

Alliance

Human

- **Perception:** Dramatically increases stealth detection for 20 sec. 2 min. cooldown.
- **Will to Survive:** Instantly removes all Stun effects. 3 min. cooldown.
- **Martial Training:** Critical strike chance increased by 1%.
- **The Human Spirit:** Your primary attribute and Spirit are increased by 3%.

Gnome

- **Escape Artist:** Instantly escapes the effects of any movement-impairing effect and gains immunity to those effects for 3 sec. 2 min. cooldown.
- **Eureka!:** Your next 3 damaging abilities have their resource costs reduced by 10% and damage dealt increased by 10%. 2 min. cooldown.
- **Engineering Specialization:** Your gnomish ingenuity reduces the rate of engineering devices failing or backfiring when you use them by 50%.
- **Expansive Mind:** Resource increased by 5%.

Dwarf

- **Spike Trap:** Throw a forged trap at an enemy within 8 yards, rooting it for 3 sec. 2 min. cooldown.
- **Stoneform:** Instantly removes and grants immunity to all Bleed, Poison, and Disease effects, and reduces all Physical damage taken by 10% for 8 sec. 3 min. cooldown.
- **Might of the Mountain:** Critical strike damage and healing increased by 2%.
- **Hic-cupation:** While under the effects of an alcoholic beverage, you move 5% faster and have a 2% chance to completely avoid any attack or spell. It also makes you find treasures easier, hic!

Night Elf

- **Elune's Light:** Increases your critical strike chance with all spells and attacks by 10% for 15 sec. 3 min. cooldown.
- **Shadowmeld:** Activate to slip into the shadows, reducing the chance for enemies to detect your presence. Lasts until cancelled or upon moving. Using this ability in combat discourages enemies from attacking you, but increases its cooldown to 2 min. 10 sec. cooldown.
- **Quickness:** Dodge chance increased by 2% and movement speed increased by 2%. Night Elf Rogues and Druids are harder to detect in Stealth as if they were 1 level higher.
- **Wisp Spirit:** Transform into a wisp upon death, increasing movement speed by 75%.

High Order Skyborne

- **Walk on Air:** Glide downward through the air for 10 sec. while controlling your direction of travel. 2 min. cooldown.
 - **Ley Renewal:** Draw upon the ley lines, making your next ability cost no resource and restoring 20% of your maximum resource over 6 sec. 3 min. cooldown.
 - **Ley-Warped Attunement:** Using an ability or spell that costs resources has a 10% chance to trigger Arcane Resonance, instantly restoring 5% of the resource it consumed.
 - **Wind Blessed:** Increases your spellcasting, melee, and ranged hit chance by 1%.
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Horde

Orc

- **Blood Fury:** Increases Attack Power and Spell Power by 10% for 15 sec. 2 min. cooldown.
- **Shatter Curse:** Instantly removes and grants immunity to all Curses and Banes, and reduces all Magical damage taken by 10% for 8 sec. 3 min. cooldown.
- **Ferocity:** Your damage dealt is increased by 1%. When you fall below 35% health, your damage dealt is increased by an additional 2% for 10 sec. This effect can occur once every 60 sec.
- **Hardiness:** Duration of Stun effects on you reduced by 20%.

Troll

- **Berserking:** Increases your casting and attack speed by 10%. Lasts 15 sec. 2 min. cooldown.
- **Rapid Regeneration:** Heals for 20% of your maximum Health over 6 sec. Movement, actions, or damage taken do not cancel this effect. 3 min. cooldown.
- **Regeneration:** Health regeneration rate increased by 10%. In addition, 10% of total Health regeneration will continue during combat.
- **Da Voodoo Shuffle:** Reduces the duration of all movement-impairing effects by 20%.
Trolls be flippin' out mon!

Undead

- **Cannibalize:** When activated, regenerates 7% of total Health and 7% of total Mana every 2 sec for 10 sec. Only works on Humanoid or Undead corpses within 5 yards. Any movement, action, or damage taken while Cannibalizing will cancel the effect. 2 min. cooldown.
- **Will of the Forsaken:** Instantly removes all Charm, Fear, and Sleep effects. 2 min. cooldown.

- **Touch of the Grave:** Your spells and attacks have a chance to drain Health from the target, up to 5% of your maximum Health. Melee attacks and auto-attacks carry a 5% chance to trigger, while direct damaging spells have a 10% chance.
- **Underwater Breathing:** Can breathe underwater indefinitely.

Tauren

- **Ancestral Favor:** Your next ability echoes for 25% of its effect. Additional effects cannot be triggered from the echoed ability. When used near a herb, the spirits of your ancestors cause a duplicate herb to grow occasionally. 3 min. cooldown.
- **War Stomp:** Stuns up to 5 enemies within 8 yards for 2 sec. 2 min. cooldown.
- **Endurance:** Total Health increased by 5% and chance to hit increased by 1%.
- **Plainsrunning:** Gain 1% increased movement speed every 4 sec. spent moving, up to a maximum of 30%. Taking damage reduces the speed bonus by 25%, while standing still rapidly drains your stacks.

Windshaper Skyborne

- **Walk on Air:** Glide downward through the air for 10 sec. while controlling your direction of travel. 2 min. cooldown.
- **Wind Barrier:** Surround yourself with swirling winds, increasing your Armor by 10% and granting you 5 stacks of Gale Momentum for 8 sec. 3 min. cooldown.
- **Wind Blessed:** Increases your spellcasting, melee, and ranged Haste by 1%.
- **Wind's Favor:** Your attacks and spells generate Gale Momentum, stacking up to 5 times. Each stack increases your Movement Speed by 2% and lasts for 10 sec. At 5 stacks, the wind erupts through you, granting you a 5% increased chance to critically strike with your next attack or spell, consuming all stacks.