 - + Now requires a small amount of mana, rage, or energy (depending on your class) to activate.
 - + No longer requires being struck by a critical to activate.
 - + Now has a three minute cooldown, up from two minutes.
 - + No longer has a global cooldown.
 - Throwing Mastery
 - + Trolls now also receive a bonus to Bow weapons in addition to Throwing weapons.
- Orc Racial Abilities
 - Blood Fury
 - + Now applies a healing effectiveness debuff on the user instead of the attack power penalty. The healing debuff is applied immediately upon using the ability.
 - Hardiness
 - + Resistance is now applied to just Stun mechanics.
- Gnome Racial Abilities
 - Escape Artist
 - + Casting time lowered.
- Dwarven Racial Abilities
 - Stoneform
 - + No longer snares the user.
 - + Armor bonus increased.
 - + Duration lowered.

Items

- All of the Tier 2 Class Armor sets have been updated with new art.
- The following weapons and shields have been updated with new art: Perdution's Blade, Obsidian Edged Blade, Gutgore Ripper, Core Hound Tooth, Aurastone Hammer, Drillborer Disk, Staff of Dominance.

- Many of the pieces from the Tier 2 Armor sets have received updated statistics. The armor sets with the most extensive changes include the Netherwind, Nemesis, and Judgement sets. Other sets received fewer revisions, or none at all.
- Slimes have been latching on to more valuable items and they will now be dropping better loot than they used to, including coin drops and special bags.
- Drop rates of Darkmoon Cards 2-8 (Portals 2-8, etc..) have been reduced. Ace drop rates have been increased.
- The drop rate of Shadowcat Hides has been increased.
- The Lifestealing enchantment now does shadow damage rather than fire damage.
- Manna Biscuits now have two separate spell effects so they stack correctly with other food and water.
- Well Fed buffs from special foods will no longer stack with each other.
- The enchanter-made wands are now correctly flagged as Bind on Equip.
- Silithus air elementals have a slightly increased chance of dropping essence of air
- Stormshroud Shoulders have been fixed to be a superior item and have had the stamina on them slightly increased as well.
- Whistle of the Black War Raptor was changed to Bind on Acquire.
- The Runed Stygian Belt is no longer Unique.
- Bandages will now appears as "Consumable" in the auction house.
- Jaedenar humanoids and demons in Felwood and Winterfall Furbolgs in Winterspring can now drop Runecloth.
- Winterfall Furbolgs will not drop Winterfall Firewater as often.
- The Seal of Wrynn, Nogg's Gold Ring, and Talvash's Gold Ring have been improved to be superior items.
- All Giants in Azshara now drop cash and items appropriate for an elite creature.
- The attack speed slowing effect from Thunderfury has been reduced, and no longer stacks with other such effects such as Thunderclap. The rate at which the weapon procs has also been lowered.
- The Reckless Charge ability of the Goblin Rocket Helmet and Horned Viking Helmet is now considered an incapacitating effect instead of a sleep effect.
- Flamewaker Legplates and Sash of Whispered Secrets improved to have the proper stats of an epic item.
- Broken Silithid Chitin is now marked as a poor item.
- Albino Crocscale Boots now has the appropriate geometry attached.
- Darkshore Grouper now has an appropriate sound when moved in your inventory.
- The effect of the Freezing Band is now considered a Freeze effect.
- The Force Reactive Disk's and Cloak of Fire's effects will no longer gain a benefit from effects that increase spell damage.
- The Insightful Hood and Southsea Head Bucket will now cover hair properly.
- The proc ability of the Halberd of Smiting can no longer cause another proc.
- The Glimmering Mithril Insignia will no longer make a player immune to Death Coil.
- The Goblin Mortar's stun effect now has a description.
- Six Demon Bag tooltip changed to note that the target must be in front of the caster.
- The Fiery War Axe is now in fact, Fiery.
- The Abyssal Plate Gauntlets are now Bind on Equip.
- Items with the Frost Blast ability will now deal the correct damage listed.
- Gauntlets of Shining Light is now spelled correctly.
- The Pure Elementium Band now has a sell price.
- The Mendicant's Slippers now have the proper amount of stamina for the level of the item.
- Arcanist's Bindings had more resistances than proper for the item, and these were removed.
- Alcor's Sunrazor is now Bind on Equip.
- Transforming Thunderstrike and Shadowstrike will no longer consume additional copies of the item that might be in the inventory.
- Added a note to the tooltip for the Healing and Mana Draughts available in Alterac Valley that informs the player they are only usable in Alterac Valley.
- Incorrect amounts of abilities such as Attack Power, Increased Fire Damage, or Increased Healing Damage were being applied to all random item property world drops. Two handed weapons such as Staves had much

lower amounts of these abilities, while ranged and one handed weapons had too much. All further drops of these items will have the correct amounts, but previously dropped items will not be affected by this change.

- The Shardtooth Meat quest item can no longer be fed to a Hunter pet.
- Blue Dragon Card - This trinket will no longer proc from non-combat abilities.
- Shield Spikes - Shield Spike damage will no longer occur on ranged blocks.
- The Gnomish Death Rays backfire will now affect players even if they have an immunity effect, such as Divine Shield.
- The Zandalarian shoulder enchantments now properly display their effects on the item enchanted.

Professions

- An Alchemy recipe to Transmute Heart of Fire into three Elemental Fires has been added at the Friendly level of the Thorium Brotherhood.
- Epic items that are level 51 and above will now disenchant into a Nexus Crystal. Also items that normally disenchant into Large Brilliant Shards have a very small chance of disenchanting into a Nexus Crystal. New more powerful enchanting recipes that require these Crystals can be found in the new Ahn'Qiraj content.
- Enchanters can now turn some of their dusts and shards into magical oils. These oils when applied to weapons add a temporary bonus to magical damage or mana regeneration that stacks with permanent enchantments. The lower levels of these recipes are found on normal enchanting vendors. The higher level versions are found on special vendors and are rewards for high Zandalari faction.
- The Enchanting Trainer in Cenarion Hold in Silithus sells some of both new types of enchanting formulae.
- Schools of fish have appeared around the world that can be fished from a few times before being fished out. These schools tend to contain valuable fish types such as Oily Blackmouth or Firefin Snapper. In some places, wreckage can be fished from for even better rewards.
- The cooking trainers around the world sell the recipe for Sagefish and Greater Sagefish. These two fish types can be found in schools in inland areas and provide health and mana regeneration as well as additional mana regeneration for 15 minutes after eating.
- Engineers with skill 250 or greater, who have completed Umi Rumplesnicker's 'Are We There Yeti?' quest line, should seek her out again in Everlook.

Quests & Reputation

- The Timbermaw Furbolgs have received a faction revamp!
 - + The Timbermaw Furbolg faction is now named "Timbermaw Hold."
 - + Certain named Deadwood and Winterfall Furbolgs are now giving more positive Timbermaw Hold faction when killed.
 - + Old quests have been revised, and several new quests involving the Timbermaw Furbolgs have been added.
- Reputation caps for killing monsters now happen at the end of a level, rather than in the middle of it. For example: if reputation gains for killing a monster were previously capped at the middle of the range for Friendly on a monster, then they are now capped at the end of Friendly.
- Reputation is now its own category in the chat window; you can change the color of reputation gains and losses as reported in chat without it affecting other miscellaneous information.
- All Alliance versions of the quest "Heeding the Call" now give uniform reputation increases.
- Warlock quests that teach imp summoning now all uniformly award reputation increases for respective racial factions.
- Spells now may have a casting requirement of current reputation with a faction.
- All versions of the quests "A Donation of Wool," "A Donation of Silk," and "A Donation of Mageweave" have had the level of the quest raised so that higher level characters performing them will be able to receive the full reputation gain. The minimum level requirement for the quests have not changed, though the amount of XP gained when completing any of these quests will be different than from before. Mageweave will continue to give more XP than Silk, and Silk more XP than Wool.
- The quests "Morrowgrain to Darnassus" and "Morrowgrain to Thunder Bluff" now give increased reputation per turn-in to be in line with

- the amount given with "Morrowgrain to Feathermoon Stronghold."
- The Alliance version of the quest "Centaur Bounty" now gives Stormwind faction for completion.
- The Horde version of the quest "Centaur Bounty" now gives the same amount of XP as the Alliance version (which means it was increased).
- The quest "Zaeldarr the Outcast" now gives an Argent Dawn reputation increase upon completion.
- A bug with the reputation system has been fixed that was preventing some awards to Horde and Alliance factions from being shared properly amongst all member factions of the team.
- The quest "Ledger from Tanaris" now gives a reputation reward for Gadgetzan upon completion.
- The quest "Supplies for Nethergarde" now has an additional reward of increased Stormwind reputation.
- Fixed typos in both quest versions of "All Along the Watchtower".
- Fixed typos in both quest versions of "Lessons Anew".
- A kobold has been moved away from Piznik so that it won't keep evading in the quest "Gerenzos Orders".
- Fixed typos in the quest "Signets of the Zandalar".
- Fixed typos in the quest "Rotten Eggs".
- The cleansed plants of Felwood have been modified:
 - + There is no longer a gossip option to interact with them; simply right click on the plant to receive your buff or fruits.
 - + The amount of items you get from plants has been adjusted.
 - + A corrupted whipper root plant was bugged to require one fewer plant salves than intended to be cleansed; its now fixed to require the salves just like the other whipper roots.
- Fixed two bugs where Pratt McGrubben in Feathermoon Stronghold was not offering to re-teach Wild Leather Shoulders and where he was not properly teaching Wild Leather Leggings.
- Fixed typos in both quest versions of "Power over Poison".
- The level of the quest "Piercing the Veil" has been increased from 3 to 4, bringing it in line with similar quests.
- Sayges Dark Fortune of Damage buff now only increases damage from a randomly determined range of 1-10%.
- A coin reward has been added to the quest "Worth Its Weight in Gold".
- Vahlarriell in the second part of the quest series "Vahlarriell's Search" now has something to say when returning with the pendant.
- The level for the quest "Parts for Kravel" has been raised to bring it in line with the other quests of the Kravel series.
- You now need fewer Scorpashi Venoms to complete the second quest of the "Reagents for Reclaimers Inc." quest series.
- Baron Revilgaz now should be a little more vociferous.
- Fixed a bug with the Horde Hallows End quest "Ruined Kegs" that allowed the Alliance to interact with the keg.
- Hallows End Pumpkin Treats should no longer be on the same timer as combat-oriented potions. Really.
- Xabraxis Demon Bag will now last slightly longer in the world once he is killed (3 minutes, up from 2).
- The reward for the quest "An Audience with the King," "Seal of Wrynn" - has been improved.
- The reward for the quest "Gnome Improvement," "Talvashs Gold Ring" has been improved. XP and reputation rewards for the quest have also been increased.
- The reward for the quest "Noggs Ring Redo," "Noggs Gold Ring" has been improved. XP and reputation rewards for the quest have also been increased.
- The Horde Quest "Material Assistance" should no longer auto-launch an incorrect (deprecated) quest.
- The quest "Galen's Escape" now gives an additional coin reward upon completion, as well as an increase of reputation amongst the players factional team.

Raids & Dungeons

- Noxxion in Maraudon now has the correct immunities.
- Noxxion is now social and will bring friends if pulled past other creatures.
- Abyssal Templars are no longer marked as Humanoid.
- Twilight Stonecallers in Silithus should now aggro properly.
- Gordok Reavers and Warlocks now have a slightly larger radius for detection and "call for help."
- Drop rate of Dark Runes in Scholomance has been reduced.
- The Altar of the Deeps in Blackfathom Deeps will now give players the Blessing of the Deeps.

- The abomination event in Stratholme was been reworked with new technology to insure there are no more premature resets.

User Interface

- The Guild UI has been significantly improved. Now when you click on a guild member, it will open up a side panel with all the information about that member including their note and officer's note.
- There is now a Guild Info panel for each guild. That panel allows a guild to enter long term information and messages about the guild that is too long for the message of the day. The guildmaster can use the guild control panel to determine who has access to change the text in this panel.
- Options have been added that allow raiders to not display their base party UI when the Raid UI is up. Also, you can choose to only display effects on players that you can dispel or ones you can cast. This is all in the interface options pane.
- A "tip of the day" feature has been added to loading screens within the game.
- Under Video Options there is now a slider to control the detail of spell effects. Lower settings can help to improve performance.
- Auction buyers/sellers will now receive a detailed invoice of the transaction.
- The casting bar has been brightened back up, it was appearing darker than intended due to a bug.
- A new option has been added to Interface options, "Sticky Targeting." When this is turned on, you will not deselect your current target when you click on empty space.
- A new interface option, "Detailed Loot Information" has been added that defaults to 'on.' If you turn it off you will only see the roll and Need/Greed option of the player who won the item rather than information for every player.
- Open bags that are in your bank will now have a bluish background to them to allow easy differentiation between inventory bags and bank bags.
- The Friends List and Guild UI will now display when a person is AFK.
- It is now possible to use the dressing room UI to model items that are being rolled for in the Group Lood/Need Before Greed Popup window.
- Add-ons, Macros and Keybindings can now be saved on a per character basis, so you can have different characters load different add-ons/macros/keybindings.
- The Ignore command will now ignore emotes.
- The Interface Options Pane has been split up into a normal panel and an advanced panel.
- In the initial loading screen there will be a tip displayed. This can be turned off from the interface options menu.
- Any time an item is distributed using the "Master Looter" system and the item is quality epic or above there will be a confirmation dialogue to confirm that the item is going to the correct person.
- Key bindings can now be saved either globally or on a per character basis.
- Add-ons can now be saved either globally or on a per character basis.
- In addition to the set of macros shared by all characters, each character gets an additional 18 macros available to them.
- Added the ability to link enchanting recipes in chat.
- Optimized UI event handling in raid situations.
- Optimized UI layout engine to improve loading times.
- The game will no longer accidentally load UI files that are dropped loose into the top level installation directory.
- The EquipCursorItem() script function uses slot numbers consistent with the rest of the inventory functions. Any macros which use this function should be updated by adding one to the slot number used currently.
- New TOC entry for dynamically loadable add-ons: ## LoadWith: Addon1, Addon2, etc. - Indicates that your add-on should be automatically loaded after ANY of the add-ons specified on the LoadWith line are loaded.
- The 8th return value from GetItemInfo() is no longer be localized, instead is one of a number of INVTYPE_* tokens.
- A new 9th return value from GetItemInfo() is the inventory icon for the item.
- debugprofilestop() will now return sub-milisecond (floating point) values.
- Added Texture:GetTexture() which returns the filename (without extension) of the file for the texture.

- Added `FontString:SetNonSpaceWrap(true|false)`
- Added `Frame:GetFrameType()` which returns the type of a frame.
- Added `Frame:IsFrameType("typeName")` which returns true if the frame is of type `typeName`, or a subtype of `typeName`.
- New 8-param form of `Texture:SetTexCoord(ULx, ULy, LLx, LLy, URx, URy, LRx, LRy)`
- Parent frame scales are cumulative instead of overrides.
- Textures and `FontStrings` now have `IsVisible()` and `IsShown()` functions with the same semantics as the frame functions of the same name.
- Added `Button:SetFont()`, which works like the equivalent `FontString` function.
- Added `ScrollingMessageFrame:SetFont()`, which works like the equivalent `FontString` function.
- Special honor awards show up in the combat log.
- Druids can preview different weapons in the dressing room while in moonkin form.
- Emotes show up in the chat log file.
- Combat messages no longer show up in the chat log file.
- Resurrection spells will return pets to life with the appropriate amount of health and mana.
- Talent improvements to buffs will persist across instance boundaries and logging out.

World Environment

- Elven NPCs in Scholomance will now animate properly.
- Players should no longer be able to walk on steep terrain.
- Players should no longer be able to move slowly through some locked doors and gates.
- Nida Winterhoof in Thunder Bluff now sells Flowers for the sensitive Horde player.
- The Short John Mithril's chest in Stranglethorn Arena will now display an effect when it is being opened so its harder to open the chest unnoticed.
- Night Elf food vendors have changed their supplies slightly.
- Chests in Maraudon have been disabled for good.
- In Wetlands, Bluegill Murlocs will now be more plentiful and several other Bluegill camps have been thinned.
- All mount sounds, when standing and jumping, are now in place.
- Tauren males now use their off-hand attack animation.
- The Zeppelins propeller from Under City should now animate properly.
- Jesper and Spoops should no longer be lingering around once the Hallows End holiday period is over.
- The Moonglade Wardens have received an increase in hit points and damage dealt, bringing them in line with their Steamwheedle Cartel bruiser counterparts.
- Flight Paths
 - + New flight paths added between Ironforge and Chillwind Point. Also, between Chillwind Point and Light's Hope Chapel.
 - + Fixed a problem with the flight paths between The Crossroads in The Barrens and Zoram'gar Outpost in Ashenvale.
 - + Fixed the flight over Yojamba Isle from Booty Bay in Stranglethorn to Sentinel Hill in Westfall.

Bug Fixes

- Fixed a bug that caused Crimson Templar to be doing much more damage with it's fireball attack than intended.
- Fixed a bug that could cause Guard Slip'kik to move while trapped in ice.
- Fixed a bug that caused Azure Templar, Earthen Templar, and Hoary Templar to be resistant to Fire.
- Fixed a bug that would cause Time Lapse to cause hate reduction even if the target resisted the effect.
- Fixed a bug that allowed pets to be targeted by "Wild Polymorph" during the Nefarian encounter.

 - World of Warcraft Client Patch 1.8.4 (2005-12-06)

Battlegrounds

- Battles must now last at least ten minutes after the start of the battle in order for the losing team to receive a Mark of Honor.

World

- New quests for the Feast of Winter Veil have been added! See your Smokywood Pastures customer service representative in Ironforge and Orgrimmar for more details!
- The level of many of last year's Feast of Winter Veil quests have been adjusted so that reputation rewards are available in their full amount for players of all levels able to do them.
- Fixed a bug with both versions of the quest "A Smokywood Pastures' Thank You!" that was sending mail out immediately rather than on the intended delay.
- In a startling discovery, Mistletoe sold on last year's vendors is now named "Fake Mistletoe". A Smokywood Pastures spokesman was quoted as saying, "Sorry, no refunds."
- Some of the Southsea Dock Workers that were working under the boat should now be much more accessible to players.
- Andre Firebeard no longer has a chance of dropping a Wastewander Water Pouch.
- All OOX Distress Beacons are now multi-drop; everyone in a group should be able to receive one if it drops.
- Fixed a bug with Oglethorpe Obnoticus' gossip where he was being much more familiar with strangers than he should have been.

General

- Various preparations added to the client for Patch 1.9.

 - World of Warcraft Client Patch 1.8.3 (2005-11-08)

New Blizzard Launcher

A new launch utility has been created to enhance your entry into World of Warcraft! The Blizzard Launcher will provide up-to-date news and important event- and support-related updates. In some regions, the Blizzard Launcher also scans for Trojan viruses and third party cheat programs and notifies you if it has located any on your machine. In addition to providing you with the benefits of additional anti-virus protection, the scan that the launcher conducts represents another security measure to protect your World of Warcraft account information and gameplay experience. For further details, please go to <http://www.blizzard.com/support/wow/?id=aww01907p1>.

General

- The AddOn button should now properly show on the character selection screen for players using custom interfaces.

 - World of Warcraft Client Patch 1.8.2 (2005-10-26)

Bugs

- Fixed a crash in the German client.

 - World of Warcraft Client Patch 1.8.1 (2005-10-25)

Battlegrounds

- Players can now turn in their old Battleground victory tokens, such as the Arathi Resource Crate, for the new Marks of Honor implemented in 1.8. These exchange quests are available on the new Horde Warbringers and Alliance Brigadier Generals, respectively.
- Certain geometry exploits in Arathi Basin have been fixed.

Items

- The tooltip on the Lightforged Blade has been updated to correctly show its minimum level requirement of 47 and its Bind on Acquire status.

User Interface

- Fonts should once again display properly.
- Fixed bug preventing UI scripting error messages from wrapping.
- Fixed per-character saved variables for non-English character names.

Disturbance at the Great Trees

Something is amiss in the Emerald Dream. Immense dragons with the shimmering emerald scales of the Green Dragonflight have been sighted guarding the portals at the Great Trees... but these once-noble creatures crawl with a new, strange menace, not the peace for which Ysera is known. Bring many allies should you dare to confront them; their powers are formidable and they will not hesitate to crush any who draw near.

The Stirring of the Silithid

The arid sands of Silithus are shifting. Something is awakening beyond the wall to the south... Aid the Druids of the Cenarion Circle as they delve into the mysteries of the desert. Seek answers behind the Twilight Hammer's presence. Discover more about the alien creatures known as the Silithid as you explore their hives. Many new endeavors await the high-level adventurer!

Hallow's End

When the decorations of Hallow's End light up Azeroth's cities, you know there's mischief afoot! Seek special vendors in Orgrimmar or Ironforge and get your hands on treats! Aid a sick orphan in a little trick-or-treating! Deathcaller Yanka, attending the Forsaken's Wickerman Festival, and Sergeant Hartman of Southshore are seeking your aid in keeping the enemy out of their holiday affairs -- are you up to the challenge?

General

- Instant Attacks

The mechanics of most instant melee attacks have been modified to improve item balance. Previously, instant melee attacks did damage based on the damage range of the weapon, plus a bonus for the player's attack power. This bonus was then multiplied by the speed of the weapon. As a result, slow weapons did more damage than was intended, and fast weapons were considered inferior by most players. We have changed the way the attack power bonus is calculated for instant attacks. This change does NOT affect attack power calculations for normal melee attacks. Instead of multiplying by the speed of the weapon, the attack power bonus is now multiplied by a fixed number pulled from the following table:

- + Two-handed weapons: 3.3
- + Daggers: 1.7
- + All other one-handed weapons: 2.4

As a direct result of this, many weapons have shifted position in their relative power. In particular, many Epic (purple) quality items are now more powerful than slower Superior (blue) weapons. This change was not made to reduce the power of instant attacks, but to correct the relative imbalance of weapon itemization. At a given level requirement, epic quality weapons should always be more powerful than superior quality weapons.

Please also note that all normal weapon swings will be completely unaffected by this change. The following abilities are affected by the design change: Sinister Strike, Ambush, Backstab, Whirlwind, Mortal Strike, and Overpower.

- The cost per point of durability to repair plate, chain, and leather items has been reduced to be equal to the cost of repairing cloth items of the same quality.
- You can now repurchase up to 12 items that you have sold to a vendor. There is now a buyback tab on all merchants that you can select to repurchase the last 12 items you sold since you last logged in. When your character leaves the game or zones to a different area, this list of items will be cleared, so if you have accidentally sold something, don't wait to buy it back. Buy it back immediately.
- Perception (Human Racial) is now usable while stealthed.
- Guardians and pets in aggressive mode no longer attack civilians.
- There is now a spell effect when you increase your reputation to a new level.
- Channeled spells that are cancelled by movement can no longer be cast while moving.
- Pets no longer break off attacks when their target is affected by Warlock Fear.

- The "Knockout" mechanic has been renamed "Disorient" and all tooltips that referenced this mechanic should be updated.

PvP

- Honor System

The percentage of players that may reach ranks 6 through 14 has been increased.

Lower-level players should advance in the Honor System more quickly than they had previously (although this change does not affect the highest ranks they can achieve).

- Battlegrounds

Each Battleground has an individual turn-in quest associated with its related victory/loss condition. Upon completion of a Battleground, the winning side will be awarded three Marks of Honor while the losing side will be awarded one Mark of Honor. Three Marks of Honor may be turned in to the associated questgiver for Honor Points and faction increase. Should players complete this turn-in quest, they will find that the bonus Honor Points for completion are twice that of normal turn-in conditions (individual).

Players of levels 10 - 19 will now be able to participate in the battle for Warsong Gulch.

Alterac Valley has received an overhaul:

- + In order to keep teams in Alterac Valley more numerically balanced, players will now enter Alterac Valley on a one-for-one basis (i.e. if there are 30 players in the battleground for each side with 10 players in the Alliance queue and 2 players in the Horde queue, only two players from each team will be added, bringing the total to 32 per side).
 - + The minimum number of players required to start a battle in Alterac Valley has been lowered to 20 (the maximum is still 40).
 - + Points for completing the map and winning have been slightly decreased.
 - + Graveyards and graveyard capture points are now at different locations. The banners players must interact with in order to capture a graveyard have been distanced from each other somewhat in order to alleviate "graveyard zerging" and make graveyards more meaningful to both defense and offense.
 - + Several terrain changes were made to fix some geometry exploits as well as to adjust for the new graveyard mechanic.
 - + Iceblood Graveyard has been fortified.
 - + The Frostwolf Relief Hut now has appropriate guards.
 - + A great avalanche has closed off both the eastern and western segments of Alterac Valley. This has displaced the Syndicate, the Wildpaw Gnolls, and many of the Winterax Trolls.
 - + Due to the avalanche, Korrak the Bloodrager and a small band of surviving Trolls have made the Snowfall Graveyard their new home. Players will find that Snowfall is now under Korrak's control and they must defeat Korrak and his Troll guards if they wish to take Snowfall.
 - + The quests Korrak the Bloodrager (Alliance), Korrak the Everliving (Alliance), The Legend of Korrak (Horde), and The Return of Korrak (Horde) have been removed from the game. The rewards for the initial quest involving Korrak have been moved and can be acquired by completing the quest associated with winning a match in Alterac Valley. We realize that some players may have had the Korrak quest and never completed it. These players may have already completed the quest for killing the General and thus might not be able to benefit from the rewards from the previous quest line. We have opted to add an extra quest step at the end of the General kill quests to reward players that fall under such conditions.
 - + A new item has been added as one of the reward choices for the quests Hero of the Stormpike and Hero of the Frostwolf.
 - + NPC difficulty has been scaled down. All NPCs have had their power reduced by 15-30%.
 - + There is now a portcullis at the end of each of the entrance tunnels inside Alterac Valley. They will rise two minutes into the battle.
- The PvP Tier2 Alliance and Horde Cloth armor sets have new updated textures.
 - Hunter traps no longer affect opposing players when the hunter is not flagged for PvP.

Druids

- Due to significant talent changes, talent points for Druids have been refunded and can be respent. Training costs for all talent spell/ability replacements have been significantly reduced.
- Hurricane - No longer a talent. Now available to all Druids at level 40. Damage and Mana cost increased on all ranks. Spell is now cast on a targeted area up to 30 yards away and affected by Nature's Reach. Multiple Druids casting Hurricane will no longer stack the slowdown effect. Radius of effect decreased slightly.
- Remove Curse - Updated tooltip to reflect that it's usable on friendly targets only.
- Shapeshifting - Fixed a bug where the Chilled effect caused by Ice Armor/Frost Armor was not removed properly when shapeshifting.
- Swipe - Self cooldown removed.
- Tranquility - Cooldown reduced to 5 minutes. Mana cost reduced by 25%.
- Cat Form - The attack power bonus from the base cat form will now calculate correctly on zoning or logging in.

Hunters

- Counterattack - Now properly sets its cooldown.
- Throw - Use of this ability will no longer cause a global cooldown with all other abilities.
- Auto-shot is now cancelled when you die.
- Added Lightning Breath pet ability for Wind Serpents. This ability instantly hits a single target for Nature damage at medium range.

Mages

- Arcane Missiles - Should now properly report the correct "out of range" indicator on the action bar.

Paladins

- Judgement of Light and Judgement of Wisdom will now benefit players that are immune to Holy effects (e.g. Divine Shield).

Priests

- Psychic Scream - Updated tooltip to reflect that damage caused to the feared target may break the effect. Included radius in tooltip.
- Devouring Plague (Undead) - Will now properly consume the Inner Focus effect when cast.
- Shadowguard (Troll) - Tooltip updated to reflect actual functionality.
- Elune's Grace (Night Elf) - New icon.

Rogues

- Vanish - Fixed a bug where the Chilled effect caused by Ice Armor/Frost Armor was not removed properly when vanishing.
- Parry - Minimum level to train this ability has been lowered to 12.
- Shoot Bow/Crossbow/Gun - Fixed a bug where these abilities could be used faster than intended.
- Throw - Use of this ability will now only cause a cooldown with Shoot abilities.
- Ambush - Now uses normalized attack power.
- Backstab - Now uses normalized attack power.
- Riposte - Now properly sets its cooldown.
- Sinister Strike - Now uses normalized attack power.

Shaman

- Lightning Shield - Tooltip updated to reflect actual functionality.
- Ghost Wolf - Will now correctly have its cast time reduced by Nature's Swifttness.

Warlocks

- Death Coil - Cooldown reduced, mana cost increased, and now causes a short Fear effect that is not diminished.
- Corruption - Duration reduced and damage per tick increased. Total damage over duration approximately identical.
- Curse of Agony - Duration reduced to 24 seconds and damage per tick increased. Total damage over duration approximately identical.
- Conflagrate - Conflagrate will now correctly remove Immolate rank 4 from its victim when cast.
- Bane - Now reduces casting time of the Soul Fire spell in addition to Immolate and Shadow Bolt.
- Intensity - Now reduces chance to be interrupted during cast time of Rain of Fire, Hellfire and Soul Fire spells.
- Pyroclasm - Now gives a chance to stun when Rain of Fire, Hellfire, and Soul Fire spells damage the target.

- Soul Link - Percentage of damage split with pet has been reduced.
- Soul Link - Is now a spell cast on your pet that gives an aura to both you and the pet. This aura increases all damage caused by you and your pet by 3% and splits 30% of all damage taken by the caster to the pet. The aura will last as long as the pet is active, and the pet must be the target of a dispel effect in order to dispel this ability.
- Summon Felhunter - Has a new, unique sound effect.
- Lesser Invisibility (Succubus) - Tooltip updated to reflect actual functionality.
- Fixed a bug that would cause the Master Demonologist buff to be removed if the pet was banished.

Warriors

- Concussion Blow - Will now initiate combat when used.
- Shoot Bow/Crossbow/Gun - Fixed a bug where these abilities could be used faster than intended.
- Throw - Use of this ability will now only cause a cooldown with Shoot abilities.
- Mortal Strike - Now uses normalized attack power.
- Overpower - Now uses normalized attack power.
- Whirlwind - Now uses normalized attack power.
- Warriors can immediately Intercept after using trinkets to remove immobilizing effects.
- Camera angles when using Charge should be improved.

Items

- Items which provide +hit chance will now be allowed to counteract the increased miss chance penalty of dual-wielding.
- The 5-piece set bonus for the Warrior's Wrath set now works with Whirlwind.
- The 5-piece set bonus for the Druid's Stormrage set now properly displays the reduction in casting time.
- The Cenarion Druid set bonus that improves Thorns damage now properly works when Thorns is cast on other players.
- Anathema, Benediction, Thunderstrike, and Shadowstrike will now remember the enchantments and durability data they possessed when they transform.
- The ability to transform Rhok'delar and Lok'delar has been removed, but you can talk to Vartrus the Ancient to receive the item you currently don't possess.
- The Drape of Benediction had the statistics and effects of a Superior quality item, but was an Epic item. The item has been improved to have the proper Epic stats.
- The effect of the Admiral's Hat has been changed. You can now click the Admiral's Hat to provide yourself with an aura that gives you and your nearby party members a stamina increase. Taking the hat off will remove the effect. The Headmaster's Charge item has also been changed in a similar manner.
- The Thunderfury effect's spell damage will no longer be increased by other item effects.
- Shard of the Flame and Shard of the Scale are now unique.
- The Resurgence Rod now heals more health over time.
- The Puncture Armor ability found on the Rivenspike, Bashguuder, Digmaster 5000, and Vibroblade will no longer stack with Faerie Fire.
- Chromatic Gauntlets no longer has a listed Holy Resistance bonus, since there is no actual Holy Resistance.
- Ring of Binding and Blade of Eternal Darkness now have appropriate minimum levels.
- Demonic Rune has been changed to a Good (green) item so it will display the bind on pickup dialogue when looted.
- Invulnerability will no longer protect you from a Demonic Rune.
- Deviate Fish changed to appear in the Trade Goods section of the Auction House.
- Jadedfire Pants texture fixed.
- The icon for Flash Powder has been changed.
- Shredder Operating Manual pages will no longer drop for the Alliance.
- Gurubashi Helm now properly hides long hair.
- The Sheen of Zanza has a tooltip typo fixed.

Professions

- There are now alchemy labs that are needed by alchemists to make flasks inside of Blackwing Lair.
- There is now Silithid armor that can be made by leatherworkers. The

- recipes require Cenarion Circle faction to learn.
- Additional Tailoring and Blacksmithing recipes can be found in encoded messages found on the members of the Twilight's Hammer in Silithus.
- Two additional pieces of Dragonscale Leatherworking were added to the Dragonscale Leatherworking Trainer.
- A Dragonscale Recipe has been added that requires killing the great Green Dragons.
- The Blue, Green, and Black Dragonscale Leatherworking Armor pieces are now parts of sets and have set bonuses so they should be significantly more desirable.
- Green Dragonscale Armor has slightly reduced spirit and now has a stamina component.
- Ironfeather Armor set bonus has been improved.
- Leatherworking item Murloc Scale Belt improved.
- Leatherworking pattern for Black Whelp Tunic added to vendor in Redridge Mountains.
- All Wild Leather patterns for Leatherworking are now bind on acquire.
- All Wild Leather patterns for Leatherworking no longer have cash value with vendors.
- Enchanter-made wands are now Good (green) quality and have had their damage increased.
- The minimum level for the Artisan First Aid, Artisan Fishing, and Artisan Cooking quest lines has been lowered to 35.
- Water Breathing potions will no longer be overwritten by Shaman and Warlock Water Breathing spells if the potion has a longer duration.
- The Pet Healing effect of the Robe of the Void has been improved.
- Expert Alchemy requires 125 skill now instead of 100 skill.
- Free Action Potion text changed to clearly indicate that the potion is not retroactive. No actual change was made other than the text.
- Gnomish Mind Control Cap - Is now subject to diminishing returns in the Charm category.
- Blindweed has been increased in size, making it easier to see.

Quests

- Added level 50 class quests for the warrior, Shaman, Paladin, and Warlock. Trainers in the major cities will let you know where to start your quest.
- A few new quests have been added in Tanaris. Head over to Steamwheedle Port to see if you can help out.
- The Rin'ji's Secret quest line now has an ending and reward. If you previously finished the Rin'ji's Secret quest out of The Hinterlands, speak with Oran Snakewrith in the Magic Quarter of the Undercity and select the Oran's Gratitude quest.
- The following repeatable quests have had their levels increased to 55: Morrowgrain to Darnassus, Morrowgrain to Feathermoon Stronghold, and Morrowgrain to Thunder Bluff. The net result of this change is that level 56+ characters will notice an increased amount of reputation when turning in Morrowgrain.
- The Thistlewood Axe will no longer be an available option as a quest reward for the Webwood Venom quest.
- The level 30 Mage class quest rewards are now Superior (blue) quality.

Raids and Dungeons

- Azuregos is now properly resistant to Frost damage.
- Zul'Gurub
 - Reduced the damage of the Mad Servant's fireball
 - Reduced the number of mad voidwalkers that are summoned from the death of a Mad Servant from three to two.
 - High Priestess Mar'li will now despawn her summoned spiders when she returns from combat.
 - Slowed the rate at which High Priestess Arlokk's panthers spawn
 - Fixed a bug that would prevent High Priestess Jeklik from summoning Frenzied Bloodseeker Bats.
 - Fixed a bug that would allow Hakkar's Corrupted Blood ability to target pets.
- Blackwing Lair
 - Razorgore now has the ability to summon players to him if he cannot reach them for a time.
 - If you are in front of Chromaggus and can hit him with spells, his breath attack will hit you.
 - There is no longer a one-hour time restriction on the Vaelastraz the Corrupt encounter in Blackwing Lair.
 - Fixed erratic taunt behavior for Ebonroc, Firemaw, and Flamegor.

Fixed a bug that was causing Broodlord Lashlayer to do less damage than intended with his Mortal Strike.

Fixed a bug that caused the debuff "Burning Adrenaline" to be removed if enough other debuffs were applied to the target.

- Molten Core

You now receive Core Leather when you skin Magmadar.

User Interface

- To speed up game loading and reduce memory usage, several portions of the UI have been converted to add-ons. These are completely transparent to the player, but custom add-ons may need to be updated.
- You can now search for random suffixes such as "of the Monkey" in the Auction House.
- Items that are in your action bar and are equipped will now display a green border around them so it's easy to tell which of your action bar items are equipped and therefore usable.
- The Reputation tab will now display on mouseover exactly how many reputation points you need to attain the next reputation level with that faction.
- When you gain reputation, the combat log message will now display the numeric value of how much reputation you gained as well as the previous relative message.
- There is now an option in the interface window to put a translucent pane behind the portraits and health/mana of other party members for easier visibility.
- When you place an auction up on the Auction House, the auctions tab now displays your minimum bid and buyout price even if there are no bids on the item.
- Players should no longer miss loot rolling messages when they're outside of the immediate area.

World Environment

- Latency upon entering crowded areas, such as Ironforge and Orgrimmar, should be substantially reduced.
- The flight paths in Silithus have been moved from Valor's Rest to the new Cenarion Hold. Characters that previously discovered the Valor's Rest flight path will be treated as having discovered the Cenarion Hold flight path.
- A neutral graveyard has been added to Silithus at Cenarion Hold. With the addition of this graveyard, characters dying in Silithus will be sent to whichever graveyard they are closer to when they die: Valor's Rest or Cenarion Hold.
- Flamekin Imps (Ragers, Spitters and Sprites) in the Burning Steppes now drop Elemental Fire.
- A new weapon merchant who can also repair durability damage on items has moved in to Talonbranch Glade in Felwood.
- The Silithus area map has been modified and its scale has changed.
- Tyr's Hand now has the proper outdoor elite monster respawn time.
- Hearthglen now has the proper outdoor elite respawn time.
- A Graveyard has been added to Duskwood at Ravenhill Cemetery.
- A flight path has been added between Stormwind and Morgan's Vigil.
- Modifications were made to several areas of Azeroth so that the undiscovered areas of the map are revealed easier.
- The Woodpaw Hills sub-area of Feralas now properly grants discovery experience when you enter it for the first time.
- Brackenwall Village now has an arrow on the minimap that points to it when you get within range.
- Sayge's buffs at the Darkmoon Faire are now exclusive to one another.
- Due to popular demand the general goods vendor in Undercity now sells Morning Glory Dew.
- All graveyards that needed adjustment were changed so that a character's spirit comes into the world facing toward the Spirit Healer.
- Fixed a bug that caused people to fall out of Blackwing Lair during the Nefarian fight.

Macs

- Enhanced the WoW Error Reporter to be able to intercept some types of errors that were not being handled in 1.7.x.
- Eliminated the "r>=0, r=NaN" assertion frequently seen when utilizing third party UI add-ons.

Bug Fixes

- Fixed bug where your pet would be both in and out of combat simultaneously when you were dismounted by pursuing creatures.
- You no longer become stuck and unable to loot if you try to open chests and chests while you are a ghost.
- Fixed bug where players would get stuck in the falling animation if they cast an instant-cast spell while jumping.
- Fixed a missile bug that could cause crashes in large battles such as Molten Core, Blackwing Lair, and Arathi Basin.
- Fixed a bug with Win9x where if you started in Windowed mode, the cursor would be stuck and could only be moved from side to side.

 - World of Warcraft Client Patch 1.7.1 (2005-09-22)

PvP

- Battlegrounds
 Altered geometry in Arathi Basin to prevent a possible exploit.

 - World of Warcraft Client Patch 1.7.0 (2005-09-13)

Zul'Gurub

Hidden within the jungles of Stranglethorn, an ancient Troll city full of peril has been uncovered. Do you have what it takes to delve into its mysteries with a band of hardy explorers? There's only one way to find out! Zul'Gurub is a high-level, 20-man raid instance with 120 new rare and epic items to uncover. Adventure awaits!

Arathi Basin

Join the League of Arathor or the Forsaken Defilers as they battle for the precious resources stockpiled within the latest Battleground, Arathi Basin! Pitting 15 members of each faction against each other, the race is on to be the first to 2000 resources, capturing strategic landmarks around the Basin to increase your team's gain and cripple the enemy. With an all-new set of reputation-based rewards, there's never been a better time to join the war!

Stranglethorn Fishing Extravaganza

The Stranglethorn Fishing Extravaganza is a grand new event set along the coasts of Stranglethorn Vale. Early on the appointed day, friendly neighborhood goblins will visit Ironforge and Orgrimmar to inform aspiring anglers of the grand tournament and give instructions. At the appropriate time, the shout will ring out across Stranglethorn to bait your hooks and cast your lines!

General

- The debuff limit has been increased to 16 (from 8). In addition, the client will now display all 16 debuffs.
- Switching weapons in combat triggers a 1 second global cooldown for all abilities for rogues and a 1.5 second global cooldown for everyone else.
- Tauren can now ride wolves if they learn the wolfriding ability.
- Possessed units (e.g. Mind Control, Eyes of the Beast etc...) can now cancel combat mode by clearing your current target. In addition, the UI will have a gold border when the possessed unit is actively in combat mode with the target.
- Several stun spells and abilities that were previously irresistible can now be resisted as was always intended.
- Damage absorption no longer protects against falling, drowning, or fatigue damage.
- The targeting circles for area effect spells will no longer be cancelled when the caster moves.
- Absorbed and resisted environmental damage is now shown in the combat log.
- If an attack deals non-physical damage, the type of damage is now reported in the combat log.
- Fixed bug where you could kill someone in a duel with spell reflection.
- Auras and shapeshift forms can be cancelled while you are fleeing or confused.
- Fixed bug where you couldn't right click to attack a hunter who is feigning death.

- You can no longer unequip weapons while they are disarmed.
- Debuffs and area effect spells now use their actual cast level rather than effective cast level for calculating periodic resistance.
- Escape Artist works with Frost Nova and Frost Trap again.
- Damage absorption is now applied before damage splitting effects.
- Casting spells on your pets and summons will no longer cause guards in neutral towns to attack you.
- Fixed a bug where mana was being regenerated while channelling spells that use mana.
- Fixed a bug where the Dazed ability used by creatures when attacking targets from behind was countered/dispelled by some spells (e.g. Blessing of Freedom).
- Fixed a bug where area of effect periodic damage spells were being resisted more frequently than they should have been when casting lower level ranks of the spell (affected spells were Blizzard, Consecration, Explosive Trap, Flamestrike, Hurricane, Rain of Fire and Volley).
- Effects that make players immune to physical will no longer be immune to the "Recently Bandaged" effect from First Aid.
- Made general improvements to the camera.
- You are no longer able to kill players in duels with reflected DoT spells
- Escape Artist works with Frost Nova and Frost Trap.
- When you swap weapons in combat, you start your swing again, instead of continuing your last swing.
- Fixed bug where self-inflicted damage, like Poisonous Blood, wouldn't break stealth.
- When an attribute increasing effect (e.g. Arcane Intellect) is refreshed on a target, it will no longer reset the target's health or mana and then increase the total.
- Pets now switch to a new target if possible when their current target is polymorphed.
- Meeting Stones

A number of miscellaneous improvements have been made that should allow for better group forming when using the meeting stones. You will no longer be kicked from the meeting stone queue when a player declines a group invite or when inviting someone that is already in a group. You will now be informed that you have left the meeting stone queue when the group leader logs out. Tanks and Healers will now be immediately added to the group by the meeting stone when they are the 5th member of the group. You can now be added to a group by the meeting stone when that group contains characters that have disconnected.

PVP

- Battlegrounds

Battleground "holidays" have been added to Warsong Gulch, Alterac Valley and Arathi Basin. Holidays occur during most weekends, starting on Thursday night at midnight and continuing until Tuesday morning.

During a holiday, emissaries from that Battleground will be found in the major cities, and honor/faction rewards for performing objectives in that battleground are increased.

Warsong Gulch and Arathi Basin will now be level-banded as follows: 20-29, 30-39, 40-49, 50-59, 60.

System Messages have been added to Warsong Gulch to replace the heralds.

Losers of Warsong Gulch are now given a "Ribbon of Sacrifice" which they may turn in to Captain Shatterspear or Sentinel Farsong for a faction reward.

Offensive use of damage immunities no longer causes the flag to drop in Warsong Gulch.

In the Battlegrounds, you will now automatically be resurrected by Spirit Healers unless you choose to decline.

A bug that allowed ghost players to pass through the Warsong Gulch starting gate has been fixed.

Alterac Valley now correctly rewards honor for owning graveyards at the end of the game.

Characters that use the Battlemaster to enter a Battleground will now port back to that Battlemaster when they leave the Battleground for any reason.

Fixed range check for removing insignia from players in Battlegrounds.

Fixed a bug that would cause players to stand up when a turnin was made in Alterac Valley.

Players will no longer be able to gain health by repeatedly entering and leaving the effect of a Battle Standard.

Entering a battleground now resets the timer for the AFK flag. This should prevent players being kicked by the AFK timer moments after they enter the Battleground instance.

Using the /who command while in a Battleground instance will now only display players in your instance.

The requirement to purchase special Food and Bandage consumables for Warsong Gulch and Arathi Basin has been lowered; they are now available for use at Friendly and Honored, respectively.

battleground queue functionality has been improved to eliminate certain types of "traffic jams" that could prevent instances from starting.

- Consecration and other similar spells can no longer be used by non-PvP flagged players to damage PvP flagged enemies.
- Racial "Leaders" have been strengthened, and are now worth slightly less honor.
- Players may no longer purchase items that require a PvP rank unless they meet the rank requirement at the time of purchase.

Druids

- Improved Starfire - The stun effect can now be resisted.
- Druids should now be able to shapeshift back into caster form while Feared.
- Cat Form - The base weapon damage of the form has been increased.
- Cat Form - Each point of agility now adds 1 attack power.
- Cat Form - Rip's damage per combo point has been increased.
- Cat Form - Ferocious Bite's damage per combo point has been increased. In addition, extra energy now converts to damage at a higher rate.
- Cat Form - Replaced global cooldown on Tiger's Fury with a 1 second self cooldown. In addition, its duration has been increased to 6 seconds.
- Cat Form - Rake's damage has been increased.
- Entangling Roots now shares the same duration in pvp as other long-duration forms of crowd control (ie: polymorph, fear, sap).

Hunters

- Due to significant talent changes, Hunters will have all talent points refunded and can be respent. Training costs for all talent spell/ability replacements have been significantly reduced.
- Survival and Beast Master talent trees have undergone major revisions in an effort to give Hunters additional, viable choices when selecting talents.
- Deterrence - Will now increase parry chance when using Fist Weapons.
- Deflection - Will now increase parry chance when using Fist Weapons.
- Improved Concussive Shot - The stun effect can now be resisted.
- Trueshot Aura - Attack Power and Ranged Attack Power bonus increased, mana cost decreased, area of effect increased.
- Frost Trap - Updated tooltip to reflect duration of the Frost Trap Effect.
- Aimed Shot - Fixed tooltip to correctly display shot time.
- Auto Shot - Fixed a bug where switching targets would cancel Auto Shot. Switching targets should now continue firing on the newly acquired target.
- Scatter Shot - Should now cancel combat mode when used.
- Eyes of the Beast - Cast time reduced.
- Flare - Fixed the tooltip to accurately reflect the actual radius of the effect.
- Ranged Weapon Specialization - Now affects all ranged weapon attacks (e.g. Arcane Shot).
- Improved Concussive Shot - Will now have a chance to stun targets that are afflicted with other slowing effects (e.g. Wing Clip).
- Hawk Eye and Barrage have swapped locations, and we added 1 more rank to Barrage.
- Freezing Trap now shares the same duration in pvp as other long-duration forms of crowd control (ie: polymorph, fear, sap).
- The resist rate for hunter traps is now based on the hunter's skill rather than the level of the trap.
- Pet Abilities
Hunters now have the first round of pet customization available. New

passive abilities include increased armor, stamina, Fire resistance, Frost resistance, Nature resistance, Shadow resistance, and Arcane resistance.

Hunter pets can now be untrained of all their skills from any beast trainer in the major cities. Similar to talents, untraining a specific pet scales up as you do it more times: 10 silver, 50 silver, 1 gold, 2 gold, 3 gold, etc., eventually stopping at 10 gold.

Training point costs for all abilities have been rebalanced. You'll now be able to use all your pet's training points with meaningful choices. To help make "hunting" pets more viable in more situations, the Growl ability is now free to all pets.

Bats, owls, and carrion birds can now learn the Screech ability, a fast single-target attack that also lowers the attack power of all enemies within melee range of the pet.

Cats can now learn Stealth. In addition to being unseen, they receive a damage bonus for their first attack coming out of stealth.

Scorpids can now learn Scorpion Poison. The poison deals Nature damage over time and stacks up to five times on a single enemy.

Wolves can now learn Furious Howl. The howl adds a flat amount of damage to all nearby party member's next attack (within 15 yards).

- Hunter pets now gain experience based on the level difference between them and their target rather than the difference between the Hunters and their target. This will make it much easier to level up a low level pet. Keep in mind that the Hunter must still kill creatures from which he/she will gain experience.
- The tooltips for quick Hunter shots have been updated to show them as instant abilities.
- Feign death is no longer resisted by players.
- Hunters are now able to rename their pets while mounted.
- Hunter's pets will be smarter about when to use Dash/Dive.
- Fixed bug where Aimed Shot wouldn't cancel properly when the target moves out of range.
- Fixed a bug where lower level versions of Immolation Trap and Explosive Trap were being resisted more than they should be.

Paladins

- New Spell: Hammer of Wrath (Level 44) - Hurls a hammer that strikes an enemy for Holy damage. Only usable on a wounded target.
- Blessing of Sacrifice no longer shares damage with dead Paladins (You can no longer kill Paladin Ghosts).
- Paladins can no longer activate Divine Favor on the previously cast healing spell.
- Seal of the Crusader - Fixed a bug that displayed the incorrect amount of attack power increased by ranks 2, 3 and 5 of the spell.

Priests

- Focused Casting - Mana cost removed. Now no longer triggers the global cooldown on all other spells.
- Vampiric Embrace - Now heals 20% of the damage actually caused (including critical hits, buffs etc..) but now only heals when shadow spells cause the damage.
- Switching to Shadow Form no longer cancels Holy buffs on a priest.
- You can cancel melee combat while mind controlling by clearing the target, like you can normally.
- Blackout - Fixed a bug where rank 2 of the talent wasn't giving a chance to stun.

Rogues

- Riposte - Will now initiate combat when used.
- Deflection - Will now increase parry chance when using Fist Weapons.
- Mace Specialization - The stun effect can now be resisted.
- Shoot Bow/Gun/Crossbow - Should no longer cause a global cooldown on all other abilities.
- The fire damage from the Blazefury Medallion and the Gutgore Ripper's effect should no longer immediately break Gouge.
- Riposte - Fixed a bug where the ability was not usable when a special attack (e.g. Gouge) is parried.

Warlocks

- Inferno - The stun effect can now be resisted. Tooltip updated to reflect enslave duration after the initial summon.
- Spell Lock (Felhunter) - In addition to interrupting spellcasting, it

will now silence the target for a short duration.

- Benefits received from the old Master Conjurer talent should now be removed on all Warlocks.
- Firestone - When a Firestone is equipped, it should no longer interrupt tradeskill creation.
- Demonic Sacrifice - All effects gained from sacrificing the pet should no longer be dispellable.
- Conflagrate - The Conflagrate spell is now instant cast. The damage and mana cost has been raised on all ranks of the spell.
- Fear will now cause creatures to flee immediately, even if they are already moving.
- Succubus pets will be smarter about when to use Seduction.
- Succubus pets can now autocast Lesser Invisibility.
- Fixed a bug where Fear and Curse of Recklessness, when used together, would prevent targets from casting spells.
- Fixed a bug where Soul Link and Power Word: Shield, when used together, would heal the Warlock instead of splitting or absorbing damage.
- Demon Armor - The armor increase will now stack together with Scrolls of Protection.

Warriors

- Deflection - Will now increase parry chance when using Fist Weapons.
- Retaliation - Will now cause a maximum of 30 retaliatory strikes in 15 seconds. In addition, retaliatory strikes will not be possible while stunned.
- Improved Revenge - The stun effect can now be resisted.
- Mace Specialization - The stun effect can now be resisted.
- Retaliation, Recklessness and Shield Wall will no longer be cancelled if you switch stances while the effect is active.
- Shield Slam - Threat caused increased.
- Shoot Bow/Gun/Crossbow - Should no longer cause a global cooldown on all other abilities.
- Sweeping Strikes will now ignore dead targets, and will ignore PvP enabled targets if you are not PvP enabled.

Items

- We have determined that the defense statistic was being applied to items too liberally, causing those items to be stronger than they should have been relative to other items of the same level with different effects. As a result, we have reduced the amount of defense points on all items with bonuses to defense by approximately 33% in order to bring those items in line with other similar items.
- Proficiency Bonuses have been added to the game. Some sets of equippable items have been added that will give bonus effects to the player only if they have a specific skill, such as Leatherworking.
- With the new ability to train Hunter pets with considerable magical resistance, the amount of pet resistance granted by the set bonuses for the Giantstalker's and Dragonstalker's has been reduced while the pet health granted has been increased.
- The Earthfury set bonus that increases the range of totems now works with the Mana Tide Totem.
- The Giantstalker's set bonus that increases Volley damage now works properly.
- The Lawbringer Paladin Set's Healing Circle effect now only affects your party, but the range of the heal has been increased to 30 yds.
- The pants and gloves for the Dreadmist, Magister's and Devout sets have had their Agility removed, and other statistics slightly increased.
- The free mana cost buff provided by the Mage's Netherwind armor set is now called "Netherwind Focus" and will be noted in your combat log.
- The effect of the Judge's Gavel has been changed to a stun.
- Flarecore Gloves now bind when equipped.
- Flarecore Leggings and Robe now provide a damage bonus to all spells, not just fire spells.
- The duration of the Bonereaver's Edge weapon debuff has been lowered, but the frequency of the effect has been raised.
- The Polychromatic Visionwrap is now a cloth item with durability.
- The Searing Needle's proc will now do the listed damage of the tooltip.
- The Unstoppable Force now has a short duration stun instead of a knockback effect, and the stun will occur less frequently.
- Changing stances no longer removes the Orb of Deception effect.

- When you have more than one transformation aura (Orb of Deception, Noggenfogger, etc.), the last one applied is the one that is shown.
- Several of the Molten Core Epic Weapons have been updated with new weapon glows.
- Totems affected by the Earthfury set bonus no longer have their effect flicker when players are outside their normal radius.
- Fixed bug preventing several items, such as the Goblin Jumper Cables, from being gift wrapped.
- Fixed bug where equipping and unequipping set items and other items with the same bonus as the set bonus could reduce the affected stats twice until logout.
- Sayge's Dark Fortune of Resistance now adds +25 to all schools instead of +10%.
- PvP reward gloves that grant stealth detection have had the detection reduced somewhat.
- There are now items in the game that have a duration on them that is measured in real time. For instance, there are fish that have a four-hour duration; they only last four hours regardless of whether or not the character is logged in.
- Alterac Valley Spring Water now has a minimum level of 55.
- The Lobotomizer's proc name has been changed to "Brain Damage".
- Corrected the art for the Nether-lace Tunic.
- The Marshal's Lamellar Legplates now have the proper strength bonus.
- The Fire Runed Grimoire and Darkmoon Card: Heroism are now properly considered armor items.
- The spirit buff from Bottled Alterac Spring Water should now work for shapeshifted druids.
- The Marshal's Silk Gloves now has the Mana Shield improvement effect.
- The effect tooltips for The Black Book, Gutgore Ripper, and Natural Alignment Crystal now properly list their duration.
- Scout's Blade now properly sheathes at the hip.
- A few items in the Alliance PvP Rogue and Druid sets were previously misnamed, this has been corrected.
- The Cenarion and Earthfury Vestments now have proper durability values.
- The Sergeant Major's Silk Cuffs and First Sergeant's Silk Cuffs now have the same amount of stamina.
- The stun from the Tidal Charm trinket no longer breaks when damage is dealt to the stunned target.
- The Fade effect on the Stealthblade will no longer trigger the cooldown for the Rogue's Feint ability.
- The effect of Black Amnesty will now be noted in the combat log.
- Rethban Ore, Black Diamonds, and Pristine Black Diamonds may now be found in the Miscellaneous Junk category of the Auction House.
- Blue Wedding Hanbok name changed to reflect the actual color of the dress.
- The minimum level 48 Lorekeeper's Ring and Advisor's Ring now properly consider their effects to be passive.
- Hair should no longer stick through the Helm of Endless Rage.
- Key to the City is now considered Uncommon loot.
- The Amulet and Orb of the Darkmoon have had their stats improved and are now Epic (purple).
- Fishing poles which provide the same bonuses as lures now get the extra bonus from the lure when it is applied.
- Fixed bug where moving enchanted weapons from one hand to the other would remove the equipped enchantment benefit.
- Fixed bug where swapping two equipped trinkets would remove one of the trinket's passive effects.
- Night Dragon's Breath can now be used while silenced.
- Texture for the Dragon's Touch wand corrected.
- Bind on Equip Bracers and Belts in Molten Core now drop more often.
- Cenarion Helm texture fixed.
- Invulnerable Mail changed to a lower duration effect, but your own melee swings will not interrupt the invulnerability.

Pets

- You can now modify the auto-cast status of pet spells in the pet spellbook.

Professions

- New crafted sets have been added that require reagents found only in Zul'Gurub or through the reputation gained from adventuring therein.
- Only spells and abilities that target enemy units will cancel the World Enlarger effect.

- Black Lotus is no longer soulbound.
- Blackfury and Black Amnesty now bind when equipped.
- Catseye Goggles have had their stealth detection increased somewhat.
- The Mooncloth Robe pattern changed so it displays as white quality instead of blue since it is vendor purchased.
- The Effects of Flasks will now persist through death.
- Free Action potions can now be dispelled.
- Wildvine potions have been improved.
- Dreamless Sleep potions now take full effect in 12 seconds instead of 15.
- There is now a Horde cooking recipe that uses Tender Crocolisk Meat found at Brackenwall Village.
- Dark Iron Boots have been added as Blacksmithing plans that require Exalted reputation with the Thorium Brotherhood.
- Timbermaw Reputation Recipes are no longer sold in limited quantities with a restock time. If you have the reputation, you will always be able to buy the recipe.
- Significantly more Stranglekelp has started washing ashore to the beaches of the world.
- Dark Iron mineral nodes will now sometimes appear in the Burning Steppes and Searing Gorge.
- Enchanting an item with an enchantment that will cause the item to become soulbound will now prompt the enchanter with a warning message before the enchantment is cast.
- The Gnomish Death Ray now only can be cast if the target is within 20 yards. Previously you could cast this on players outside that range, even though the spell immediately failed.
- Cured Rugged hides now stack to 10 instead of 5.

Quest

- A great number of quests and events added to Zul'Gurub.
- A level 50 class quest has been added for the Rogue (Lord Ravenholdt in Ravenholdt Manor), Priest (Greta Mosshoof in Felwood), Mage (Archmage Xylem in Azshara), and Hunter (Ogtinc in Azshara).
- Reputation gains given to a player on the Alliance, Horde, or Steamwheedle Cartel factions directly will now cascade down to member factions through the middle of the Exalted reputation level.
- The summoning crystals of Andorhal have been removed; as a result, Araj the Summoner will behave like a normal spawn. The respawn time on Araj once he is slain is 10-15 minutes. It should be noted that the spawns surrounding where he holds dominion have been maintained; players seeking to defeat him should not be shy about bringing friends with them.
- Araj the Summoner now has increased hit points and does increased melee damage.
- Araj the Summoner no longer drops a Corruptor's Scourgestone 100% of the time when killed.
- The text for the Horde and Alliance versions of "Araj's Scarab" now reflect the changes done to the Araj encounter.
- The text for the Horde and Alliance versions of "Alas, Andorhal" now reflect the changes done to the Araj encounter.
- The Argent Dawn quest "The Active Agent" now offers a choice of rewards: Seal of the Dawn and Rune of the Dawn. Both may be used just like an Argent Dawn Commission.
- Players seeking to replace their Seal of the Dawn (or get a Rune of the Dawn instead) once they've finished "The Active Agent" quest should speak with Betina Bigglezink in Eastern Plaguelands.
- The Seal of the Dawn is now unique, no longer has any cash value, and is no longer disenchantable.
- The level 5 quests had the ranged weapon removed from their reward options. This was done to make sure hunters upgrade their melee damage in the levels before obtaining a pet.
- Added text to the Test of Endurance quest to indicate you might need to bring some friends along.
- The amount of XP and Stormwind reputation has been increased for completing "Hilary's Necklace" quest.
- Torek in Ashenvale (the questgiver for Torek's Assault) is now PVP enabling.
- Important Blackrock Documents for the Horde quest, "Warlord's Command," no longer despawn. They can still randomly spawn at one of four locations.
- Two new quests have been added to Thorium Point in the Searing Gorge for Thorium Brotherhood reputation turnin for players with neutral faction. You will now be able to turn in Iron and Heavy Leather to

- increase your reputation with the Brotherhood.
- "The Darkreaver Menace" quest has had its reward improved; any Shaman who has already completed the quest should speak to Sagorne Creststrider in Orgrimmar to get their new reward.
- The Boulderslide Ravine quest in Stonetalon Mountains now more clearly points players to the Boulderslide Ravine.
- The original Hakkar quest (the one that involved killing Hakkar's Avatar in the Sunken Temple) has been extended, and now offers a reward.
- Completing the initial Magram or Gelkis quest in Desolace now gives appropriate positive and negative reputation gains.
- The completion dialogue for the "A Rogue's Deal" quest has been clarified.
- All 8 versions of the "A Donation of Runecloth" quest have had their quest text clarified.
- Certain mobs and NPCs that erroneously had plus or minus reputation gains on kills for Horde or Alliance have been corrected.
- Various quest typos fixed.

Raids and Dungeons

- Characters will now receive an error when attempting to enter a raid dungeon if the reason they cannot enter is because they are not in a raid group.
- Fixed a bug that was preventing Rallying Cry of the Dragon Slayer to fire when Onyxia's head was turned in (assuming a head was not already up).
- You can now no longer avoid Onyxia's confuse effect by jumping or moving erratically.
- Death Knight Darkreaver in Scholomance shouldn't be so noisy anymore.
- The Ogre Tannin Basket in Dire Maul should stick around longer if someone opens it and does not initially loot the tannin from it.
- A few Molten Core bosses now drop Fiery or Lava Cores.

User Interface

- New "Dressing Room" Interface now available! If you control-left click on any item, item reference (vendors, quests) or item link (chat), a UI panel will appear showing your character wearing that item. You can then use the same command (control-left click) on additional items to add to the preview appearance. In addition, the Auction House now has a checkbox in the upper right-hand corner; if checked, any item you click on within the Auction House will automatically be previewed on your character.
- Need Before Greed and Group Loot options have been improved. The rolling window that appears when an item of the threshold and above is looted now has three buttons: a Need button (the dice), a Greed button (the coin), and a close button. Any players who select Need will get a chance to roll first for the item, with the high roller winning. If no one selects Need, all characters who selected Greed will then roll, with the highest roll winning the item. If everyone closes the window, the item becomes lootable by anyone in the group.
- You can now disable the slow scrolling of text when you are receiving a new quest.
- Opening the overhead map will now "ping" your location your map (to make it easier to notice your location when there are many friendlies nearby on the overhead map).
- The overhead map now displays a directional icon for your character.
- Spell effects that stack multiple times on a character will now display a number in the bottom corner indicating how many times the effect has stacked. For example, if a player has had the Sunder Armor ability used on them three times, the Sunder Armor effect icon will display a 3 in the corner.
- A confirmation dialog is now shown when you choose to make an Inn your home.
- The tooltip for spells like Seal of the Crusader correctly reflects the benefit of the spell, instead of occasionally being off by one.
- Using /random will now send the text to your party or raid wherever they are instead of the local area around the player that used /random.
- When in a raid group, the group you are in will now appear above your name next to your portrait.
- Mail recipient name completion now works with offline guild members even if you are not showing them in the guild UI.
- Guild ranks and player notes are now filtered by the profanity filter.

- The temporary mana cost reduction of Burst of Knowledge and similar effects is now reflected in tooltips.
- Quest rewards are now linked in chat like other items gained.
- You can auto-equip items while in flight by right clicking on them, as you would normally.
- Fixed bug preventing the Release Spirit dialog from showing if you die while jumping in lava.
- You can now use the Escape key to exit out of pop up dialogues.
- Fixed lua error when relinking poor and standard quality items from loot messages.
- Consumable items on the action bar will now always show the number remaining, even if there are none in your inventory.
- You can create the directory Interface\Icons, and any 32x32 .blp or .tga files you put in there will be available in the icon list for your macros.
- Pet spells in macros are now supported, both using /cast and using CastSpellByName().
- If you omit the rank of a spell in /cast or CastSpellByName(), it will use the highest rank of the spell which you know.
- While it will still be possible to override files in Interface\FrameXML, doing so is discouraged (and is likely to become impossible in a future release). Significant API additions are being made to eliminate the need for such direct FrameXML changes.
- You will now be able to list .lua files directly in the addon .toc file.
- The SetPoint() and SetAllPoints() script functions can take an actual frame instead of a frame name.
- TargetNearest* script functions will only work in response to a button click or a key binding, to discourage addons which scan the battlefield for targets.
- Addon-specific Saved Variables!
 - Each addon's saved variables will be saved in the file WTF\Account\{accountname}\SavedVariables\{addonname}.lua, and will only be loaded when the addon is loaded.
 - IMPORTANT: The first time you enter the game with this change, you must make sure all your addons are enabled, or their saved variables will be lost! If you accidentally do this once, you can recover by quitting the game, moving your backup SavedVariables.lua into place and restarting the game with addons enabled.
- Addon Loading On Demand!
 - If you add the following line to your addon's .toc file, it will not be loaded at the normal load time, it will instead be dynamically loaded upon request:


```
## LoadOnDemand: 1
```
 - You can query to see if an addon is loaded by using the new IsAddonLoaded("addonname") function, and you can load an addon dynamically using the LoadAddon("addonname") function. This function returns true if the addon is loaded successfully, and can be safely and efficiently called even if the addon is already loaded.
 - For your convenience, the function UIParentLoadAddon("addonname") is provided which will attempt to load the addon and pop up an error message if it failed to load for any reason.
 - Once an addon is loaded, the ADDON_LOADED event is sent, with arg1 set to the name of the addon. An addon can listen for that event, and when it receives that event with it's own name, it can safely access its saved variables.
 - An important thing to note is that when an addon is loaded dynamically, it doesn't have access to any of the virtual frame templates that are defined by FrameXML, including font definitions.
- New Scripting Functions
 - debugprofilestart() - starts a timer for profiling during debugging.
 - millis = debugprofilestop() - return the time in milliseconds since the last call to debugprofilestart()
- New UI Element Member Functions

handlerFunction = Frame:GetScript("handler") - (for handlers like "OnShow", "OnEnter", etc) which returns the current event handler for a frame.

Frame:SetScript("handler", function) - sets the action/event handler for a frame (or removes it with a nil function)

Frame:SetBackdrop(nil) / Frame:SetBackdrop({bgFile = "bgFile", edgeFile = "edgeFile", tile = false, tileSize = 0, edgeSize = 32, insets = { left = 0, right = 0, top = 0, bottom = 0 }}) (Note: This is a table argument)

FontString:SetFont("font", size [, "flags"])

StatusBar:SetStatusBarTexture("file" [, "layer"])

lines = ScrollingMessageFrame:GetMaxLines()

ScrollingMessageFrame:SetMaxLines(lines)

ScrollingMessageFrame:EnableFading([isEnabled]) (Defaults to true)

ScrollingMessageFrame:SetFadeDuration(seconds)

ScrollingMessageFrame:SetTimeVisible(seconds)

ScrollingMessageFrame:Clear()

lines = TextBox:GetHistoryLines()

TextBox:SetHistoryLines(lines)

TextBox:SetIgnoreArrows([isIgnored]) (Defaults to true)

r,g,b,a = FontString:GetTextColor()

Frame:SetParent(nil, or "parent" or parentFrame)

numChildren = Frame:GetNumChildren()

child1, child2, child3, ... = Frame:GetChildren()

- Addon Saved Variables

SavedVariables will no longer drop stored numbers to single precision.

Infinite/Nan values no longer cause corrupted SavedVariables.lua file. (Written as nils with comment)

- Chat and Combat Logging

The script functions ChatFrameLog() and ToggleCombatLogFileWrite() are obsolete.

Added script function: isLogging=LoggingChat([newState]) (Returns new state (or current state if no argument))

Added script function: isLogging=LoggingCombat([newState]) (Returns new state (or current state if no argument))

New slash command /chatlog toggles chat logging (/combatlog toggles combat logging)

The file for the chat log is Logs\WowChatLog.txt and the file for the combat log is Logs\WowCombatLog.txt

Chat and combat log files will be appended to rather than overwritten.

You now receive combat log messages and damage feedback when you are being attacked by creatures you can't see.

If you call a tamed Deepmoss Hatchling, you are no longer notified that you hatched.

Fixed disconnection caused by relinking an item in a different locale than that of your client.

Looted items now always show their names in the appropriate quality color.

You now get combat feedback when you take damage from unseen opponents, like the Unseen in Raven Hill.

Fixed damage display on the character sheet when you have Fury of the Frostwolf or Stormpike's Salvation.

World Environment

- The Ranazjar Isle sub-area has been added off the northwest coast of Desolace. The Ranazjar Isle puzzle piece now properly pops when you venture there.

- Entering the zeppelin towers at Durotar and Grom'gol Base Camp no longer incorrectly flags you as being in the Valley of Strength.

- Argent Dawn, Timbermaw, Zandalar and Arathi Basin vendors now show you their entire inventory regardless of current reputation, allowing players to peruse their full range of wares. The items in question now require the appropriate reputation level to make use of them.

- Some of the ship and zeppelin paths have been modified.

- Gor'tesh and Grol the Destroyer should no longer stay in evade mode indefinitely.

- A new inn has been added to the Grom'gol Base Camp in Stranglethorn Vale at the base of the zeppelin tower.

- The Champion's Hall and the Hall of Legends have new load screens.

- Some Horde quest NPCs were moved to new locations to promote more intuitive quest flow: Storm Shadowhoof who was previously at Bloodvenom Falls in Felwood has been moved to Everlook. Witch Doctor

- Mau'ari who was previously in Orgrimmar has been moved to Everlook.
- Scorpids above level 10 now drop more valuable parts than they did previously.
- Rare Felwood creatures should now have loot.
- Twilight's Hammer creatures in Silithus can now be pickpocketed.
- Zone bound items, such as the Gordok Courtyard Key, will no longer leave your inventory if you are a ghost outside their intended zone. Reviving in a zone outside the item's listed zone binding will still cause the item to disappear, however.
- Pelturas Whitemoon's faction has been fixed; the NPC is now properly associated with Darnassus.
- Narm Faulk is now a part of the Ironforge Faction.
- Hadoken Swiftstrider now has gossip text.
- Ferra can now be skinned.
- Fixed a typo in Ogunaro Wolfrunner's greeting to those who are not yet friendly with Orgrimmar.
- Fixed a typo on a signpost in Western Plaguelands.
- Sayge's buffs at the Darkmoon Faire are now exclusive to one another.
- Onyxia no longer teleports from point to point while flying.

- World of Warcraft Client Patch 1.6.1 (2005-08-02)

General

- Spell casting is no longer interrupted when leaving combat.

Warriors

- Improved Shield Block - Fixed a bug where Rank 3 of the talent was not granting the extra block.
- Bloodthirst - Damage bonus increased to 40% of attack power.

Items

- The Oil of Immolation effect is no longer affected by bonuses to spell damage from items.

Raids & Dungeons

- Blackwing Lair

Several encounters in Blackwing Lair now cause the front gate to close, preventing players from zoning out or joining an in-progress battle.

The Razorgore encounter has been changed slightly to make it less "random". The spawning should be more consistent throughout the fight.

The timer for Vaelastrasz the Corrupt is now more persistent. You can no longer reset the one-hour time limit for beating him by leaving the instance. Also, Vaelastrasz the Corrupt will not respawn for 12 hours if he has not been beaten when the timer expires.

The drakes in Blackwing Lair will no longer leave the lab.

- Maraudon

Lowered experience values for Creeping Sludge.

Macs

- Increased the maximum number of sounds which can be played simultaneously. This will fix problems where some sounds could be dropped in very busy situations.
- Fixed WoW Error Reporter so that it doesn't crash under Mac OS X 10.4 when trying to send an error report.
- Worked around an issue where you would lose your Expose/Dashboard preferences if you crashed or asserted while in fullscreen mode on Mac OS X 10.4.
- Fixed the "blockWidth", "srec", and "bitnum < m_numBits" assertions bugs that would crash the game.
- Fixed a bug involving corpses near the player that could result in a crash ("BusError").

- World of Warcraft Client Patch 1.6.0 (2005-07-12)

Blackwing Lair Released!

Nefarian's sanctum, Blackwing Lair, can be found at the very height of Blackrock Spire. It is there in the dark recesses of the

mountain's peak that Nefarian has begun to unfold the final stages of his plan to destroy Ragnaros once and for all and lead his army to undisputed supremacy over all the races of Azeroth. Blackwing Lair is a max-level, 40-player raid dungeon, with many new encounters and tempting rewards awaiting the intrepid adventurer that dares enter its halls.

Darkmoon Faire!

A gathering of the exotic from around the world and beyond, Silas Darkmoon has brought together the Darkmoon Faire as a celebration of the wondrous and mysterious found in Azeroth. While the Faire spends most of their time in parts unknown, they do stop from time to time in Mulgore and Elwynn forest. When the faire is on its way barkers will stop by Ogrimmar and Ironforge to announce its arrival.

Battlemasters!

There is a new way to enter the battleground queues. Battlemasters! Located in some of the cities, right-clicking on a battlemaster will allow your character to enter a battleground queue just like you normally would if you touched that battleground's entrance portal. The functionality is exactly the same, so when it's your character's time to enter the chosen battleground, you will be teleported directly in. Glordrum Steelbeard stands in the Hall of Arms in Ironforge, serving as the Alliance battlemaster for Alterac Valley. Aethalas of the Silverwing Sentinels stands ready in Darnassus, next to the warrior trainers, to send Alliance characters into Warsong Gulch. And in the Hall of the Brave, located in Orgrimmar's Valley of Honor, Brakgul Deathbringer serves as the Horde's battlemaster for Warsong Gulch, while Kartra Bloodsnarl will send you to bring glory to the Horde in Alterac Valley. Guards in their respective cities can give you directions on how to find them.

General

- There is a new option upon the login screen. If you click the "Remember Name" checkbox on the left side of the screen, the game will automatically fill in your account name when it starts up.
- Will of the Forsaken (Undead Racial) - duration of the lasting immunity effect decreased to 5 seconds.
- Cannibalize (Undead Racial) - Regeneration increased to 35% of a character's total health over 10 seconds.
- Stoneform (Dwarf Racial) - can now be used to cancel self-inflicted poison effects.
- Fist Weapons will now have the normal chance to parry that all weapons use.
- It will no longer be possible to swap any equipment while stunned.
- Pets will now enter passive/follow mode when their masters mount.
- The Dazed effect caused by NPCs will now stack with all other movement slowing effects. Note that the movement slowing effects will not stack, but the debuff icons will remain to ensure the full duration of these effects persist.
- Damage caused by environmental effects will now cancel stealth (e.g. swimming in lava).
- Several creature spells that silenced players are now properly flagged as silence effects, which will allow talents such as Unbreakable Will to provide a higher chance to resist the effects.
- Spells that drain mana will now properly report the amount of mana gained in the combat log.
- Clarified the error message when no corpses are available for the Cannibalize ability.
- Clarified the error message when trying to attack while mounted.
- Resurrection spells should now check range properly when used on targets that have released their spirit.
- Spell reflection effects have greatly improved visuals and functionality.
- Knockback effects are now synchronized with any associated missile impacts.
- Special abilities which are parried will correctly activate abilities which are usable after parrying.
- Damage shield spells no longer damage you if you use spells that damage both you and your enemies.
- Fixed graphical anomalies when using channeled abilities in a group with a grounding totem.
- Fixed the duration of Frostbite on pets which are dismissed and then recalled.

- Fixed a bug where broken off-hand fist weapons would prevent main-hand dagger abilities from being usable
- Health leech effects no longer give you health while you are a ghost.
- You no longer spout profanity when talking about sitting while drunk.

Macintosh

- Some optimizations for terrain loading and rendering were added for the Macintosh build.
- Enabled multisample support in the video options.
- Fixed an issue where inspecting crafted items on other users could potentially show attributes that those items did not have.
- Updated the Mac sound code to use memory more efficiently.

PvP

- Honor System

There is now a progress bar on the Honor tab of your character window that displays how close you are to your next rank.

There is a new "This Week" section of the Honor tab, which will display PVP accomplishments of the current week.

The honor screen now displays a bar indicating how far along your current rank you are (Scout, Private, etc). This will let you know whether you are moving towards your next rank or falling back towards your previous rank.

The "This Session" section of the Honor tab has been changed to "Today", and will now display the entirety of your accomplishments for the day instead of the most recent session.

Players rank 11 or higher can now chat in the WorldDefense channel.

The WorldDefense and LocalDefense channels will now display your rank as well as your name when chatting.

Battleground scoreboards now display the time elapsed in a battleground.

- Warsong Gulch

Warsong Gulch has new item rewards at the appropriate faction vendor near the entrances to the zone. These are available starting at Honored faction.

Friendly flag carriers are now displayed on the overhead map in Warsong Gulch.

Both the Warsong Outrider Supply Officer and the Silverwing Sentinel Supply Officer of Warsong Gulch now offer distinct tabards for purchase. Those heroes who are of Exalted status with one of these factions may purchase the tabard for 5 gold (discounts not included). Players now receive a faction bonus for completing the repeatable Warsong Gulch quests.

- Alterac Valley

Each team will now gain additional bonus honor if their towers are not destroyed by the end of the map. The more towers that remained intact, the more honor received.

If you manage to keep your faction's Captain alive for the duration of a battle, you will be granted extra points upon victory.

Several Alterac Valley vendor items are now bind on acquire.

The respawn time for tower guards (assuming the tower has not been destroyed) has been greatly increased.

Kor'vak the Bloodrager has gained immunities to many different spell and ability effects.

The minimum reputation needed to send a cavalry charge has been reduced to Honored.

Players of Revered or higher reputation may now call offensive air strikes if they have managed to rescue their respective Wing Commanders.

Alterac Valley's guard spawn is now controlled via a more intuitive mechanism. Please check the Officer Supply vendors for your faction to read up on the changes.

Fixed a bug that sometimes prevented the Alliance team from receiving honor for destroying towers.

Fixed a bug that was not awarding Horde credit for owning a mine at the end of a game.

- Dispel Magic can no longer be used on players participating in a duel unless the caster is in the duel.
- You are considered in combat for the entire duration of a duel.
- You can't assist players which are engaged in free-for-all PVP unless you are also in free-for-all PVP.
- If you have PVP combat toggled on, it will no longer be cleared when taking a flight.
- Hunter traps work properly in duels if the target is flagged for PVP

and the hunter is not.

- Removing an insignia in PVP no longer marks both players as being in combat.

Druids

- Shapeshifting will now counteract the slowing effects of frost-based spells (Frostbolt, Frost Shock, Cone of Cold, etc.).
- Feral Charge - Targets that are immune to immobilizing effects will no longer be affected by Feral Charge's immobilizing effect. The interrupt will still affect the target.
- Shadowmeld (Night Elf Racial) - Now reports the correct error message when attempted in shapeshift form.
- Druid shapeshift form buttons are no longer dimmed while under the effects of Polymorph.

Hunters

- Counterattack - Will now cause damage to targets immune to immobilizing effects.
- Wing Clip - Will now cause damage to targets immune to immobilizing effects.
- Explosive Trap - Fixed a bug where the trap's effects suffered inappropriate damage reduction against high level targets. In addition, damage caused by this trap should no longer kill opponents in duels.
- Aspect of the Cheetah/Pack - Non-damaging spells and abilities will no longer cause the dazed effect. In addition, when switching between Pack and Cheetah, you should no longer receive the "A more powerful spell is already active" error message.
- Beast Lore - Will no longer flag you for PVP or cause guard retaliation when used on an enemy faction target.

Mages

- Frostbolt - Targets that are immune to movement slowing effects will no longer be affected by Frostbolt's movement slowing effect. Damage will still be caused.
- Frost Nova - Will now cause damage to targets immune to immobilizing effects.
- Blast Wave - Will now cause damage to targets immune to immobilizing effects.
- Cone of Cold - Targets that are immune to movement slowing effects will no longer be affected by Cone of Cold's movement slowing effect. Damage will still be caused.
- Detect Magic - will no longer cause guard retaliation in Goblin towns.
- Ignite - Can now be dispelled by any effect that dispels magic effects.
- Frost Armor/Ice Armor - Targets that are immune to movement slowing effects will no longer be affected by the Chill's movement slowing effect. Targets will still have their melee attack speed reduced.
- Arcane Instability - Fixed a bug where rank 3 of this talent was not increasing the periodic damage of various spells by the correct amount (was increasing by 2% and should now properly increase by 3%).

Paladins

- Blessing of Freedom - Will now counter the movement impairing effects of Frostbolt, Cone of Cold, Frost Shock. It will no longer prevent the damage taken by Frost Nova, Hamstring, Wing Clip, Mind Flay, Counterattack, or Blast Wave or the melee and ranged attack speed slowing effects of Cripple.
- Consecration - No longer resets weapon timer when cast.
- Improved Seal of Justice - Tooltip updated to be more clear.
- Seal of Command - Should now correctly report damage in the overhead display and the combat log.
- Summon Charger - New icon.
- Fixed a bug where the Paladin did not always die when using the Divine Intervention spell.

Priests

- Mind Flay - Will now cause damage to targets immune to movement slowing effects.
- Shadowform - Changed so all spells except Holy can be cast rather than only Shadow and Discipline spells. Tooltip updated. This fixes several bugs that prevented various actions (creating tradeskill items, mining, summoning a mount, using a hearthstone and many more).

- Spirit of Redemption - Tooltip updated to be more clear.
- Touch of Weakness - Stronger versions of this effect on enemy targets will no longer be replaced by weaker versions.

Rogues

- Riposte - Targets immune to disarm effects will now take damage from Riposte.
- Disarming an enemy faction hunter's trap will now flag the rogue for PvP.
- Ghostly Strike - no longer deals damage to you when you use it.
- Premeditation - Fixed a bug where the combo points gained using the ability were not properly removed after the duration expired. Also increased range and duration.
- The UI now properly shows that Preparation does not clear a Cold Blood setup.

Shaman

- Frost Shock - Targets that are immune to movement slowing effects will no longer be affected by Frost Shock's movement slowing effect. Damage will still be caused.
- Reincarnation will no longer be an option on death when a Soulstone effect is active on the Shaman. The Soulstone will be used as the higher priority effect.
- Frostbrand Weapon - Targets that are immune to movement slowing effects will no longer be affected by Frostbrand Weapon's movement slowing effect. Damage will still be caused.
- Call of Flame - Fixed a bug where the damage bonus did not always increase various totems.
- Chain spells cast on PvP targets by an unflagged Shaman will now properly bounce to other PvP targets.
- The tooltip for Fire Nova Totem now correctly reflects the damage the totems deal.

Warlocks

- Due to significant talent changes, Warlocks will have all talent points refunded and can be respent.
- Cripple (Doomguard) - Targets that are immune to movement slowing effects will no longer be affected by Cripple's movement slowing effect. Melee and ranged attack speed slowing effects will still affect these targets.
- Demon Skin/Demon Armor - Now increases health regeneration at all times, as was always intended. Previously, the health regeneration only occurred out of combat. Tooltips updated.
- Demonic Sacrifice - The sacrifice effects for the Voidwalker and Felhunter have changed. The Voidwalker will now regenerate 3% of your total health every 4 seconds. The Felhunter will now regenerate 2% of your total mana every 4 seconds.
- Demonic Sacrifice now works properly on banished summons.
- Summon Dreadsteed - New icon.
- Dark Pact - Fixed a bug where the combat log was reporting an incorrect value of mana gained by the caster when there wasn't enough mana to drain from the pet.
- Phase Shift (Imp) - While phase shifted, the imp is now targetable but will remain an invalid target for all spells and attacks except self-cast spells.
- Improved Healthstone - The increased effect from this talent should now properly apply to other players that use the Warlock's Healthstones.
- Ritual of Summoning - Fixed a bug where players could be summoned from outside the same instance as the warlock in some cases.
- Unholy Power - No longer requires the Fel Stamina talent. Is now a tier 4 talent and is a prerequisite for the new Master Demonologist talent.
- Master Conjurer - Talent replaced with a new talent called Master Demonologist.
- New Talent (Demonology): Master Demonologist - Grants both the Warlock and the summoned demon an effect as long as that demon is active. The effect granted depends on the type of demon summoned.
- Unholy Power - No longer requires the Fel Stamina talent. It now requires the Master Demonologist talent.
- Ritual of Doom - Should now display the cooldown.

Warriors

- Due to significant talent changes, Warriors will have all talent

- points refunded and can be respent.
- Hamstring - Will now cause damage to targets immune to movement slowing effects. Movement slowing effect improved.
- Improved Hamstring - Design changed. No longer improves the movement slowing effect. It is now a 3 point talent that gives a 5/10/15% chance to immobilize the target for 5 seconds.
- Booming Voice - In addition to increasing duration, this talent will now increase the area of effect of Battle Shout and Demoralizing Shout by 10/20/30/40/50%.
- Battle Shout - Tooltip updated to display area of effect (in yards).
- Demoralizing Shout - Tooltip updated to display area of effect (in yards).
- Improved Berserker Rage - No longer increases the duration of the effect. The talent will now generate 5/10 rage when Berserker Rage is used.
- Improved Demoralizing Shout - Effectiveness increase from talent increased to 8/16/24/32/40%.
- Piercing Howl - No longer has a prerequisite (Improved Demoralizing Shout).
- Deathwish - Is now usable while under a Fear effect, which will also remove the Fear effect.
- Bloodthirst - Design changed. Bloodthirst is now an instant melee attack that causes damage equal to 30% of the warrior's attack power. In addition, the next 5 successful melee attacks will restore health.
- Concussion Blow - No longer requires purchase of the Improved Revenge talent.
- Shield Discipline - Removed and replaced by the new talent Shield Slam.
- New Talent: Shield Slam - Slam the target with your shield, causing damage and has a 50% chance to dispel 1 magic effect on the target. Also causes a moderate amount of threat. Requires the purchase of the Concussion Blow talent.
- Heroic Strike/Sunder Armor/Revenge/Mocking Blow - Tooltips updated to indicate the additional threat caused by these abilities. There have been no changes to the amount of threat caused.

Items

- Sets
 - Felheart, Cenarion, Giantstalker's and Earthfury item sets now have updated art. The Felheart Skullcap is now also called something more appropriate to the new art.
 - Grand Marshal and High Warlord PvP Honor rewards have been updated with improved statistics and new unique art.
 - The Alliance Mail and Horde Leather and Mail Epic PvP Honor reward armor sets have received art updates.
 - The stealth detection bonus on the Druid PvP set gloves has been changed to work in all forms, including caster form.
 - The set bonus for The Champion's Earthshaker has a revised tooltip to more clearly state that all Shock spells have an increased spell critical chance.
 - The 8 piece set bonus for Dreadmist will now appropriately affect shadow spells.
 - The tooltip for the improved feint effectiveness set bonus of the Bloodfang armor set has been corrected to show the actual percentage increase.
 - When worn by female characters, the Beaststalker's Tunic had a missing texture piece last patch. This has been corrected.
 - Set items which are broken no longer contribute to set bonus listings in the item tooltips.
- The Horde and Alliance PvP Battle Standards may now only be used inside PvP Battlegrounds, but the cooldown has been reduced to 10 minutes.
- The Rank 3 Stormpike Insignia now has the correct health regeneration effect.
- You can now only have one Flask affecting you at a time.
- The Seal of the Dawn trinket now counts as though you were also wearing an Argent Dawn Commission trinket.
- The Goblin Sapper Charge can now be used while moving.
- Dark Iron Bomb tooltip text and stun effect radius has been corrected to be the appropriate 5 yards.
- Librams are now considered to be Books when searching for these items in the Auction House.
- The Discombobulator Ray's effect has been changed: it now reduces movement speed to 80% of normal and reduces the target's damage with

- both spells and melee by 40. The range is now 20 yards.
- Snowblind Shoes are now properly marked as an Epic item.
- Band of Sulfuras is now unique.
- Fireguard Shoulders now have a graphic.
- Flask of Forest Mojo can now be sold.
- The Bloodseeker crossbow's firing animation has been corrected.
- The damage from Smokey's Lighter will now show up appropriately in the combat log.
- The water breathing ability of the Hydrocane will now continue to work if the player is shapeshifted.
- Both helpful and harmful effects from the Deviate Fish will remain after logging out.
- Dark Iron Bracers have been changed to Bind on Equip.
- Set bonus for Stormshroud armor improved. It should be more compelling for rogues and druids now.
- Winter's Might recipe now displays the correct +7 to spell damage instead of +5.
- Fixed a typo in the item tooltip for the Alliance's Rune of Recall.
- Several lootable items in Alterac Valley have had their stack limit changed.

Professions

- Thorium Brotherhood now offers several new recipes. Additionally, several of the old recipes now have different faction requirements.
- Additional Smithing/Leatherworking/Tailoring/Enchanting Recipes added to Timbermaw at Honored Reputation.
- Additional Smithing/Leatherworking/Tailoring/Enchanting Recipes added to Argent Dawn at Honored and Revered Reputation. Also new First Aid recipe added to Argent Dawn at Honored.
- Lokhtos Darkbargainer in Blackrock Depths now has many additional recipes that can be learned at Honored, Revered and Exalted reputation. Recipes are available for Enchanting, Tailoring, Leatherworking (all three specialty types), Blacksmithing (Armorsmithing, and Weaponsmithing (all three specialty types).

Quests

- There is now an access quest to gain entry to Blackwing Lair. Happy Hunting!
- Shadow Priest Vandis at the Bulwark should now properly buff players who complete any step of the "Return to the Bulwark" quest in Western Plaguelands.
- Fixed a typo in the Horde version of the quest "Reclaimed Treasures".
- Imps during the Warlock Mount Ritual in Dire Maul will no longer get stuck at their spawn-in portals.
- Using the Collectronic Module on frozen rookery eggs for the quest "Egg Collection" will correctly consume them.
- Obtaining a set of Thieves' Tools in the quest "Tools of the Trade" no longer flags you for PVP.

Raids and Dungeons

- Several spawns removed from Scholomance. This should make for a more enjoyable 5 player experience.
- Several spawns removed from Stratholme. This should make for a more enjoyable 5 player experience. Also, you will now be able to make additional attempts at Ramstein and/or Baron Rivendare should your initial attempt fail.
- The trapped chests in Stratholme will now show up for Detect Traps and can be disarmed. In addition, the number of creatures that come out of the trapped chests has been reduced.
- Many creatures in Stratholme have gained Detect Invisibility/Stealth.
- The loot tables in Molten Core have been revised slightly.
- Characters that die and release in the Molten Core will now receive a minimap corpse marker and arrow that will lead them to the window next to Lothos Riftwaker in Blackrock Mountain.
- Phase shifted imps are no longer hit by Magmadar's Lava Bomb.
- Damage and resist messages from Magmadar's Lava Bomb shows up in the combat log.
- Fixed a bug that was causing the Cache of the Firelord (Majordomo Loot chest), the Chest of the Seven (Blackrock Depths seven dwarves chest) and the Gordok Tribute Chest (Dire Maul) from despawning too soon.
- The chance for an Epic quest item dropping from the Majordomo's chest has been increased to 100%.

- The Corrupted Forces of Nature in Maraudon will now pursue correctly.
- Dire Maul has had several spawn locations changed and a slight increase in population.
- Crystal Fang, the rare spawn in Blackrock Spire, will now potentially appear.

User Interface

- Raid UI has been significantly improved. You can now open the raid UI and drag the name of a class to your gamefield to have a listing of all players of that class be displayed on the game field. Likewise you can drag a group name to your playfield to have the players in that group displayed on your gamefield. In either case the display will show the health, mana and limited buffs or debuffs on each player in the group or class and you can click on a player listed this way to target that player. You can then right-click on the class or group UI element to make some modifications to how the UI displays or to remove the UI element.
- If you cycle through targets with the Tab key, manually select a different target using another method, then quickly hit Tab again, your last Tab-selected target will be re-selected and you can continue Tab-selecting where you left off. Clearing your target will restart the Tab selection process.
- Items on the action bar now remain there even after they are consumed.
- If you shift-click on an item link while you are entering chat text, the item link will now be pasted into your text.
- Mail recipient auto-completion will now use names from your guild as well as your friends list.
- Hitting Escape will now cancel ranged weapon auto-shots.
- The pet UI will now be greyed out while you are mounted to reflect the fact that you can't command your pet.
- NPCs which give dishonorable kills have the rank of Civilian and show up with a white title background in the targeting frame.
- The effect of damage resistance and vulnerability is now displayed in the combat log.
- Combat abilities which are fully blocked show up correctly in the combat log.
- Crushing and glancing blows show more information in the combat log.
- Damage from poisons and curses now shows up in the UI after the caster has been killed.
- Players now receive an error message if they try to join a meeting stone queue and are in a raid or are not the party leader.
- TargetUnitsPet() is obsolete and has been removed from the scripting system.
- Added UnitInRaid(), TargetLastTarget() and TargetNearestRaidMember() to the scripting system.
- The GetPlayerMapPosition() script function will only work for you, your party and raid.
- Fixed an issue where chat window positions may not be restored to the correct positions when re-entering the world.
- Fixed occasional crash when speech bubbles are enabled around NPCs that talk a lot.
- Fixed occasional crash when listing a chat channel with a large numbers of players.
- Fixed temporary lockup experienced by spell casting players when they are kicked.

World Environment

- Flight Paths
 - Added a Wind Rider Master to Camp Taurajo in The Barrens.
 - New Horde Flight Paths --
 - Camp Taurajo in The Barrens <-> Crossroads in The Barrens
 - Camp Taurajo in The Barrens <-> Thunder Bluff in Mulgore
 - Camp Taurajo in The Barrens <-> Freewind Post in Thousand Needles
 - Fixed several problems with the flight path from Undercity to Hammerfall while passing through the Ruins of Andorhal.
 - Fixed some problems with the Ironforge to Stormwind flight path.
 - The Darkshire <-> Booty Bay flight paths no longer fly over the Gurubashi Arena in Stranglethorn Vale, and therefore no longer flag fliers as being in Free-for-All PvP. Also, they should no longer fly through the zeppelins coming in and out of the Grom'Gol Base Camp.
- Graveyards
 - Feralas, Durotar, Mulgore, Darnassus, Tirisfal Glades (excluding

the Bulwark graveyard), Elwynn Forest & the Eastern Plaguelands have now all been converted over to the new graveyard system. The system will place your character's spirit at the closest allowed graveyard in the zone. For example, an Alliance character dying closer to the new Darnassus graveyard, detailed below, will use that graveyard rather than the one located at Dolanaar. Starting area graveyards are still reserved exclusively for characters of similar faction that die within their confines. For example, the spirit of a Horde character dying right outside of Deathknell will not use Deathknell graveyard, but will instead go to the next closest Tirisfal Glades graveyard.

A Horde-only graveyard has been added in the northern section of Durotar, just to the south of Orgrimmar. In addition to serving northern Durotar, Horde characters dying in Orgrimmar, The Hall of Legends and Ragefire Chasm will use this new graveyard. Alliance characters dying in Durotar will continue to only use the Razor Hill graveyard.

A Horde-only graveyard has been placed at the northern base of Thunder Bluff in Mulgore. Horde characters dying in Thunder Bluff will also use this new graveyard. Alliance characters dying in Mulgore will continue to only use the graveyard at Bloodhoof Village.

An Alliance-only graveyard has been added at the eastern end of Darnassus. Alliance characters dying in Darnassus will use this new graveyard. Horde characters dying on Teldrassil will still only be able to use the graveyard at Dolanaar.

An Alliance-only graveyard has been added just outside of Ironforge, around the side of the mountain. It is only for use by Alliance characters that die inside Ironforge and in the Gates of Ironforge sub-area of Dun Morogh. Horde characters dying therein will continue to only use the Kharanos graveyard.

The Ruins of Lordaeron above Undercity now has a Horde-only graveyard. Horde characters dying inside the Undercity will use this new graveyard. Alliance characters will continue to solely use the Faol's Rest graveyard.

A neutral graveyard has been added at the Eastvale Logging Camp in Elwynn Forest. The graveyard at Goldshire is now for use by the Alliance exclusively. Horde characters dying in Elwynn Forest and its sub-areas, as well as in Stormwind, The Stockade and the Deeprun Tram, will have their spirits travel to the new graveyard at the Eastvale Logging Camp.

A neutral graveyard has been added on the island of Caer Darrow in Western Plaguelands. It will serve characters who die on Caer Darrow and in Scholomance.

A neutral graveyard has been added in the Eastern Plaguelands near the northwestern shore of Blackwood Lake. Characters that die in The Fungal Vale will continue to use the Darrowshire graveyard due to the mountains between it and the new graveyard. Additionally, characters dying in Stratholme will now use the new Blackwood Lake graveyard.

A neutral graveyard has been added in Feralas, just to the southwest of Dire Maul. Characters dying in Dire Maul will use this new graveyard.

- Darkmoon Cards have been seen dropping from high level Humanoids around the world. Collect a set of them and bring them to the Darkmoon Faire when it is in town!
- Several NPCs that were not marked as Civilians are now correctly labeled.
- The "Human, Theramore" faction is now the "Theramore" faction. This faction is allied with the Alliance and is at war with the Horde.
- High Elves now have their own distinct faction - "Silvermoon Remnant". This faction is allied with the Alliance and is at war with the Horde. Not all High Elves are a part of this faction.
- Several NPCs around the world are now associated with the proper faction.
- Dimetradons in Un'Goro Crater should be found more regularly now.
- Fire Elementals in Searing Gorge should be easier to find.
- The pair of gryphons guarding the entrance to the Hinterlands have finally decided to stop staring at one another and will now wander around the entrance to the pass.
- Rashona Straglash was moved to be with other cloth-centric citizens in Orgrimmar.
- Dark Strand Cultist and Enforcers are now correctly labeled Humanoid.
- Morbent Fel's level was slightly reduced to better fit the level

- range of Duskwood.
- Brinna Valanaar in Azshara now sells higher level arrows.
 - Hadoken Swiftstrider of Camp Mojache, Feralas and Dinita Stonemantle in Ironforge received promotions; they are now significantly tougher than before.
 - Certain floating herbs, minerals, and chests should now be more down to earth.
 - The Barrens should now feel more alive.
 - Sickly Gazelles now have a sickly look to them.
 - Jarven Thunderbrew in Kharanos warns players in Common now, and not in Dwarvish.
 - The Wastewander Scufflaw of Tanaris now spells his own name correctly.
 - Swift Green Raptor has been renamed to Swift Olive Raptor for clarity.
 - An icon has been added at the Kalimdor continent map level for Revantusk Village.
 - Revantusk Village will now have an arrow pointing in its direction on the mini-map when you get close enough to it.
 - Fixed some typos in Gilnid's text in The Deadmines.
 - Fixed some typos in Supervisor Raelen's text in Elwynn Forest.

- World of Warcraft Client Patch 1.5.1 (2005-06-10)

Bug Fixes

- Fixed an assertion that was preventing Mac clients from playing in the battlegrounds and causing a memory leak on PCs when they did.
- Improved error reporting to give more useful information to development.

- World of Warcraft Client Patch 1.5.0 (2005-06-07)

Battlegrounds arrive!

The Warsong Gulch and Alterac Valley battlegrounds are now available. The Warsong Gulch entrances may be found in the northern Barrens near the Mor'Shan Rampart (Horde) and south of Silverwing Outpost in Ashenvale (Alliance). The Alterac Valley entrances may be found east of Sofera's Naze in Alterac (Horde), and in the Headlands of Alterac (Alliance).

General

- Wands - The Shoot Wand ability is now a toggle. While active, it will continue attacking with the equipped wand until some other action is taken (movement, spellcasting, item use, etc...).
- Pet speed has been increased when out of combat and following their master.
- Berserking (Troll Racial) - Updated tooltip to clarify ability only usable following a melee critical.
- Hardiness (Orc Racial) - Fixed a bug that caused many abilities to ignore the additional resistance.
- It should no longer be possible to disarm traps created by friendly players.

PvP

- Honor system
 - Dishonorable kills - gained by killing a trivial Civilian NPC - now has a negative impact on a player's honor. Enough dishonorable kills will reduce a player's rank all the way to zero.
 - Players may now see an "estimated contribution point value" in the combat log for an honorable kill. Note that this value does not take diminishing returns against the same player into account, and is therefore "estimated".
 - "Team Contribution Points" has been renamed to "Honor"
 - Added tooltips to the different elements of the Honor System UI.
 - Players will see their last week's kill data in the "Last Week" section of the Honor System UI even if they did not achieve the 25 honorable kills required to gain standing or rank.
 - Fixed a bug where the PvP trinket rewards were not always removing the effects they were designed to remove (e.g. Polymorph, Fear,

Stun).

- Sitting characters will now stand up immediately after an attack, even if stunned.
- Players can no longer swap inventory gear while dueling.
- Dueling is now allowed within Everlook.

Hunters

- The Hunter Epic quest has had some of its Demonic Corrupters returned. It should also be noted that Hunters that attempt to bypass the single player portion of the encounter by using another class to do their tasks will fail the quest in a most glorious fashion.
- Tranquilizing Shot - Is now properly affected by Efficiency and Hawk Eye talents.
- Unleashed Fury - Fixed a bug where the damage increase was lower than stated in the tooltip. It should now increase damage by the listed amount.
- Growl - Rank 1 effect improved.
- Volley - Damage increased.
- Pet speed has been increased when out of combat and following their master.
- Spirit Guides in Battlegrounds will now summon/resurrect your current pet when the Hunter is resurrected.
- Unstabling dead pets no longer puts players into a degenerate state where their pet only partially exists. Unstabled dead pets can now be properly revived, and players can no longer train more pets than their stable can hold.
- Fixed a bug where magic shots were missing too frequently when used on a target with Blessing of Protection active.

Mages

- Mage Armor - Now has a new, unique icon.

Paladins

- Fixed a bug where a Hunter's magic shots were missing too frequently when used on a target with Blessing of Protection active.

Priests

- Inner Fire - Now stacks with other effects that increase attack power and armor.
- Holy Nova - Cooldown decreased.
- Feedback - Casting a higher rank of the spell will now replace an existing, lower level effect.
- Unbreakable Will - Fixed a bug that caused many abilities to ignore the additional resistance.

Rogues

- Riposte - Fixed a bug where the ability was not usable against a disarmed or unarmed target.
- Vanish - Should be a lot more responsive when used to avoid incoming attacks.

Shaman

- Fixed a bug where Fire Nova, Flametongue, Stoneclaw and Windfury Totems had incorrect level caps when cast by higher level shaman. All totems should now be summoned at the level of the caster.
- Flametongue Totem - Tooltip updated to clarify that only the main-hand weapon is enchanted.
- Windfury Totem - Tooltip updated to clarify that only the main-hand weapon is enchanted.
- Fire Resistance Totem - New icon.
- Frost Resistance Totem - New icon.
- Grounding Totem - Fixed a bug that allowed some area of effect spells to be "grounded" and/or destroy the totem.

Warlocks

- Improved Drain Mana - Damage caused is now considered Shadow damage and is no longer reduced by armor.
- Improved Voidwalker - Now increases all Voidwalker spells (now also including Sacrifice) by 10/20/30%.
- Improved Succubus - Now increases Succubus spells by 10/20/30%.
- Master Summoner - In addition to decreasing casting time of summoning the Imp, Voidwalker, Succubus and Felhunter, it now reduces mana cost by 20/40%.
- Improved Enslave Demon - In addition to reducing the attack speed and

- casting speed penalty of enslaved demons, it now reduces the resist chance of Enslave Demon by 2/4/6/8/10%.
- Demonic Sacrifice - Is now instant cast.
- Improved Firestone - Now also improves the bonus Fire spell damage of Firestones by 15/30%.
- Inferno - The summoned Infernal will now be enslaved for 5 minutes before turning on its summoner.
- Drain Mana - Targets with no mana will no longer be valid for Drain Mana (Rank 4), making it consistent with all other ranks of the spell.
- Improved Drain Mana - Damage caused by this talent is now improved by the Shadow Mastery talent.
- Conflagrate - Range increased.
- Siphon Life - Is now instant cast, damage increased.
- Paranoia - No longer causes threat when cast.
- War Stomp (Doomguard) - Now has a maximum of 5 targets.
- Pet speed has been increased when out of combat and following their master.
- Honorable kills will now generate a Soul Shard when Drain Soul and Shadowburn are used.
- Spirit Guides in Battlegrounds will now resurrect your last Imp, Voidwalker, Succubus or Felhunter. If the Doomguard or Infernal were the last active pet or the previous pet was killed before the Warlock, an Imp will be summoned.
- Improved Curse of Agony - Fixed a bug where Curse of Agony (rank 1) was not improved by the talent. The talent will now work properly with all ranks of Curse of Agony.

Warriors

- Overpower - Fixed a bug where the ability was sometimes blocked.
- Improved Cleave - Now increases damage bonus by 40/80/120%.
- Blood Craze - Talent design changed. It now regenerates 1/2/3% of the warrior's total health over 6 seconds after being the victim of a critical strike.
- New Fury Talent: Dual Wield Specialization - Increases damage with the off-hand weapon by 5/10/15/20/25%. Note: the additional damage also increases rage generation significantly.
- Iron Will - Fixed a bug that caused many abilities to ignore the additional resistance.
- Enrage - Increased the number of charges to 12. Decreased the duration to 12 seconds. The new duration is the limiting factor for slower weapons (e.g. Arcanite Reaper will typically get one less swing), while dual wielding and faster weapons will make better use of all of the charges over the duration of the ability.
- Concussion Blow - Changed to an instant, stunning attack and removed the damage portion.
- Shield Specialization - In addition to increasing % chance to block, it now gives the warrior a 20/40/60/80/100% chance to generate 1 rage on a successful block.

Items

- The following item sets have had their statistics, effects, and set bonuses updated:
 - Arcanist, Netherwind, Prophecy, Transcendence, Felheart, Nemesis, Cenarion, Stormrage, Nightslayer, Bloodfang, Giantstalker, Dragonstalker, Earthfury, Ten Storms, Might, Wrath, Lawbringer, and Judgement.
- Mature Blue Dragon Sinew and The Eye of Shadow can both now drop off appropriate level demonic and blue dragonkin monsters. It should be noted that both Lord Kazzak and Azuregos will guarantee a drop of the aforementioned items but to get the items from the lesser creatures will be a much rarer occurrence.
- Essence of Eranikus now has a poison cloud graphic around it when used.
- Murloc Scale Belt and Breastplate recipes now are white items instead of green since they are vendor bought.
- Gryphon Mail Gauntlets now have a proper inventory icon.
- Ogre Toothpick Shooter now uses the proper attack animation.
- Distracting Dagger now sheathes properly.
- Mountain Giants in Feralas now drop loot more appropriate to their elite status.
- The Druid of the Claw quest in Teldrassil will now provide a weapon choice more appropriate for low level Night Elves.
- The Dreadmist set now has a bonus for wearing all 8 pieces of the set.
- Cutthroat's Loincloth name changed to Cutthroat's Pants.

- Ritual Kilt name changed to Ritual Leggings.
- Felstriker effect's name changed to Felstriker to reflect the previously patched item name change.
- Ogre Pocket Knife, Peacemaker, and Lok'delar, Stave of the Ancient Keepers now sheathe properly.
- Dragonbreath Chili's effect visual fixed.
- The Oblivion's Touch wand properly shoots now.
- Deepstrider Tumors are now a 100% drop off Deepstrider sea giants in Desolace.
- New art has been added for Nightslayer, Lawbringer, and Beaststalker's item sets.
- The Arcanist Crown has updated art.

Professions

- New Engineering firework recipe added.
- Added leatherworking recipe for mid level blue bracers.
- Dragonbreath Chili proc rate has been reduced.
- Restorative Elixir name changed to Resorative Potion with potion cooldown timer. Functionality has been changed so it should be more effective as it now dispels one harmful effect every 5 seconds for 30 seconds.
- Two new transporter recipes have been added, with one for gnomish and one for goblin engineers. Gnomish engineers can get their recipe from Gadgetzan, Goblin engineers from Everlook.
- Tribal Leatherworkers who have restarted their profession are now able to relearn the various Wild Leather patterns if they've already completed the quests prior to restarting the profession. Speak with Pratt McGrubben (Alliance) or Jangdor Swiftstrider (Horde) in Feralas to relearn what you once knew!
- Small Throrium Veins now sometimes will have Emeralds or Diamonds.
- Engineering Vendors now sell Blacksmith's Hammers.
- Both types of the engineer made Jumper Cables now share a cooldown. It was never intended to allow a player to use jumper cables XL and jumper cables within the same period of time.
- Solid Dynamite was inadvertently broken in the 1.4 patch to require harder materials than it should. This has been fixed.
- Wicked Leather Bracers Plan is no longer bind on acquire.
- Jumper Cables no longer have a chance to break when they fail.
- Elemental Flux added to blacksmith vendors.

Raids & Dungeons

- Molten Core
 - Firesworns that are moved too far away from Garr will now become quite enraged until they move closer to Garr.
 - The eruptions from the lava in Ragnaros's Lair will now always happen while Ragnaros is in combat. However, these lava eruptions occur less frequently, do less damage, and the damage they inflict is now resistable.
 - The maximum range of the Wrath of Ragnaros spell has been increased.
- Additional new raid items have been added to the treasure lists for Azuregos, Lord Kazzak, and bosses in Molten Core.
- Onyxia - Fixed a bug that was causing Onyxia's Tail sweep to no longer cause knockback.

Quests

- Searing Gorge has a new quest hub for both Alliance and Horde players called Thorium Point. The supported level ranges are 45-52. Craftsmen will be happy to know that the Thorium Brotherhood has opened up many new opportunities to gain favor amongst their clan (even for level 60 players).
- The Hinterlands has a new Horde quest hub known as Revantusk Village, located on the eastern coastline. Horde players level 44-52 are encouraged to visit Revantusk Village and assist the Revantusk with their myriad problems and tasks!
- All members of both the Horde and Alliance are reporting low stockpiles of various textile resources! Donations of cloth are now being accepted in the following locations: Darnassus, Stormwind, and Ironforge for the Alliance; Orgrimmar, Undercity, and Thunder Bluff for the Horde. Seek out an official Cloth Quartermaster for more information.
- Several quests have been added to Feralas for level 45-52 characters.
- Krueg Skullsplitter has moved from Thousand Needles to a more appropriate location at Camp Mojache in Feralas.
- Highlord Demitrian is back! For those players unraveling the

- mysteries of Thunderaan, you may once more speak with the Highlord.
- Dwarven Priests may now undertake the Molten Core discovery quest; "Attunement to the Core." By fixing this bug, we had to open the quest to all players once more. If you have already done the quest, you will not be required to do it again in order to access the Molten Core via the portal.
- Highlord Bolvar Fordragon should no longer despawn when "The Great Masquerade" is activated.
- Characters on the "A Strange Historian" quest are now correctly prompted to find Chromie in the northwest corner of Andorhal, where she and the ruined inn have been moved to.
- The Gordok Courtyard Key and the Gordok Inner Door Key are now zone bound items. These items only exist within the Dire Maul zone instance, and players will lose these keys from their inventory if they leave the zone.
- Everyone's favorite Alliance quest, "Deep Ocean, Vast Sea" now gives a substantial coin reward in addition to the choice of item.
- Rage Scar Yetis in Feralas no longer give the quest item for the "Mark of Quality" quest.
- Completing the "Mark of Quality" quest now gives Darnassus and Thunder Bluff faction increase where appropriate.
- Merideth Carlson should only hand out her free horse feed now to people who have already completed the quest for it.
- The "Unfinished Gordok Business" quest has been fixed to allow certain Human Priests access to it who had difficulty previously.
- Sea Elementals and Sea Sprays in Feralas should now be giving out the proper version of Oglethorpe's distress beacon.
- The end of the Paladin Epic Mount quest "Grimand's Finest Work" now makes it clearer that Lord Shadowbreaker's acquisition of the Arcanite Barding is only temporary.
- Jeziba in the Ruins of Andorhal now faces the correct direction when pointing to his Catalogue of the Wayward.
- Fragar Thundermantle now correctly tells you to return to him, and not his evil, two-eyed twin, Frobe Thundermantle when completing the Skull Rock Clean-up quest.
- The Branch of Cenarius no longer drops off of Prince Raze. It now properly only drops off of Geltharis for the quest, The Branch of Cenarius.
- Failed quests will now indicate (Failed) in the quest log so it is easier to see them.
- Typos fixed in the Paladin Epic Mount quests.

User Interface

- Innkeepers around the world now have a gossip option that lets you join a meeting stone directly from the innkeeper rather than going to the location of the meeting stone. Also these Innkeepers will now have background lore about each of the dungeons.
- Levels Required for meeting stones have been increased. The intent is that a group will not receive party members from a meeting stone that don't really have a chance of completing the dungeon.
- Meeting Stones have had their rules for what players are grouped with what other players relaxed. This means groups who use meeting stones (or innkeepers) should have their groups formed much more quickly than they were previously.
- Pets of other party members will now display in the party UI. You can see pet health and harmful effects on the pet. You can turn this functionality on and off in the Interface Options menu.
- Players can now target other players in a raid by clicking on their name in the raid window. Additional Raid UI improvements coming soon.
- Added visual effects for healing power and spell power enchantments.
- Your main action bar now displays the number of the bar that you are currently displaying.
- In Master Looter mode, items are no longer opened up for looting by all party members after the round-robin looter closes their loot window. The Loot Master always distributes items over the loot threshold.
- Rolling on items while charmed/hexed/etc. now works, as does /random and receiving items from the master looter.
- When a player dies in an instance and then uses the spirit healer, the body in the instance now turns to bones.
- Players can no longer mail or auction an item that they've just disenchant.
- When a ghost player is resurrected into an instance that has become full, they no longer come to life wherever their ghost happens to be

- standing. Instead, they get ported to the closest graveyard.
- Players must now bind a bind-on-equip bag to put in into a purchased bank bag slot.
- Items split from stacks can now be dropped directly into (or onto) bank bags without any mysterious error messages.
- Added a "Maximize" windowed video option which will maximize the game window and remove the borders for a fullscreen experience which allows popup windows.
- Trying to use a hearthstone, consumable, etc. while logging out now displays a more appropriate message: "Another action is in progress."
- The login interface files are now checked to make sure they haven't been tampered with or corrupted. This is to improve account security in public game rooms.
- Added the function TargetNearestPartyMember() to the UI scripting system.

World Environment

- The Thorium Brotherhood faction is now peaceful - players cannot go to war with them.
- The Wildhammer Clan in the Hinterlands is now a peaceful faction to the Alliance, meaning Alliance players cannot intentionally declare war on them.
- A new graveyard has been added near the east coast of the Hinterlands at the Overlook Cliffs.
- The two Hinterlands graveyards are now using a system that will ensure that the spirits of dead characters go to the closest graveyard.
- Buliwyf Stonehand, the dwarven weapon master in Ironforge, now properly tells you about the weapons that Woo Ping can train you in, instead of talking about himself. He does like going on about his own martial prowess.
- Krinkle Goodsteel of Gadgetzan submitted a complaint to the local Repairer's Union and has had his ability to repair durability reinstated.
- Brave Wildrunner of Bloodhoof Village in Mulgore no longer patrols through the kodo mounts.
- Added new load screens for Deadmines, Wailing Caverns, Uldaman, Razorfen Downs, and Zul Farrak.
- Discovering Valor's Rest now also pops the Southwind Village puzzle piece on the Silithus area map.
- Many of the Swift Mounts have gained eye glows and some have had other tweaks made to them to improve their looks.
- Additional mithril nodes have been added in Un'Goro crater
- Genavie Callow in Undercity is now properly on the Undercity faction.
- The Grow effect that Bom'bay in Sen'jin Village would sometimes cast on characters was reduced from 100% to 50% growth.
- The Lazy Peons in The Valley of Trials now make a wood chopping sound when they are hacking at the trees.
- The Dark Summoners of the Eastern Plaguelands have finally fully materialized and are no longer ghostly in appearance.
- In Silverpine Forest on Fenris Island, moved a Rot Hide Plague Weaver's spawn point from inside a tree.
- Neeke Bloodscar of Kargath no longer speaks as if she is in the Barrens.

Flight Paths

- New Horde Flight Paths
 - Valormok in Azshara - Bloodvenom Post in Felwood
 - Kargath in Badlands - Thorium Point in Searing Gorge
 - Flame Crest in Burning Steppes - Thorium Point in Searing Gorge
 - Tarren Mill in Hillsbrad - Revantusk Village in Hinterlands
 - Undercity - Revantusk Village in Hinterlands
- New Alliance Flight Paths
 - Ironforge - Thorium Point in Searing Gorge
 - Morgan's Vigil in the Burning Steppes - Thorium Point in Searing Gorge
- The flight path from Undercity to Kargath no longer clips into the ground just south of Dalaran.

Bug Fixes

- Fixed bug causing all tailoring recipes to show up as "orange"

- World of Warcraft Client Patch 1.4.2 (2005-05-03)

- Fixed an infrequent crash bug which occurred during certain database queries.

- World of Warcraft Client Patch 1.4.1 (2005-05-03)

- Added minimum level requirements to all instances to prevent exploitive behavior. The minimum levels are very generous and should not affect the normal course of gameplay.
- Fixed a number of disconnect problems.
- Fixed a bug where periods would appear as commas.
- Fixed a font issue that could cause distortion of game text.

- World of Warcraft Client Patch 1.4.0 (2005-04-19)

PvP Honor System

The Player versus Player Honor System is now active. Players will be able to gain rankings based on their PvP performance, with lucrative rewards for those who distinguish themselves on the field of battle! Read more about the PvP Honor system.

Children's Week

Children's Week is celebrated in Orgrimmar and Stormwind City at the start of May and lasts for a week. It is a time to give back to the innocents of war: the orphans!

Gurubashi Arena event

There is now a regular event in Gurubashi Arena in Stranglethorn Vale. Every three hours starting at midnight, a pirate with too much treasure on his hands will drop a chest in the center of the arena. Whoever can open the chest first gets the contents! Of course, the arena is a PvP Free for All area, so there might be other players who are trying to open it first...

Elemental invasions!

Invasions by elementals at different locations on Kalimdor have reportedly been occurring sporadically every few days. Concerned adventurers should investigate Silithus, Un'Goro Crater, Azshara, and Winterspring to counter these incursions.

General

- Charm and Polymorph mechanics can now be reactively countered by spells and abilities (e.g. Druid Shapeshifting will now cancel Polymorph effects).
- Mana regeneration is now disrupted when a spell has completed casting rather than at the start of casting. It will resume normally five seconds after the last spell cast. This change increases the total time spent regenerating mana and therefore increases the total contribution from Spirit for mana-based classes.
- Level 60 mounts purchased at vendors now have a whole new look. Faster undead mounts already have a different look and so have not changed. The new mounts can be seen standing near the mount vendors. If you have one of the old fast mounts, you can exchange it for one with a new look at the mount vendor.
- Healing-over-time spells should now be improved by "+Healing" items when cast on other players.
- Mind Controlled characters will no longer receive a durability penalty when they die.
- When a non-Hunter resurrects a pet, the pet will no longer receive resurrection sickness.

PvP

- A handful of spells were added to the list of spells subject to diminishing returns in PvP. It is our goal to set as few spells as possible to be diminished. We've identified this short list of spells as having durations and cooldowns sufficient to almost permanently

slow or immobilize targets but without adequate controls or other limiting factors. When a spell with diminishing returns is used against a target in PVP, the first effect has full duration. On the second use of the same category of spell (e.g. slowing), that spell's duration is reduced by 50%. On the third use, the duration is reduced by 75%. On the fourth attempt, the target becomes immune to the spell. Spells must be used on the same target within 15 seconds of the *end* of the duration in order to be diminished. In other words, if a target hasn't had a slowing spell active on them for more than 15 seconds, the next slowing spell will have full effect. The list of affected spells is:

- Frost Shock
- Entangling Roots
- Frost Nova

- Guard directions, signs and signposts have been added to point you toward the PVP Officer Lounges in Stormwind City (Champions' Hall) and Orgrimmar (Hall of Legends).

Racial Traits

- Blood Fury - Now increases base melee attack power by 25% for 15 seconds. When it fades base melee attack power is reduced by 25% for 45 seconds.
- Perception - Increased detection bonus.
- Berserking - Is now usable after being the target of a critical hit. Increases melee, ranged and spell casting speed by 25% but increases all damage taken by 10% for the duration.

Druids

- Ravage and Shred now properly increase the attack power contribution by the percent modifier.
- Shapeshifting into an animal form will now remove Polymorph effects.
- Feral Charge - Fixed a bug where the ability cost 10 rage instead of five as intended. Should now cost five rage.
- Entangling Roots - Now subject to diminishing returns in PVP. This is considered an immobilizing effect.

Hunters

- A new Hunter epic quest series is now in the game and waiting to be found.
- Scatter Shot (Talent) - Now usable while moving and no longer interrupts ranged combat. Now properly reduces the ranged attack power contribution by the percent modifier.
- Highland Striders no longer have Cower (Rank 3) when tamed.
- New Pet Ability: Dive - Increases movement speed for a short duration.
- New Pet Ability: Dash - Increases movement speed for a short duration.
- Freezing Trap - Visual changed.
- Track Hidden - Increased stealth detection.
- Scorpion Sting - Fixed a bug where it was not considered a poison. It can now be removed by poison curing effects.
- Aspect of the Cheetah/Pack - These Aspects will now be canceled when mounted.
- Viper Sting - This spell can no longer be used on warrior and rogue targets. In addition, while it can be used on a druid target at any time it will only drain mana when the druid is in caster form.

Mages

- Amplify Magic and Dampen Magic effects should now replace each other properly.
- Improved Scorch (Talent) - Redesign. Scorch spells have a 20/40/60/80/100% chance to cause your target to be vulnerable to Fire damage. This vulnerability increases the Fire damage dealt to your target by 2% and can be stacked up to 5 times for a total of 10% increased Fire damage.
- New Spell: Arcane Brilliance (available at level 56 - Loot) - Infuses the target's party with brilliance, increasing their Intellect.
- Improved Mana Shield - Design changed. Instead of increasing the amount absorbed, it now decreases the mana lost per point of damage taken by 10/20%.
- An error message is now displayed if you try to use Blink on boats and zeppelins.
- Wand Specialization - Fixed a bug where the damage increase with this talent was higher than the listed amount.
- Frost Nova - Now subject to diminishing returns in PVP. This is

considered an immobilizing effect.

- Pyroblast and Fireball damage over time will now stack together.

Paladins

- Seal of Wisdom and Seal of Light should now replace each other properly as well as stack properly when used by different paladins.
- Paladin Epic Mount quest added. To begin, talk to the paladin trainers Duthroian Rall or Brandur Ironhammer.
- Paladins who have completed their Epic Mount quest can repeat the final event in Scholomance for fun (and loot) by speaking with Lord Grayson Shadowbreaker.
- Sanctity Aura - Fixed a bug where the spell/talent was unlearned after logging out if learned before level 40.
- Resistance Auras - Paladins should now be able to switch from a resistance aura to any other resistance aura without canceling the current one first.
- Improved Seal of Justice - Fixed a bug that caused the talent to have no effect. It will now increase the frequency that the stun effect will land.

Priests

- A new Priest epic quest series is now in the game and waiting to be found.
- Levitate - Duration and mana cost increased.
- Touch of Weakness - Should now be affected by the Blackout, Darkness, Force of Will, Shadow Focus, Shadow Weaving and Silent Resolve talents.
- Starshards - Should now be affected by the Focused Casting, Force of Will, and Silent Resolve talents.
- Holy Fire - Should now be affected by the Focused Casting talent.
- Mind Flay - Should now be affected by the Focused Casting talent.
- Desperate Prayer - Should now be affected by the Holy Specialization talents.
- Vampiric Embrace - Active icon tooltip rewritten to be more clear.
- Holy Nova - Now causes an explosion of holy light around the caster, causing Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards. These effects now cause no threat as opposed to reducing threat temporarily.
- Holy Fire - Several changes were made to Holy Fire in an effort to make this a more usable and efficient damage spell. The cast time was reduced from five seconds to four seconds, which reduces the damage caused. Therefore, the damage was increased and more of the spell's potency was shifted into the damage-over-time portion. The duration was also increased and mana cost and cooldown were both decreased. While the direct damage portion was reduced slightly from the previous version, each tick of damage should be unchanged, and the spell now delivers one additional tick of damage. In total, the relative damage and efficiency of the spell has been increased.
- Wand Specialization - Fixed a bug where the damage increase with this talent was too high.

Rogues

- Combo points will no longer be removed if the target is deselected. They will only be removed if a different target is selected.
- Fixed a bug where combo points were not always being applied to the target when using Cheap Shot, Ambush and Garrote.
- Vanish - Increased stealth bonus.
- Ambush, Backstab, Ghostly Strike, and Riposte now properly increase the attack power contribution by the percent modifier.
- The Kick ability prevents the target from casting spells in the same school when channeled casting is interrupted.
- If using Gouge triggers the Stormshroud Armor lightning effect, the Gouge effect will no longer be instantly interrupted.
- The Rogue trainers will now point the player to an appropriate area with boxes to unlock depending on the lockpicking skill of the player.
- Preparation - Will now clear the cooldown of the Blade Flurry ability.
- Riposte - Fixed a bug that prevented the ability from being used when the target had no weapon or was already disarmed.

Shaman

- Earth Shock - The visual for ranks two through seven has been changed to be consistent with rank one.
- Windfury - Fixed a bug that caused an additional attack beyond what was intended. In addition, fixed a bug that caused the next normal

melee attack to happen sooner than intended.

- Level 58+ Shaman should talk to Sagorne Creststrider in Orgrimmar; there is a special quest for them involving a dreaded death knight who dwells in the depths of the Scholomance.
- Frost Shock - Now subject to diminishing returns in PVP. This is considered a slowing effect.
- Grounding Totem - Should no longer redirect area effect spells or be destroyed by area effects spells.

Warlocks

- Warlock Epic Mount quest added. To begin, speak with a demon trainer in any of the capital cities: Kurgal, Martha Strain, Spackle Thornberry, or Jubahl Corpseeker.
- The Warlock Infernal quest is now available and can be found in Felwood.
- The Warlock Ritual of Doom quest is now available and can be found in the Tainted Scar.
- The succubus model has been updated.
- Paranoia (Felhunter) - Increased stealth detection.
- Seduction (Succubus) - Is now considered a Fear effect for purposes of diminishing returns.

Warriors

- Thunder Clap - Visual and animation changed.

Items

- The following set items have had their art updated:
- Devout Crown and Mantle, Magister's Crown, Circlet of Prophecy, all parts of the Warrior "Might" set, Lightforge Helm, Helm of Valor, Dreadmist Mask, Wildheart Cowl and Pauldrons, and Coif of Elements. Other class sets will receive updated art in future patches.
- Random world items that had increased healing effects were mislabeled, and the amount of increased healing appeared to be half of what was actually occurring. The amount shown on the item is now an accurate representation of the healing increase.
- The Celestial Orb and Robe of the Archmage will no longer trigger the cooldowns of a Mage's mana gems. Mana gems are now on their own unique cooldown category.
- Tiny Black Whelping item changed to Dark Whelping to reflect the name of the creature summoned.
- Fixed a typo in the aura description for the Mighty Rage potion.
- +Spell damage and +Healing effects have been increased in effectiveness to make them more attractive to players. Effects that increased damage and healing done by all magical spells received the largest increase, especially if the previous amount was small. We also fixed a couple bugs relating to these effects.
- Pimgib's Collar is now unique.
- Frayed Abomination Stichings are now considered to be uncommon items.
- Fordring's Seal has been improved with additional Stamina and Intellect.
- Ring of Protection's armor has been lowered, but the ring's Stamina has been increased.
- Voodoo Band has been slightly improved.
- Underworld Band is no longer unique.
- Filling jars of ooze no longer puts you into combat.
- The Rod of the Ogre Magi properly sheathes now.
- hanged the tooltip of the Bloodfang Hood's effect to properly indicate the duration of the stun.
- The Demon Forged Breastplate effect no longer requires channeling.
- Tooltips for the Blazefury Medallion, Storm Gauntlets, Fiery Plate Gauntlets Blessed Sunfruit, Blessed Sunfruit Juice, and ragged John's Neverending Cup modified to more appropriately describe their effects.
- The Amberseal Keeper's melee DPS has been reduced, but an additional +Spell Damage effect has been added instead.
- Onyxia Hide Backpacks are now 18 slot containers.
- Warstrike Shoulder Pads have been improved.
- Living Leggings, Breastplate, and Shoulders now have Stamina, but had their Nature Resistance lowered.
- Legplates and Legguards of the Chromatic Defier have been improved.
- The drop rate of Essence of Undead has been lowered.
- The drop rate for Gift of the Wild and Prayer of Fortitude has been considerably increased.
- General Drakkisath will now drop 2-4 Blood of the Black Dragon Champion instead of 1.

Professions

- A significant number of additional engineering devices have been added to the world both as new recipes on vendors and as drops on monsters in the higher level (50+) dungeons and in raids.
- Seven new blacksmithing recipes are available to seasoned blacksmiths via a series of turn-in quests.
- Three new armorsmithing recipes are available to master armorsmiths. All 3 recipes are gained via quest.
- The Turtle Scale gloves recipe has been changed to have a white name rather than green since it can now be purchased at the store. Generally, recipes with white names are store-bought and ones with green or blue (or purple) names are drops from monsters.
- Some Blasting Powder icons Changed.
- Leatherworkers can now make throwing balls (as a toy).
- Ghostweave Belt pattern is no longer bind on acquire.
- Randal Worth in Stormwind now only teaches apprentice level leatherworking.
- Expert Blacksmithing Trainers will now point you to the appropriate artisan smith when you get a high enough skill.
- Bombs now cause a disorient effect when they go off, this was not working correctly previously.
- Flame Deflector and Frost Deflector now do an elemental damage absorb rather than a resistance increase.
- Minor Recombobulator now restores health and mana as well as removing polymorph effects.
- Target Dummies now generate an initial taunt pulse so creatures will attack them for the first 5 seconds after they are dropped.
- Gnomish Death Ray damage increased slightly and cooldown reduced to 5 minutes.
- The level of the Mechanical Dragonlings, Battlechicken, and Bombs dropped by the Goblin Bomb Dropper now scale with your engineering skill, so they will be always useful against enemies. Their damage and health has remained the same.
- Requirements to make the Helm of Fire were reduced.

Raids & Dungeons

- Azuregos now has a new ability - Mark of Frost. A player who is hit with the Mark of Frost will be temporarily frozen in a block of ice should they attempt to re-engage Azuregos. Mark of Frost is extremely powerful and will persist through death and resurrection.
- Bael'gar, Lord Incendius, and Golem Lord Argelmach are now slightly lower level than previously. This will provide a much better progression of creature and boss levels in Blackrock Depths.
- The Baroness Anastari encounter has been changed. Players who become unpossessed will now have full health, and after the Baroness unpossesses a player there will be a much longer cooldown before she can cast possess again. These changes should make her a more balanced encounter for a 5 man group.
- Lava Surge no longer respawn once you kill Garr.
- When Majordomo Executus submits, a chest is spawned next to him. This chest should only spawn the FIRST time he is defeated in a saved instance. If a guild tries him a second or third night, no chest should spawn.
- Ragnaros now stays up 2 hours rather than 1 after being summoned.
- The Golemagg and Shazzrah encounters in the Molten Core has undergone some changes.
- Scholomance Itemization
 - * 20 new Rare items have been added to Scholomance.
 - * Several Uncommon items have been upgraded to Rare quality.
 - * Rattlegore, Jandice Barov, and Lord Alexei Barov will now always drop at least one Rare item.
 - * Ras Frostwhisper will always drop at least two Rare items.
- Stratholme Itemization
 - * 26 new Rare items have been added to Stratholme.
 - * Several Uncommon items have been upgraded to Rare quality.
 - * Archivist Galford, Baroness Anastasi, Nerub'engan, and Maleki the Pallid will now always drop at least one Rare item.
- Raid Itemization
 - * Onyxia, Azuregos, Lord Kazzak, and all Molten Core boss creatures have all received some new items on their loot tables.
 - * Onyxia will once again drop two upper tier class set helms.
 - * Most of the non-class set items that dropped from Molten Core and Onyxia have had their effective levels increased, resulting in

higher DPS weapons, and/or better stats and effects.

- * Players who defeat the Majordomo Executus encounter will now be rewarded with new epic items. This reward will only be granted the first time the encounter is defeated during the 6 day lifespan of a Molten Core instance.
- * The loot tables for some of the Molten Core bosses have been improved so they drop an additional epic item per kill.
- * World bosses such as Onyxia, Azuregos, and Lord Kazzak will no longer drop random blue items of a level lower than 50.
- * Prior to this patch, Molten Core boss creatures could drop items from one of two different tiered sets for every character class. The loot tables have been changed so Molten Core bosses will now only drop items from the lower tier class sets. However, some of the items from those sets were not previously dropping in Molten Core. These missing class set items will now drop in Molten Core, allowing players to complete their lower tier class sets. The higher tier class set pieces that once dropped in Molten Core will be found once again in Blackwing Lair, the next raiding zone scheduled for release in a future patch.
- * Future patches will include even more item rewards for these raid encounters, as well as improvements to the statistics, effects, and set bonuses for both tiers of the raid armor sets.

Quests

- Party quest share information is now working. If you mouse over a quest that multiple party members have, it will display a mouseover tooltip indicating what nearby party member are on that quest. Also, to the left of the quest name in your quest log it will list a number in parenthesis indicating how many other players in your party have that quest.
- Quest givers who have repeatable quests now display with a blue question mark over their head instead of the standard yellow exclamation point/question mark.
- The Molten Core discovery quest has had its objective moved from inside the Molten Core to Blackrock Depths.
- Lunaclaw's spirit should stay around longer before despawning, and the spirit should simply despawn as oppose to "die".
- The description text for both the Horde and Alliance versions of the "Rabine Saturna" quest have been clarified.
- The reward text for the "Hive in the Tower" quest has been clarified.
- Fixed the Resonite Crystal not spawning in the Stonetalon Quest "Earthen Arise."
- Kinelory in Arathi Highlands is now PvP-enabling, so Horde players who attack her will be flagged for PvP.
- Quickened Ana'thek the Cruel's (quest target in Stranglethorn) respawn rate. He and his entourage now spawn every 5-8 minutes.
- Removed Stormwind Faction reward from the Greenwarden quest line in the Wetlands.
- The time Decrepit Guardians stay spawned (they're the mobs trapping the Annals of Darrowshire in Andorhal) increased from 1 minute to 2 minutes.
- The elementals in the plaguelands no longer attack the Spectral Defenders.
- The "haunting" radius of Pamela's doll pieces in Darrowshire was reduced. You must now be closer to a doll piece before ghosts appear.
- Increased the respawn time of Mok'rash in Stranglethorn Vale from 9 hours to 2 hours on average.
- Fixed a bug that caused Razzle in Dun Morogh to become non-interactable.
- Added text to the Fresh Zhevra Carcass to clarify it's use in the Ishamuhale quest.
- Typos in various quests have been corrected.

User Interface

- Temporary weapon enchantments will now display as buff icons to the right of your normal buff icons.
- Recipes you already know will not show up in the auction listing if "Usable Items" is checked.
- The mouseover UI in the bottom right corner will no longer overlay the extra action bars if you have them up.
- If the subject line is not filled in when you put an item in a piece of mail, it will automatically be filled in with the item being sent.
- Mousing over the interface options menu will no longer count as a mouseover on objects underneath the interface window (Thus making it

hard to set your chat windows to be fully transparent among other things).

World Environment

- Andorhal has been overhauled to improve framerate, navigability, and monster spawns.
- Repositioned quest spawns in light of new city layout (tower marker indicators, silos, etc.).
- Doubled the number of small lockboxes present for the "Counting Out Time" quest.
- Araj should now spawn as a result of destroying the crystals in the towers of Andorhal.
- Kardris Dreamseeker is now being addressed properly as a female, rather than a male.
- There are new load screens for the Stratholme, Scholomance and Blackrock Depths instances. Additionally, many of the previous load screens throughout the world have been replaced with new art. Enjoy!
- Bloodvenom Post - Crossroads (Horde) no longer flies you through a tree. Sorry for the scrapes and bruises.
- Shalzaru's Lair on the Isle of Dread off the coast of Feralas now properly displays its name when you enter the cave.
- The dragon bones just to the southwest of The Swarming Pillar in Silithus have been named the Bones of Grakkarond.
- The levels of the NPCs in Camp Mojache have been raised to be commensurate with their counterparts at Feathermoon Stronghold.
- Patrolling scouts that can see through stealth and invisibility have been added to Darnassus, Stormwind City, Undercity and Thunder Bluff.
- The range of restock time for Argent Dawn vendors has been widened.
- Cairne Bloodhoof is now a little more talkative.
- High Priest Rohan is now properly associated with the Ironforge faction.
- Grimand Elmore in Stormwind is more talkative.
- Town Criers in all the major cities now have basic gossip text.
- More references to the fictitious locale of "Chillwind Point" have been squashed in favor of the very real "Chillwind Camp".
- Players will no longer get stuck in a location in the Ruins of Eldarath in Azshara.
- Fires in Thunder Axe Fortress in Desolace now have proper names.
- No longer a tree floating off the ground in the Sishir Canyon area of the Stonetalon Mountains.
- There is no longer a floating tree in Westfall above the defias tower.
- There are no longer fish flying around above the water line in Silverpine Forest.
- Female orcs no longer get stuck in scaffolding in Lost Rigger Cove.
- Removed a crate that was clipping through a tent/hut in Coldridge Valley.
- Removed the terrain that popped in and out of the crevice in the entrance to Foothold Citadel on Theramore Isle.
- Properly named the intact watchtower near Southshore.
- The Rainsticks sign in Thunderbluff is no longer floating.
- Removed floating object from Nijel's Point in Desolace.
- Removed an invisible collision wall located in the Barrens near the Bramblescar area.
- Players can no longer kill creatures with ranged attacks while the mobs are unable to damage the player when standing atop the cauldrons in Eastern Plaguelands.
- Closed a hole in the world in the Searing Gorge.
- There is no longer a hole in the world at Dun Garok.
- The minimum level requirement on the Dire Maul meeting stone has been properly assigned.
- The minimum level requirement on the Temple of Atal'Hakkar Meeting Stone has been properly assigned.
- The minimum level requirement on the Blackrock Spire Meeting Stone has been properly assigned.
- There is no longer a hole in the world in Raven Hill, Duskwood.
- A tree located too far above the ground in Feralas has been "replanted".
- The dock on the Forgotten Coast in Feralas is no longer partially floating above the ground.
- There is no longer water missing from the pool by the Grimtotems in the Lower Wilds of Feralas.
- A rock that was sitting above the ground at the top of one of the

falls in Nighthaven has landed.

- Players no longer will get stuck in a location at Gurubashi Arena in Stranglethorn Vale.
- Major Mana potions buy/sell price slightly increased.
- Aggro radius of Bears and Wolves in Silverpine have been reduced.
- The Dry times in Ironforge have ended and the Stonefire Tavern in Ironforge now has alcohol again.
- Fixed a grammatical error in one of Captain Kromcrush's yells in Dire Maul.
- Mizzle the Crafty in Dire Maul shouldn't be so repetitive in proclaiming a new king if the player cycles through gossip too quickly.
- Williden Marshal's gossip text has been polished.

Macs

- The keyboard shortcut to quit the game has been changed to Command-Option-Q to work around an issue with PowerBooks.

Bug Fixes

- Fixed a bug where weapon skills were inappropriately capped at 5 times level. Characters should now gain benefit from weapon skill bonuses beyond their normal cap.
- Fixed portrait creation while alt-tabbed away from the game.
- Fixed sorting items in the auction house by current bid.
- Blessing of Sacrifice only transfers the damage dealt, up to the maximum listed in the tooltip.
- The "created by" tags are visible again when you inspect someone.
- Effects that indicated that they increased damage and healing by all magical spells were actually not improving healing. They now will properly increase healing by the listed the amount.
- Extra attacks gained from spells and abilities are applied immediately and do not affect normal combat swing time.
- Abilities which do an additional percentage of weapon damage now include attack power as part of the base weapon damage.
- Fixed race condition where damage would sometimes be applied after Ice Block or Divine Shield are activated.
- Ranged attacks use the target's defense skill instead of target's level to determine chance to hit.
- Fixed bug where ranged attackers would run up and engage you in melee combat.
- Pets and summons will now go with you if you use a hearthstone or other long range teleport.
- Fixed mouse selection bug when opening bags while the auction interface is open.
- There is no longer water missing on the shore of Jademir Lake in Oneiros in Feralas.
- Fixed a typo in the tooltip for the Field Repair Bot 74A.
- Fixed the geometry of the Branchclaw gloves.
- Lost Souls will now drop their Wispy Cloaks and Tormented Spirits will drop their Ghostly Bracers every time they die now.
- Whistle of the Mottled Red Raptor's buff icon now lists the mount as being a Mottled Red Raptor instead of a Crimson Raptor.
- Ancona creature name changed to Ancona Chicken.
- The wording of item resistance enchantments has been made more consistent.
- Roast Raptor now has an more appropriate inventory sound.

- World of Warcraft Client Patch 1.3.2 (2005-04-04)

- Version 1.3.2 is a Mac OS X only patch.
- the Vertex Animation Shader feature is disabled for GPU's such as the Radeon 8500,9000, and 9200 series. We expect to re-enable this functionality in a future patch.
- New code optimizations were added to improve frame rate and reduce memory usage.

- World of Warcraft Client Patch 1.3.1 (2005-03-24)

- We have fixed a crash bug that would happen infrequently when teleporting.
- We have fixed a UI error that could occur in certain zones.

- World of Warcraft Client Patch 1.3.0 (2005-03-22)

Diremaul

Diremaul, a new dungeon for players level 56-60, is now open and ready for business. Diremaul is populated by a fierce tribe of ogres and is located in the western region of Feralas. Diremaul will be limited groups of no more than five players each.

New Outdoor Raid Bosses

Two new outdoor raid bosses have been introduced to Azeroth. Azuregos, a monstrous blue dragon, has landed in Azshara, while Lord Kazzak the demon can be found in the Tainted Scar of the Blasted Lands.

Meeting Stones

Meeting Stones are located outside of each dungeon to help players find a group to adventure with in the dungeon. The meeting stone will try to find you a viable five-person group by looking for a tank, a healer, and so on. As time passes and you are unable to find a group, the meeting stone will become less picky about who it groups you with.

Dungeon Player Caps

All dungeons now have a cap on group size to limit the number of players that may enter the dungeon. It was necessary to add this cap as raiding these dungeons trivialized much of the content. Because of this change we can now look to adding better loot to them during future content patches.

With that in mind, the dungeons below now have the following caps:

Onyxia/Molten Core - 40 members

Blackrock Spire - 15 members

Diremaul - 5 members

All other dungeons in the game will be capped at 10 members.

Several dungeons will be re-examined for balancing in light of this change. In addition, will have their loot improved significantly for the next content patch.

General

- Previously, in many cases, a Block, Parry, or Dodge was translated into a "Miss," thus causing confusion over actual miss rates. We've made the following changes in an attempt to be more clear as to what is actually happening in combat:
 - * Block: All creatures will now report a Block on attacks from the front, reducing damage caused instead of converting the attack into a "Miss." Creatures will no longer be able to Block attacks from behind.
 - * Dodge: Every time a creature Dodges, it will report a Dodge. We will no longer translate a creature's Dodge of a rear attack to a "Miss."
 - * Parry: All creatures will now report a Parry on attacks from the front instead of translating them into a "Miss." Creatures will no longer be able to Parry attacks from behind.
- Blocking an ability that takes place on the next swing now blocks the normal amount of damage instead of all of it.
- Skill-up rate improved for bows, crossbows, guns, thrown, and wands.
- Improved line of sight for large creatures.
- In-game mail sent from GMs will now use official Blizzard stationery.
- The Drunk effect has been greatly enhanced.
- If you resurrect without releasing your spirit, your resurrection timer will decrease normally.
- You can no longer accept a warlock summoning while you are in combat.
- Increased stun resistance will now also help resist some non-melee based stun spells from creatures.
- Mounts now are Horde or Alliance restricted in the tooltip. We do not intend to allow Horde players to ride Alliance vendor-purchased mounts and vice versa.

PvP

- Most humanoid NPCs have gained the ability to swim.
- Numbers and punctuation will not be passed through chat communication to members of the opposing faction.
- Spells in PvP now have a slight increase in range and area of effect when targets are moving. This should improve the overall usability of spells and ranged attacks.
- Priests can no longer kill players with Shadow Word: Pain and Mind Control in duels.
- Certain key NPCs (such as bankers and auctioneers) in the cities and main outposts are now harder to kill. Additionally, when they die, they will respawn more quickly.
- Patrolling scouts that can see through stealth and invisibility have been added to both Orgrimmar and Ironforge.
- Players under Mind Control pass reputation changes due to kills to the controlling player, and do not receive the reputation changes themselves.
- You cannot see your enemies' buffs while you are charmed.
- Dueling players can now cast helpful spells on their allies (but not vice versa).

Druid

- Training costs adjusted. Total training cost was decreased.
- Rebirth - Casting time and mana cost reduced; now ignores resurrection timers.
- Swiftshifting - Talent changed. When leaving a shapeshift form, the next shapeshift form you take will have a 20%/40%/60% mana cost reduction if used within 6 seconds.
- Gift of the Wild - This spell is now cast on the target's party.
- Cat Form - DPS increase at levels 40-60.
- New Ability (Cat Form): Ferocious Bite (available at level 32) - Finishing move that causes damage per combo point and converts each extra point of energy into additional damage.
- New Spell: Barkskin (available at level 44) - The druid's skin becomes as tough as bark. Physical damage taken is reduced. While protected, taking damage will not cause spellcasting delays, but non-instant spells take longer to cast and melee combat is slowed.
- New Ability (Bear Form): Frenzied Regeneration (available at level 36) - Converts an amount of rage into health every second for a short duration.

Hunter

- Training costs adjusted. Total training cost was decreased.
- Sandfury Guardians are no longer tameable.
- Fixed a bug where Hunter pets were sometimes unattackable by opposing faction players.
- Fixed a bug where creatures were keeping their innate resistances after being tamed. This was unintentional and the fix will affect all existing pets.
- Distracting Shot - Is now properly improved by the Efficiency and Hawk Eye talents.
- You can no longer use Eyes of the Beast to leave a flight path.

Mage

- Training costs adjusted. Total training cost was decreased.
- Improved Blizzard - Chill duration reduced to 1.5 seconds (4.5 seconds w/ Permafrost) and refreshes with each damage tick rather than at the beginning of the spell. In addition, a target that resists the damage will also resist the chill effect.
- Blink - Using this spell should no longer cause you to fall through the world.
- Blink can now be used to escape more of the stun effects used by creatures in the world.
- Blink is no longer useable on boats or zeppelins.
- Blast Wave damage radius fixed so damage properly extends to 10 yd.
- Dampen Magic - Duration and mana cost increased. Now castable on all raid targets.
- Amplify Magic - Duration and mana cost increased. Now castable on all raid targets.
- Frost/Ice Armor - Mana cost reduced.
- New Spell: Mage Armor (Available at level 34) - Allows for 30% of mana regeneration to function while casting and increases resistance to all magic schools. Does not stack with Frost/Ice Armor.
- New Spell: Conjure Water (Rank 7) (Available through quest at

level 60).

- Arcane Missiles: Fixed a bug where the spell would not function properly against spell-reflecting targets.

Paladin

- Training costs adjusted. Total training cost was decreased.
- Blessing of Protection - Now castable on all raid targets.
- Blessing of Sacrifice - Now castable on all raid targets.
- Blessing of Salvation - Now castable on all raid targets.
- Divine Intervention - Now castable on all raid targets.

Priest

- Training costs adjusted. Total training cost was decreased.
- Holy Fire - Fixed a bug with the bonus damage gained from +fire damage items. Such items now have a greater effect on this spell.
- Prayer of Fortitude - This spell is now cast on the target's party.
- Power Word: Shield - Now castable on all raid targets.

Rogue

- A number of areas in the world now have footlockers in them. These areas are in place for rogues to visit to increase their lockpicking skills. The contents of these footlockers are only token amounts of treasure, but they should allow for a more interesting experience while increasing lockpicking skill. The difficulty of the locks in the area correspond to the level of the zone, so if your lockpicking skill is around 100, you would go to Durnholde Keep in Hillsbrad. But if your skill is 250, you might head to Tyr's Hand in Eastern Plaguelands.
 - * Hillsbrad Foothills - Durnholde Keep
 - * Redridge Mountains - Lake Everstill
 - * Ashenvale Forest - Zoram Strand
 - * Stonetalon Mountains - Windshear Crag and Associated Mines
 - * Wetlands - Murloc Camps
 - * Desolace - Sar'theris Strand
 - * Badlands - Angor Fortress
 - * Swamp of Sorrows - Pool of Tears
 - * Searing Gorge - The Slag Pit
 - * Tanaris Desert - Lost Rigger Cove
 - * Azshara - Bay of Storms
 - * Eastern Plaguelands - Tyr's Hand (elite)
- Very high-end gems will no longer be acquired from junk boxes or pickpocketing.
- Added a visual to Sword Specialization "proc" that will now show up in the combat log as well.

Shaman

- Training costs adjusted. Total training cost was decreased.
- Tremor Totem - Now creates the appropriate looking earth totem; tooltip updated to clarify what effects it counters; radius of effect increased; now pulses more frequently.
- Astral Recall - The tooltip now includes the home point the spell will recall you to.
- We've changed the spell icon of several totem spells. They should now all be unique.
- Searing Totem - Damage slightly increased.
- Reincarnation - No longer causes resurrection sickness.

Warlock

- Improved Drain Mana - Will now report to the combat log all damage caused.
- Inferno - The duration the Infernal is enslaved when first summoned has been increased. The area of effect damage caused by the Inferno spell, and all threat generated by it, will now originate from the Infernal. The Infernal will now immediately attack targets within the radius of the spell.
- Enslave Demon - Is no longer dispellable.
- Curse of Agony - Now benefits from items that increase shadow damage.
- Nightfall - Fixed a bug where the Shadow Trance effect was lost without benefit. Previously, the talent had a 3%/4% chance of triggering. It now has a 2%/4% chance of triggering, and the tooltips have been updated to accurately reflect this change.
- Ritual of Doom - The death caused at the completion of the ritual no longer causes durability loss.
- Firestone - Equipping Firestones will now increase damage caused by

fire spells.

- Spellstone - Equipping Spellstones will now improve your chance to get a critical strike with spells.
- Fear - Mana cost changed to a percentage of base, which results in an increase in cost.
- The Shadow Trance buff granted by the Nightfall talent will no longer be used up by a shadowbolt that was in mid-cast.

Warrior

- Training costs adjusted. Total training cost was slightly increased.
- Battle Shout - Rage cost reduced.
- Bloodrage - Health cost reduced.
- Heroic Strike - Damage increased.
- Parry - Moved to level 6.
- Thunder Clap - Now causes Physical damage instead of Nature damage; damage increased; duration increased with each new rank.
- Improved Sunder Armor - Now decreases rage cost by 1/1/1.
- Improved Thunder Clap - Now decreases rage cost by 1/1/2.
- Execute - Full rage is no longer consumed when the ability does not hit.
- Overpower - Should now be usable when a special attack is dodged.
- Fixed a bug where rage was not being generated when normal melee attacks were parried, dodged, and blocked.
- Charge has been improved so it will work through doorways and won't path you through an entire dungeon.
- Sweeping Strikes bug fixed. It will hit more reliably and show up in combat log correctly.
- Added a visual to Sword Specialization "proc" that will now show up in the combat log as well.

Monsters

- Ogres in Azeroth have undergone a visual upgrade.
- Yeti will no longer flee when at low health.
- Mummified Atal'ai will no longer cast Fevered Plague so often.
- Some outdoor creatures will now use their Fear abilities less often.
- Reduced the number of pirates on the boats in Stranglethorn Vale.
- Reduced the number of Syndicate in Strahnbrad.
- Reduced the respawn rate of the troggs on the islands in Loch Modan.
- Some wildlife that was stationary in Desolace should now be more active.
- Mechanical Whelps have been boosted by five levels in order to be effective longer. Their damage has been slightly decreased to compensate for the additional damage that would have occurred with the change.
- Battle Chicken has had its level boosted by five.
- The monster ability Skull Crack now only stuns for two seconds instead of six.
- Warbringer Constructs now have less armor than before.

Items

- The Reactive Mana set bonus effect on the Arcanist set had an incorrect tooltip. The proper chance of the effect triggering is 1%, not 100%.
- Restorative Elixir tooltip is now more clear.
- Weightstones may now be used on fist Weapons.
- Postmaster's Treads now have stats more appropriate for cloth wearers.
- Crown of the Penitent effect made more appropriate for the quality and level of item.
- Bloodlust Epaulets stats improved to the appropriate amount for the item's level and quality.
- The effect of the Spirit of Aquamentas and Choker of Enlightenment has changed to a +damage and +healing of all spell schools effect.
- Ramstein's Lightning Bolts effect reduced to 200 points of damage and a 10-yard radius.
- Magister's Mantle, Robe, Belt, Crown, and Binding changed to include more stamina in lieu of spirit.
- Gnomish earrings will no longer appear outside the Bloodlust Helm.
- Deathstriker name changed to Felstriker.
- The Lion Horn of Stormwind now properly gives AC to members of the party.
- Priests can now use scrolls and the Heart of Noxxion while in Shadowform.
- The costs of Enriched Manna Biscuits, Blessed Sunfruit, and Blessed

- Sunfruit Juice have been lowered to 60 silver per stack of five.
- The buff effect of Blessed Sunfruit has been changed from Stamina to Strength.
- Horn of the Arctic Wolf now correctly summons an arctic wolf (Instead of a light-gray one).
- White Bandit Mask is now Uncommon and Bind on Equip.
- Fixed a bug that was causing Judgement Sabatons to have two instances of Spirit.
- Green Lens item can no longer call Stamina as one of its random properties. Existing Green Lens have not been changed.
- Frenzied Striker is now Bind on Equip instead of Bind on Pick Up.
- Sorcerer Sphere is no longer Warlock only.
- Twilight Orb is no longer Warlock only.
- Fixed a bug that was causing Dog Training Gloves to not be Bind on Pick Up.
- Fixed a bug that was causing Thrash Blade, Flurry Axe, and Ironfoe to have an additional attack when the effect went off.
- Fixed a bug on Gearforge Girdle (awarded by the Felwood quest, A Final Blow) that caused it to have more stats than it should. It no longer has +12 defense.
- Shadowcraft Boots now have +21 Agility instead of +21 Intellect.
- Fixed a bug with Jungle Remedy that was causing it to be on the non-combat potion timer of three seconds. It is now on the combat potion timer of two minutes.
- Fixed a bug with Fist of Stone that caused it to have stats that it shouldn't have. Existing Fist of Stone items have not been changed.
- Finkle's Skinner is now Main hand only.
- Drop rates of gems have been increased at lower levels and decreased at higher levels.
- Fixed a bug that was causing Outrunner's Cord to appear incorrectly on characters.
- Fixed a bug that was causing Vosh'gajin's Strand to appear incorrectly on characters.
- Fixed a bug that was causing Omokk's Girth Restrainer to appear incorrectly on characters.
- Holy spell damage bonuses will no longer appear on random property items.
- Silithus has been itemized.
- Royal Seal of Alexis no longer drops off of Baron Bloodbane. It is now only obtainable via the quest Ramstein, no longer has a minimum level requirement, and is Bind on Acquire. Existing Royal Seal of Alexis items have not been changed.
- 16-slot bags are now set to Uncommon.
- Razorlash Root should now restore mana as intended and should no longer apply the first aid debuff.
- Re-worded tooltips on Shard of Afrasa and Demon's Blood to better explain their effects.
- Changed the tooltip on random property items with the suffixes "of Concentration" and "of Regeneration" to more clearly state their effects.
- Lunar Wands that drop should now have random properties.
- Hurley Blackbreath's treasure table has been modified.
- Rend's treasure table has been modified.
- Goraluk Anvilcrack treasure table has been modified.
- General Drakkisath treasure table has been modified.
- Deathcharger's Reins can now be used by Tauren.
- Items that periodically restore health and mana no longer show up in the combat log.
- Vanquisher's Sword and Amberglow Talisman, the rewards for the quests Bring the Light (Alliance) and Bring the End (Horde), have been upgraded to be rare instead of uncommon.
- Modified Crystal Charge, Crystal Force, Crystal Restore, Crystal Spire, Crystal Ward, and Crystal Yield to be on appropriate cooldown timers. Completing the Crystal Pylon quest to obtain them will now reward five each instead of three.
- Mark of the Dragon Lord has had its visual changed to better fit its effect, and the tooltip has been corrected.

Professions

- A new engineering recipe is available in Blackrock Depths for a repair robot. This robot acts as a repair vendor for 10 minutes and will repair and purchase items for normal cost. This will allow dungeon groups and raids to get items repaired and sold without

- returning to town.
- The Horde version of the tribal leatherworking quest now requires the appropriate amount of leatherworking skill to complete.
 - The item requirements for the elemental leatherworking quest have been lowered from four of each kind of elemental item to two.
 - A number of high-end profession reagents were changed to good quality (green) to indicate their value and so that they are distributed properly by group loot (Essences, Orbs of Righteousness, etc.).
 - All of the creation professions have had one or more dropped recipes added to raid level targets.
 - Bottomless Bag requires significantly more mooncloth and two core leather to make now.
 - Invulnerability Potion - Now makes you immune to all physical attacks and damage rather than just damage.
 - The effects of flasks and elixirs are no longer dispellable. This should make their use more compelling in PVP situations.
 - Fused Wiring will now drop more often from target dummies.
 - Quickdraw Quiver now requires cured thick hide (instead of thick hide) as one of its required components.
 - Crimson Lotus changed to a gray item as it is currently unused by professions.
 - Green Lens now requires more ingredients to make, but has special effects rather than just stats on it.
 - Red dragonscales have had their vendor price reduced.
 - Drop rates of very high-end gems have been somewhat increased on rich thorium veins.
 - Improvements have been made to many potions: Troll's Blood potions, Stoneshield potions, Magic Resistance potions, Flasks of Power, and Greater Defense potions.
 - Chimeric Glove recipe is no longer bind on pick up.
 - There is now a recipe at leatherworking trainers that allows thick leather to be turned into rugged leather.
 - Turtle Scale Gloves recipe has been added to vendors in Feralas to make completion of the tribal leatherworking quest easier.
 - You will now catch ocean fish when fishing from Rut'theran village.
 - The cooking trainer in Dolanaar now sells cooking recipes for several types of fish.
 - Owls in Teldrassil now drop more eggs than they used to.
 - A new type of turtle is now found on the beaches of northern Tanaris in the level 42-43 range. They can be skinned for turtle scales.
 - The Recipes for Robe of the Void, Robe of the Archmage, and Truefaith Vestments are no longer soulbound.
 - Engineering guns level 40 and above now have attributes on them to bring them in line with the random property guns.
 - Cooking recipe, Tender Wolf Steak, added to vendors in Aerie Peaks and Gadgetzan. Allows players to cook tender wolf meat.
 - Horde cooks can now cook up raptor eggs from a recipe found in Gromgol and Hammerfall.
 - Elixir of Giants duration increased to 60 minutes.
 - Shadowskin Gloves recipe added so there is a non-rare recipe that requires Shadowcat Hide.
 - Hot Wolf Ribs now count as meat for purposes of being fed to hunter pets.
 - Mooncloth recipe moved to a different vendor in Everlook.
 - Storm Gauntlets fixed so they deliver their lightning damage correctly.
 - Enchantment for boots that increase speed improved significantly.

Raids & Dungeons

- "Raid lockout" is fixed. If the leader of your raid group is saved in a different instance than you would otherwise go to, you are added to your leader's instance.
- Added /raidinfo command showing remaining time on saved raid instances. Also shows an ID to compare with other players (if you have the same saved ID as them, you will go into the same instance)
- Added a chat window message when you are first saved to an instance.
- Raid members will show up on the world map.
- If you enter an instance in a group, and then leave that group, you will not be able to complete quest objectives until you rejoin the group.
- Extended the decay time of boss corpses in dungeons.
- Lengthened the respawn time of many of the creatures in Ragefire Chasm, Gnomeregan, Uldaman, Razorfen Downs, Scholomance, and

- Stratholme.
- Molten Core
 - * Molten Core is now on a 6-day respawn timer.
 - * Added in-game voice for Ragnaros and Majordomo Executus.
 - * Fixed an issue that was causing the first Firelord to stop moving.
 - * Garr will now lose his enrage buff when he leaves combat.
 - * Majordomo Executus will now make the Flamewaker Healers immune to polymorph at the appropriate time, even after failed attempts.
 - * Bringing Flamewaker Healers too far away from Majordomo Executus will now result in the Healers becoming immune to Polymorph.
 - * Line of Sight checks removed from many creature abilities in Molten Core.
 - * Sons of Flame now despawn when everyone wipes.
 - * Ragnaros will reset properly if the raid wipes while submerged.
- Onyxia
 - * Onyxia's fireballs will no longer result in a confuse effect (Engulfing Flames). The impact damage of these fireballs has been slightly increased to compensate for the loss of the damage over time.
 - * Onyxia's egg pit will now heat up when she does a strafe breath across the room.
 - * Onyxian Warders now respawn in the hallway while Onyxia is in combat.
 - * Increased the delay before Onyxia will try to tail sweep.
 - * Fixed a bug that could cause Onyxia to occasionally not reset correctly.
 - * Fixed a bug that was causing Onyxia to get stuck under the world
 - * Players no longer leave combat while Onyxia is in flight.
 - * The Onyxia Key quest for the Horde has experienced some changes.
 - * The Test of Skulls for Scryer, Somnus, and Chronalis can now all be obtained simultaneously. The drop rates for black dragonspawn eyes have been increased substantially.
- Stratholme
 - * Baroness Anastasi in Stratholme will now leave the possessed target when the target is below 50% health, instead of 30%. She will also cast Possession slightly less often.
 - * Roaming Gargoyles will be set to a 30-minute respawn.
 - * Roaming Shades set to 15-30 minute respawn (previously 5-15).
 - * Patchwork Horrors set to 15-30 minute respawn (previously 6-10).
 - * Overall respawn in the entire dungeon made longer.
 - * Crimson Conjurers will no longer roam in pairs.
 - * Crimson Conjurers can now only have a max of two "pets" at one time.
 - * Changed the way the Gauntlet area works. The Crystals no longer respawn.
 - * The Crystals no longer fire ribbon of souls (this was causing in-combat issues).
 - * Fixed a bug that was causing monsters to leave combat in mid-fight, thus regaining all their health.
 - * Various tweaks made to the Baroness encounter.
- Scholomance
 - * Lengthened the overall respawn of the dungeon.
 - * Risen Aberration health and damage reduced.
 - * Reduced the duration of Dark Plague from three minutes to 90 seconds.
 - * Fixed a bug that caused the Cloud of Disease spell, cast by Diseased Ghouls, to do more damage than intended.
 - * Blood of Innocents will now drop off both Doctor Theolen Krastinov (The Butcher) and Jandice Barov for players that have completed the Sarkhoff questline in Scholomance.
 - * Shadow resistance now will be more effective at mitigating the damage from Unholy Aura.
 - * The creature spell, Call of the Grave, has had its damage reduced by half.
- Blackrock Spire
 - * Spire Spiders now only summon four Spire Spiderlings instead of five.
 - * Health and damage on these Spire Spiderlings has been reduced.
 - * Crystallize has been reduced from eight seconds to six seconds.
 - * Some Blackrock Spire bosses will now properly display their true level, instead of being considered world bosses (who do not display level).
- Blackrock Depths
 - * The doors to the Lyceum will now re-open after Magmus has been

- killed.
- * Vault encounter has been toned down slightly.
- * Mind Flay and Cripple will now work on Blackrock Depths bosses.
- Maraudon
 - * Princess Theradras - Boulders thrown will now cause a knockdown as well. She will also be more intelligent about deciding when to use her Dust Field ability.
 - * Noxxion encounter made easier for groups lacking area of effect damage.
 - * Creeping Sludge poison proc has been changed to a pulsing point-blank area of effect short-range damage spell called Poison Shock.
- Zul'Farrak
 - * Dead Hero will now always drop an uncommon random item.
 - * Witch Doctor Zum'rah's loot table was improved.
 - * Toned down the Ziggurat event.
 - * Toned down the Antu'sul event.
 - * Fixed stuck NPCs that were causing "in combat" issues.
 - * Scarabs will no longer flee when at low health.
- Scarlet Monastery
 - * Doors requiring the Scarlet Key can now also be opened with a Large Seaforium Charge in addition to the lockpick ability.
- Gnomeregan
 - * Doors requiring the Workshop Key can now be opened with a Small Seaforium Charge.
- Deadmines
 - * The "cannon door" can now be opened with a Small Seaforium Charge in addition to the lockpick ability.

Quests

- Quests that take you into dungeons are now denoted "Dungeon" in the quest log, and are sorted under the dungeon to which they take you.
- Decrepit Guardians in Andorhal were changed to non-elite.
- The Heroes of Darrowshire quest in Eastern Plaguelands now gives an experience reward.
- Increased the drop rate of Shadowmaw Claws for Mok'thardin's Enchantment.
- Fixed an issue with the Green Hills of Stranglethorn quest. If players destroy one of the chapters, Barnil will now help them relocate it.
- The quest, Scarlet Diversions, should now be easier to complete.
- Reduced the speed at which the Magrami ghosts are attracted to the Ghost Magnet in the Ghost-o-plasm Round Up quest. Modified quest text to suggest players move away from where they place their magnet.
- Princess Poobah now waits for 60 seconds before despawning after the completion of the Message in a Bottle quest.
- Fixed pathing on the assassins of the Protect Kanati Greycloud quest, to prevent them from getting stuck.
- Arei the Treant is now PvP-enabled. If Horde players attack him while Alliance players are escorting him, the Horde players will now be flagged for PvP.
- The It's Dangerous to Go Alone quest in Un'goro no longer requires a deprecated item to complete.
- The health of the Corrupted Saber (escortee in the Corrupted Sabers quest) was increased.
- The Scarab Shells quest in Zul'Farrak's item requirement was reduced from nine Uncracked Scarab Shells to five
- Zaricotl no longer drops an NYI (Not Yet In) quest item (the Pocked Black Box) for Horde players.
- The epic item questline for the turning in of the Beast's hide has had its monetary requirements lowered to 50 gold.
- The Molten Core Dark Iron turn-in quests (Favor Amongst the Brotherhood) have had several major changes. Turning in Dark Iron Ore will now result in half of its previous faction reward. However, the turn-in requirements for Fiery Core, Core Leather, and Lava Core have been substantially reduced and their faction rewards quadrupled.
- For the Kodo Roundup quest in Desolace, bringing a Tamed Kodo back to Smeed Scrabblescrew now works.
- The King of the Foulweald quest event in Ashenvale now has the Enraged Foulwealds spawn as soon as Karang's Banner is placed.
- The Zamek's Distraction quest event in Thousand Needles now causes Rizzle to leave his hut (and leave his Indurium Plans behind).
- End quest added to Hydraxis quest line, offering players a reward.
- The amount of waves players must fight in the Belnistrasz quest event

has been reduced.

- Argent Dawn Valor Tokens, Minion's Scourgestones, Invader's Scourgestones, and Corruptor's Scourgestones now stack in quantities greater than 20.
- You may now turn in Thorium Shells in exchange for Thorium Headed Arrows. Both Orgrimmar and Ironforge have a turn-in NPC.
- Smudge Thunderbrew in Ravenholdt Manor now sells the recipe for Thistle Tea to those rogues who completed the quest and inadvertently destroyed their recipes.
- The Horde version of the quest A Call to Arms: The Plaguelands! should now only be available once after accepting the quest.
- The text for the Je'neu and the Earthen Ring quest has been clarified.
- The completion point for the The Fragments Within quest should now appear in the mini-map.
- The Araj's Scarab quest should now properly reflect that it is an elite difficulty quest.
- The WANTED: Murkeep! quest is now sharable.
- The duration of Arcane Quickeners has been increased to 30 minutes.
- The reward for completing the quest Morrowgrain to Feathermoon Stronghold has been increased to 10 packets of seeds per five morrowgrain.
- The Evergreen Pouch as used by Herbalists with a skill of 150+ has been modified.
- The chance of getting morrowgrain when the pouch is used has been slightly increased.
- The Order Must Be Restored quest now gives a Stormwind reputation boost upon completion.
- The Roll the Bones quest has been lowered in level.
- There are now more lockboxes available in the Ruins of Andorhal for the Counting Out Time quest.
- The Mangled Journal found in Un'Goro Crater now drops for all members of a group.
- The Shattered Necklace in Badlands and Uldaman now drops for all members of a group.
- The Winterfall Activity quest is now available to players who are at the minimum point of Friendly reputation with the Timbermaw Furbolgs.
- Ghede and Jenal in the Un'Goro Soil quest now appear in the mini-map when it is time to talk to them. It is also clearer where they are in the quest text.
- Quests marked as Gadgetzan in the header of the quest log should now be displayed as Tanaris.
- Typos fixed for many quests.

Pets

- Pets in defensive mode that respond to attacks will no longer flag their masters for PvP. If the master issues an explicit attack command, the master will be flagged.
- You can issue pet commands while you are stunned, fleeing, etc.
- Pets and summons no longer get stuck when you get on a boat or zeppelin.
- Non-aggressive enemy NPCs no longer attack pets and summons.

Faction & Reputation

- Felicia Maline in Stormwind is now giving a discount on gryphon rides for players who have Honored or greater reputation with Stormwind.
- The Argent Dawn is offering new rewards to heroes who are Revered and Exalted to the Dawn. Speak to a quartermaster of the Argent Dawn for more information!
- If a player is under the effects of mind control by another player, then reputation adjustments for killing creatures go to the controlling player.
- Larger factions (Horde, Alliance, Steamwheedle Cartel, etc.) now report reputation increases and decreases across the board if so affected.
- Rivern Frostwind's death no longer gives reputation adjustments for Horde and Alliance factions.
- Winterfall Pathfinders in Winterspring now give Timbermaw reputation adjustments when killed.
- The loss of overall reputation when a player loses reputation at the higher tiers of a faction (Friendly, Honored, Revered, Exalted) has been substantially reduced.

User Interface

- You can now have multiple action bars onscreen at the same time.
- You can activate the additional action bars through the Interface options menu.
- You can now have quest completion criteria for the quests you are currently on display on the game screen as well as in the quest log. If you shift-click on a quest in the quest log, it will display the completion criteria on the main game screen underneath the mini-map.
- You will now be able to tell how many other players in your group have the same quest you do. When you are in a group, it will display the number of other players in the group who have the quest in parenthesis to the left of the quest name. If you mouse over the quest name, it will display the names of the other players in the party who have the quest in the bottom right hand corner of the screen.
- Chat bubbles have been added to the game. Now when a player or NPC uses a /say or /yell chat command, it is displayed in the game screen by default as a chat bubble as well as in the chat log. It displays above the head of the character talking, but only if you can see the character. This functionality can be turned off should you desire. This functionality also exists for party chat, but is turned off by default. Both options are turned on or off in the "Interface" options window.
- The /bug and /suggest commands have been removed from the game. This functionality was mainly for beta test purposes and not intended for our live audience. To submit bug reports, please petition a GM. To make a suggestion about the game, please use the Suggestions forum on the WorldofWarcraft.com website.
- Level information is no longer available to the scripting system for dangerously high-level enemies.
- Improved client performance with chat filter enabled.
- Added /golfclap.
- You can no longer change armor sets while your enemies are stunned.
- If more than one player ties a loot roll, a random player will receive the loot.
- Monster tooltips now display the hostile color in an easier to read shade of red.
- Loot sparkles will disappear appropriately after group loot or master loot is distributed.
- An option has been added to display the time remaining on your buffs all the time. The option is found in the "Interface" options window under "Buff Durations."
- If the current round robin looter closes the loot window without looting money, other players may loot the money.
- Targeting with the tab key has been fixed so hitting tab will acquire creatures in a cone up to 30 yards in front of you or a circle 10 yards around you. It no longer only hits targets off to your left.
- When you are using group loot or need before greed looting systems and are looting a bind on pick up item, the "This item will bind to you" yes/no dialog box pops up after you click the "roll dice" button, but before it accepts your roll.
- You can now lock your action bar so spells cannot be dragged out of it while it is locked. This functionality can be assigned to a hotkey toggle in the keybindings UI.
- Trading with a player no longer closes his auction interface (you get a busy message).
- Added subclasses to recipes in the auction house interface (tailoring, leatherworking, etc..)
- A message will be sent to group members if everyone passes on a loot item roll.
- An "unbind" button has been added to the key bindings page.
- Guild names can no longer have consecutive spaces, or start or end with a space. This prevents confusingly similar guild names such as "My Guild" and "My Guild".
- Added a right-click menu to the social pane for whispering and inviting players into groups.
- The guild interface remembers whether or not to show offline members between sessions.
- If you are holding down the move forward key, and press the move backwards key, you will stop moving.
- Increased the quest share distance to 10 yards.
- The "|" character will show up in general chat channels.
- You will get informative feedback if you try to share a quest with someone who is already on the quest or has completed it.

- Added UI to the addon customization screen to specify how much memory is available to the scripting system.
- Added the "date" and "time" functions to the UI scripting system.
- You will see an error message if you tell your pet to attack a target that it can't find a path to.
- If you are sitting and press a turn key, you will stand up and start turning.
- Riding Kodos have new icons for when you are mounted.
- NPC chat log color changed to light yellow by default instead of gray, which was not very readable.
- If you have files in the Interface\Framexml folder, they will be moved to Interface\Framexml.old after a patch.
- After the game is patched, you will be prompted to disable addons that are out of date.
- Added IsMovable(), SetMovable(), IsResizable(), SetResizable() member functions to frames in the scripting system.
- Added the "pcall" and "xpcall" functions to the UI scripting system.
- The .toc file for addons supports a new keyword: "DefaultState," which can be enabled or disabled, and specifies whether or not an addon is enabled or disabled by default when first installed.

World Environment

- The bridges in northern Stranglethorn Vale are now fixed so they will not dismount you when you ride across them.
- The names of many more points of interest have been added to various area maps.
- The Ashenvale, Felwood, and Azshara Crater areas are using a new graveyard system that should help to place dead characters at appropriate graveyards.
- Fixed several places throughout the world where monsters and profession nodes were spawning underground, floating or inside of objects.
- You can now design guild tabards in Ironforge and Thunder Bluff.
- Characters dying in the instanced portions of Blackfathom Deeps, Scholomance, Maraudon, Onyxia's Lair, and Ragefire Chasm will now correctly receive a corpse marker in the minimap and see the message letting them know that they need to enter the instance before they will be able to resurrect.
- The Argent Dawn base at the southern edge of the Western Plaguelands is now named Chillwind Camp.
- Quartermaster Miranda Breechlock in Eastern Plaguelands is now in a more accessible position.
- Krinkle Goodsteel in Gadgetzan no longer repairs durability damage. His brother, Wrinkle Goodsteel, and his friend Blizrik Buckshot, who share a nearby shop, are still more than happy to provide their durability repair services.
- Reagent Vendors have been added to Feathermoon Stronghold and Camp Mojache in Feralas.
- Added a mailbox to the Darnassus Bank.

Flight Paths

- The following flight times have been reduced:
 - * Auberdine - Talonbranch Glade
 - * Thunder Bluff - Orgrimmar
 - * Theramore (Dustwallow Marsh) - Nijel's Point (Desolace)
- The following flight paths have been added:
 - * Gadgetzan - Brackenwall Village
 - * Gadgetzan - Valor's Rest (Silithus)
 - * Gadgetzan - Camp Mojache
 - * Gadgetzan - Crossroads
 - * Orgrimmar - Everlook

Bug Fixes

- Fixed framerate problem with UI modifications that use overlapping buttons.
- Hunter pets immediately gain training points when they level up.
- Creatures that are quickly respawning to repopulate an area will often wait a few seconds after they spawn before attacking players.
- Fixed bug where Seal Fate and Blood Frenzy were giving two combo points instead of one.
- You can no longer disenchant an item while you have the disenchant loot window open for another item, which caused you to lose the original item and its loot.

- Fixed bug where Primal Frenzy was giving 10 rage instead of five.
- Fixed bug where melee weapon abilities were causing durability damage to ranged weapons.
- Fixed a bug where abilities that give extra attacks, like the paladin Reckoning talent, could cause the following swing to take longer than it should.
- Fixed a bug where instant melee attacks were not blockable.
- Fixed a bug where "On Next Swing" melee attacks (e.g. Heroic Strike) that were blocked were fully blocked instead of having their damage reduced by the block amount.
- Fixed a bug where off-hand attacks were being skipped when using "On Next Swing" melee attacks.
- Fixed a bug where Ammo Pouch and Quiver bonuses were stacking together. Now only the better bonus should be considered.
- Fixed a bug where Quivers and Ammo Pouches were granting a larger haste bonus than intended in some cases.
- Items like the Eye of the Beast will correctly increase your spell critical hit chances.
- Players will no longer become stuck behind a structure in the Ruins of Eldarath, Azshara.
- Players will no longer become stuck near the entrance to an ogre mound in the Mo'Grosh Stronghold in Loch Modan.
- Players will no longer become stuck in a steep location in Forest Song, Ashenvale.
- Players will no longer fall through the ground in a cave location in Duskwood.
- Players will no longer fall through the ground at the Cauldron area of the Searing Gorge.
- Players can no longer gain access to Zul'Gurub through Duskwood.
- Turning in a guild charter signed by a player who later joins another guild no longer destroys the charter. You get it back and have to get a replacement signature.
- Turning in a guild charter with the same name as an existing guild will no longer destroy the charter. You can then rename your charter and turn it in again.
- Tab targeting works properly now.
- Fixed exploit allowing non-grouped players to remove other players from groups.
- Hyperlinks for wrapped items no longer show random property of the wrapped item.
- Fixed bug with incorrect minimum bid display when outbid while monitoring your auctions at the auction house.
- The auction interface now displays the gold, silver, and copper values for all items, even if those values are zero. This should make it more difficult to "hide" an item that costs several gold among items that only cost several silver, for example.
- Items with charges now work properly from the action bar.
- Removed unnecessary happiness icon for warlock pets
- Self-casting (ALT+action button) when your current target is out of range works properly now.
- The quest NPC Khan Jehn no longer becomes confused and unresponsive.
- The stove at Sentinel Hill in Westfall can be used for cooking.
- Campfires amongst the murloc encampments in Dreadmurk Shore, Dustwallow Marsh can now be used for cooking.
- Fixed a problem with the Horde flight path from Light's Hope Chapel in Eastern Plaguelands to the Undercity.
- You will now properly receive COD payments and returned mail from those on your ignore list.
- Fixed item links from the character inspect window.
- Fixed item links from beyond the first page of the loot window.
- Fixed a bug allowing a guild master to promote himself to guild master, which incorrectly set the guild master as an officer, leaving the guild without a leader.

- World of Warcraft Client Patch 1.2.4 (2005-02-22)

- We have deployed a client-side change that should improve performance when large numbers of players are gathered in a small area of the world. No other changes are included with this emergency patch.

- World of Warcraft Client Patch 1.2.3 (2005-02-15)

PvP Duels

Dueling across factions remains intact in the patch, in consideration of players' desires to duel members of the opposing faction.

*This is a minor patch to address localization issues discovered during the European beta test. These changes affect localized text strings for French and German versions of the game only, and players in other regions will not see any changes to the game.

- World of Warcraft Client Patch 1.2.2 (2005-02-15)

Paladin

Seal of the Crusader: Fixed a bug where damage per swing was increasing instead of decreasing when Seal of the Crusader was active. This resulted in a dramatic increase in damage per second (DPS) that was unintended. The tooltip for the spell displays the intent of the spell:

"Fills the Paladin with the spirit of a crusader, granting additional attack power. The Paladin also attacks faster, but deals less damage with each attack."

The overall increase in DPS from Seal of the Crusader should only result from the increase in attack power and not from the increase in attack speed. We understand this is a significant decrease in the power of this spell, but was a necessary bug fix to ensure both overall game balance and the viability of different Paladin Seals.

Localization

- Various text strings and audio have been corrected for the French and German versions of the game.

Macs

- Fixed a bug that incorrectly enabled the vertex animation shader option on some GPU's that do not support it. This bug was causing player character models in-game and in the character selection screen to appear invisible or distorted. The fix should benefit users with NVIDIA GeForce 2MX or 4MX GPU's and ATI Radeon 7000/7500 GPU's. It should no longer be necessary to manually turn off the vertex animation feature on these systems - it should now be off and disabled automatically.

Bug Fixes

- Group loot has been fixed to work as originally intended. It will now work exactly like round robin does, with the exception that when an item of threshold level or above drops, it will use the auto-rolling system. (Prior to this fix, when in group loot mode, the round robin system was only being used for items (all players could loot coins), which was rather confusing).
- Fixed a group loot permission bug that was telling players they did not have permission to loot.
- Fixed a bug that was causing the game to freeze when scrolling through auctions in the Auction House.
- Murlocs play the drown animation when they die underwater now.
- Onyxia correctly hovers instead of standing in midair.
- You can target vocal emotes again.
- Pets and summoned creatures attacking enemies will now tap the enemies for their owners.
- Fixed a bug with Troll Shamans and the Berserk ability. Troll Shamans can only go Berserk when they are in the wounded state.
- Rogues now correctly gain Lockpicking skill from items picked in the trade window.
- Quests that require you to follow/escort an NPC will only complete

- when you arrive at the designated area.
- Horde and Alliance members cannot duel with each other regardless of realm type.
 - Herbs and mineral nodes will remain active if they are not fully emptied.
 - Fixed a bug that was giving higher damage-per-second (DPS) to Steellarrow Crossbow and Blackcrow than was intended.
 - Sell prices on Hypnotic Blade, Illusionary Rod, Mantle of Doan, and Robe of Doan have been lowered.
 - Players who have completed the quest to summon Kirtonos may now obtain the Blood of Innocents from Doctor Theolen Krastinov.
 - The tooltip for the Warrior's Intercept ability has been updated to reflect the proper rage cost. Using Intercept now requires 10 rage, not 15 rage. The tooltip now accurately reflects that.

- World of Warcraft Client Patch 1.2.1 (2004-12-21)

Bug Fixes

- Rolling for items in the French and German will now work properly.
- Resolved an issue with looting in click to move mode that could cause crashes.
- Performance issues occurring with certain CPUs have been resolved.

- World of Warcraft Client Patch 1.2.0 (2004-12-21)

Happy Holidays!

The holidays are here and the citizens of Azeroth are celebrating the occasion with festive decorations and winter time activities. Keep an eye out for some fun and exciting surprises throughout the world!

New Dungeon - Maraudon

In the vast gray of Desolace lies the earthen tomb of Zaetar, fallen Keeper of the Grove and son of Cenarius. Zaetar rejected his Keeper heritage when he joined with the princess of the chaotic earth elementals, Theradras. Their unholy union gave birth to the misshapen and cursed centaur, who promptly slew their father for his part in their misbegotten creation. Fearful of Cenarius' wrath, the grief-stricken Theradras sequestered her dead lover's body in her secret sanctuary, the Crystal Caverns of Therramok, where she watches over him to this day. Travelers who come to Desolace have little trouble spotting Zaetar's tomb, for the blessing of nature that permeates his being transformed his resting place into a verdant paradise of flora and tranquil pools. Today, this tomb is now trodden by the hooves of Zaetar's children, who have claimed this great cavern as their sacred stronghold Maraudon.

Maraudon, a level 40-49 dungeon in Desolace, is now open and ready for business.

Cloak & Helm Graphics

There are now interface options that let you not display your helm and/or cloak on your character. These options will allow a player to wear a cloak or helm, but not have it show up in the game world. The check boxes to control this functionality are in the Options menu under "Interface Options."

General

- Players will now receive credit for killing a monster even if they die during battle.
- Players will now be able to purchase and train mounts from other races in their faction. However, you will first need to obtain "exalted" reputation status with that race in order to do so. Mounts of the opposing faction are not available for purchase.
- A "Looking for Group" channel has been added. Additional improvements in looking for group functionality will be added in future patches.

- Daze chance has been reduced in degrees depending on the level of the monster versus the level of the player. Thus, a monster will have a better chance to Daze a player equal in level than it would Dazing a player five levels higher.
- If you die in Molten Core, you will now be able to retrieve your corpse at the Blackrock Depths instance line.
- Several instance bosses and sub-bosses have had their levels slightly lowered.
- Giant Clams in the Vile Reef now drop Blue Pearls.
- Spell Reflection no longer reflects abilities.
- You can initiate a trade by dropping money onto a player.
- You can no longer select targets while under the effects of charm.
- Most non-elite creatures in non-instanced areas of the world have had their hit points slightly increased starting from level 20.
- Messages in the chat window provide feedback when you are getting drunk or sober.
- Skill gain messages will no longer appear for auto-ranking class skills when you gain a level.
- Training costs for all classes are in the process of being rebalanced. For this patch, training costs have been adjusted for the Rogue and Warlock classes and we will be making similar adjustments to all classes in the future.

Talents

- Damage bonus for the Warrior's One-Handed Weapon Specialization (Protection tab) increased to 2% per rank.
- Amount of threat generated by Shield Bash when Shield Discipline is active has been increased.
- Mortal Strike changed to deal weapon damage + a flat amount (85, 110, 135, 160) instead of percentage-based damage. Additional ranks available on Warrior trainers.
- A bug causing the Hurricane talent to not require channeling has been fixed. This spell now correctly requires channeling.

Player versus Player

- Gurubashi Arena - The arena in Stranglethorn Vale has been changed so that free-for-all PvP will only take place on the floor of the arena, and no longer in the stands or on the entrance ramp. Please keep in mind that on PvP realms, members of the opposite faction can still attack you anywhere in the arena because Stranglethorn Vale is a contested area.
- There is now a short countdown before a duel starts.

Professions

- Fishing for high-level zones has been restored.
- Monetary value of fished items sold to vendors has been significantly reduced.
- Chances of acquiring green weapons and armor from fishing have been reduced.
- Fishing profession now requires a minimum character level, like the other professions do. Any character who already has a fishing profession past the intended level will not be affected.
- The recipes for Heavy Mageweave Bandage, Runecloth Bandage, and Heavy Runecloth Bandage can be learned by visiting your faction's Artisan First Aid questgiver.
- Sell prices on Runecloth Bandages and Heavy Runecloth Bandages have been reduced.
- Expert First Aid books moved to a more appropriate vendor for the Horde. New vendor is still within the same general area as the previous one.
- Spider Sausage added to cooking trainers.
- Negative effect on Fletcher's Gloves has been changed.
- Alchemists' Stone effects have been changed.
- Gnomish Death Ray ingredients have been changed.
- Small Spider Legs drops have been increased to aid night elf cooks.
- Embossed Leather Boots are now correctly marked as Soulbound.
- Enchant 2H Weapon with Intellect is now correctly giving +3 to Intellect.
- Enchanter's Cowl minimum level to use set to 28 instead of 38, as was originally intended.
- Decrepit Darkhounds are now skinnable.

- Bloodstone Ore was made easier to mine.

Items

- The damage effect on Deathblow, Diabolic Skiver, and Pendulum of Doom is now considered physical damage instead of Shadow damage.
- Area effect of Piccolo of the Flaming Fire has been reduced.
- Common shields sold at the shops have had their levels shifted to provide for a greater variety of choices.
- The damage effect from Circle of Flame no longer gets increased by items with fire bonuses.
- Area effect on Explosive Rockets has been reduced.
- Damage over time effect on Demonshear should no longer be increased by items with Shadow bonuses.
- Effects from Stormstout, Trogg Ale, Raptor Punch, and Keg of Thunderbrew Lager no longer stack.
- Enriched Manna Biscuit now regenerates mana correctly.
- Wolfmane Wristguards are now Uncommon instead of Common.
- Lowered stats and armor on the Forcestone Buckler, which is rewarded from the Compendium of the Fallen quest. Existing Forcestone Bucklers have not been modified.
- Smokey's Explosive Launcher and Smokey's Fireshooter from When Smokey Sings, I get Violent quest have been improved. Additional item reward added to this quest as well.
- Heart of the Scale should apply the correct Fire resistance now.
- Fixed a bug that caused Wildheart Boots to have duplicate stats.
- Loamflake Bracers now have stats.
- Effect on Cloak of Flames has been reduced.
- Dog Training Gloves are now Uncommon instead of Common.
- Murkgill Murlocs in Stranglethorn no longer drop Encrusted Tail Fin.
- Fixed texture on Rageclaw Belt to look like a belt instead of pants.
- Armor values for some Leather and Mail armor between levels 15 - 36 have been slightly changed to address an error with armor values.

Quests

- Many Stranglethorn Vale quests had their experience rewards changed to be more in line with the difficulty of the quests. Some Stranglethorn Vale quests were also increased in difficulty, due to increased kill requirements or balance changes to the quest target creatures. The Green Hills of Stranglethorn and Big Game Hunter quests also now reward different items upon completion.
- Two new quests added to Desolace involving the Kodo Caravan.
- Number of centaur required to kill to unleash Warlord Krom'zar in the Barrens Counterattack! quest has been reduced to 20.
- Time limit for the Counterattack! quest has been increased to 20 minutes.
- Thazz'ril's Pick is now easier to spot.
- Bloodfury quest in Stonetalon Mountains is now marked elite.
- Catch of the Day quest in Desolace now requires 2 Bloodfish instead of the previous 5.
- New quest rewards added to the Allegiance to the Old Gods quest in Ashenvale.
- Wildhunter Cloak reward item from the Ashenvale Hunt quest has been improved.
- Vagash in Dun Morogh now properly shows his Elite status.
- The Encrusted Tail Fin quest item now only drops off the Saltscale Murlocs in Stranglethorn.
- The Bloodfury Ripper's Remains quest item now only drops off the Bloodfury Ripper in Stonetalon Mountain.
- The Blueleaf Tubers requirement of the Barrens' Blueleaf Tuber quest was decreased to 6.
- Quest text for the Elemental War quest is changed. It no longer implies that a choice of rewards is available.
- The Summoning Shadra quest level has been increased from 50 to 55, to reflect the level of Shadra.
- Quest related drop items from A Sample of Slime quest and a Batch of Ooze quest have been reduced in value.

Druids

- Entangling Roots: Rank 4 moved to level 38.
- New Spell: Gift of the Wild (Level 50) - Longer lasting Mark of the Wild spell that buffs the entire group. Requires a reagent to cast.

(Spell is available via loot drop only.)

- Bear Form: Armor bonus increased from 65% to 180%.
- Dire Bear Form: Armor bonus increased from 125% to 360%.
- Hibernate: Players now have an increasing chance to break free of the effect, such that it is unlikely the effect will last more than 15 seconds.

Hunters

- Hunters can no longer sit while under the effects of Feign Death.
- Disengage will cause the Hunter's target to immediately check for a new target.
- Hunters will no longer show mana while they are under the effects of Feign Death.
- Claw: Ranks 3-8 focus costs increased to match ranks 1-2.
- Beasts under the effect of Beast Lore will now display whether they are tameable or not.
- Pets: Bite and Claw tooltips now list the damage that is dealt when the pet is content. Actual damage is unchanged.
- Scare Beast: Beasts now have an increasing chance to break free of the effect, such that it is unlikely the effect will last more than 15 seconds.

Mages

- Portals: Each portal spell now has an individual cooldown.
- Polymorph: Players now have an increasing chance to break free of the effect, such that it is unlikely the effect will last more than 15 seconds.

Paladins

- Sense Undead: No longer available via the trainer; quest reward only.

Priests

- Power Word: Shield: Now usable on party members only.
- New Spell: Prayer of Fortitude (Level 48) - Longer lasting Power Word: Fortitude spell that buffs the entire group. Requires a reagent to cast. (Spell is available via loot drop only.)
- Mind Control: Can no longer be cast on tapped targets.

Rogues

- Backstab will automatically target the nearest enemy if no target is selected.
- Distract is now effective against creatures that are already distracted.
- Sap: Players now have an increasing chance to break free of the effect, such that it is unlikely the effect will last more than 15 seconds.
- Training costs adjusted. Total training cost was decreased.
- Vanish will now break root and slow effects.

Shaman

- Earthbind Totem: Added a 15-second cooldown.

Warlocks

- Warlock demons have a wide selection of names based on the demon type. This only affects new demons; existing demons will keep their names.
- Warlocks can no longer kill players in duels.
- Death Coil won't give health until it actually hits the target.
- Death Coil will only give the amount of health that it actually drained from the target.
- Create Soulstone: Reduced the Soul Shard cost from two shards to one shard.
- Curse of Shadow: Increased duration from two minutes to five minutes.
- Curse of the Elements: Increased duration from two minutes to five minutes.
- Fear: Players now have an increasing chance to break free of the effect, such that it is unlikely the effect will last more than 15 seconds.

- Devour Magic (Felhunter): Fixed a bug where the felhunter would be healed every time the spell was used, in addition to the healing gained from successful dispelling.
- Tainted Blood (Felhunter): The reactive effect no longer causes threat.
- Training costs adjusted. Total training cost was decreased.
- Enslave Demon: Can no longer be cast on tapped targets.

Warriors

- Warriors will start swinging after performing a Slam attack.
- New Ability: Pummel (Berserker Stance) (Level 38) - Instant attack that causes damage and interrupts spellcasting for a short duration.
- Shield Bash: No longer usable in Berserker Stance.
- Intercept: Cost reduced from 15 rage to 10 rage, damage reduced accordingly.
- Bloodrage: Now generates 10 rage immediately and 10 rage across the duration.
- Improved Bloodrage: Now reduces the health cost of Bloodrage by 25% (rank 1) and 50% (rank 2).
- Berserker Stance: Now increases critical strike chance by 3% instead of granting 10% melee haste. Extra damage taken reduced from 20% to 10%.

Mac

- The vertex and pixel shader based graphic options have been reactivated on certain combinations of drivers and GPU hardware. As Apple releases future improvements to drivers we will continue to re-test and re-activate features on a case by case basis. A more detailed list of which driver/hardware combinations are enabled for shader capabilities, along with any known bugs will be posted on the Tech Support forum. Further optimization work on the client is ongoing, and we welcome your feedback at wowmacteam123@blizzard.com.
- Added reverb to sound effects when a player is in enclosed spaces.

User Interface

- The Minimap arrows that point to locations/players/etc. are now easier to see.
- Tooltip information on players and monsters in the game has been expanded.
- Alternative keyboard types (such as Dvorak) will now work correctly.
- Macros that cast spells will show spell feedback (e.g. cooldowns, etc.) on the action bar.
- Lua single line comments now work in script blocks embedded in XML files.
- There is a new user interface to enable and disable add-ons for the current account, available at the character selection screen.
- FontString has a new attribute, "maxLines," which is used to limit the number of lines the FontString will render.
- Any text that goes beyond the extents of a FontString will be truncated and replaced with "..."

Miscellaneous

- When a player breaks the surface of the water going up (i.e. heading out of the water), the camera will move to the above-water position regardless of whether or not the player is holding down the right mouse button.
- The visual effect for unlearning talents will happen after you accept the dialog instead of immediately.

Bug Fix

- A bug with bandages has been fixed. Previously, only the lowest rank bandage (Linen Bandage) was working correctly in that it brought up a channeling bar and required you to remain still while bandaging. All of the other bandage types (Heavy Linen through Heavy Runecloth) were working incorrectly, but have been fixed to operate the same way that Linen Bandages do.
- Cenarion Vindicators no longer summon Forces of Nature as quickly.
- Severed Dreamers no longer summon Nightmares as quickly.

- Several elite creatures that were missing their elite tags have been fixed.
- Will of the Forsaken is no longer grayed out on the action bar while you are fleeing.
- The Emerald Dragon Whelp will assist you when summoned.
- Aquatic creatures will no longer eventually teleport to you if you harass them from land.
- Undead players will no longer be invisible when they first log in after watching the intro cinematic.
- Fixed the rotating animations of the crystals in Un'Goro Crater.
- Reginald Windsor's yell can be heard during The Great Masquerade.
- Kodos in the Barrens will no longer stomp incessantly while in combat.
- The Ward of Laze is now summoned at a more appropriate level, instead of level one.
- Some elite creatures in outdoor areas of the world had higher than normal experience modifiers, and were corrected to award the proper amount of experience.
- Rare creatures in many of the higher level outdoor zones will now use their appropriate combat abilities.
- Autoloot has been fixed to work with skinning.
- Fixed durability display on vendor buyback items.
- Some creatures in the outdoor world had much less armor than intended. This has been corrected.
- A bug causing war stomp to not affect some targets within melee range has been fixed.

- World of Warcraft Client Patch 1.1.2 (2004-12-6)

- Removed time zone tabs from realm list for U.S., all servers now appear in one list.

- World of Warcraft Client Patch 1.1.1 (2004-11-17)

Durability

Item durability costs have been greatly decreased for Superior (blue) and Epic (purple) items.

Improved Unstuck

We've added an auto-unstuck feature that you can use prior to petitioning a GM. You can use this feature in situations where you are caught in a part of the terrain and cannot get out. You can find the unstuck option by clicking on the "Help Request" button found on the bottom right hand side of the user interface.

Spirit Healer

Using the Spirit Healer now results in a 25% loss in durability for a player's equipped gear and items in inventory, instead of the previous 100% loss. The length of resurrection sickness suffered from using the Spirit Healer has also been decreased to a maximum of 10 minutes.

Reagents

Reagent requirements have been removed from the following spells:

Druid: Mark of the Wild

Mage: Arcane Intellect

Priest: Power Word: Fortitude

General

- The Daze effect has been reworked to have a smaller chance of occurring against players level one to 29. The chance of a successful Daze effect against players 30 and above remains the same.

Talents

- The Improved Renew talent has been reduced in effectiveness per rank.

- The effect chance of Seal of Command has been reduced slightly.
- Redoubt now lasts either 10 seconds or five blocks, whichever comes first.
- The effect of Improved Moonfire has been reduced per rank.

Druid

- Bear Form has been improved to hold aggro more effectively.
- Growl: removed rage cost and global cooldown.
- Cower: increased the effect, added a cooldown.

Paladin

- Judgment: Moved to level 4.
- Divine Protection: Moved to level 6.
- Purify: Moved to level 8.
- Seal of the Crusader: Now introduced at level 6.

Rogue

- Feint: increased the effect, added a cooldown.

Shaman

- New Spell: Reincarnation (Level 30). Reincarnation is a passive ability that will give you to option of letting you resurrect yourself once every half hour upon death.

Warlock

- Inferno: Now dismisses your pet before casting to allow the Infernal to start Enslaved. Useable outdoors only.

Warrior

- Defensive Stance has been improved to hold aggro more effectively.
- Taunt: removed rage cost and global cooldown.

Bug Fixes

- Night Elf characters in Wisp form will now have correct collision detection.
- Damage modifiers will now be calculated before armor points are considered, instead of after.

- World of Warcraft Client Patch (2004-11-07)

Racial Traits

Racial traits are now available for all races. Each race receives at least 4 traits (several passive and at least one active trait per race). Undead racial traits have changed to be more consistent with the new traits and Undead players are now considered Humanoid targets rather than Undead targets. The following is a full list of traits:

Dwarf

Stoneform: Activate to gain immunity to poison, disease, and bleed
Gun Specialization: Increase Gun Skill
Frost Resistance: Increase Cold Resistance
Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cooldown

Gnome

Escape Artist: Activate to break out of a Root or Snare effect
Expansive Mind: Increase Intelligence
Arcane Resistance: Increase Arcane Resistance
Engineering Specialist: Increase skill bonus to Engineering

Human

Perception: Activate to increase stealth detection radius
The Human Spirit: Increase Spirit
Diplomacy: Bonus to faction point gain

Sword Specialization: Increase Sword skill

Night Elf

Shadowmeld: Activate while immobile and out of combat to enter stealth mode

Quickness: Dodge chance increased

Wisp Spirit: Become a wisp when dead with movement speed increase

Nature Resistance: Increase Nature Resistance

Orc

Blood Fury: Activate to increase Strength

Hardiness: Increase resistance to stun & knockout effects

Command: Pet melee damage increased

Axe Specialization: Increase to Axe skill

Tauren

War Stomp: Activate to stun opponents

Endurance: Max Health increased

Cultivation: Increase skill bonus to Herbalism

Nature Resistance: Increase Nature Resistance

Troll

Berserking: Activate when "Wounded" to increase melee & spellcasting speed

Regeneration: Increase health regen bonus

Beast Slaying: Increase damage bonus to Beasts

Throwing Weapon Specialization: Increase Throwing Weapon skill.

Undead

Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects

Cannibalize: Increase health regeneration while consuming a corpse

Underwater Breathing: Underwater breath increased

Shadow Resistance: Increase Shadow Resistance

New Raid Encounters

Rumors of Onyxia, an enormous black dragon, have been heard throughout Azeroth. Be sure to bring many brave warriors for she won't take kindly to intruders in her lair. Both factions will need to complete unique, and challenging quests to gain access to the Onyxia encounter. **During the beta testing there will be a temporary placeholder vendor who sells keys to Onyxia's lair for testing purposes.

Discovered in the heart of Blackrock Mountain beyond the Depths, lies the Molten Core. Within the Molten Core lives a multitude of ancient and powerful evil. Adventurers be ware, for the dangers found within the Molten Core are many and takes many forms.

**Raid loot is being worked on and temporary loot has been placed in raid encounters

New Kodo mounts!

There is but one creature in all of Kalimdor that possesses the strength and stamina to bear a tauren rider into battle: the majestic kodo beast. Swifter and slightly smaller than their wild cousins, kodo mounts nevertheless demonstrate the same resilience and fearlessness found in their untamed brethren, traits that serve them well when bearing their equally resolute riders. It is said that only the most virtuous of tauren can win the affection of a kodo war mount, for these mighty beasts only serve those that approach them with honor and respect in their hearts.

Tauren players will no longer have the Plainsrunning ability, due to the availability of Kodo mounts! Tauren players can purchase the Kodo mount at Bloodhoof village.

**Currently there is an active bug that prevents players from purchasing mounts from different races regarding of reputation, this bug will be addressed in the next patch.

General

- Higher level dungeon monsters (level 30+) have had their experience values increased.
- Experience needed to gain levels from level 30+ has been increased (to compensate for the dungeon monster change).
- On death, all equipped items will lose 10% durability.
- Durability loss through fighting has been decreased (mainly to accommodate the new penalty for dying)
- The penalty for using a Spirit Healer has been changed - there is no longer any experience loss, instead all items (equipped and inventory) will take 100% durability loss and the character will gain resurrection sickness for a duration that scale according to level.
- Spells that activate (proc) on kill will work on all players, but only monsters that would give experience points.
- All spears are now polearms.
- Polearm proficiency can now be learned by Hunters, Paladins, Warriors.
- Spear proficiency has been removed.
- Minimum range on abilities now account for size of target and attacker.
- Armor can't be swapped out while in combat. Other equipment such as weapons and accessories can still be swapped out.
- Shift-click item info linking has been added to the auction interface.
- You now get a 10% discount at high reputation for buying items, item repair, training costs, and taxi flights.
- Line of sight calculation takes into account creature size.
- Creatures should be more adept at chasing players.
- Spawn animations for game objects are now visible.
- Skills will not increase from use while dueling or engaged in PvP.
- Texture linear filtering is turned on for the user interface.
- Escort NPCs will assist players more often.
- Escort NPCs and guards will no longer follow enemy players around.
- NPCs which are performing work emotes will pause them and turn to you when you interact with them.
- The Reanimated Corpse actually falls down now when it plays dead.
- New graveyards have been added to many zones.
- Players will not be able to train and purchase non-race specific mounts. In the next patch, we plan to implement a system in which players can obtain mounts from other races once they have reached a certain level of reputation with that race.

Quests

- Onyxia Key Quests for both the Horde and Alliance are in and fully functional.
- Eastern and Western Plaguelands have dozens of new quests.
- Tirion Fordring's questline is now complete.
- New PvP, Raid, and PvP Raid quests are live.
- Quests for Molten Core have been added.
- The completion of a quest may now result in a reputation adjustment of a faction or a group of factions.
- More quests added to Desolace, including several Horde specific quests.
- Horde quests added to Ashenvale, ranging from levels 19-30.
- Hemet Nesingwary and his companions now like Horde players in addition to Alliance players.
- More quests added to Stonetalon.
- More quests added to Blackfathom Deeps. Blackfathom has been moved to Ashenvale and now has Horde quests.

PvP

- Mind Control and Hunter's Mark flag you for PvP when used on enemy players.
- Healing and buffing NPCs will not flag you for PvP unless those NPCs are in combat.
- NPCs no longer tap creatures they are fighting.

Talents

- Paladin talents are now available.
- Hunter talents are now available.

Auctions

- The current high-bidder's name no longer displays in the auction interface.
- Each time a bid is made on an item, a small amount of time is added to the remaining auction duration.
- Items you are the high bidder on will be indicated as such in the interface.

Professions

- Leatherworking is now complete, you can make up to 300 leatherworking skill items.
- Enchanting is now complete, you can perform enchantments that require up to 300 enchanting skill.
- Engineering is now complete, there are engineering recipes that require up to 300 engineering skill.
- Epic player crafted items that require raiding are now available.
- Skeleton Keys added to blacksmithing. Smiths can now open locks (though the keys are consumed)
- Expert and above skill tiers for secondary skills are no longer available on trainers, you need to find the books to teach you them. Expert level is on a vendor somewhere in the world, artisan level requires a quest to be completed.
- Elixirs no longer stack with player spells that improve the same attribute
- Enchanting recipes generally require more reagents for 200-250 skill items
- Limited Invulnerability Potion Re-added to Alchemy, but at a higher level than it was previously.
- Leatherworking recipes added to let light leather be turned into medium leather, medium leather into heavy and so on.
- Light leather requirements for some 15-20th leather level items reduced to allow for faster skillup in that range.
- Leatherworking Scorpion Recipes now require 2x the scorpion scales, but scorpions now drop the scales 4x as frequently.
- Light leather now only takes 3 scraps to make instead of 4.
- Starting Leatherworking recipe items improved.
- Medium and Heavy leather now sells for less to vendors.
- Pick pocketing now has a chance of getting you a locked Junkbox, which is a locked item that generally has money in it.
- Ironweb Spider Silk now drops more often and some Tailoring Recipes require less.
- The ingredients required to make some gnomish engineering items were changed.
- Elixirs effects reduced somewhat for the higher level elixirs.
- Dark Iron Armor stats have been changed.
- Living Essence and Essence of Undeath drops decreased.
- Silk and Mageweave cloth now sell for less to vendors.
- All remaining profession trainers who train a single recipe have been turned into vendors.
- Catseye Ultra Goggles and Catseye Elixir reduced in effectiveness.
- Requirements to make blacksmithing recipes annihilator and invulnerable mail increased.
- Artisan Level Fishing, Cooking, and First Aid quests are in the game. Trainers will no longer train artisan level in the aforementioned professions. Players must complete quests to gain artisan levels.

Pets

- Pets, summons and guardians are not susceptible to charm.
- Pets should be much better at chasing moving targets.
- Pets and summons will use their combat abilities as often as possible.
- When your pet or demon learns new spells and abilities they will show up on the pet action bar.
- Charmed creatures will no longer use their summon spells while charmed.
- The pet action bar is greyed out while the pet is confused or fleeing
- Imps no longer run around aimlessly if you turn off auto-cast for

their firebolt.

Druid

- Removed facing direction requirement from Entangling Roots, Faerire Fire, Hibernate, and Soothe Animal.
- New Spell: Rebirth (Level 20).
- New Ability: Feline Grace (Level 40).
- Bear Form abilities that target one or more enemies now generate additional threat.
- Enrage: Cooldown increased.
- Growl: Now gives the target enough threat to attack you, cooldown added.
- Hibernate: Increased the chance of breaking early.
- Mark of the Wild: Ranks 5, 6, and 7 now require reagents.

Hunter

- Glimpse of Instincts: Removed.
- Outdoorsmanship skill line renamed Survival.
- Ranged Combat skill line renamed Marksmanship.
- Removed facing requirement from Hunter's Mark and Scare Beast.
- Aspect of the Cheetah: Speed increased.
- Aspect of the Pack: Speed increased.
- Concussive Shot: No longer causes additional threat, duration and cooldown slightly increased, mana cost reduced.
- Disengage: Effect boosted, cooldown added.
- Hunter's Mark: Duration increased, dispels itself if the Hunter dies.
- Mongoose Bite: Damage increased, mana cost increased.
- Scare Beast: Increased the chance of breaking early.
- Wing Clip: Slow effect now scales with level.
- Feign Death: Duration increased.
- New Spell: Track Beasts (Level 1).
- New Spell: Track Humanoids (Level 10).
- New Spell: Track Undead (Level 18).
- New Spell: Track Hidden (Level 24).
- New Spell: Track Elementals (Level 26).
- New Spell: Track Demons (Level 32).
- New Spell: Track Giants (Level 40).
- New Spell: Track Dragonkin (Level 50).
- New Spell: Distracting Shot (Level 12).
- New Spell: Aspect of the Wild (Level 46).

Mage

- Blink should work much more reliably and will not stop your movement.
- Removed facing requirement from Counterspell, Detect Magic, and Polymorph.
- Polymorph: Now dismounts the enemy target, increased the chance of breaking early.
- Blizzard: Deals its damage in more frequent intervals.
- Arcane Intellect: Ranks 4 and 5 now require reagents.
- Teleport: Now requires a reagent.
- Portal: Now requires a reagent.
- Slow Fall: Now requires a reagent.

Paladin

- Retribution Aura: Moved to level 16.
- Judgement: Moved to level 50, renamed Holy Wrath.
- Removed facing requirement from Hammer of Justice and Turn Undead.
- Cleanse: Moved to level 42, mana cost increased.
- Holy Light: Causes less threat, heal effect and mana cost increased.
- Purify: Mana cost increased.
- Turn Undead: Increased the chance of breaking early.
- Holy Strike: Removed.
- Crusader Strike: Removed.
- Seal of Reckoning: Removed.
- Healing Aura: Removed.
- Dominance Aura: Removed.
- Wisdom Aura: Removed.
- Redemption: Removed.
- Resurrection: renamed Redemption, no longer useable in combat.
- **All Seals renamed Blessings. Several new spells have been added, which now use the naming convention "Seal".
- New Spell: Seal of the Crusader (Level 12).
- New Spell: Seal of Justice (Level 22).

- New Spell: Seal of Light (Level 30).
- New Spell: Seal of Wisdom (Level 38).
- New Spell: Flash of Light (Level 20).
- New Spell: Judgement (Level 10).
- New Spell: Blessing of Might (Level 8).
- New Spell: Blessing of Wisdom (Level 14).
- New Spell: Blessing of Light (Level 40).
- New Spell: Concentration Aura (Level 22).
- New Spell: Divine Intervention (Level 30).
- Resistance Aura: Split up into 3 new spells...Shadow Resistance Aura (Level 28), Frost Resistance Aura (Level 32), and Fire Resistance Aura (Level 36).
- Seal of Fury has changed significantly.
- Seal of Righteousness has changed significantly.
- Blessing of Sacrifice: Moved to level 46, now transfers a flat amount of damage per hit, and has replacements.
- Blessing of Salvation: Moved to level 26, duration increased, cooldown removed, effect reduced.
- Blessing of Freedom: Moved to level 18.
- Blessing of Protection: Moved to level 10.

Priest

- Resurrect spells now use the same timer as when reclaiming your corpse. When a player is resurrected, they will have to wait for a set amount before they can click the accept button.
- Resurrect now teleports you to the location at which the spell was cast, not to the caster's present location.
- Removed facing requirement from Mind Control, Mind Soothe, Shackle Undead and Shadow Word: Pain.
- Resurrection: No longer useable in combat.
- Levitate will now be cancelled if any damage is taken, now requires a reagent.
- Power Word: Fortitude: Ranks 4, 5, and 6 now require reagents.
- Mind Control: Increased the chance of breaking early.
- Shackle Undead: Increased the chance of breaking early.
- New Spell: Desperate Prayer (Level 10). (Dwarf/Human only.) (Quest)
- New Spell: Starshards (Level 10). (Night Elf only.) (Quest)
- New Spell: Touch of Weakness (Level 10). (Undead only.) (Quest)
- New Spell: Hex of Weakness (Level 10). (Troll only.) (Quest)
- New Spell: Fear Ward (Level 20). (Dwarf only.) (Quest)
- New Spell: Feedback (Level 20). (Human only.) (Quest)
- New Spell: Elune's Grace (Level 20). (Night Elf only.) (Quest)
- New Spell: Devouring Plague (Level 20). (Undead only.) (Quest)
- New Spell: Shadowguard (Level 20). (Troll only.) (Quest)

Rogue

- Vanish will now cancel spells in progress and missiles in flight if they are being cast at the vanished player.
- Poisons: Should now be resistable.
- Removed facing requirement from Blind and Pick Pocket.
- Lockpicking: No longer auto-ranks. It must be used to improve.
- Sap: Increased the chance of breaking early.
- New Poison: Wound Poison (Level 32).
- New Ability: Safe Fall (Level 40).

Shaman

- Removed facing requirement from Purge.
- Rebirth: Renamed Ancestral Spirit, no longer useable in combat.
- Water Walking: Now cancelled if any damage is taken, requires reagent.
- Water Breathing: Now requires a reagent.
- Earth Shock: Now causes additional threat.
- Healing Stream Totem: Heals in smaller, more frequent intervals (roughly the same total over time).
- Mana Spring Totem: Restores mana in smaller, more frequent intervals (roughly the same total over time).
- Rockbiter Weapon: Now also makes your melee attacks cause additional threat.
- Windfury Weapon: Much more responsive.
- Windfury Totem: Much more responsive.

Warlock

- Only party members can participate in rituals.
- Voidwalkers will wait for enemies in the area before casting Suffering.
- Target of summoning ritual must already be in the same instance if

- caster is in an instance.
- Summoning gives a confirmation dialog to person being summoned.
- Ghosts can no longer be summoned.
- A bug has been fixed in the calculation of total mana for Warlock pets.
- Lash of Pain (Succubus): no longer requires the succubus to be behind the target.
- Seduction (Succubus): Mana cost reduced, increased the chance of breaking early.
- Soulstones: Now soulbound when created, are consumed to store the target's soul. When that target dies, he may resurrect himself any time up until release. Cooldown added.
- Removed facing requirement from Banish, Corruption, all Curses, Enslave Demon, and Fear.
- Demon spells are now available as Grimoires from the Demon Trainers in the world. Purchase the Grimoire and read it while the appropriate demon is summoned to teach it the spell.
- Enslave Demon once again requires a soul shard, increased the chance of breaking early if cast repeatedly on the same target.
- Howl of Terror: Increased the chance of breaking early.
- Fear: Increased the chance of breaking early.
- Rain of Fire: Duration, mana cost, and damage slightly reduced, deals its damage in more frequent intervals.
- New Spell (Imp): Phase Shift (Level 12).
- New Spell: Summon Felhunter (Level 30). (Quest)
- New Spell: Inferno (Level 50). (Monster Loot)
- New Spell: Curse of Doom (Level 60).
- New Spell: Ritual of Doom (Level 60). (Monster Loot)

Warrior

- Inner Rage: Removed.
- Pummel: Removed.
- Heroic Strike: Now available in all Stances, damage increased on some ranks, decreased on others.
- Sunder Armor: Now available in all Stances.
- Shield Bash: Now available in all Stances.
- Hamstring: Now available in Battle and Berserker Stance.
- Rend: Now available in Battle and Defensive Stance, damage slightly increased on some ranks.
- Recklessness: Moved to level 50, moved to Berserker Stance, can be cancelled early, now causes the warrior to take extra damage instead of decreasing armor.
- Bloodrage: Available in all Stances, cooldown increased.
- Cleave: Moved to level 20, available in all Stances, damage reduced.
- Mocking Blow: Moved to level 16, damage increased, replaced more frequently.
- Shield Wall: Moved to level 28.
- Slam: Available in all Stances, damage reduced, casting is pushed back when hit.
- Thunder Clap: Damage increased.
- Defensive Stance: Now reduces damage taken and damage caused instead of increasing Defense skill.
- Intimidating Shout: Moved to level 22, no longer causes the targeted enemy to run in fear, but will cower in fear. The cowering effect is broken by damage.
- Warrior abilities that target one or more enemies now generate additional threat.
- Taunt: Now gives the target just enough threat to attack you. Cooldown added.
- Berserker Rage: Moved to level 32.
- New Ability: Retaliation (Level 20).
- New Ability: Execute (Level 24).
- New Ability: Intercept (Level 30).
- New Ability: Whirlwind (Level 40).

Mac

Shader based options are still disabled on the Mac client and are awaiting release of driver bug fixes from Apple and GPU vendors. We will release a patch to re-enable shader based graphic effects in Mac WoW when that becomes feasible

Bug Fixes

- Monsters with extra dodge chances have been corrected.

- Abilities that activate off critical hits work off critical hits from abilities as well (Blood Craze, Enrage).
- Blessing of salvation correctly affects healing over time spells.
- If you tame the leader of a herd of Kodo with the Kodo Kombobulator the whole herd won't follow you.
- If you close the disenchanting loot pane without looting the item, the Dust or Essence or Shard is automatically looted for you. (You no longer destroy the enchanted item if you close the loot pane with the results of the disenchantment)

Miscellaneous

- Vocal emotes now display a normal emote to the chat window, instead of the "Player says..." text. Voice Emote Audio is unchanged.
- There is now a checkbox to turn off audio emotes.
- Many boxes and crates ready to be looted have been added around the world.
- Many new rare vendors selling weapons/armor/potions have been added around the world.