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Volatile Charges no longer trigger a Charge Detonation when coming into contact with Ephemeral Motes or Lightshatter Beam on Mythic difficulty. May 4, 2022 Dungeons and Raids Sepulcher of the First Ones Anduin Wrynn Increased the time it takes for players to be susceptible to Blasphemy after returning to their body. May 9, 2022 Dungeons
and Raids Sepulcher of the First Ones The Jailer [With realm restarts] All trapdoors close in Phase 3 on Normal and Raid Finder difficulties. Improved the visual clarity of Gunship Barrage. Fixed an issue that prevented the catapult from firing in some situations in "The Splintered Fleet" scenario. Players should see their Mythic+ Ratings for existing
runs adjusted accordingly. Prolonged Infusion now affects Power Overwhelming. Cyphers of the First Ones Pocopoc will now retain its advanced combat coroutines after using Ancient Translocators. Lords of Dread Fixed an issue where Empowered Chrysalis could cause an Infiltration of Dread target to die when unmasked. Priest Discipline (2) Set
Bonus: Fixed an issue where Manifested Twilight would remove a large amount of mana when used with Potion of Sacrificial Anima. The tooltip will reflect this change in a future patch. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Vigilant Guardian Health reduced by 10% on Mythic difficulty. Sandworn Chest - Increased
average dropped relics to 25 (was 18). Items and Rewards Players will no longer see additional unusable Revelation Keys drop if they already have two. Spike of Creation damage reduced by 50% on Mythic difficulty. This change should remove
the unfair overlap of these two abilities. Warrior Protection Damage of all abilities increased by 6%. Pneumatic Impact now resets Vigilant Guardian's melee swing timer. Tazavesh: So'leah's Gambit Hylbrande Added the missing Purifying Burst ability to the encounter's Dungeon Journal entry. The upgrade cost of Aspirant and Gladiator equipment has
been reduced. Interacting with Lore Concordances will no longer create a frostbolt visual. Warlock Destruction (2) Set Bonus: Fixed an issue where Ritual of Ruin would cause the Infernal's stun to be permanent. Pocket Protoforge - Protoforge and issue where Ritual of Ruin would cause the Infernal's stun to be permanent.
new items. Our goal with these changes is to keep Feral being a strong option in single-target encounters while increasing their AOE throughput. So'leah's Gambit The murlocs of Stormhiem are more courageous and flee combat upon reaching 15% health (was 25%). Druid Guardian [With
realm restarts] (4) Set Bonus: Architect's Aligner now deals reduced damage beyond 5 targets. Reduced the damage beyond 5 targets. Reduced the damage of Hyperlight Sparknova by 30% on all difficulties except Mythic. Items and Rewards The Protoform Sentience Crown will now correctly drop for all players who have unlocked Protoform Synthesis (Mount) and have not yet acquired all
three mounts the Crown is required for (Buzz, Ineffable Skitterer, and Pale Regal Cervid). Heart of the Swarm - Leech and damage reduced by 70% in PvP combat. Cyphers of the First Ones Pocopoc's Energy is now updated immediately after researching Maxlim. [With realm restarts] Unstable Quasar radius reduced by 25%, and damage reduced by
20% in Mythic difficulty. Scars of Fraternal Strife - The Final Rune damage reduced by 50% in PvP combat. Fixed an issue that would occasionally cause Chains of Anguish to pull players who had already broken their chains. May 11, 2022 Cyphers of the First Ones Crystallic Spheroids can now be used in other Shadowlands zones outside of Zereth
Mortis. Fixed an issue that could cause enemies affected by the Gavel of the First Arbiter to pivot unexpectedly. Dungeons and Raids Sepulcher of the First Ones Skolex, the Insatiable Ravener Fixed an issue where Skolex would sometimes not appear after defeating the four controllers. Druid Guardian [With realm restarts] (4) Set Bonus: Architect's
Aligner damage and healing reduced by 25% in PvP combat (was 50%). Prototype Pantheon Withering Seeds now spawn nearby Necrotic Ritualists on all difficulties. Firelands Ragnaros Fixed an issue where The Heart of Ragnaros would not appear after defeating the encounter. Tribute of Enlightened Elders - This chest now grants an average of 60
relics (was 0). February 22, 2022 Items and Rewards The following cosmetic weapons that come from unique treasures in Zereth Mortis have been updated to be Bind on Account so players can send them to an alt and unlock the cosmetic: Protoflora Harvester Protomineral Extractor Tormented Mawsteel Greatsword Percussive Maintenance
Instrument Quests Fixed an issue where there was an extra point-of-interest indicator on the mini map for the quest, "The Burrowed Bufonid." The hotfix notes for the previous patch can be found here. Fixed an issue where Sinister Teachings (Venthyr Runecarving Power) would not always apply its cooldown reduction after logging in until the
legendary was re-equipped. Priest Holy [With realm restarts] Holy Ward's (PvP Talent) cooldown increased to 45 seconds (was 30 seconds). Reduced Genesis Rings initial and periodic damage by 40% on Normal difficulty. Tazavesh: Streets of Wonder Fixed an issue where the Customs door
would not open on Heroic difficulty. Items and Rewards Olea Caches now drop Genesis Motes in addition to (was instead of) another Protoform Synthesis component. Anduin Wrynn's health reduced by 5% on Normal and Heroic difficulty. Players using the drum set cannot be targeted and are now immune to the effects of Crowd
Control. Anduin Wrynn Anduin's health reduced by 5% on Heroic difficulty. Skolex, the Insatiable Ravener Skolex will no longer use Wormhole Jaws on Raid Finder difficulty. However, upon further review, we opted to not make this change due to balance concerns. Lords of Dread Fearful Trepidation's visual should more closely match its effect radius.
Cypher of the First Ones The "Sopranian Understanding" Cypher talent is now locked while being researched on an alternate character. A change to the healing portion of the conduit should allow other parts of the Enhancement Shaman healing kit to remain strong, and not affect the recent damage throughput increase to Focused Lightning. The
higher the quality the better! Please review our Screenshot Guidelines before submitting! Simply type the URL of the video in the form below. Halondrus the Reclaimer Health reduced by 10% on Mythic difficulty. [With realm restarts] Reduced the damage of Stellar Decay by 20% on Heroic difficulty. Paladin Retribution (2) Set Bonus: Fixed a rare
issue which could incorrectly cause Divine Purpose (Talent) to be usable twice after Ashes to Ashes triggered. Developer's note: We want to make these feel a little more attainable, even as aspirational goals for highly-engaged players who love that type of content. Developers' note: We've been monitoring the performance of our newly introduced PvP
trinkets during Season 3 and their effect on the length of matches and have decided to adjust the effectiveness of the Cosmic Gladiator's Eternal Aegis to bring it in line with other defensive trinket options. Fixed an issue causing Druid's Mount Form to interact with Volatile Charges in unintended ways. Eternative trinket options. Fixed an issue causing Druid's Mount Form to interact with Volatile Charges in unintended ways.
Raid Finder, Normal, and Heroic difficulty. March 1, 2022 Classes Druid Balance Fixed an issue where Celestial Pillar (2-piece Set Effect) would not be activated if triggered too quickly. [With realm restarts] The healing increase to
Maelstrom Weapon provided by Focused Lightning (Conduit) has been decreased by 70% while engaged in PvP combat. Mythic+ Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would cause two sets of Encrypted Affix Fixed a bug that would be a bug t
Hunter Costumes for Pocopoc now correctly persist through Feign Death. Chains of Domination - Damage reduced by 70% in PvP combat. [With realm restarts] Fist of the White Tiger (Talent) damage increased by 10%. Players must now be on the ground to activate the Personal Containment Trap Toy. Fixed an issue with Corrupted Wound's spell
description in the Dungeon Journal. Developer note: Architect's Aligner dealing damage to an uncapped amount of targets is inconsistent with the philosophy we applied earlier in Shadowlands to other similar abilities. We were seeing situations where these specs had become dominant due to builds that emerged from 9.2. In the case of Survival
Hunters, we still feel that the Wildfire Cluster will serve as an excellent Legendary choice in AoE situations but we are throttling its damage in a manner similar to other AOE abilities. Destruction Fixed an issue where Destructio
increased by 30%. Halondrus the Reclaimer Decreased the amount of damage Eternity Overdrive gains per application to 42% of its original value on all difficulties (was 50%). Skolex, the Insatiable Ravener Fixed a combat log display issue with pets. May 13, 2022 Dungeons and Raids Sepulcher of the First Ones Halondrus Fixed an issue causing
Lance to not inflict damage while Halondrus was affected by Relocation Form. [With realm restarts] Players are now invalid targets for Blasphemy for 20 seconds). Solo Shuffle Resolved an issue that could cause end of match Honor to be awarded more than once to players participating in Solo
Shuffle. The Hearty Dragon Plume and Fiery Brimstone toys should now work in Zereth Mortis, the Maw and all other Shadowlands outdoor zones. Hellfire Citadel Gorefiend Fixed an issue that caused the dungeon's
Mythic+ Rating to be doubled in certain situations. Fixed an issue which could cause Bell of the Endless Feast to stack much more quickly than intended. While it was unintended that this weapon be available to anyone this week, we do not believe that its presence at a Normal Raid power level distorts competitive fairness, so we will not be removing
it from characters who received it. Items and Rewards The Dominance Key will no longer drop once you've opened the Domination Cache in the Endless Sands area of Zereth Mortis. Fixed an issue causing rogues to be unable to use Shadowstep against Halondrus. March 3, 2022 Achievements Added additional safety measures to help the Traversing
the Spheres achievement register correctly. Due to this, with weekly maintenance we will be adjusting Architect's Aligner to bring its performance closer to other bonuses. [With realm restarts] Glory (Necrolord
Runecarving Power): The amount of Rage spent to extend Conqueror's Banner increased to 25 for Fury Warriors (was 20). Beast Mastery [With realm restarts] All damage abilities increased by 4%. April 4, 2022 Achievements Fixed an issue that prevented the Heart of Fear raid achievement I Heard You Like Amberfrom being able to be completed
Items and Rewards Significantly reduced the respawn timer for the Sandworn Chest in the Endless Sands. Tazavesh: Streets of Wonder So'azmi Fixed an issue that these changes keep the overall feel of Fire in PvP intact, with a more reasonable power output. Survival Fixed an issue
where Wildfire Bombs would not damage player totems or Explosive Orbs in Mythic+ dungeons if the totem or Explosive Orb was the primary target of the Wildfire Bomb. Pet Battles The Fierce Scarabid battle pet can now be traded. Fixed an issue that caused the last proc of Mirrors of Torment (Mage Venthyr Ability) to cause Diverted Life Shield to
cancel. The Jailer [With realm restarts] Azerite Radiation increased Arcane damage is now 80% (was 100%) in Mythic difficulty. Daily Quests - Increased the average number of relics awarded to 8 (was 4). The cooldown of Devoted Accomplice's Energy Slash has been increased. Druid Guardian (4) Set Bonus: The visual effect of Architect's Aligner has
been updated to prevent confusion with Mythic+ and raid mechanics. Artificer Xy'mox [With realm restarts] Xy Spellslinger health reduced by 20%. February 23, 2022 Classes Priest Fixed an issue that caused Shadow Word: Death to only deal 50% bonus damage instead of 150% bonus damage while targets were below 20% health. Theater of Pain
Non-boss enemies Corrected an issue that caused Ancient Captain's Demoralizing Shout and Commanding Presence to increase damage taken when charmed by players. Enemies that are part of a dungeon boss encounter are no longer affected by the Bolstering affix. Developers' note: Players are hitting this threshold in lower difficulties, this should
shorten the encounter for groups that overpower the encounter. Plaguefall Fixed an issue that caused Ickor Bileflesh's Ghost Step to spawn Margrave Stradama early. [With realm restarts] Acquisitions Automa's Detonation radius reduced to 20 yards (was 40) on Normal and Heroic difficulties. Vault Purifier health reduced by 30%. Resolved an issue
that caused Solo Shuffle matches to count for "The Arena Calls" skirmish wins. Quests Fixed an issue where Xy agents could sometimes not become targetable during the quest, "Xy Are You Doing This?" Vulpera slaves during the quest "Ready to Riot" now always give credit to their liberators for the quest when freed, and once again accept the help
of Alliance players. The Prototype Pantheon now pause in their place when beginning Complete Reconstruction and will remain there until all members of the Pantheon are defeated. Fixed an issue with Toxicialic Fluidic Spheroid to cause error messages while the player is mounted. Shaman Enhancement Lava Lash spread Flame Shocks now
prioritize targets with the Lashing Flames (Talent) debuff. Rygelon Fixed an issue which could cause Dark Eclipse to not trigger a Dark Eruption. The Jailer [With realm restarts] All trapdoors will now close in Phase 3 on Normal difficulty. Items and Rewards Slightly increased the drop rates of Progenium Essentia and Heavy Callous Hides. Generally,
we try to avoid these "Haste Breakpoints" that introduce big jumps in power with arbitrary amounts of a particular stat. For 9.2, we made a change early in development that caused Fallen Order Adepts to be limited to casting a single Enveloping Mist. Bazaar Strongarm health reduced by 30%. Number of Ephemeral Motes in Stage 3 reduced on
Heroic difficulty. Fixed an issue where the wrong automa could be summoned after defeating a set of relics. These increases should increase the throughput of Affliction's tier set and we hope that these changes will bring its output in line with other set bonuses. Lords of Dread Fixed an issue where Mal'Ganis was not saying his last text line upon
being defeated. Anduin Wrynn Anduin's Despair and Anduin's Despair and Anduin's Despair and Anduin's Despair and Anduin's Developers' note: We have identified an issue that
caused Lihuvim to do significantly less raid damage than expected on all difficulties. As a consequence, the Pale Regal Cervid recipe is now hidden until unlocked via the achievement. Player versus Player Items [With realm restarts] Gladiator's Echoing Resolve now increases the duration of crowd control by 25% (was 20%). Befouled Barrier's absorbs
10% less healing in Heroic and Mythic difficulties. Developers' note: We have applied a hotfix that will increase the item level of any item acquired by this change). Hostile resonators now have a visual to indicate their radius more clearly. Dungeons and Raids
Sepulcher of the First Ones Vigilant Guardian Fixed an issue where dying with the Unstable Core could cause it to become non-interactive. Pet Battles You can now properly queue for a pet battle with the "Find Battle" button while in Zereth Mortis. Warlock Demonology Fixed an issue where Demonbolt was incorrectly generating Soul Shards against
targets that are immune to damage. Fixed an issue that caused Pure-Air Sail Extensions to increase flying speed. Creatures and NPCs The Ancient Translocators for the Sepulcher of the First Ones and Antecedent Isle will now appear on the Zereth Mortis zone map. Mage Tower [With realm restarts] The Mage Tower challenge in the Broken Shore is
now available permanently. We've also heard feedback that, as a consolation prize, Attendant's Tokens of Merit haven't really felt rewarding enough to erase that frustration. Remnant of the Fallen King's Army of the Dead summons a Monstrous Soul once per intermission on Heroic difficulty. April 14, 2022 Classes Warlock Fixed an issue where
Demonic Momentum could be gained without a Demonic Circle active. Warlock Affliction [With realm restarts] All damage abilities increased by 4%. The targeting visual effect for Rain of Despair has
been updated. Mists of Tirna Scithe Tred'ova Fixed issue where the visual effect of Acid Expulsion rendered smaller than the actual area of effect. Complete activities in Zereth Mortis with War Mode on to earn a selection of new PvP trinkets. [With realm restarts] Tiger Palm damage increased by 10%. Enhancement and Elemental healing unchanged.
Hunter Survival [With realm restarts] Wildfire Cluster (Runecarving Power) explosions now deals reduced damage when striking beyond 8 targets. Items and Rewards Instructor's Divine Bell now always provides its Mastery over 15 seconds (was 9 seconds). [With realm restarts] Vanguard reduces all damage taken by 15% (was 10%). [With realm
restarts] Brutal Slash damage increased by 20%. Items and Rewards The following repeatable treasures now appear more frequently in Zereth Mortis: Cypher-Bound Chest Mawsworn Supply Chest Tarachnid Eggs Avian Nest Discarded Automa Scrap Forgotten Treasure Vault The Firim in Exile volumes now spawn instantly. [With realm restarts]
Decreased knockback of Decimator on Normal and Raid Finder difficulties. Achievement upon login if they have 80 Renown. We've discussed this interaction and feel that it's not necessary to our goals for
the affix, so we're making an adjustment with the hope of opening up more strategic choice during Bolstering weeks. Creation Catalyst Overcharge on the Nascent Servitors in the Catalyst Gardens. Veteran Sparkcaster's Hyperlight Salvo damage reduced by 20%. Vigilant Guardian Fixed an issue
that would break player's ability to pick up the Unstable Orbs after they had used certain player abilities or mounts. Developers' note: Players who incorrectly lost their Locus Shift teleports from this issue will have them restored by the unstable Orbs after they had used certain player abilities or mounts. Developers' note: Players who incorrectly lost their Locus Shift teleports from this issue will have them restored by the unstable Orbs after they had used certain player abilities or mounts. Developers' note: Players who incorrectly lost their Locus Shift teleports from this issue will have them restored by the unstable Orbs after they had used certain player abilities or mounts.
30%. It is no longer possible to see Feroz and Elder Ara outside the Catalyst Wards and at the entrance to the Catalyst Gardens simultaneously. When your next Beast Cleave to last 6 seconds
longer. Shaman Restoration The bonus damage from the Raging Vesper Vortex (Kyrian Runecarving Power) has been reduced by 35%. Reduced the pacing of the encounter by 15% on Normal and Heroic difficulty. [With realm restarts] The haste generated from Implosive Potential (Runecarving Power) can now only benefit from a maximum of 15
imps from Implosion. Developers' note: The synergy that Balance's tier set has with some options made this set perform a bit higher than intended. Surgeon Stitchflesh's Creation to hit Wo, Vy or Urh automa with Meat Hook. Miracle Worker (PvP Talent) now reduces the cooldown of Holy Word: Serenity by 10%
(was 20%). Adjusted the arming visual of Armored Overseer's Beam Splicer. Tazavesh: So'leah's Gambit Hylbrande Fixed an issue where if a
player disconnected while carrying Bypass Codes, the code rune would disappear and be inaccessible for the Sanitizing Cycle phase. Quests Zereth Mortis daily and world quests now have a higher chance of awarding Cypher Equipment, and a proportionately lower chance of awarding gold or anima. Mythic+ Encrypted Affix Fixed an issue where a
set of relics could sometimes fail to all enter combat together. Total enemy forces required to complete the dungeon on Mythic+ difficulty has been reduced accordingly. Wandering Pulsar's health reduced by 20%. Mythic+ Encrypted Affix You now only need to destroy 1 relic to summon your desired automa. Dungeons and Raids Sepulcher of the
First Ones Dausegne, the Fallen Oracle Fixed an issue that could cause the visual effect for Disintegration Nova to appear larger or smaller based on character size on Mythic difficulty. Cartel Wiseguy's Hyperlight Bolt damage reduced by 20%. In 9.1.5, we shared that we intended to fix this problem in the player's favor, by ensuring that the Adept's
the encounter begins. Improved the visual effect for Pinning Weapon. The Jailer Fixed an issue with Defile that prevented it from inflicting the proper damage, as such the damage of Defile has been increased by 85% on Heroic difficulty. Burning Crusade Classic Isle of Quel'Danas The portal from Shattrath City to the Isle of Quel'Danas can now be
used without dismounting. February 28, 2022 Creatures and NPCs The Anima Reservoir in Haven will now have a permanent icon on the minimap. Tazavesh: Streets of Wonder Armored Overseer and Gatewarden Zo'mazz's Proxy Strike damage reduced by 30%. Warlock Demonology [With realm restarts] Demonic Consumption's (Talent) now causes
your Demon Commander to drain 12% of the life from your other demons (was 15%). Developers' note: The ability to maintain Storm Elemental at long duration and high uptime allows for extended periods of Lightning Bolts with a cast time of less than 0.6 seconds. Fixed an issue where Priest's Unholy Nova (Necrolord Ability) was unusable on
rewards, better suits this quest. Players may no longer use Protoform Synthesis to craft mount is already in the player's mount journal. We believe intervention is warranted in this case, and so with weekly resets we will be applying a number of changes intended to increase raid damage during the Lihuvim encounter. Lava Lash spread
Flame Shocks no longer apply to neutral enemies that are out of combat. With weekly maintenance we'll be reducing the Magic absorption provided by the trinket by 33%. Security Slam damage reduced by 40%. Developers note: Phial of Putrefaction, Soulletting Ruby, and Blood-Spattered Scale were part of a trifectra of dungeon trinkets that were
End, we provided a substantial increase to the effectiveness of the Focused Lightning conduit, targeted at bringing it in line with the damage potential of other potency conduit options. Monstrous Soul's Necrotic Detonation can be cast while moving on all difficulties. Player versus Player A new weekly quest, "A New Deal" is now available from
Zo'sorg in Oribos. Venza Goldfuse health reduced by 10%. Items and Rewards Cypher-Bound Chests, Avian Nests, Mawsworn Supply Chests, Tarachnid Eggs, Discarded Automa Scrap, Forgotten Treasure Vaults, and Sandworn Chests found on the main landmass of Zereth Mortis will now respawn more quickly and despawn less quickly once opened.
This list will be updated as additional hotfixes are applied. Vigilant Guardian's health reduced by 5% on Raid Finder difficulty. Holy Light now heals for an additional 40% when engaged in combat with enemy players (was 20%). Please keep in mind that some issues cannot be addressed without a client-side patch update. Fixed an
issue that prevented Maldraxxus Coliseum from being selected as a map for War Games. Developer Note: With this week's weekly maintenance, we're reducing the damage of Survival Hunters and Destruction Warlocks against high target counts. Dungeons and Raids Spires of Ascension Fixed an issue where some player abilities were causing the
final group of enemies before Devos to reset. Anduin Wrynn Fixed an issue that could cause Anduin to improperly enter Phase 2 if he was brought down to 10% health remaining too quickly. Mythic+ Encrypted Affix Fixed an issue where bosses that spawn in unattackable could fail to spawn Relics. Lords of Dread Ruined Crest of Lordaeron has
returned to the loot table. Grasslands Raptora's Bloody Peck now deals damage every 2 seconds (was 1 second). [With realm restarts] All damage increased by 3%. Reduced the damage of Stellar Decay and the health of Unstable Cores by 25% on Mythic difficulty. Achievements World Events "School of Hard Knocks" is no longer required for the
Children's Week achievement "For the Children." May 3, 2022 Classes Demon Hunter Vengeance Fixed an issue where Retch was not treated as an area of effect spell in regards to all defensive abilities. Developers' note: We have
been monitoring Holy Priest performance in rated PvP and will be adjusting the cooldown and duration of Holy Ward to increase interactivity with the talent while providing more counterplay opportunity for opponents. [With realm restarts] Commander Zo'far health reduced by 25%. Player versus Player Honorable kills in Zereth Mortis now count as
progress towards the quest "Against Overwhelming Odds." Druid Restoration Inner Peace (Talent) now correctly prevents knockbacks caused by a Monk's Ring of Peace. Bauble of Pure Innovation can now be looted properly by players who meet the requirements. Fire [With realm restarts] Flamecannon's (PvP Talent) buff duration reduced to 3
seconds (was 5 seconds). Items and Rewards Legendary Memories that were previously obtainable from only Castle Nathria can now be purchased from Rendle, who now also appears in both Castle Nathria and in Haven. Fixed an issue causing Bazaar Strongarms to become very large after gaining many applications of Unrelenting. Flash of Light
adding additional functionality to the 4-piece bonus for Beast Mastery Hunters. [With realm restarts] Fixed an issue that could cause Fragment of Hope to not properly deal damage. The First Sigil - Versatility reduced by 50% in PvP combat. Developers' note: While Windwalker Monks shine in multitarget situations, we're seeing their performance fall
behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios, even after acquiring endgame gear. Wicked Star damage reduced by 20% on Normal and Heroic difficulty. Player behind in single target scenarios are scenarios as a single target scenarios.
quickly. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Spawn rates for the Volatile Materium and Pre-Fabricated Sentries are less aggressive on Mythic difficulty. Creatures and NPCs [With realm restarts] Completing the "Antros" world quest will now award 2 Anima Matrices [500 anima] (was 1 [250 anima]). Healing Wave now
heals for an additional 30% when engaged in combat with enemy players (was 10%). Ephemera-Infused Mesh - Add a socket to a Shadowlands Season 3 helmet, necklace, bracer, belt, or ring that does not already have a socket. Remorseless Winter damage reduced by 10% on Normal and Heroic difficulty. Feral [With realm restarts] (2) Set Bonus:
Berserk's cooldown is now reduced by 0.7 seconds per combo point spent (was 0.5 seconds). Warrior Protection (4) Set Bonus: Fixed an issue with Avatar not gaining an additional 10% damage while active. For Destruction, we are focusing on the synergy between Inferno and Rain of Fire that leads to a dramatic increase in damage with target count
due to resource generation. Mythic+ Encrypted Affix Fixed an issue that could prevent player from gaining health and mana from the Decrypted Urh Cypher. Player versus Player Brawls Solo Shuffle. Overloaded Mailemental's Expedited
Zone persists for 15 seconds (was 10 seconds). May 5, 2022 Burning Crusade Classic Player versus Player Vindicator's gear has universally had its cost reduced in Honor Points, and Marks of Honor are no longer required for any piece, as intended. Fixed an issue that caused the Soloist title to be awarded before earning the Supreme Soloist
achievement. Developers' note: In the event one or both sigils still does not appear when the rare respawns, the barrier will be automatically dispelled after 35 seconds. Fixed a bug that could sometimes prevent Encrypted Relics from spawning with the dueling warlords before Xav the Unfallen in Theater of Pain. Burning Crusade Classic Zephyr has
provided by Reclaim by 20% on Normal and Heroic difficulties. Timecap'n Hooktail now delays the use of Hook Swipe momentarily after using Infinite Breath. Tazavesh: Streets of Wonder [With realm restarts] Adjusted the placement and composition of non-boss enemies in several locations. The third Raid Vault now requires 8 Raid Boss victories
(was 9). Mage Fire [With realm restarts] Fireball damage increased by 20%. March 18, 2022 Characters Players should no longer forget their Locus Shift travel points when they change factions. Halondrus the Reclaimer Fixed an issue causing damage from Lance and Lightshatter Beam to ignore some damage reduction effects. Warlock Affliction
Fixed an issue where Malefic Rapture would consume a Soul Shard despite having Calamitous Crescendo (2-piece Set Effect). Befouled Barrier requires 10% less healing on Heroic difficulty. [With realm restarts] (2) Set Bonus: Increases the duration of Combustion by 4 seconds (was 2 seconds). Dungeons and Raids Sepulcher of the First Ones
Vigilant Guardian Fixed an issue that could prevent players from picking up unstable cores. However, the healing provided by this conduit has increased Enhancement Shaman's instant healing provided by 50%
in PvP combat. Hunter Ambuscade (Conduit) will now grant the correct amount of cooldown reduction to Disengage at item level 278. Lords of Dread Players are now protected from Cloud of Carrion for a brief moment after being afflicted with Paranoia. With next week's scheduled weekly maintenance in each region, several Shadowlands dungeon
trinkets will be adjusted: Soulletting Ruby critical strike rating granted reduced by 15%. Lihuvim, Principal Architect Protoform Radiance now has a duration of 10 seconds on Normal difficulty. Warrior Fury [With realm restarts] (2) Set Bonus: Raging Blow damage reduced to 10% (was 15%). Reduced Halondrus' health by 10% in Mythic difficulty.
Bastion Assault quest "Encouraging Words" should now function correctly. Developers' note: The performance of Architect's Aligner has become an outlier amongst other tank tier set bonuses in both single- and multi-target situations. The effects of Double Time have been reduced by 50%. Cyphers of the First Ones Glimmercane is now available to
start the quest "Mysterious Greenery" after researching Sopranian Understanding. Developers note: Succubus glyphs will be maintained, even when they have chosen Summon Incubus or Summon Incubu
now reward a total of 20 additional Renown. Reduced the total number of bolts fired by Veteran Sparkcaster's Hyperlight Salvo. The Necrotic Wake Amarth Fixed an issue causing Relics to not properly spawn. Fixed an issue where Cloud of Carrion could erroneously pass to the tank if it moved over a player inside Podtender (Dreamweaver Soulbind)
Warrior Arms [With realm restarts] All damage abilities increased by 4%. Earthbreaker's Impact - Damage reduced by 50% in PvP combat. Interrogation Specialist's Spark Burn damage reduced by 20%. Anduin Wrynn Fixed an issue where using The Mad Duke's Tea
item without Theotar, the Mad Duke as your active sould incorrectly place The Mad Duke's Tea on cooldown. Resolved an issue where Withering Seeds could fail to cast. Resolved an issue where Interdimensional Wormholes could despawn while Genesis Rings were active when Xy'mox was below 30% health. Warlock Fixed an issue where
casting Grimoire of Sacrifice: Seduction (Talent) on another player would break immediately and would not clear damage over time effects. Player versus Player war Mode The War Mode PvP quest "A New Deal" now contributes a large portion of progress to the weekly quest "Patterns within Patterns" in Zereth Mortis. Reduced the cast frequency of
Interrogation Specialist's Stasis Beam. Changed the pattern of Planetcracker Beam during Stage Three in Mythic difficulty. The Sandworn Chest can now be looted by more players before despawning. March 21, 2022 Classes Priest Discipline (2) Set Bonus: Fixed an issue where Manifested Twilight would sometimes not affect Shadow Mends if cast in
Heart Strikes cast by the Death Knight's Dancing Rune Weapons. Rygelon Reduced Rygelon's health by 6% on Mythic difficulty. Tribute to the Enlightened. Pulsating Stoneheart armor increased by 35%, and health regeneration lowered slightly per-tick, but now ticks On-Use for a total of 7 (was 6) over
the duration. Rygelon Fixed an issue which caused the warning visual for Celestial Terminator to not show when Projected Textures are disabled in System settings. Rygelon [With realm restarts] Increased the duration of Collapsing Quasar Field to 10 seconds on Normal and Heroic difficulties. April 12, 2022 Classes Rogue Outlaw (2) Set Bonus:
Pistol Shot procs from the Tornado Trigger set bonus will now properly trigger Blade Flurry. Grim Eclipse - Damage reduced by 50% in PvP combat. [With realm restarts] Resolved a scaling issue causing the Withering Seeds to increase their
health too steeply on larger raid sizes. Dungeons and Raids Mythic+ Tazavesh: So'leah's Gambit Ta'piks can now teleport you to The Gilded Landing if you wish to leave the instance during a Mythic+ run. As a result, we're targeting specific abilities with the goal of improving their single target output. [With realm restarts] Sinful Projections has been
removed from Heroic difficulty. The initial tuning of the bonus was simply too low to make good on that promise, especially when compared to the baseline single-target power other similar bonuses brought to the table. Rygelon Fixed an issue where certain mechanic's visual effects would become hidden when Hunters Feign Death. Anduin Wrynn
[With realm restarts] Blasphemy duration increased to 12 seconds in all difficulties. Hunter Beast Mastery [With realm restarts] (4) Set Bonus: The set bonus now reads as - Kill Command critical hits empower your next Cobra Shot or Multi-Shot, increasing the damage and cooldown reduction of Cobra Shot by 40% or causing Multi-Shot to grant an
additional 6 seconds of Beast Cleave. Player versus Player Druid Guardian (4) Set Bonus: Damage and healing from Architect's Aligner reduced by 50% on Heroic Difficulty. Dungeons and Raids Sepulcher of the First Ones Volatile Sentries will now
correctly detect stealthed and invisible players. Amarth Fixed an issue causing additional Encrypted affix relics upon Amarth respawning. Certified Vouchsafe - Increase your Renown with your current covenant by 1, up to the cap of 80. Myza's Oasis Health of Unruly Patrons reduced by 20%. Priest Shadow Fixed an issue where Shadowform would be
cancelled when interacting with chests in Zereth Mortis. Cyphers of the First Ones Pocopoc will now be resummoned if the player uses the customization console while Pocopoc is in aggressive/support mode. De Other Side Mueh'zala Fixed an issue that sometimes caused Mueh'zala to perform the wrong animation when hit by certain player abilities.
Warlock Warlocks can now apply Succubus-specific cosmetic glyphs to Summon Sayaad and Summon Succubus. Fixed an issue causing Soul Explosion to hit pets. Tazavesh: So'leah's Gambit Updated the Tazavesh Portal in The Opulent Nexus to now transport players back to Stormheim on Heroic and Mythic+ difficulties. Developers'
note: If you're still encountering the issue and can't see the trinket rewards, relogging back into the game should resolve it. Quests Fixed an issue that could prevent the use of the Anima Wyrm's Necrotic Barrage during the quest "A Hasty Voyage." March 8, 2022 Classes Hunter Beast Mastery (4) Set Bonus: Multi-Shot will now also light up on your
action bar when the Killing Frenzy buff is active. Fixed an issue that caused Shatter to not display its entire visual effect if Projected Textures were disabled in System settings. March 11, 2022 Classes Death Knight Blood (4) Set Bonus: Fixed an issue where the free Heart Strike counterattack was providing more stacks of Endless Rune Waltz than
intended during Dancing Rune Weapon. Pulsating Stoneheart armor, health regeneration, and self-slow duration reduced to 6 seconds (was 12 seconds). Fixed an issue where refreshing Flame Shocks with Lash would not prioritize targets with Lashing Flame Shocks with Lash would not prioritize targets with Lashing Flame Shocks with Lash would not prioritize targets with La
adepts and Mistweaver's Yu'lon effigy from gaining reduced damage from area of effect attacks similar to other pets and guardians. Cyphers of the First Ones Pocopoc will now consistently engage in combat. Resonant Reservoir - Disintegration Halo damage reduced by 55% in PvP combat. Skolex, the Insatiable Ravener [With realm restarts] Missile
travel time for Devouring Blood increased to 2.5s (was 2s) on Heroic difficulty. Items and Rewards Fixed an issue which prevented Unity (Runecarving Power) from being applied to Grim-Veiled Robe for Mages, Warlocks, and Priests. Halondrus the Reclaimer Fixed an issue that prevented Brewmaster Monk's Invoke Niuzao, the Black Ox from auto-
casting Stomp. It will now properly show it heals 2% per tick. Reduced the cast frequency of Cartel Skulker's Quickblade. Rygelon Fixed a rare issue that could sometimes cause Celestial Collapse to be cast a third time during a single phase. Burning Crusade Classic Dungeons and Raids Black Temple [With realm restarts] Defeating the Shade of
Akama encounter will unlock the door to the Den of Mortal Delights. Fixed an issue that could cause the application of Domination's Grasp to the Remnant of a Fallen King to be delayed. Mage Fixed an issue where Radiant Spark (Kyrian Ability) could not be dispelled from the player. In addition, recasting a Storm Elemental while a Storm Elemental is
already active will reset the stacks of Wind Gust. Mythic+ Halls of Atonement Echelon's Encrypted affix relics would not follow him into the encounter area. Quests With next week's scheduled weekly maintenance in each region, the 3-day quest "Patterns Within Patterns" will become a Weekly Quest, and both its
New Item: Bag of Explored Souls - Contains 1650 Soul Cinders and 5150 Soul Cinders and 5
Heroic difficulty. Tazavesh: Streets of Wonder Zo'phex the Sentinel Reduced the health of Containment Cell by 40%. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Force Field now reduces damage taken by exposed core by 90% on Mythic Difficulty (was 80%). Developer's note: These thresholds for the raid will map better to the
Holy Priest's Guardian Angel (Talent) will now correctly reduce the cooldown of Guardian Spirit when cast on the Withering Seeds. Items and Rewards A finished Kettle of Stone Soup now lasts 15 minutes (was 3 minutes) and has 70 charges (was 35). Rygelon Fixed an issue where the damage from Massive Bang could be reduced through clever use
of game mechanics. Some of the hotfixes below take effect the moment they were implemented, while others may require scheduled realm restarts to go into effect. [With realm restarts to go into effect the moment they were implemented, while others may require scheduled realm restarts to go into effect. [With realm restarts to go into effect.]
properly deals damage on the final platform. Tazavesh: Streets of Wonder Mailroom Mayhem Fixed an issue where the global cooldown reduction of Frost Shock and Flame Shock were incorrectly benefitting
from the effects of haste twice. Rogue Outlaw [With realm restarts] All damage abilities increased by 4%. Xy Spellslingers will no longer target the same player simultaneously. Holy Divine Favor (PvP Talent) now increases the healing of Flash of Light to Holy Light by 40% (was 50%). April 26, 2022 Dungeons and Raids Sepulcher of the First Ones
Halondrus the Reclaimer Time required for Volatile Charges to trigger a Charge Detonation increased to 30 seconds (was 10 seconds) in Mythic difficulty. Priest Holy When Spirit and not return to life. March 28, 2022
Classes Death Knight Unholy [With realm restarts] All damage increased by 5%. Developers' notes: In 9.1, it was identified that the Crane Adept quardians summoned by the ability Fallen Order would cast an additional Enveloping Mist if players reached a certain amount of Haste. Armored Overseer health reduced by 20%. Anduin Wrynn
Remorseless Winter damage reduced by 20% on Mythic difficulty. Fixed an issue where defeating Xy Reinforcements could fail to interrupt Decipher Relic. Anduin Wrynn Grim Reflections are now immune to the
effects of Wicked Star for 5 seconds after spawning. Mythic+ Encrypted Affix Fixed an issue where Wo's stealth effect would not apply to pets and guardians. Fixed a disconnect issue when inspecting another player in a Premade Group. Point Defense Drones should no longer cast Blast when the Vigilant Guardian is channeling Exposed Core. Anduin's
Hope health reduced by 15% on Mythic difficulty. Fixed an issue that caused Cache of Sepulcher Treasures to generate its loot based on your loot specialization at the time you acquired the cache. Tazavesh: Streets of Wonder Fixed an issue where Path of the Streetwise Merchant's teleport cooldown would not be reset when completing a Mythic+
dungeon. (2) Set Bonus: Fixed an unintended interaction between the Tornado Trigger set bonus and Greenskin's Wicker's bonus! Feral [With realm restarts] All damage increased by 3%. For that reason, we would rather entirely
trinket used a different duration than new versions. Shaman Elemental [With realm restarts] All damage increased by 5%. Artificer Xy'mox Health of Xy Acolytes reduced by 15% on Raid Finder, Normal, and Heroic difficulties. Developers' note: Enlightened reputation is strongly tied to the Zereth Mortis campaign, and we felt it was unfair to have a
high hidden cost associated with using the dialogue option that skips the Zereth Mortis introductory guests for players who've already completed the introduction on other characters. So'leah's Gambit Timecap'n Hooktail Fixed an issue where Corsair Brute could trigger affixes. March 10, 2022 Achievements Qualified characters have been awarded
the Tormented Hero: Shadowlands Season 2 achievement and title. Items and Rewards The Optional Reagent slot for Legendary Crafting can now also be unlocked by completing Torghast, Tower of the Damned. The
encounter's enrage timer has been increased to 10 minutes on Mythic difficulty (was 7 minutes). Shaman Fixed an issue where Renewing Bloom would not be extended by Verdant Infusion (Runecarving Power). In both cases, we were very deliberate
in making changes that would not affect either spec below 5 or 8 targets. [With realm restarts] Tracker Zo'korss health reduced by 20%. Prototype Pantheon [With realm restarts] Wildstorm has been removed from Normal and Raid finder difficulties. Fixed an issue that caused Cache of Creation world quests to not be completed after opening the
 return to the loot table with next week's scheduled weekly maintenance in each region. The biggest change will be to the Cosmic damage reduced by Protoform Disalignment, which was incorrectly reducing damage reduced by Protoform Disalignment, which was incorrectly reducing damage reduced by 25% and now increases the damage of subsequent Hyperlight
(was 50%). Mythic+ Encrypted Affix Fixed an issue that could cause Encrypted Relics to not spawn with Frenzied Nightclaws in Tazavesh: Streets of Wonder Myza's Oasis Crowd Control damage reduced by 50%. Quests World Quests in Zereth Mortis will now contribute progress to quest The World Awaits. Murkbrine
Wavejumper will no longer attempt to recast Mrrggrrglrrlr Leap if the cast is prevented. [With realm restarts] Reduced the health of Unstable Cores by approximately 33% on Heroic difficulty. Player versus Player
[With realm restarts] The Conquest and Valor caps has been removed. Developers' note: This should be a small quality of life improvement in terms of both the amount of time extra nameplates spend on the screen. Reduced the periodic damage of Containment Cell by
50%. [With realm restarts] Reduced the time between casts of Synthesize slightly. Developers' note: Fury's tier set was stronger than intended and we will be reducing the power of both the 2-piece and 4-piece to better fit within our goal for tier bonuses. Surgeon Stitchflesh Fixed an issue causing Stitchflesh's Creation to hit Encrypted affix relics
with Meat Hook. [With realm restarts] Collapsing Quasar Fields now last 8 seconds (was 6 seconds) in Mythic difficulty. Certified Vouchsafe's cast bar can now be interrupted by moving your character. Burning Crusade Classic Shadowmoon Valley Fixed an issue where the Dragonmaw Illusion could persist upon leaving Netherwing Ledge. These
changes should keep the power of Balance's tier set bonus but rein in some of the higher outputs we were seeing. Warlock Pacts forged with your Incubus or Succubus will now persist through death and other inconveniences. Burning Crusade Classic Fixed an issue preventing Blood Elves from completing "A Gesture of Commitment." March 22, 2022
Classes Demon Hunter Vengeance (4) Set Bonus: Fixed an issue with the set bonus not always reducing the cooldown of Fel Devastation or Immolation Aura while Unity (Kyrian Blind Faith) was equipped. [With realm restarts] The damage inflicted when an Unstable Mote is created has been increased by approximately 25% on Heroic Difficulty. This
should allow you to focus more on Barbed Shot, Cobra Shot, and Kill Command in AoE situations about this, and we want to say again: thank you for the feedback, and we appreciate the community's patience as
we take care with the tuning of this spec. Fixed an issue which prevented Shard of Domination tooltips from greying out in areas where they don't function. Holy Priest's healing Anduin's Hope with Guardian Spirit. Developers' note: In Season 3, Fire Mages have been overperforming across all
skill brackets in rated PvP, and we will be reducing the power of commonly picked talents to better fit within other spec representation and performance. February 25, 2022 Classes Druid Fixed an issue where Ravenous Frenzy (Venthyr Ability) was not always correctly adding stacks. Slightly increased the quantity of Cyphers of the First Ones found
in Cypher-Bound Chests, Avian Nests, Avian Nests, Avian Nests, Avian Nests, Mawsworn Supply Chests, Tarachnid Eggs, Discarded Automa Scrap, and Forgotten Treasure Vaults. Items and Rewards Sandworn Relics have had their drop rates increased in the following areas in Zereth Mortis: Endless Sands Rares - Increased average dropped relics to 8 (was 4). Adjusted an unfair timing of
Hand of Destruction and Night Hunter in the final phase. Lava Lash will no longer refresh Flame Shock on your primary target. [With realm restarts] Wake of Ashes damage increased by 10%. We are reverting that change via hotfix so that Fallen Order will have the same functionality as it does in 9.1.5. In the future, we will be looking at Fallen
Order's tuning and might make adjustments, but we do not want to make such a large change to this ability before Season 3 starts. Druid Balance [With realm restarts] (2) Set Bonus: Entering a Lunar Eclipse now creates a Fury of Elune at 20% effectiveness (was 25%). Fixed an issue where Interrogator's Vicious Dirk was not dropping from Iska,
Outrider of Ruin, High Reaver Damaris, and Reanimatrox Marzan in Zereth Mortis. Frenzied Nightclaw's Frantic Rip impact damage reduced by 30% and damage over time reduced by 50%. Skolex, the Insatiable Ravener Fixed a targeting issue on Riftmaw and Rend that could be overly punishing towards pets that happen to be in the area-of-effect
and are not primary targets of those abilities on Heroic and Mythic difficulty. Anduin Wrynn [With realm restarts] If Anduin Wrynn reaches 10% health in non-Mythic difficulty before starting the final phase of the encounter, he will now immediately begin the final phase. Pet Battles Disabled the "back" option for the Pocopoc battle pet. April 8, 2022
Classes Hunter Survival Corrected an issue where Wildfire Bomb could sometimes incorrectly deal damage to a single target multiple times from a single Wildfire Bomb cast. Developers' note: Unholy's Tier Set bonus is intended to differentiate the spec from Frost by amplifying one of its niches; strong windows of
single-target burst and high-value execute damage. [With realm restarts] Decreased the health on Mythic difficulty, but also resolved a bug that caused them to trigger an Invigorating Bloom at 90% health instead of 100% health
as the spell description states. Fixed an issue where Rain of Despair was able to damage pets. The Coilclutch Vine for the Deepstar Polyp puzzle is now visible across all phases. [With realm restarts] Anduin's Hope movement speed reduced by 20% on Normal and Heroic difficulty. Warrior Arms Fixed an issue with Warbreaker
(Talent) not always properly applying the Colossus Smash effect to enemies. The Engulfer's health now increases as more players engage it in combat. [With realm restarts] Ignore Pain to 35 Rage (was 40 Rage). Players have reported that this is uncomfortable to play, and we believe it might pose a significant
accessibility concern. Cache of Acquired Treasures will now begin cycling the weapons you can rummage through just before it comes off cooldown. Player Fixed an issue with the trinket quest "A New Deal" that prevented the trinkets from being obtainable by players as intended. The Necrotic Wake Fixed an issue causing noxious gas
clouds in The Stitchwerks to display nameplates. Tazavesh: So'leah's Gambit Hylbrande Vault Purifiers no longer fail to heal an ally who receives multiple fatal blows at the same time. Items and Rewards Players who already obtained the Deepstar Aurelid
mount may now receive another lure for Hirukon once a week by speaking with Vashj. Antros' Dark Deterrence no longer persists after completing the encounter. Halondrus the Reclaimer Fixed an issue preventing Theotar the Mad Duke's Token of Appreciation ability (Venthyr Soulbind) from functioning during the encounter. Since we last made
adjustments during PTR testing, we've gotten a chance to incorporate a great deal of the feedback provided and take a fresh look at the numbers and we found that - as players rightly called out - there was a disconnect in how impactful this bonus was in situations such as single-target encounters. Developers' note: We are aware of the length and
difficulty of Tazavesh: Streets of Wonder, our changes aim to reduce the difficulty of several non-boss encounters. Our intention here isn't to kill their viability, but give more wiggle room for situational competitors and introduce some more variance into player's gearing choices across Eternity's End.
[With realm restarts] The damage reduction granted by Protoform Disalignment has been reduced to 50% on Normal difficulty (was 90%). Warrior Protection Armaments of the Infinite Infantry 4-piece set bonus now increases the damage of Shield Slam and Thunder Clap by 50% when engaged in combat with enemy
players (was 100%). Lords of Dread [With realm restarts] Swarm of Darkness and Swarm of Darkness will now increase all damage taken by 100% rather than only area-of-effect abilities. Cypher of the First Ones Pets are no longer visible to other players during the Toccatian and Glissandian Protolock puzzles. [With
realm restarts] Gladiator's Echoing Resolve no longer increases the duration of root effects. March 29, 2022 Classes Warlock Sayaads in the group. Reduced the radius effect of Hyperlight Sparknova. Dungeons and Raids World Bosses Antros Banishment
Mark should now correctly prefer ranged targets. The overall uptime of Conqueror's Banner with the Glory legendary, Set Bonus (and conduits) was much higher than intended. Functionality remains unchanged. Mythic Dungeons Enemy damage increased by 21% and health increased by 31% on Mythic Dungeon difficulty. Vigilant Guardian Volatile
Materium now activates more quickly after all currently activated Volatile Materium have been defeated. "Something Different" weekly brawl quest is no longer completed when participating in Solo Shuffle. Dungeons and Raids Mythic+ Encrypted Affix Fixed an issue that caused Decrypted Urh Cypher to not reduce the cooldown of Vanquisher's
Hammer (Paladin Necrolord Ability). April 6, 2022 Achievements World Quests in Zereth Mortis should now count for "The World Beyond" achievement. Burly Deckhand's Super Saison increases damage dealt by 50% (was 100%). Hourglass Tidesage's Brackish Bolt damage reduced by 20%. (2) Set Bonus: Fixed an issue where a set bonus summoned
Feral Spirit could cause the Maelstrom Weapon generation effect of Feral Spirit to have a reduced duration. Force Field is now cancelled 3 seconds after Exposed Core completes. March 2, 2022 Characters Fixed an issue that prevented character transfers to Roleplay realms. Slightly increased the drop amounts of Lightless Silk, Shadowlands Ores
(other than Progenium Ore), and Callous Hide. Reduced the base speed of Ephemeral Motes by 20% on Heroic difficulty. Anduin Wrynn Hopebreaker damage over time reduced by 10% on Heroic difficulty. This change will only apply to the Solo Shuffle Brawl due to the unique nature of the game mode. When previously tuning this bonus, we took
multiple factors into account: the synergy of the set with other legendaries, its synergy with Feral's kit, the AOE component, and more. Developers' note: Bladedancer's Armor Kit wasn't
providing the defensive value it promised tanks even in situations you'd expect it to be good, so we're taking a crack at it alongside Pulsating Stoneheart to try and make it less of a negative experience when these 2 drop for you, and more into a place where you'd consider them depending on your situation and class. Fixed an issue where players with
unclaimed Great Vault rewards could become unable to acquire a Mythic Keystone until the following week. March 24, 2022 Dungeons and Raids Sepulcher of the First Ones The Jailer Fixed an issue with Desolation's spell description in the Dungeon Journal on Mythic difficulty that caused it to display an incorrect amount of damage inflicted to
Azeroth by unblocked missiles. Anduin's Despair health reduced by 15% on Mythic difficulty. WoW Classic Era and Season of Mastery Fixed an issue causing the Outhouse in the "Locked Away" quest to no longer be interactable until a server reset. Hunter Beast Mastery [With realm restarts] Beast Cleave now deals reduced damage beyond 8 targets
(was 5). Increased the responsiveness of Collapsing Quasar Fields if the contacting player has Dark Eclipse. You will now receive 2 tokens if you unlocked three or more segments of your Great Vault and choose the token reward. April 7, 2022 Classes
Shaman Corrected some issues with enemy abilities incorrectly interrupting Fae Transfusion when applied to the player. Tazavesh: So'leah's Gambit Timecap'n Hooktail Fixed an issue where Cannon Barrage would pierce immunities. Adjusted the position of two Adorned Starseers. The Jailer The release location after the encounter ends has been
moved closer to The Jailer. Prototype Pantheon Fixed an issue where players were unable to loot The Prototype of Absolution upon completion of the encounter. Additionally, we will be watching the performance of this bonus and will make additional adjustments if the need arises. Developer's note: This week's Timewalking cache is only intended to
contain loot from the first 8 Sepulcher of the First Ones encounters. The Grand Menagerie Achillite [With realm restarts] Purification Protocol damage reduced by 25%. The Isle of Quel'Danas quest "Enter, the Deceiver..." should once more be available to players. [With realm restarts] Fixed an issue that could cause Empowered Wicked Stars to not
damage and silence players. Classes Druid Guardian [With realm restarts] (4) Set Bonus: Architect's Aligner damage and healing reduced by 35%. Devoted Accomplice's Energy Slash damage reduced by 20%. Items and Rewards [With realm restarts] and 
Raid Vault now requires 2 Raid Boss victories (was 3). Cartel Lackey health reduced by 35%. [With realm restarts] Decreased rate of growth of Defile on Normal difficulty. Reworked the implementation for how Rygelon moves through phases, resulting in a more favorably consistent experience. The encounter's enrage timer has been increased to 13
minutes on Normal difficulty (was 11 minutes). When Soul Reaper's secondary effect triggers, this bonus increases to 50% for 8 seconds (was 25%). We want player with extremely low HP is quickly identified as an easy kill target for each round, resulting in a predictable match for
all parties involved. Lords of Dread Mal'Ganis and Kin'tessa health reduced by 10% on Normal difficulty. We hope with these changes that the overall feel of all covenant Fury builds remain intact but with much more reasonable output. Reduced damage of Eternity Engine by 10% in Mythic difficulty. Items and Rewards Dominance Key drop rate has
been Increased and now additional Mawsworn elites in the desert have a chance to drop the key. Halondrus the Reclaimer Reclaim initial damage reduced by 10% on Raid Finder, Normal, and Heroic difficulty. Darkheart Thicket Reduced by 10% on Raid Finder, Normal, and Heroic difficulty.
up to 10% based on raid size (10% at 10-player, 0% at 30-player) on Normal and Heroic difficulty. Adjusted the spawn locations of several Xy Relic Dealers. (2) Set Bonus: Fixed an issue where Celestial Pillar would spawn on allies. Pre-Fabricated Sentries active. Decreased
additional speed Ephemeral Motes gain from Eternity Overdrive by 50% on Raid Finder, Normal, and Heroic difficulty. The Jailer Fixed an issue where Tainted Azerite could critically hit. [With realm restarts] Gladiator's Echoing Resolve now lasts 12 seconds (was 15 seconds). Items and Rewards Great Vault [With realm restarts] The Attendant's
Token of Merit has been updated. You may now carry 12 tokens (was 3). The third PvP Vault now requires 5500 Honor earned in Rated PvP (was 6250). (4) Set Bonus: Fixed an issue where there is a minor delay between activating a totem that generates a bonus Chain Heal and being able to use another ability. P.O.S.T. Master Fixed an issue where
the P.O.S.T. Master was missing a boss frame. World Boss - Increased the average dropped relics to 40 (was 13). Demonology [With realm restarts] Reduced the effectiveness of Decimating Bolt's (Necrolord Ability) bonus damage to Demonbolt by 30% in PvP combat. Fixed an issue where occasionally one or both sigils would not appear, making it
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impossible to lower the barrier to engage Protector of the First Ones. Now in Season 3, we're making the number of Tokens per week (from 3 or more unlocked Vault slots). Halondrus the Reclaimer Reduced Halondrus' health by 10% on Mythic difficulty. The Jailer Player guardians, such as Fire Elemental, are now protected while players are affected by Rune of Compulsion. [With realm restarts] Decreased Rygelon's health by 5% on Heroic difficulty. This change also affects Blazing Barrier cast by Arcane and Frost's Triune Ward

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runecarving power. Costs 6 Attendant's Token of Merit. [With realm restarts] Reclaim's periodic damage effect scales more slowly on Heroic difficulty. March 9, 2022 Classes Hunter Fixed a tooltip issue where the Secrets of the Unblinking Vigil (Runecarving Power) said it has a 100% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance to activate the effect when the chance is actually 50% chance the effect when the chance the chance the effect when the chance the chance the chance the effect when the chance the chance the chance the effect when the chance the chance the chance the effect when the chance th
Quests If players disconnect or leave before Hanoa's resolution has concluded during "Jiro to Hero," they can return to Hanoa Exile to start the event again and see the conclusion. Quests Players who tell Tal-Inara that they would miss
out on by skipping those quests. [With realm restarts] Decreased knockback of Misery on Normal difficulty. Plaguefall Fixed an issue where additional
Encrypted affix relics were spawning before Domina Venomblade. Players using the drum set are now immune to the damage effects of Rotten Food. Characters who have already completed portions of this achievement and did not get credit will be awarded credit on those portions upon their next login. Items and Rewards The Antecedent Drape is
now properly eligible for conversion at the Creation Catalyst. Fixed an issue where the Summon Sayaad," would not be available if the Warlock's Succubus was transformed via a glyph. Tazavesh: So'leah's Gambit Hylbrande health reduced by 5%. Fixed an issue that incorrectly gave players an unusable extra
action button during the encounter. Seismic Tremors now targets more consistent locations. March 30, 2022 Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Fixed an issue where Unstable Orbs would fail to detonate and become non-interactive if a player attempted to detonate them in mid-air. The third Mythic+ Vault now
requires 8 completed dungeons (was 10). Artificer Xy'mox now uses abilities at a slightly less frantic pace while below 30% health. Torghast, Tower of the Damned Anima Powers Paladin Belt of Massive Blast did not accurately portray its
damaging area. We will also be reducing the effectiveness of Divine Conversation while in PvP combat, as the throughput increase provided by the set bonus is more substantial than we would like. Anduin Wrynn 3 Grim Reflections are now summoned on Heroic difficulty (was 4). Tazavesh, Streets of Wonder Mailroom Mayhem Fixed an issue where
Invulnerable players could fail to pick up Unstable Goods. Creatures and NPCs Otaris the Provoked's Charged Barrage is now more melee friendly. Fixed an issue where Reclaimer's Intensity Core trinket would unintentionally pull nearby enemies toward the user after the Automa Medic expires. Creatures and NPCs Fixed an issue where Gluttonous
Overgrowth's Leaf Storm increased player's movement speed instead of reducing it. Mounts are now disabled on top of the quest characters in the center of Haven. [With realm restarts] The cast time of Detonation has been increased to 2.5 seconds (was 2 seconds) on Normal and Heroic difficulties. April 18, 2022 Classes Druid Balance (2) Set
Bonus: Celestial Pillar should only be able to be cast while within Wrath range, otherwise it will default to a target that is in combat with the player. Dungeons and Raids Tazavesh: Streets of Wonder The Grand Menagerie encounter
in Tazavesh. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Fixed an issue that could cause the Vigilant Guardian to unintentionally reset. This change addresses that by making the choice net neutral with regard to Enlightened reputation. The Jailer Jailer Jailer of the First Ones Vigilant Guardian Fixed an issue that by making the choice net neutral with regard to Enlightened reputation. The Jailer J
issue that caused the Domination's Grasp Raid Finder section to stop accepting new members after Anduin was defeated. Zo'gron's health reduced by 10%. [With realm restarts] Shattering Blast damage over time decreased by 33% in Mythic difficulty. Tazavesh, The Veiled Market Fixed an issue causing Bazaar Strongarms to sometimes ignore a
player carrying market goods. Developers' note: Bringing additional enemies into a boss fight is a common tactic at higher key levels, and the current interaction of Bolstering with bosses largely prevents players from using that tactic. Quests Characters who had the "Match Made in Zereth Mortis" quest incorrectly automatically completed and
 became blocked on the Campaign chapter will now have the quest available to them when they next zone into Zereth Mortis. Fixed an issue that caused the Fugueal Protolock, "Your First Fugueal Protolock," to reset prematurely. Developers' note: The actual issue here is that Explosives can hit players through So'azmi's
Division walls, but changing that will take time to get right. After the change goes live momentarily, it should help make advancing from Mythic 0 dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Point Defense Drones will now cancel Searing
Ablation while shutting down during the Exposed Core sequence. March 17, 2022 Creatures and NPCs All scarabids and annelids in Zereth Mortis now use the updated burrow spell visual effect. Planetcracker Beams now spawn in a more consistent location. Anduin Wrynn The healing absorbed by Anduin's Befouled Barrier has been reduced by 25% and annelids in Zereth Mortis now use the updated burrow spell visual effect.
on Normal difficulty and reduced by 30% on Heroic difficulty. [With realm restarts] Disintegration Halo vulnerability reduced to 200% in Normal and Raid Finder difficulties. Alcruux [With realm restarts] The damage of Grand Consumption has been reduced by 35%. If players are unable to unmask the dreadlords during Infiltration of Dread, a
shadowy visual will persist on the infiltrated targets so players can see who the infiltrated were. The Jailer Fixed issue that allowed Shaman's Tremor Totem to remove Domination. Characters within a hostile resonator will now have an indicator debuff applied. Developers' note: Enterprising players who found a way to unlock all the teleporters in the
area and proceed along the quest line without the quest line without the quest will be allowed to proceed as normal, without needing to backtrack to this quest. Developers' note - Pulsating Stoneheart wasn't appropriately tuned against the large downside and make it a
much stronger burst of defensive value in situations where you need it. Energy Fragmentation impact damage over time reduced by 25%. March 14, 2022 Classes Priest Discipline (2) Set Bonus: Fixed an issue where Shadow Mend would consume 2 stacks of Manifested Twilight. Developers' note: We are fixing an issue with the difficulty
of Mythic Dungeons (Mythic 0) not being increased by the intended amount with the start of Season 3, which has caused an unintended difficulty gap between Mythic 7 and Mythic 42. Items and Rewards Equipment purchased from Rafiq in Pigrim's Grace, Zereth Mortis is now compatible with the Creation Catalyst and can be converted to tier set
pieces. Certain desert elite encounters now also have a chance to drop the key at an even higher rate. The Jailer The Persecution debuff now lasts 30 seconds on Mythic difficulty (was 40 seconds). Hylbrande Increased the time it takes for Sanitizing Field to consume the room. Monstrous Soul Health reduced by 5% on Heroic difficulty. The cast time
of Adorned Starseer's Drifting Star cast time increased to 3.5 seconds (was 2.75 seconds). Thank you for the feedback and we will continue to watch the ongoing discussions across the community. [With realm restarts] Primal Wrath damage increased by 10%. March 15, 2022 Classes Shaman Enhancement Primordial Wave (Necrolord Ability) will no
longer incorrectly reset the cooldown of Frost Shock when used to apply Flame Shock to a target. Developers' note: We really appreciate all of the feedback on the Feral set and feel that we should take some time to explain these changes. [With realm restarts] Thrash damage increased by 20%. Artificer Xy'mox Reduced the energy regeneration rate
of Xy Acolytes on Raid Finder and Normal difficulty. Anduin Wrynn Fixed an issue that could prevent players from progressing past Anduin in Raid Finder difficulty. While we typically do not increase the difficulty of encounters after release, we do sometimes intervene to address cases where a fight would otherwise be much less engaging than
intended. Fixed an issue that caused a Forgotten Treasure Vault to be stuck in a pillar. Earthbreaker Missile damage reduced by 20% in Mythic difficulty. Player versus Player War Mode In War Mode In
health has been reduced by 5% in Mythic difficulty. [With realm restarts] Swipe damage increased by 15%. (4) Set Bonus: Fixed an issue where Heal the Soul would sometimes not properly cast a Chain Heal when dropping the appropriate totem. Vigilant Guardian Fixed an issue where Dancing Rune Weapon would not correctly mimic a Blood Death
Knight's ability while in combat with the Vigilant Guardian. Artificer Xy'mox Genesis Rings initial hit now only occurs once, and the lingering additional damage reduced by 50% on Raid Finder difficulty. March 23, 2022 Classes Hunter Marksmanship Fixed an issue where Rapid Fire was not dealing reduced by 50% on Raid Finder difficulty. March 23, 2022 Classes Hunter Marksmanship Fixed an issue where Rapid Fire was not dealing reduced by 50% on Raid Finder difficulty.
the effects of Trick Shots. Tazavesh: Streets of Wonder Reduced the cast frequency of Customs Security Disruption Grenade and increased the detonation time by 0.5 seconds. Fixed an issue which allowed the Cache of Sepulcher Treasures to drop the first weapon, Domination's Deliverance. Developers' note: We will keep an eye on the effects this has
on the fight, but we don't feel this change should noticeably affect the survivability of the fight. Items and Rewards The following changes have been made to Gavel of the First Arbiter: Boon of Azeroth buff increased by 6%. Boon of Azeroth buff increased by 6%.
by 20% in Mythic difficulty. Classes Death Knight Abomination Limb (Necrolord Ability) should now be more consistent when trying to pull valid enemies when they are nearby enemies immune to the grip. It now has learned who's friendly and who
Shock was spread on the maximum number of targets. Fixed an issue where Jarl Velbrand's level was too high for the quest "Rescue OOX-09/HL!" March 7, 2022 Achievements Fixed an issue that prevented the achievement The
Protoform Matrix from being properly awarded if the Reaving Automa: Neo was killed while casting Unrepair Armor. Quests Players who die while in the Genesis Repository during the quest "A Mutual Exchange" can now enter the room in their spirit form. Available at Vilo (Enlightened Quartermaster). Burning Crusade Classic Fixed an animation
issue on the goblin engineering trinket, Goblin Dragon Gun. Quests Mawrats on the "Fleet-Footed and Fastidious" quest should both generate and consume a stack of the Heal the Soul. Added more time before Bastion's Ward dispel zones
despawn upon transitioning between phases. Shaman Enhancement Sundering (Talent) will no longer incorrectly both consume the effects of Gladiator's Resolve. Classes Death Knight Unholy [With realm restarts] (4) Set Bonus: Your minions deal 10% increased
damage (was 5%). Members of the Prototype Pantheon now retreat at 40% health during Stage 2. Warlock Affliction [With realm restarts] (2) Set Bonus: Malefic Rapture's damage is now increased by 25% (was 15%). Mage Tower War Councilor Victoria should now always be present on the Broken Shore for players to access the various
Mage Tower challenges. Wandering Pulsar's Pulse damage reduced by 15%. Items and Rewards Fixed an issue where the following trinkets' on-use cooldowns wouldn't reset after a raid boss encounter ends: The First Sigil Chains of Domination Earthbreaker's Impact Cache of Acquired Treasures Grim Eclipse Intrusive Thoughtcage The Dance Dance Dance Thoughtcage The Dance Dance Thoughtcage The Dance Dance Thoughtcage The Dance Dance Thoughtcage The Dance Dance Thoughtcage Though
Darkmoon item is now a toy and has been added to the Toy Box. Shaman Enhancement Lava Lash will once again refresh Flame Shock on your primary target. Lords of Dread We've identified an issue with the Ruined Crest of Lordaeron shield and will be removing it from the loot table for one week. [With realm restarts] Blackout Kick damage
increased by 10%. Cosmic Gladiator's Eternal Aegis - Corrected an issue that could cause the absorb shield to incorrectly fully absorb large single attacks that exceed the remaining absorb amount. Fixed an issue where Kindred Affinity (Kyrian Ability) granted your partner too much of a stat increase when Empowered. Befouled Barrier requires 25%
less healing on Heroic and Mythic difficulty. Once all trinkets have been collected, additional Honor will be rewarded. [With realm restarts] Cosmic Ejection damage-over-time reduced by 33% in Mythic difficulty. Fixed an issue causing Lightshatter Beam's periodic effect to inflict the incorrect amount of damage. Priest Holy Habiliments of the
Empyrean 2-piece set bonus now increases the cooldown reduction of your next Holy-Word-affecting spell by 10 seconds when engaged in combat with enemy players, up from 15%. Updated the Dungeon Journal entry
for Bastion's Ward to accurately reflect the damage reduction provided to Runecarver's Deathtouch. If you do not receive your Mythic Keystone as expected for any reason, you may speak to Ta'hsup in the Hall of Holding in Oribos to retrieve it. [With realm restarts] Damage inflicted by Deconstructing Energy has been increased by 50% on Heroic
Difficulty. Since it's currently Explosive week, we wanted to do a quicker change to address the fight feeling unfair with current functionality. Player versus Player Fixed an issue that caused players to gain twice the amount of credit for "Soloing Strategy" weekly quest while participating in Solo Shuffle. Reduced the amount of damage Reclaim gains
periodically to 25% of its initial value on Normal and Heroic difficulties (was 50%). We look forward to seeing players unlock Class Set and double Legendary bonuses, and we will continue to monitor PvP balance as the season progresses. [With realm restarts] (4) Set Bonus: While in an Eclipse, the cost of Starsurge and Starfall is reduced by 15%
(was 20%). Costs 1 Attendant's Token of Merit. Mythic + Encrypted Affix Fixed an issue causing Decrypted Urh Cypher to not reduce some cooldowns. Fixed an issue causing Decrypted Urh Cypher to not reduce some cooldowns. Fixed an issue causing Decrypted Urh Cypher to not reduce some invisible on hunters affected by Feign Death. Additionally, we want to address Fire survivability, as stamina has increased with item level
between seasons, and the absorb from Tempest Barrier has scaled higher than we'd like. Creatures and NPCs Several Rare encounters in Zereth Mortis have had their maximum health reduced. Hunter The bleed effect from Pouch of Razor Fragments (Runecarving Power) will no longer be applied to targets who are affected by crowd control effects
that can break from taking damage. Quests Fixed an issue where some enemies for the quest "To Silence the Bonespeakers" could sometimes be higher level than intended. With weekly maintenance, we will also be reducing the effectiveness of
Divine Conversation by 40% in PvP Combat. May 2, 2022 Classes Death Knight Blood [With realm restarts] (2) Set Bonus: Maximum Strength stack cap is now 40 (was 75). Dungeons and Raids Sepulcher of the First Ones Artificer Xy'mox Players affected by Spirit of Redemption will no longer trigger Interdimensional Wormholes during the encounter
 Additionally, if you cast Storm Elemental again while having a Storm Elemental active, the Wind Gust buff will be reset. Blast range reduced by 25% in Mythic difficulty. Scholomance Instructor Chillheart Fixed an issue where Ice Walls were not visible during
the encounter. Dungeons and Raids Sepulcher of the First Ones Prototype Pantheon The encounter's enrage timer has been increased to 11 minutes on Heroic difficulty (was 9 minutes). Items and Rewards The Sandworn Chest minimap icon will no longer appear once a player has looted the chest once that day. Here you'll find a list of hotfixes that
address various issues related to World of Warcraft: Shadowlands, Burning Crusade Classic and WoW Classic. Overflowing Chest of Riches - Rewards an average of 3,000 gold. However, the way it played out was that this proved to be very limiting in which classes could perform at a required level for harder difficulties. The Jailer Fixed an issue that
 allowed players under Compulsion to use Demonic Gateways. Sepulcher of the First Ones Skolex, the Insatiable Ravener [With realm restarts] Skolex's health has been reduced by \sim 6\% in Mythic and Heroic difficulties. Dungeons and Raids Tazavesh, the Veiled Market Zo'gron Fixed an issue allowing players to separate the first wave of enemies in the
Myza's Oasis encounter. Torment damage decreased 10% in Mythic difficulty. Cypher of the First Ones Fixed an issue in Fugueal Protolock to become incompletable. Screenshots containing UI elements are generally declined on sight, the same goes for screenshots from
the modelviewer or character selection screen. Interrogation Specialist's Stasis Beam cast time increased to 2.5 seconds (was 2 seconds) and duration reduced to 3 seconds (was 2 seconds) and duration reduced to 3 seconds (was 2 seconds) and duration reduced to 3 seconds (was 2 seconds).
10%. We want to bring Balance in-line with other tier set bonuses while still rewarding those synergistic choices. Anduin Wrynn Fixed an issue causing Fragment of War, you gain Seraphim for 4 seconds (was 3 seconds). (4) Set Bonus: Fixed an issue causing Fragment of War, you gain Seraphim for 4 seconds (was 3 seconds).
issue where consuming Dark Thoughts during Living Shadow's summoning would not extend its duration. Monstrous Soul health reduced by 6% in Mythic difficulty. Prototype Pantheon Burden of Sin damage reduced by 25% on all difficulties except Mythic. Fixed an issue where Cosmic Radiation could persist after defeating the encounter.
 Furthermore, we're adding additional options to the vendor, including an item that will add a socket to any eligible piece of Season 3 gear. Creatures and NPCs Mounts are no longer disabled around the quest characters in the center of Haven. Warlock Destruction [With realm restarts] Inferno (Talent) now has a reduced chance for Rain of Fire to
generate Soul Shard Fragments when it deals damage beyond 5 targets. Quests With this week's scheduled weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the tribute rewarded from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the tribute rewarded from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance, fixed an issue where the drop rate of Progenitor Essentia from the weekly maintenance and the progenitor Essentia from the weekly maintenance and the progenitor Essentia from the weekly maintenance and the progenitor Essential from the weekly maintenance and the progenitor Essential from the progenitor Essenti
 Summon Incubus or Summon Sayaad. Grim Reflection's Grim Fate haste bonus reduced by ~6% in Heroic difficulty. Warlocks can no longer apply Succubus glyphs to Summon Sayaad and now must visit their trainer to choose Summon
Succubus to apply Succubus glyphs. Dungeons and Raids Sepulcher of the First Ones Fixed an issue that could cause doors or bridges to block progress on a reset of the zone. Uncommon, Rare, Epic, and Legendary now require 25% more overall rating than they did before. Monk Mistweaver Life Cocoon's absorb increased by 33% when engaged in
combat with enemy players. Quests Pocopoc will now reliably appear as a quest giver for all players when needed during the "A Means to an End" Campaign chapter. We hope this change alleviates the concern some players when needed during the materium and Pre-Fabricate on
Mythic difficulty. The Jailer Jailer Jailer Jailer Is health reduced by 5% on Mythic difficulty. Artificer Xy'mox The visual of the Genesis Rings now better matches the effect. Fixed an issue where the vines to start the Gluttonous Overgrowth encounter would not respawn. This item is bound to Battle.net account. [With realm restarts] Reduced the health of Grim
Reflections by 15% in Mythic difficulty. Lihuvim, Principal Architect Lihuvim's corpse can no longer become stuck in the air if killed while casting Realignment. We are reducing the maximum cast time reduction that can be granted by Storm Elemental. Item Effects Sepulcher's Savior - Healing and damage reduced by 50% in PvP combat. The
Necrotic Wake Fixed an issue causing the Xy Relic Dealer to not spawn inside the Stitchwerks after the timer expires. In the "Battle for Highmountain" scenario, killing Fel Champion Gargath quickly should no longer prevent the scenario from progressing. Monk Mistweaver Reverted a change in Eternity's End to Fallen Order's (Venthyr Ability)
Crane Adept's Enveloping Mist cooldown and cast variance that caused Enveloping Mist to only be cast once per summon. Reflective Bulwark's damage has been significantly reduced and no longer triggers off of auto-attacks. Player (With realm restarts) The value of the Magic shield provided by Cosmic Gladiator's Eternal Aegis has
been reduced by 33%. Prototype Pantheon Health reduced by 10%. Murkbrine Wavejumper's Mrrggrrglrrlr Leap damage reduced by 20%. Befouled Barrier requires 5 Raid Boss victories (was 6). Quests Annelids now spawn more quickly for the world quest
"Annelid-ilation." Torghast, Tower of the Damned Anima Powers Priest Power Overwhelming now causes all affected spells to cost no mana. Mythic+ Encrypted Affix Improved the visibility of Urh's Force Slam ability. [With realm restarts] Tinder (PvP Talent) now reduces the cast time of your next Fireball by 30% (was 50%). The Grand Menagerie
Alcruux health reduced by 40%. Lihuvim, Principal Architect Fixed an issue that caused Sundering and Kinetic Resonance to behave unpredictably. [With realm restarts] (4) Set Bonus: Sickle of the Lion's damage is increased by 25%. Befouled Barrier absorb amount reduced by 25% on Normal and Heroic difficulty. Monk Windwalker [With realm
restarts] Rising Sun Kick damage increased by 10%. Cypher talent "Trebalim Understanding" will no longer incorrectly state that another character is researching it. Lihuvim, Principal Architect Degenerate now has a maximum range of 30 yards. Achillite health reduced by 20%. Fixed an issue that caused the Rend tooltip to
not properly display information. Zereth Mortis's aurelid mounts will now properly move at a ground mount speed appropriate to your Riding skill when used in areas where flying is prohibited. Cache of Acquired Treasures - Acquired Wand reduced by 70%. Fiendish Soul Health reduced by 25% on Normal and Heroic difficulty. Fixed an issue causing
Volatile Charges to break if the player carrying the Volatile Charge disconnected. Anduin's Despair health reduced by 25% on Normal and Heroic difficulty. Dungeons and Raids Sepulcher of the First Ones Fixed an issue where 2
stacks of Manifested Twilight could be consumed if Shadow Mend triggered the second application. [With realm restarts] Pyrokinesis (PvP Talent) now causes Fireball to reduce the cooldown of Combustion by 2 seconds (was 3 seconds). Dungeons and Raids Sepulcher of the First Ones Non-boss enemies Dominated Shaper, Overthrown Protector, and
Overthrown Artisan's Enveloping Dread range to update the vulnerability from area-of-effect damage to all have their Honor cost universally reduced by 50%, but their Honor cost univers
damage taken so that every damage class can enjoy the phase equally. Artificer Xy'mox Fixed issue where the visual effect of Xy Acolyte's Massive Blast rendered smaller than the actual area of effect. March 31, 2022 Items and Rewards A new optional reagent, Vestige of the Devourers, is available on Vilo, the Enlightened Quartermaster for 6000
gold (requires Honored reputation). Vault of the Wardens Reduced the damage of Cordana Felsong's Detonating Moonglaive by 60%. Treatise on Patterns in the Purpose - Rewards 40 Cyphers of the First Ones. Quests The Irresistible Goop quest item now returns to the player when they return to the quest area for "Feed the Annelids." The damage
done by Generated Shapesmith and Generated Oracle during the quest "Step Into the Ring" has been reduced. Lords of Dread to unmask Mal'Ganis and Kin'tessa during Infiltration of Dread has been seen by players, it will be updated to
 include loot from all Sepulcher bosses. Fixed an issue that made Lost Souls treat crowd control effects with PvP diminishing returns. Old Warrior's Soul trinket now only affects allies within your party and raid. Creatures and NPCs The melee attack distance against large Mawsworn Constructs has been increased the grace period before
Exposed Core where Refracted Blast and Deresolution won't be cast on all difficulties. March 16, 2022 Classes Priest Shadow (4) Set Bonus: Fixed an issue where Living Shadow would persist longer than its intended duration. Delicious! The damage of Toxicialic Fluidic Spheroid has been capped at 6% of the player's maximum health. As such, we are
implementing a fix to this bonus that reduces the amount of damage done beyond 5 targets. Developers' note: This fix is retroactive. Fluidic and Crystallic Spheroids now have cast time. The Jailer Fixed issue where Defile's growth can be triggered by Priests in Spirit of Redemption form. Legion Mythic+ Reduced the health and damage of most
 Legion dungeon bosses. March 4, 2022 Classes Hunter Survival Fixed an issue that caused Wildfire Bomb to not deal any damage when multiple hunters with Wildfire Infusion talented tried to throw the same type of bomb at the same target simultaneously. It can be used with rank 1 recipes to upgrade them to rank 5, item level 249. Martyrdom
           decreased 15% in Mythic difficulty. Befouled Barrier no longer applies to player pets and guardians. Fixed an issue where Complete Reconstruction could fail to apply to a Pantheon member. Retribution and Protection Flash of Light unchanged. Fixed an issue where Unstable Matter could fail to set their encounter boss UI frame after the firs
Shatter Sphere. Decreased Vy Interceptor's teleport frequency and range by 20% on Heroic difficulty. Lihuvim, Principal Architect
[With realm restarts] The first cast of Synthesize now occurs much earlier in the encounter. Reduced by 20% on Normal and Heroic difficulty. Fixed an issue that caused trinkets awarded from World Quests in Zereth Mortis to be an item level
lower than intended. Warrior [With realm restarts] Ignore Pain now ignores 55% of the damage (was 50%). [With realm restarts] Wicked Star now targets one player at a time in Mythic difficulty. Halls of Atonement Echelon Fixed an issue causing Relics to not properly spawn when arriving in the encounter area. Literally", and "Gut Check" were not
available. The Chronicle of Lost Memories now costs 15 Grateful Offerings from Covenant Vendors (was 30), or 1500 Catalogued Research from Archivist Roh-Suir (was 2000), or 400 Soul Cinders from Bonesmith Heirmir (was 600). Torghast, Tower of the Damned Adamant Vaults layers 13—16 now also awards Anima on completion. Restoration (4)
Set Bonus: Fixed an issue where Heal the Soul was incorrectly reducing the 1 second cooldown of Cloudburst Totem that prevented you from accidentally double-tapping the button, causing an unintended instant Cloudburst Totem that prevented you from any
source of Renown, rather than having to be earned from the quests "Replenishing the Reservoir" or "Shaping Fate." Creatures and NPCs The looking for group icon will now appear for players attempting to complete the world quest to defeat Antros. Player versus Player The following items and their effects are now reduced in PvP combat: Raid
Trinkets Brood of Endless Feast - Rabid Devourer Chomp damage reduced by 60% in PvP combat. Shaman Elemental (With realm restarts) Storm Elemental
have not already earned the "Sand, Sand Everywhere!" achievement. Hook'd damage reduced by 20%. Warlock Affliction (4) Set Bonus: Fixed an issue where Calamitous Crescendo would not trigger in PvP combat. [With realm restarts] Chain Breaker damage decreased by 10% in all difficulties. Hotfixes May 17, 2022 Dungeons and Raids Sepulcher
of the First Ones Hall of Fame The Horde Hall of Fame is now full and is no longer eligible to be earned. [With realm restarts] Debilitating Ray periodic damage reduced by 20%. April 5, 2022 Classes Shaman Enhancement Fixed an issue where summoning a Feral Spirit was resetting melee swing timers. Fixed an issue where Dominating Will could be
removed via immunities. Prototype Pantheon Burden of Sin damage reduced by 20% on Normal and Heroic difficulty. [With realm restarts] Purging Light damage reduced by 15% on Normal difficulty. This optional reagent can be purchased by those who can craft legendary base items. Player wersus Player Mage Fire Blazing Barrier's absorb is
reduced by 25% when engaged in combat with enemy players. Quests can be turned in to Elder Ara and Feroz outside the Catalyst Wards while the character has not accepted all three of their quests. Hylbrande Players now receive an additional warning when targeted with Purged by Fire. Burning Crusade Classic Items and Rewards Tier 6 Belt,
Bracers and Boots from Sunwell Plateau are now refundable for 2 hours after purchase. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Fixed an issue that caused Mistweaver Monk's Crane Adepts summoned by Fallen Order (Venthyr Ability) to fail to cast Enveloping Mist immediately after they spawn during the encounter.
Dungeons and Raids Sepulcher of the First Ones Several enemies now detect stealth and invisibility. Cartel Skulker's Quickblade damage reduced 40%. Dungeons and Raids Sepulcher of the First Ones Fixed an issue when using the Ancient Console near Lords of Dread and Rygelon to teleport back to The Grand Design could place the player in
combat. Classes Druid Balance Fixed an issue where Ravenous Frenzy (Venthyr Ability) granted an additional stack for simultaneous casts (i.e Stampeding Roar giving a stack for simultaneous requirements due to the addition of the two Tazavesh dungeons. Brawls Fixed an issue
that caused Warsong Scramble to show up in the calendar twice in the normal rotation. [With realm restarts] Torment initial explosion damage decreased by 10% in all difficulties. Player versus Player Wage [With realm restarts] Torment initial explosion damage decreased by 10% in all difficulties.
Advantage (Conduit) that could cause it to apply to targets without your Hunter's Mark active. Murkbrine Shellcrusher will no longer aattempt to recast Cry of Mrrggllrrgg if the cast is prevented. Quests Fixed an issue where the quests "A Jiro Guide to Not Being Eaten", "Picking Up the Pieces... Tazavesh: Streets of Wonder [With realm restarts]
Support Officer's Hard Light Barrier is now a Magic effect. Mythic+ Fixed an issue where Mythic+ Rating for Tazavesh: Streets of Wonder was incorrectly calculated based on a 38 minute time limit. Ephemeral Motes base movement speed reduced by
50% when engaged in combat with enemy players. Fixed an issue that caused the stone gates in the Shimmering Cliffs to not close properly when the encounter ends in failure. Fixed an issue where Anguisition and upgrades to still feel like
meaningful power progression for a character. Lava Lash spread Flame Shocks no longer apply to enemies that are under the effects of a crowd control ability that breaks from damage. Increased the amount of time it takes for Remnant of a Fallen King to reach maximum energy by an additional 2 seconds on Mythic difficulty. Burning Crusade Classic
Player versus Player The PvP Spell Haste items Vindicator's Pendant of Subjugation, Vindicator's Pendant of Subjugation (National Subjugation) Pendant of Subjugation (National Subjugation) Pendant of Subjugation (National Subjugation) Pendant of Subjugation (National Su
market no longer prevents the holder from using abilities. Tazavesh: Streets of Wonder Bazaar Strongarm no longer triggers affixes that occur on death (such as Bolstering). Artificer Xy'mox Art
Wrynn Resolved an issue that could cause Hopelessness to not properly trigger Blasphemy. Lords of Dread Spell visuals for Cloud of Carrion, Fearful Trepidation, and Infiltration of Dread should no longer be erroneously removed from a Hunter when they cast Feign Death. Tazavesh: So'leah's Gambit Timecap'n Hooktail Corsair Brute health and
melee damage reduced by 25%. The Jailer Fixed an issue with Diverted Life Shield's spell description that caused it to display the improper amount of healing. Support Officer's Hard Light Barrier cast time increased to 3 seconds (was 2.5 seconds). Covenants Night Fae Podtender (Dreamweaver Soulbind) no longer activates if the user is mind
controlled. Creatures and NPCs Fixed an issue where the map markers for rares would continue to appear after already being looted for the day. Halondrus the Reclaimer Fixed an issue where the map markers for rares would continue to appear after already being looted for the day. Halondrus the Reclaimer Fixed an issue where the map markers for rares would continue to appear after already being looted for the day.
on weeks when, for whatever reason, you don't see a direct upgrade in the other items you can choose among. Similarly, the Constructs will now keep more distance against their melee target. [With realm restarts] Meteor Cleave damage decreased 10% in
Mythic difficulty. [With realm restarts] Shard of Annihilation (Runecarving Power) now increases the critical strike damage of Decimating Bolt by 35% in PvP combat (was 50%). Dausegne, the Fallen Oracle [With realm restarts] Duration of Disintegration Halo debuff lowered to 5s (was 6s) on Heroic difficulty. Myza's Oasis Fixed an issue causing
players to be able to leave the stage. Priest Fixed an issue where mouseover macros would not work for Fae Guardians (Night Fae Ability). Rygelon Fixed an issue that could cause Cosmic Ejection to strike players outside of the intended radius. [With realm restarts] (4) Set Bonus: Divine Conversation's effectiveness reduced by 40% in PvP combat.
Fiendish Soul's Soul Explosion missile travel speed reduced by 20% in Heroic and Mythic difficulties. Warlock Fixed an issue when applying Succubus glyphs to Summon Sayaad. Warlock Fixed an issue where Unstable
Quasar could strike players outside of the Singularity. The stealth provided by the Wo Cloaking Field is now much stealthier. Rotting Decay is now categorized as a disease. [With realm restarts] Ancient Core Hound health reduced by 20%. (Pocopoc will not be in aggressive/support mode on resummon) Dungeons and Raids Sepulcher of the First Ones
Non-boss enemies Reflective Bulwark should no longer be triggered by area of effect spells like Blizzard. Unholy (4) Set Bonus: Harvest Time will now be correctly applied when the target is killed by Soul Reaper. Bladedancer's Armor Kit armor and damage increased by 25%. Chains of Damnation health reduced by 20%. Lost Soul's Banish Soul cast
time increased to 12 seconds (was 8 seconds). Fixed an issue that could allow Kin'tessa or Mal'Ganis to strike an unexpected direction with Anguishing Strike or Leeching Claws. Warlock Destruction [With realm restarts] All damage increased by 5%. Tazavesh: Streets of Wonder So'azmi Explosives no longer spawn during the encounter. Lihuvim,
Principal Architect Deconstructing Blast should now be cast more reliably on all difficulties. We also made adjustments to other abilities to ensure raid damage ends up in a healthy place. The Grand Menagerie Reduced the cast frequency of Venza Goldfuse's Whirling Annihilation. Vicious Wound reduced by 50% in PvP combat. Lords of Dread Cloud
of Carrion will now prefer targets without Biting Wounds. Theater of Pain Fixed an issue where dueling Gladiators in the Halls of Might could summon their Encrypted affix relics early. So, we will be reducing the effectiveness of the conduit. Reduced the number of missiles fired by Desolation in Mythic difficulty from 20 to 17. Items and Rewards The
following changes have been made to the Cosmic Gladiator's Resonator trinket: Damage dealt reduced by 18% and can no longer critically strike. Earthbreaker Missiles damage reduced by 15% on Raid Finder and Normal difficulty. WoWShadowlands9.2Eternity's EndHotfixesUpdate NotesPatch Notes [With realm restarts] Gladiator's Echoing Resolve
no longer causes the target to become immune to root effects. Protection [With realm restarts] Demoralizing Shout now reduces the damage enemies deal to you by 25% (was 20%). The Cypher-Etched Torque and Cypher-Etched Lavaliere now correctly binds on pickup. Halondrus Fixed an issue that allowed players to encounter Halondrus before
completing the Skolex and Artificer Xy'mox encounters. Finishing a Cypher language research will no longer take you out of stealth. Fixed an issue where Unstable Quasars could remain during Dark Quasars. Torghast, Tower of the Damned Jailer's Gauntlet (Layers 1—8) along with the newest Layers (13—16) for regular runs are now available in
Group Finder. Prototype Pantheon Fixed an issue where Humbling Strikes could critically strike. Befouled Barrier requires 20% less healing on Normal difficulty. Developer note: When originally creating the Unto Darkness and Swarm abilities for the Lords of Dread, the idea was intended to be in the flavor of the dreadlords turning into an actual
swarm and being adversely affected by area-of-effect abilities such as Flamestrike. This change does not apply to PvP combat. Developers' note: Affliction's set bonus wasn't providing enough of an impactful reward for executing its mechanic. Lords of Dread Mal'Ganis and Kin'tessa no longer clear their debuffs when entering Infiltration of Dread.
Classes Warlock Demonology The duration extension effect from summoning your Demonic Tyrant has had its radius increased to 100 yards (was 40 yards). Fixed an issue for the quest "Jiro to Hero" where players could not talk to Hanoa the Exile, and therefore could not start the event. Overloaded Mailemental health reduced by 25%. [With realm
restarts] (4) Set Bonus: Shadow Bolt now has a 30% chance and Drain Soul now has a 20% chance to make your next Malefic Rapture cost no Soul Shards and cast instantly (was 20% and 10% respectively). Several spells no longer hit pets. [With realm restarts] Lightshatter Beam damage decreased by 30% on Raid Finder, Normal and Heroic
difficulties. Mailroom Mayhem Unstable Explosion impact damage reduced by 30% and damage over time reduced by 30%. After destroying the first relic in a set, the other two are destroyed automatically. Warlock Demonology Fixed an issue where Implosion would not deal damage to Explosive Orbs (Mythic+ Affix) or totems if the Explosive Orb or
totems were the primary target of the Implosion spell. Anduin Wrynn Anduin's health has been reduced by 10% on Mythic difficulty. Requirements: 3000 Cosmic Flux and Honored with the Enlightened. February 24, 2022 Achievements Tales of the Exile will now track credit more reliably
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