

Shadowlands PVP CC and Dispels Cheat Sheet

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CC Introduction

All CC is split into 6 categories

- Disorients
- Incapacitates
- Silence
- Root
- Forced Movement
- Stuns

With a few exceptions, all CC generally DR (Diminishing Return) with those of the same category within 18 seconds.

First CC: 100% uptime

Second CC: 50% uptime

Third CC: 25% uptime

Fourth CC: Immune

Forced Movement is a little bit different in that targets are immune after the first forced movement in 18 seconds.

Dispels

	Magic	Disease	Poison	Curse	Offensive Dispels
Druid	♦ (Restoration)		♦	♦	
Shaman	♦ (Restoration)			♦	♦
Paladin	♦ (Holy)	♦	♦		
Priest	♦ (Holy and Disc) (Shadow MD only)	♦			♦
Monk	♦ (Mistweaver)	♦	♦		
Mage				♦	♦
Warlock	♦ (Imp)				♦ (Felhunter)
Hunter					♦
Demon Hunter					♦

All healers have a single target defensive dispel (dispels you can cast on teammates).

CC Category Chart

Type 1: CC does NOT break on damage and does NOT remove dots on application

Type 2: CC breaks at a certain threshold of damage and does NOT remove dots on application

Type 3: CC breaks upon ANY damage and removes all dots on application

Type 4: Special, see comments

DNDR: Does NOT diminish return

- Most types of CC are magical and can be dispelled
- Most non-Magical types of CC are considered physical and therefore be removed (dispelled) with Blessing of Protection

Disorients

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
1	Druid/ All/ Cyclone	6	Special	/	Only Dispellable with MD
2	Demon Hunter/ Veng/ Sigil of Misery	5	/	Fear	/
2	Death Knight/ Frost/ Blinding Sleet	5	Magic	/	/
2	Demon Hunter/ Veng/ Concentrated Sigils	7	/	Fear	/
2	Mage/ Fire/ Dragon's Breath	3	Magic	/	/
1	Priest/ All/ Mind Control	8	Special	/	Can be offensively Dispelled
1	Priest/ Shadow/ Vampiric Touch	3	Magic	/	DNDR, applied on dispelling of vampiric touch
2	Priest/ All/ Psychic Scream	5	Magic	Fear	/

2	Priest/ Shadow/ Mindbomb	6	Magic	Fear	/
3	Rogue/ All/ Blind	8	Physical	/	/
4	Paladin/ All/ Blinding Light	6	Magic	/	Removes all dots but any damage that is not holy will break CC
2	Warlock/ All/ Fear	6	Magic	Fear	/
2	Warlock/ All/ Howl of Terror	6	Magic	Fear	/
3	Warlock/ All/ Succubus: Seduction	8	Magic	Sleep	/
2	Monk/ Brewmaster/ Incendiary Breath	4	Magic	/	/
3	Monk/ Mistweaver/ Song of Chi-Ji	5	Magic	/	/
2	Warrior/ All/ Intimidating Shout	5	Physical	Fear	/
2	Venthyr/ Nadjia the Mistblade/ Agent of Chaos	6	/	/	/

Incapacitates

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
2	Druid/ All/ Incapacitating Roar	3	/	Incapacitate	/
3	Druid/ All/ Hibernate	8	Magic	Sleep	/
3	Demon Hunter/ All/ Imprison	3	Magic	Disorient	/
4	Demon Hunter/ All/ Detainment	5	/	/	Removes all dots and becomes undispellable.

					Immune to most spells until end of duration
3	Mage/ All/ Polymorph	8	Magic	Shapeshift	/
3	Mage/ All/ Ring of Frost	8	Magic	/	/
3	Hunter/ Marksmanship/ Scatter Shot	4	/	/	/
3	Hunter/ All/ Freezing Trap	8	Magic	/	/
4	Hunter/ Survival/ Diamond Ice	5	/	/	Removes all dots and becomes undispellable. Immune to most spells until end of duration
3	Priest/ Holy/ Holy Word: Chastise	4	/	/	Holy Fire damage and dot will not break CC. Application also will not remove Holy Fire Dot.
4	Rogue/ All/ Sap	8	Physical	Incapacitate	Break upon any damage but does NOT remove dots on application
4	Rogue/ Outlaw/ Gouge	4	Physical	Incapacitate	Break upon any damage but does NOT remove dots on application

2	Shaman/ All/ Hex	8	Curse	Shapeshift	Some spells are still castable while hexed. For ex, Death Pact and Demonic Trample
4	Shaman/ Enhancement/ Sundering	2	/	/	Break upon any damage but does NOT remove dots on application
3	Paladin/ All/ Repentance	8	Magic	Incapacitate	/
1	Warlock/ All/ Mortal Coil	3	Magic	/	/
3	Monk/ All/ Paralysis	4	/	Incapacitate	/
3	Pandaren Racial/ Quaking Palm	4	/	Incapacitate	/

Silences

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
1	Hunter/ All/ Spider Sting	4	Poison	/	/
1	Priest/ Shadow/ Silence	3	Magic	/	/
1	Death Knight/ Blood/ Strangulate	5	Magic	/	/
1	Rogue/ Assassination/ Garrote	3	/	/	/
1	Rogue/ Assassination/ Iron Wire	4	/	/	/
1	Paladin/ Protection/ Shield of Virtue	4	/	/	/
1	Warlock/ Affliction/ Unstable Affliction	4	Magic	/	DNDR. Applied

					upon dispelling unstable affliction
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Roots

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
1	Druid/ All/ Wild Charge	1.5	/	/	DNDR
2	Druid/ All/ Entangling Roots	8	Magic	/	/
2	Druid/ All/ Mass Entanglement	8	Magic	/	/
2	Mage/ All/ Frost Nova	8	Magic	/	/
1	Mage/ Frost/ Ice Nova	2	Magic	/	DNDR
2	Mage/ Frost/ Freeze	8	Magic	/	/
2	Mage/ Frost/ Frostbite	4	Magic	/	/
2	Mage/ Frost/ Glacial Spike	4	/	/	/
1	Hunter/ All/ Binding Shot	5	Magic	/	/

1	Hunter/ Survival/ Harpoon	3	/	/	DNDR
2	Hunter/ Survival/ Steel Trap	8	/	/	/
4	Hunter/ Survival/ Tracker's Net	6	/	/	Break upon any damage but does NOT remove dots on application
2	Shaman/ Restoration/ Earthgrab Totem	8	Magic	/	/
2	Shaman/ Elemental/ Surge of Power	6	Magic	/	/
1	Death Knight/ Frost/ Deathchill	4	Magic	/	/
2	Monk/ Windwalker/ Disable	3	/	/	/
1	Warrior/ All/ Charge	1	/	/	DNDR
1	Warrior/ Protection/ Thunderstruck	1	/	/	DNDR

Forced Movement

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
1	Druid/ All/ Typhoon	/	/	/	/

1	Druid/ All/ Ursol's Vortex	/	/	/	/
1	Mage/ Arcane/ Supernova	/	/	/	DNDR
1	Hunter/ Marksmanship/ Bursting Shot	/	/	/	DNDR
1	Hunter/ All/ Explosive Trap	/	/	/	/
1	Priest/ Holy and Discipline/ Shining Force	/	/	/	/
1	Shaman/ Elemental/ Thunderstorm	/	/	/	/
1	Shaman/ All/ Static Field Totem	6	/	/	DNDR
1	Paladin/ Protection/ Steed of Glory	/	/	/	/
1	Death Knight/ Blood/ Gorefiend's Grasp	/	/	/	DNDR
1	Death Knight/ All/ Death Grip	/	/	/	DNDR
1	Monk/ All/ Ring of Peace	/	/	/	DNDR
1	Monk/ Brewmaster/ Mighty Ox Kick	/	/	/	DNDR
1	Warrior/ Protection/ Dragon Charge	/	/	/	DNDR
1	Warrior/ All/ Spear of Bastion	4 (8)	/	/	DNDR
1	Kul Tiran Racial/ Haymaker	/	/	/	/

Stuns

CC Type	Class/Spec/Spell	PVP Duration	Dispel Type	Subtype	Comments
1	Druid/ Guardian/ Overrun	3	/	/	/
1	Druid/ All/ Rake	4	/	/	/
1	Druid/ All/ Maim	5	/	/	/
1	Druid/ All/ Mighty Bash	4	Physical	/	/
1	Demon Hunter/ Havoc/ Fel Eruption	4	/	/	/
1	Demon Hunter/ Havoc/ Chaos Nova	4	Magic	/	/
1	Demon Hunter/ Veng/ Illidan's Grasp	6+3	Magic	/	DR with both parts so actual CC time is 6+1.5
1	Demon Hunter/ Veng/ Demonic Trample	1	/	/	DNDR
1	Hunter/ Survival and Beast Mastery/ Intimidation	5	/	/	/
1	Priest/ Shadow/ Psychic Horror	4	Magic	/	/

1	Priest/ Holy/ Censure	4	Magic	/	/
1	Rogue/ All/ Cheap Shot	4	Physical	/	/
1	Rogue/ All/ Kidney Shot	6	Physical	/	/
1	Shaman/ All/ Capacitor Totem	3	Magic	/	/
1	Shaman/ Elemental/ Lightning Lasso	5	/	/	Channeled, any interrupt will break cc
1	Shaman/ Elemental/ Earthquake	2	/	/	DNDR
1	Shaman/ Elemental/ Pulverize	4	/	/	/
1	Paladin/ All/ Hammer of Justice	6	Magic	/	/
1	Warlock/ All/ Shadowfury	3	Magic	/	/
1	Warlock/ Destruction/ Summon Infernal	2	/	/	DNDR
1	Warlock/ Demonology/ Axe Toss	4	/	/	Pet Ability
1	Warlock/ Demonology/ Fel Lord: Fel Cleave	1	/	/	Pet Ability,DNDR
1	Death Knight/ All/ Asphyxiate	4	Physical	/	/
1	Death Knight/ Frost/ Dead of Winter	4	/	/	/
1	Death Knight/ Unholy/ Gnaw	1	/	/	Pet Ability
1	Death Knight/ Unholy/ Monstrous Blow	2	/	/	Pet Ability
1	Monk/ All/ Leg Sweep	5	Physical	/	/
1	Monk/ Brewmaster/ Double Barrel	3	/	/	/
1	Warrior/ All/ Storm Bolt	4	Physical	/	/

1	Warrior/ Protection/ Shockwave	2	/	/	/
1	Warrior/ Protection/ Warpath	3	/	/	/
1	Tauren Racial/ War Stomp	3	/	/	/
1	Highmountain Tauren Racial/ Bull Rush	1.5	/	/	/
1	Kul Tiran Racial/ Haymaker	3	/	/	/

Interrupts

- Interrupts are unique in that they lock a certain school of spells for a short period of time. While you CAN trinket and dispel a silence, you can NOT trinket or dispel a school lock in any way. This means that if you holy lock a paladin, the paladin will NOT be able to bubble for a short duration.
- Physical interrupts will be “blocked” by Blessing of Protection and Intervene. Magical interrupts cannot be cast when silenced or locked in that school of magic.
- Restoration shaman is the only healer with an interrupt
- Shadow priest Silence does NOT lock spells

Class/Spec	Interrupt Name	Type	Range	Cooldown	Lock Duration
Hunter/ Survival	Muzzle	Physical	5	15	3
Hunter/ Marksmanship and Beast Mastery	Counter Shot	Physical	40+	24	3
Mage/ All	Counterspell	Magic (Arcane)	40	24	6
Warrior/ All	Pummel	Physical	5	15	4
Paladin/ Retribution and Protection	Rebuke	Physical	5	15	4
Rogue/ All	Kick	Physical	5	15	5

Shaman/ All	Wind Shear	Magical (Nature)	30	12	3
Monk/ Windwalker and Brewmaster	Spear Hand Strike	Physical	5	15	4
Death Knight/ All	Mind Freeze	Magical (Frost)	15	15	3
Demon Hunter/ All	Disrupt	Physical	5	15	3
Warlock/ All	Felhunter: Spell Lock	Magical (Shadow)	40	24	6
Druid/ Feral and Guardian	Skull Bash	Physical	5	15	4
Druid/ Balance	Solar Beam	Magical (Nature)	40	60	4
Priest/ Shadow	Silence	Magical (Shadow)	40	45 (30)	0