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15 Covenant Vendors (was 30), or 1500 Catalogued Research from Archivist Roh-Suir (was 2000), or 400 Soul Cinders from Bonesmith Heirmir (was 600). The Jailor Flame guardians, such as Fire Elemental, now protected while players are affected by Rune of Compulsion. Reworked the implementation for how Rygelon drowns through phases, resulting in less favorably consistent experience. Cache of Acquired Treasures - Acquired Treasure count reduced by 70%. We hope with these changes that the overall feel of all covenant Fury builds remain intact but with much more reasonable output. Enhancement Fixed an issue where the global cooldown reduction of Frost Shock and Flame Shock were incorrectly benefitting from the effects of haste ticks. Fluidic and Crystalline Spheroids now have cast time. Cyphers of the First Ones Glimmercane is now available to start the quest "Mysterious Greenery" after researching Sopianian Understanding. The Jailor 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. In 9.1.5, we shared that we intended to fix this problem in the player's favor, by ensuring that the Adept's always cast Enveloping Mist twice per summon. Mythic+ Encrypted Affix You now only need to destroy 1 relic to summon your desired automa. Mythic+ Encrypted Affix Fixed an issue where Wo's stealth effect would not apply to pets and guardians. Lihuvim, Principal Architect Fixed an issue that caused Sundering and Kinetic Resonance to behave unpredictably. Cypher talent "Trebalm Understanding" will no longer incorrectly state that another character is researching it. Here you'll find a list of hotfixes that address various issues related to World of Warcraft: Shadowlands, Burning Crusade Classic and WoW Classic. Hyperlight Jolt damage reduced by 25% and now increases the damage of subsequent Hyperlight Jolts by 25% (was 50%). Lihuvim, Principal Architect Degeneration Automa's Degenerate now has a maximum range of 30 yards. Destruction Fixed an issue where Destruction's 2-piece set bonus would grant Rain of Chaos. Thank you for the feedback and we will continue to watch the ongoing discussions across the community. Priest Holy When Spirit of the Redeemer (PvP Talent) is used in conjunction with Afterlife (Talent) to resurrect an ally, the Priest will now sacrifice their spirit and not return to life. 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. Resonant Reservoir - Disintegration Halo damage reduced by 55% in PvP combat. Fixed an issue that prevented Maldraxxus Coliseum from being selected as a map for War Games. The Enchanter's health now increases as more players engage it in combat. Interrogator Specialist's Spark Burn damage reduced by 20%. Flash of Light now heals for an additional 25% when engaged in combat with enemy players (was 15%). Warrior Arms [With realm restarts] All damage abilities increased by 4%. Vault Purifier health reduced by 30%. Pet Battles The Firecap Scarabid battle pet can now be traded. Classes Death Knight Unholy [With realm restarts] (4) Set Bonus: Your minions deal 10% increased damage (was 5%). Demonology [With realm restarts] Reduced the effectiveness of Decimating Bolt's (Necrolord Ability) bonus damage to Demonbolt by 30% in PvP combat. Tazavesh: So'leah's Gambit Timecap'n Hooktail Corsair Brute health and melee damage reduced by 25%. Overloaded Mailmentail's Expedited Zone persists for 15 seconds (was 10 seconds). Mythic+ Halls of Atone ment Echelon Fixed an issue where Echelon's Encrypted affix relics would not follow him into the encounter area. Fixed a disconnect issue when inspecting another player in a Premade Group. Reduced the damage of Stellar Decay and the health of Unstable Cores by 25% on Mythic difficulty. [With realm restarts] (4) Set Bonus: While in an Eclipse, the cost of Stargurge and Starfall is reduced by 15% (was 20%). 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. Items and Rewards Fixed an issue where the following trinkets - on-coldbloods 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 Thoughtcape The Dance Dance Darkmoon Item is now a toy and has been added to the Toy Box. Reduced the magnitude of the healing absorb applied through Stiellar Shroud by 10% on Mythic difficulty. [With realm restarts] Gladiator's Echoing Resolve no longer increases the duration of root effects. [With realm restarts] The damage inflicted by Cosmic Shift has been increased by 50% on Heroic Difficulty. De Other Side Mueh'zala Fixed an issue that sometimes caused Mueh'zala to perform the wrong animation when hit by certain player abilities. Legion Mythic+ Reduced the health and damage of most Legion dungeon bosses. Items and Rewards The Optional Reagent slot for Legendary Crafting can now also be unlocked by completing the campaign quest "The Crown of Wills". Power Overwhelming now immediately causes Mind Blast and Holy Fire cooldowns to reset. Succubus glyphs will be maintained, even when they have chosen Summon Incubus or Summon Sayaad. Players may no longer use Protoform Synthesis to craft mounts if the mount is already in the player's mount journal. Lords of Dread Fixed an issue where Mal'Ganis was not saying his last text line upon being defeated. Mists of Tirna Scith Tre'd'ova Fixed issue where the visual effect of Acid Expulsion rendered smaller than the actual area of effect. Fixed an issue causing certain spell visual effects to become invisible on hunters affected by Feign Death. Player versus Player Brawls Solo Shuffle Fixed an issue that unintentionally reduced the amount of bonus Honor received per round won in Solo Shuffle. Fixed an issue that caused Pure-Air Sail Extensions to increase flying speed. The Necrotic Wake Amarth Fixed an issue causing Relics to not properly spawn. Items and Rewards Olea Caches now drop Genesis Motives in addition to (was instead of) another Protoform Synthesis component. The Grand Menagerie Alcrux health reduced by 40%. Lords of Dread Mal'Ganis and Kin'tessa no longer clear their debuffs when entering Infiltration of Dread. Shaman Enhancement [With realm restarts] The healing increase to Maelstrom Weapon provided by Focused Lightning (Conduit) has been decreased by 70% while engaged in PvP combat. Befouled Barrier requires 20% less healing on Normal difficulty. Remorseless Winter damage reduced by 20% on Normal and Heroic difficulty. Warlock Affliction [With realm restarts] (2) Set Bonus: Malefic Rapture's damage is now increased by 25% (was 15%). Classes Death Knight Abomination Lull (Necrolord Ability) should now be more consistent when trying to pull viable enemies when they are nearby enemies immune to the grip. Developers' note - Pulsating Stoneheart wasn't appropriately tuned against the large downside of snaring oneself for a long period of time, so we've compressed the effect to mitigate the downside and make it a much stronger burst of defensive value in situations where you need it. With weekly maintenance we'll be reducing the Magic absorption provided by the trinket by 33%. [With realm restarts] Disintegration Halo vulnerability reduced to 200% in Normal and Raid Finder difficulties. Wandering Pulsar's health reduced by 20%. Reduced the periodic damage of Containment Cell by 50%. 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 completion requirements and rewards will be increased to provide the same pace of progression. Vault of the Wardens Reduced the damage of Cordana Felsong's Detonating Moonglave by 60%. As a consequence, the Pale Regal Cerdid recipe is now hidden until unlocked via the achievement. 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. If you do not receive your Mythic Keystone as expected for any reason, you may speak to Ta'husp in the Hall of Holding in Orribos to retrieve it. Characters who have already completed portions of this achievement and did not get credit will be awarded credit for those portions upon their next login. Tribute of Enlightened Elders - This chest now grants an average of 60 relics (was 0). [With realm restarts] (4) Set Bonus: Duration of Recklessness granted reduced to 3 seconds (was 4 seconds). Hostile resonators now have a visual to indicate their radius more clearly. Rogue Assassination Soulblade Shadowwide 4-piece set bonus now causes your Poisons and Bleeds to expire 50% faster when engaged in combat with enemy players (was 100%). Pre-Fabricated Sentries now activates more quickly in an attempt to keep two Pre-Fabricated Sentries active. 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. Lava Lash will no longer refresh Flame Shock on your primary target. Dungeons and Raids Tazavesh, the Veiled Market Zo'ron Fixed an issue allowing players to separate the first wave of enemies in the Ventryr's Oasis encounter. 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. For that reason, we would rather entirely avoid having a class talent allow cast times which are this short, to avoid similar problems in the future. Rygelon [With realm restarts] Reduced boss health by 5% on Heroic difficulty. 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. Fixed an issue that could cause the application of Domination's Grasp to the Remnant of a Fallen King to be delayed. March 1, 2022 Classes Druid Balance Fixed an issue where Celestial Pillar (2-piece Set Effect) would not be activated if triggered too quickly. 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. [With realm restarts] Fire Blast damage reduced by 10%. We want to bring Balance in-line with other tier set bonuses while still rewarding those synergistic choices. Hotfixes 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. Artificer Xy'mox Fixed an issue where defeating Xy Reinforcements could fail to interrupt Decipher Relic. 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. Lords of Dread Mal'Ganis and Kin'tessa health reduced by 10% on Normal difficulty. Tazavesh, The Veiled Market Fixed an issue causing Bazaar Strongarms to sometimes ignore a player carrying market goods. Warlock Fixed an issue that prevented the Sayaad's Whiplash ability from stacking its debuff on targets immune to snares. 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. Creatures and NPCs Mounts are no longer disabled around the quest characters in the center of Haven. Covenants Night Fae Podender (Dreamweaver Soulbind) no longer activates if the user is dead and controlled. [With realm restarts] Wake of Ashes damage increased by 10%. Fixed an issue where players with unclaimed Great Vault rewards could become unable to acquire a Mythic Keystone until the following week. [With realm restarts] Ignore Pain now reduces the cost of Ignore Pain to 35 Rage (was 40 Rage). This change also affects Blazing Barrier cast by Arcane and Frost's Truine Ward raneucaving power. This item is bound to Battle.net account. The Grand Menagerie Achillite [With realm restarts] Purification Protocol damage reduced by 25%. Retribution and Protection Flash of Light unchanged. Mythic+ Encrypted Affix Fixed an issue where a set of relics could sometimes fail to all enter combat together. Player versus Player [With realm restarts] The value of the Magic shield provided by Cosmic Gladiator's Eternal Aegis has been reduced by 33%. Fixed an issue with Toxicial Fluid Spheroid to cause error messages while the player is mounted. Fixed an issue where the wrong automa could be summoned after defeating a set of relics. Fixed an issue where Reclamer's Intensity Core trinket would unintentionally pull nearby enemies toward the user after the Automa Medic expires. 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. Security Slam damage reduced by 40%. 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. March 2, 2022 Characters Fixed an issue that prevented character transfers to Roleplay realms. Fiendish Soul Health reduced by 25% on Normal and Heroic difficulty. Lords of Dread Cloud of Carrion will now prefer targets without Biting Wounds. Resolved an issue where Withering Seeds could fail to cast. Fixed an issue which allowed the Cache of Sepulcher Treasures to drop the first weapon. Domination's Deliverance. Vigilant Guardian Fixed an issue that would break player's ability to pick up the Unstable Orb after they had used certain player abilities or mounts. March 3, 2022 Achievements Added additional safety measures to help the Traversing the Spheres achievement register correctly. May 4, 2022 Dungeons and Raids Sepulcher of the First Ones Anduin Wyrnn Increased the time it takes for players to be susceptible to Blasphemy after returning to their body. Tazavesh: So'leah's Gambit Added a confirmation prompt to the instance ext portal that appears after So'leah is defeated. Players can now purchase additional Spatial Openers from Olea Manu if they have not already earned the "Sand, Sand Everywhere!" achievement. Quests Fixed an issue where the quests "A Jiro Guide to Not Being Eaten", "Picking Up the Pieces... Fixed an issue where Priest's Unholy Nova (Necrolord Ability) was unusable on Halondrus except in specific spots. The shield should return to the loot table with next week's scheduled weekly maintenance in each region. 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. 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 within range that is in combat with the player. Reduced the health of Grim Reflections by 20% on all difficulties except Mythic. Cartel Skulker's Quickblade damage reduced 40%. Cypher of the First Ones Pets are no longer visible to other players during the Toccatina and Glissandian Protocol puzzles. 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. Players must now be on the ground to activate the Personal Containment Trap Toy. Uncommon, Rare, Epic, and Legendary now require 25% more overall rating than they did before. Befouled Barrier's absorbs 10% less healing in Heroic and Mythic difficulties. [With realm restarts] Debilitating Ray periodic damage reduced by 20%. In both cases, we were very deliberate in making changes that would not affect either spec below 5 or 8 targets. Lords of Dread Fixed an issue where Empowered Chrysalis could cause an Infiltration of Dread target to die when unmasked. Player versus Player Mage Fire Blazing Barrier's absorb is reduced by 25% when engaged in combat with enemy players. Artificer Xy'mox Genesis Rings initial hit now only occurs once, and the lingering additional damage reduced by 50% on Raid Finder difficulty. [With realm restarts] Reduced the health of Unstable Cores by approximately 33% on Heroic difficulty. Now in Season 3, we're making the number of Tokens scale with the number of Vault slots you unlocked, up to a maximum of 6 Tokens per week (from 3 or more unlocked Vault slots). Holy Light now heals for an additional 40% when engaged in combat with enemy players (was 20%). Artificer Xy'mox now uses abilities at a slightly less frantic pace while below 30% health. Additionally, we want to address Fire survivability, as stamina has increased with item level during between seasons, and the absorb from Tempest Barrier has scaled higher than we'd like. Items and Rewards The following changes have been made to Gavel of the First Arbiter: Boon of Looming Winter now properly absorbs damage from enemy attacks. Changed the pattern of Planetcracker Beam during Stage Three in Mythic difficulty. 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. 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 weapons. Cartel Wiseguy's Hyperlight Bolt damage reduced by 20%. Torment damage decreased 10% in Mythic difficulty. Dungeons and Raids Sepulcher of the First Ones Skolex, the Insatiable Ravenar Fixed an issue where Skolex would sometimes not appear after defeating the four controllers. Armored Overseer health reduced by 20%. 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. 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 quest "Patterns Within Patterns" was not increased. This should allow you to focus more on Barbed Shot, Cobra Shot, and Kill Command in AoE situations and worry less about using a Multi-Shot every 4 seconds to keep the Beast Cleave buff active. Developers' note: We have applied a hotfix that will increase the item level of any item acquired in Shadowlands up to at least 239 while in Solo Shuffle (items above 239 are unaffected by this change). Warlock Warlocks can now apply Succubus-specific cosmetic spells to Summon Sayaad and Summon Succubus. 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 that could allow Kin'tessa or Mal'Ganis to strike an unexpected direction with Anghusing Strike or Leeching Claws. These changes should keep the power of Balance's tier set bonus but rein in some of the higher outputs we were seeing. Prototype Pantheon Withering Seeds now spawn nearer Necrotic Ritualists on all difficulties. Artificer Xy'mox Artificer Xy'mox health reduced by 15% on Mythic difficulty. [With realm restarts] Commerce Enforcer health reduced by 20%. With weekly maintenance, we will be increasing Holy Ward's cooldown to 45 seconds and decreasing its duration to 15 seconds and we will also be reducing the effectiveness of Divine Conversation by 40% in PvP Combat. Tazavesh: So'leah's Gambit Updated the Tazavesh Portal Network portal in The Omnipal Nexus to now transport players back to Stormheim on Heroic and Mythic+ difficulties. (2) Set Bonus: Fixed an unintended interaction between the Tornado Trigger set bonus and Greenskin's Wickers where multiple Pistol Shots could gain the Greenskin's Wicker's bonus damage. Dominating Will's heal absorb reduced by 10% on Normal difficulty and reduced by 20% on Heroic difficulty to account for the potential increase in difficulty of the ability. [With realm restarts] Decreased knockback of Decimator on Normal and Raid Finder difficulties. Lihuvim, Principal Architect Lihuvim's corpse can no longer become stuck in the air if killed while casting Realignement. 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. Player versus Player Fixed an issue with the trinket quest "A New Deal" that prevented the trinkets from being obtainable by players as intended. Timecap'n Hooktail now delays the use of Hook Swipe momentarily after using Infinite Breath. Fixed an issue where Unstable Quasars could remain during Dark Quasar. The Jailor Jailor's melee attack decreased 10% in Mythic difficulty. (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. Fixed an issue that caused Cache of Sepulcher Treasures Project to generate its loot based on your loot specialization at the time you acquired the cache. We hope that these changes keep the overall feel of Fire in PvP intact, with a more reasonable power output. Prolonged Infusion now affects Power Overwhelming. Costs 1 Attendant's Token of Merit. Mounts are now disabled on top of the quest characters in the center of Haven. 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. March 23, 2022 Classes Hunter Marksmanship Fixed an issue where Rapid Fire was not dealing reduced damage to secondary targets while under the effects of Trick Shots. Warlock Destruction (2) Set Bonus: Fixed an issue where Ritual of Ruin would cause the Infernal's stun to be permanent. Reduced the cast frequency of Cartel Skulker's Quickblade. The Jailor Fixed issue where Defile's growth can be triggered by Priests in Spirit of Redemption form. [With realm restarts] The haste generated from Impulsive Potential (Runeucaving Power) can now only benefit from a maximum of 15 imps from Implosion. 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 will be allowed to proceed as normal, without needing to backtrack to this quest. Halondrus the Reclaimer Fixed an issue preventing Theator the Mad Duke's Token of Appreciation ability (Venthyr Soulbind) from functioning during the encounter. Classes Warlock Demonology The duration extension effect from summoning your Demonic Tyrant has had its radius increased to 100 yards (was 40 yards). Items and Rewards The Protoform Sentence 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, inefable Skitterer, and Pale Regal Cerdid). Ephemeral Notes base movement speed reduced on Heroic difficulty. 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. Fixed an issue where Sinister Teachings (Venthyr Runeucaving Power) would not always apply its cooldown reduction after logging in until the legendary was re-equipped. [With realm restarts] Sinful Projections has been removed from Heroic difficulty. Player versus Player Druid Guardian (4) Set Bonus: Damage and healing from Architect's Aligner reduced by 50% in PvP combat. Treatise on Patterns in the Purpose - Rewards 40 Cyphers of the First Ones. Hylbrande Players now receive an additional warning when targeted with Purged by Fire. Venzá Goldfuss health reduced by 10%. Befouled Barrier no longer applies to player pets and guardians. Anduin Wyrnn [With realm restarts] If Anduin Wyrnn reaches 10% health in non-Mythic difficulty before starting the final phase of the encounter, he will now immediately begin the final phase. 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 recall. Developers note: Phial of Putrefaction, Soullighting Ruby, and Blood-Splattered Scale were part of a trifecta of dungeon trinkets that were overbudgeted enough that each new tier of item level scaling ensured they'd be among the best, if not the best trinket for classes that used them without questing. Items and Rewards Great Vault [With realm restarts] The Attendant's Token of Merit has been updated. [With realm restarts] Reduced the time between casts of Synthesize slightly. Fixed an issue causing Volatile Charges to break if the player carrying the Volatile Charge disconnected. Druid Guardian (4) Set Bonus: The visual effect of Architect's Aligner has been updated to prevent confusion with Mythic+ and raid mechanics. Spike of Creation damage reduced by 50% on Mythic difficulty. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Fixed an issue that could cause the Vigilant Guardian to unintentionally reset. Pet Battles Disabled the "back" option for the Pocopoc battle pet. Rygelon [With realm restarts] Increased the duration of Collapsing Quasar Field to 10 seconds on Normal and Heroic difficulties. Artificer Xy'mox Fixed issue where the visual effect of Xy Acolyte's Massive Blast rendered smaller than the actual area of effect. Achievements Characters who experienced a bug which prevented the achievement "Renowned" from being earned should now properly earn their achievement upon login if they have 80 Renown. Fixed an issue where Kindred Affinity (Kyrian Ability) granted your partner too much of a stat increase when Empowered. 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. Pulsating Stoneheart armor, health regeneration, and self-slow duration reduced to 6 seconds (was 12 seconds). Fixed an issue that caused the Fugueal Protocol given during the quest, "Your First Fugueal Protocol," to reset prematurely. "Something Different" weekly brawl quest is no longer completed when participating in Solo Shuffle. Fixed an issue which could cause Bell of the Endless Feast to stack much more quickly than intended. Quests Fixed an issue where Xy agents could sometimes not become targetable during the quest, "Xy Are You Doing This?" Svalpera slavers 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. Botted Nighting Sky - Rewards 25 Genesis Motives, used for Protoform Synthesis. Fixed an issue where Flame Shock would potentially fall off the primary target when Flame Shock was spilled on the maximum number of targets. Monk Windwalker [With realm restarts] All damage abilities increased by 4%. Dungeons and Raids Sepulcher of the First Ones Adjuncting the location of devourers in Ephemeral Plans to help make pulls clearer and reduce the concentration of enemies. Additionally, we will be enhancing the performance of this bonus and will make additional adjustments if the need arises. The second Raid Vault now requires 5 Raid Boss victories (was 6). Cartel Lackey health reduced by 35%. Dungeons and Raids Spires of Ascension Fixed an issue where some player abilities were causing the final group of enemies before Devos to reset. Enhancement and Elemental healing unchanged. Monk Mistweaver Fire Cocoon's absorb increased by 33% when engaged in combat with enemy players. Thank you for the feedback regarding this bonus! Feral [With realm restarts] All damage increased by 3%. Player versus Player Brawls Solo Shuffle While in Solo Shuffle, item levels of at least 142 will now be temporarily raised to a minimum of 239. Mage Fixed an issue where Radiant Spark (Kyrian Ability) could not be dispelled from the player. Characters within a hostile resonator will now have an indicator debuff applied. Burning Crusade Classic Fixed an issue preventing Blood Elves from completing "A Gesture of Commitment." March 22, 2022 Classes Demon 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. Anduin Wyrnn Hopebreaker damage over time reduced by 10% on Heroic difficulty. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Fixed an issue that broke stealth abilities when the encounter begins. Surgeon Stitchflesh Fixed an issue that caused Stitchflesh's Creation to hit Wo, Vy or Urb automa with Meat Hook. Reduced the cast frequency of Interrogation Specialist's Stasis Beam. Mage Tower War Councilor Victoria should now always be present on the Broken Shore for players to access the various Mage Tower challenges. April 8, 2022 Classes Hunter Survival Corrected an issue where Wildfire Infusion talented variants of Wildfire Bomb could sometimes incorrectly deal damage to a single target multiple times from a single Wildfire Bomb cast. Anduin Wyrnn Fixed an issue that could prevent players from progressing past Anduin in Raid Finder difficulty. Player versus Player Items [With realm restarts] Gladiator's Echoing Resolve now increases the duration of crowd control by 25% (was 20%). Dungeons and Raids Sepulcher of the First Ones Anduin Wyrnn Resolved an issue that could cause Helplessness to not properly trigger Blasphemy. Grim Eclipse - Damage reduced by 40% in PvP combat. Many Uncommon (green) quality items in Zereth Mortis will now correctly drop as Bind on Equip instead of Bind on Pickup. Enchant Weapon - Crusader healing reduced by 86% and Strength reduced by 14%. Miracle Worker (PvP Talent) now reduces the cooldown of Holy Word: Serenity by 10% (was 20%). Classes Druid Guardian [With realm restarts] (4) Set Bonus: Architect's Aligner damage and healing reduced by 35%. Shaman Enhancement Lava Lash spread Flame Shocks now prioritize targets with the Lashing Flames (Talent) debuff. Pocket Protoforge - Protoforged Defense absorption reduced by 55% in PvP combat. Shaman Enhancement Sundering (Talent) will no longer incorrectly both consume the effects of Gladiator's Resolve and apply its incapacitate effect to players under the effects of Gladiator's Resolve. Developers' note: The Vy Interceptor frequently teleports to a new location, which can be a frustrating obstacle to a well-timed Meat Hook during the encounter. Fixed an issue where occasionally one or both sigils would not appear, making it impossible to lower the barrier to engage Protector of the First Ones. Fixed an issue that caused the last proc of Mirrors of World (Mage Venthyr Ability) to cause Diverted Life Shield to cancel. 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. Developers' note: We feel that a full week duration, along with commensurate amounts of Cosmic Flux and other rewards, better suits this quest. Quests Pocopoc will now reliably appear as a quest giver for all players when needed during the "A Means to an End" Campaign chapter. Fixed an issue where the Haste granted from First Class Healing Distributor was scaling incorrectly with item level. [With realm restarts] Shard of Annihilation (Runeucaving Power) now increases the critical strike damage of Decimating Bolt by 35% in PvP combat (was 50%). Fixed an issue causing Druid's Mount Form to interact with Volatile Charges in unintended ways. Creatures and NPCs The melee attack distance against large Mawsworn Constructs has been increased. 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. Unholy (4) Set Bonus: Harvest Time will now be correctly applied when the target is killed by Soul Reaper. February 25, 2022 Classes Druid Fixed an issue where Ravenous Frenzy (Venthyr Ability) was not always correctly adding stacks. Cyphers of the First Ones Pocopoc will now be resummoned if the player uses the customization console while Pocopoc is in aggressive/support mode. Befouled Barrier requires 10% less healing on Heroic difficulty. Daily Quests - Increased the average number of relics awarded to 8 (was 4). P.O.S.T. Master Fixed an issue where the P.O.S.T. Master was missing a boss frame. Our goal with these changes is to keep Feral being a strong option in single-target encounters while increasing their AOE throughput. Items and Rewards [With realm restarts] Participation thresholds have been updated for the Great Vault for Shadowlands Season 3: The first Raid Vault now requires 2 Raid Boss victories (was 3). [With realm restarts] Glory (Necrolord Runeucaving Power). The amount of Rage spent to extend Conqueror's Banner increased to 25 for Fury Warriors (was 20). Paladin Retribution [With realm restarts] Divine Storm damage increased by 10%. Cyphers of the First Ones Pocopoc will now retain its advanced combat routines after using Ancient Translocators. Restoration (2) Set Bonus: Fixed an issue where Renewing Bloom would not be extended by Verdant Infusion (Runeucaving Power). Players should see their Mythic+ Ratings for existing runs adjusted accordingly. You will now receive 2 tokens if you unlocked one Great Vault segment and choose the token reward. Carrying goods while in the market no longer prevents the holder from using abilities. Dungeons and Raids Sepulcher of the First Ones Vigilant Guardian Vigilant Guardian health reduced by 10% on Mythic difficulty. Halondrus the Reclaimer Health reduced by 10% on Mythic difficulty. The Prototype Pantheon now pause in their place when beginning Complete Reconstruction and will remain there until all members of the Pantheon are defeated. [With realm restarts] Purging Light damage reduced by 15% on Normal difficulty. Rogue Assassination [With realm restarts] Fan of Knives damage increased by 30%. Developers' note: Affliction's set bonus wasn't providing enough of an impactful reward for executing its mechanic. 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. Reduced the pacing of the encounter by 15% on Normal and Heroic difficulty. Subjugator Zelloth's health has been significantly reduced. Burly Deckhand's Super Saisoon increases damage dealt by 50% (was 100%). Bladedancer's Armor Kit armor and damage increased by 25%. Players have reported that this is uncomfortable to play, and we believe it might pose a significant accessibility concern. The Hearty Dragon Plume and Fiery Briststone toys should now work in Zereth Mortis, the Maw and all other Shadowlands outdoor zones. Eternity Overdrive scaling damage reduced on Raid Finder. Normal, and Heroic difficulty. Mythic+ Encrypted Affix Improved the visibility of Urh's Force Slam ability. [With realm restarts] Thrash damage increased by 20%. You may now carry 12 tokens (was 3). Resolved an issue that caused Solo Shuffle matches to count for "The Arena Calls" skirmish wins. April 5, 2022 Classes Shaman Enhancement Fixed an issue where summoning a Feral Spirit was resetting melee swing timers. Shaman Elemental [With realm restarts] Storm Elemental's Wind Gust effect gained from casting Lightning Bolt or Chain Lightning now has a maximum stack of 10 (was 20). Please keep in mind that some issues cannot be addressed without a client-side patch update. Warrior Arms Fixed an issue with Warbreaker (Talent) not always properly applying the Colossus Smash effect to enemies. Mythic+ Fixed an issue where Mythic+ Rating for Tazavesh: Streets of Wonder was incorrectly calculated based on a 38 minute time limit. [With realm restarts] Pyroblast damage increased by 6%. 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%). Priest Holy [With realm restarts] Holy Ward's (PvP Talent) cooldown increased to 45 seconds (was 30 seconds) and duration decreased to 15 seconds (was 30 seconds). The Necrotic Wake Fixed an issue causing noxious gas clouds in The Stitchweaver to display nameplates. [With realm restarts] Blackout Kick damage increased by 10%. 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. Reflective Bulwark's damage has been significantly reduced and no longer triggers off of auto-attacks.

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