

Haridam#2316 (Dis)	Kyrian	Necrolords	Night Fae	Venthyr	Notes	Key	BIS	Good	Mediocre	Bad	Trash
					(Updated 8/24/21) I've updated the rankings for Patch 9.1 based on logs and supplementary info obtained from personal experience, the experiences of high level Mythic Raider friends, and the class discords (except Hammer of Wrath because I'm still basing from that meta). I believe that the rankings shown are highly accurate since most of it was based on actual data.	<a href="https://www.reddit.com/r/wow/comments/oesdzj_ranking_spreadsheet_with_covenant_rankings_disc/">https://www.reddit.com/r/wow/comments/oesdzj_ranking_spreadsheet_with_covenant_rankings_disc/</a>	Highly likely to be the BIS Covenant	Relatively strong, could be BIS depending on tuning	Isn't incredibly effective, and/or only useful in niche scenarios.	Very underfunded and/or poorly designed.	Functionally broken and/or in need of a complete rework.
Blood Knight	Good	Good	Mediocre	Good	(Updated 8/24/21) Blood has some of the most balanced covenants by far. There's a surprisingly even mix of all covenants present in most content, to the point where it's impossible to declare a single one as the "BIS" covenant. Currently Kyrian is the strongest, and for pure AoE damage Venthyr is in the lead. That said, Necrolord is very close for both ST and AoE, and it also provides an invaluable utility. You can't go wrong with any of those three, just don't pick Night Fae.	Remember that you can check the class-wide bonus notes for more information. They're located at the bottom of the Notes column, and every class should have one.					Updated 10/2/20: There are no more abilities ranked as trash! This is a fantastic sign, keep up the good work, Blizzard!
Frost Knight	Mediocre	BIS	Mediocre	Good	Frost is mostly dominated by Necrolord players, which is to be expected seeing as it's arguably the best damage choice along with providing strong utility. While Venthyr appears to be competitive, it's not nearly good enough to make up for the lack of any major utility. The other options offer relatively poor damage with similarly poor utility options.	<b>Please keep in mind that there are bound to be many minor changes that affect rankings, but this spreadsheet is run by a SINGLE person, and I have my own stuff that I need to do. I'll update it when I can, but I'd always recommend double checking with your respective class discords.</b>					
Unholy Death Knight	Mediocre	BIS	Mediocre	Good	See the Frost section above, as it's effectively the same for Unholy. That being said, Unholy appears to be even MORE dominated by Necrolord players, to the point where I considered bumping Venthyr down to Mediocre.						
Havoc Demon Hunter	Mediocre	Good	BIS	Mediocre	While I decided to be generous and rate Necrolord as "Good" because a handful of people seem to be doing alright with it, the reality is that Night Fae is incredibly dominant for Havoc in all forms of content, and there is virtually no reason to pick any other covenant.						
Vengeance Demon Hunter	BIS	Good	BIS	Mediocre	Right now, the clear winning picks for Vengeance DH are Kyrian or Night Fae. Generally speaking it appears that you can be completely viable with either option, but the consensus seems to be that Night Fae is stronger for Single Target whereas Kyrian is stronger in multi-target scenarios. Necrolord is just a slightly weaker version of both, but atleast it isn't as bad as Venthyr. Oh boy, 9.1 Boonkin. I feel like no matter what I put here I'll end up prissing someone off, so I'm going to try and be fair by giving both Night Fae and Venthyr the BIS rank. As far as I'm aware, Venthyr seems to be better in terms of raw damage output, but many people swear by Night Fae's utility and burst potential on important targets. Since they seem to still have a healthy representation at the top level, I don't feel comfortable calling it either way. Also, while Kyrian isn't necessarily bad, I think it's been very clear for a while now that it was lagging behind the competition, and 9.1 doesn't seem to have changed that. Necrolord, by all accounts, is still viable.						
Balance Druid	Good	Bad	BIS	BIS	Most covenants appear to be strong for Feral, but Night Fae is the clear winner when you look at what the top players actually choose. While it might slightly fall off in damage on high target counts, you'll usually want to run boonkin for that, so on the Single Target scenarios where Feral is ideal, it appears that Night Fae is the way to go.						
Feral Druid	Good	Good	BIS	Good	(Updated 8/24/21) On paper, Venthyr may seem like the strongest choice, and many sims seem to reflect that. HOWEVER, most of these sims do not account for cat weaving, which has extremely powerful synergy with Night Fae. As a result, Night Fae is the overall strongest choice but ONLY if you properly learn catweaving, whereas Venthyr is the better choice if you plan to sit in Bear form 100% of the time.						
Guardian Druid	Mediocre	Good	BIS	Good	Unsurprisingly, not much has changed for Restoration Druids. Night Fae is still the go-to pick for pretty much all forms of content. While a few people have made the jump to Venthyr, they don't appear to be faring too well with it compared to the Night Fae, and Necrolord is still only selected as a high damage option.						
Restoration Druid	Bad	Mediocre	BIS	Good	It should come as no surprise that Night Fae is king for Beast Mastery hunters. It has been the dominant pick ever since Shadowlands launched, and it remains that way even during 9.1. It's worth noting that some people have seen mid success with Venthyr and Kyrian, so they're not outright unviable like Necrolord, but it's still not even close to the power level of Wild Spirits.						
Beast Mastery Hunter	Good	Bad	BIS	Good	I nearly gave Kyrian the BIS ranking to tie it with Night Fae, as it looks like both abilities are relatively close in terms of raw damage. That being said, Wild Spirits is picked Feral more often at the top level of play due to the fact that it's an incredibly bursty, which means it's an incredibly powerful option for dealing with priority AoE in Mythic+ and certain raid encounters. I could not find any real evidence of BM hunters using Venthyr effectively, so unfortunately I'm forced to rank it as Mediocre.						
Marksmanship Hunter	BIS	Bad	BIS	Mediocre	(Updated 8/24/21) Alright, so recently I've picked up Survival Hunter, and as a result I've done a lot more research into exactly how it works. As it turns out, they're actually quite good right now, and Venthyr is the definitive BIS pick for them currently. I've decided to keep Kyrian tied as BIS, because it's REALLY close, and in very niche situations it can outperform Venthyr (Soultender Dormann as an example). That said, anyone looking to truly learn the ways of the Survival Hunter would find it in their best interests to swap to Venthyr.						
Survival Hunter	BIS	Bad	Good	BIS	Currently Kyrian is by FAR the dominant pick for Arcane Mages. While Venthyr is still a viable option, it's never going to outperform Kyrian specifically as Arcane.						
Arcane Mage	BIS	Mediocre	Mediocre	Good	Fire Mages find themselves in a bit of a tough spot this patch. They're still forced to run Night Fae as their BIS covenant, and since they're the only spec that seriously benefits from this ability, it makes it hard for them to efficiently swap between specs on a fight by fight basis. Additionally, Fire is arguably the weakest Mage spec as of 9.1, so their're really not much of a reason to prioritize damage on it.						
Fire Mage	Good	Mediocre	BIS	Good	While Frost Mages haven't really changed in terms of their desired covenants, they are far more popular now than they were at launch, meaning you're likely to see far more Venthyr Mages than in 9.0. Also, while I did rank Night Fae as "Good", I think it's worth mentioning that it's setting on a Mediocre ranking, as it's still quite a bit weaker than Kyrian for Frost.						
Frost Mage	Good	Mediocre	Good	BIS	I was extremely tempted to put Necrolord as a tie for BIS for Brewmaster, but I do think that it is slightly weaker compared to Weapons of Order. It's still an incredibly powerful ability, and is arguably better for pushing high Mythic+ keys, but for raids and general PvE usage, Weapons of Order will perform better.						
Brewmaster Monk	BIS	Good	Mediocre	Bad	I was quite surprised to find out that Venthyr is actually the go-to pick for many Mistweavers in 9.1. As the rankings show, basically every ability is equally viable, with Night Fae being probably one of the lesser used options. However, after looking at logs and seeing how well Venthyr was performing in terms of both HPS and DPS, it's hard to dispute the fact that it slightly beats out the other options.						
Mistweaver Monk	Good	Good	Good	BIS	Similar to Brewmaster, I was really really tempted to grant Kyrian a tie for BIS, seeing as how it's very close in damage and is still a relatively popular option. Unfortunately, the numbers don't lie, and Necrolord can clearly be seen winning in almost all PvE scenarios currently.						
Windwalker Monk	Good	BIS	Mediocre	Mediocre	Even with the nerf it received, nothing has really changed for Holy Paladin in 9.1. In fact, it's possible that Venthyr has become even more of a dominant pick, as I struggled to find a large amount of Kyrian players at the top level of raiding. That being said, Kyrian still appears to be a viable option, but it's very clear that Venthyr is the better play right now.						
Holy Paladin	Good	Bad	Mediocre	BIS	As fun as it might be to fire off a salvo of Avenger's Shields, the reality is that Kyrian has fallen so far from grace for Protection Paladin that it might not even exist. I could not find a single high level Protection Paladin raider who still ran it, but since I know it's still competitive in Mythic+ I've generously given it a "Good" rating. As it stands though, you would have to be crazy to not pick Venthyr as a Prot Pally.						
Protection Paladin	Good	Bad	Mediocre	BIS	Retribution is basically the inverse of Holy and Protection, as Kyrian is currently the only viable pick at the highest level of play. I could not find a single example of a top end Retribution Paladin running Ashen Hallow. I'm keep it ranked as Good, because while it can't possibly compete with Divine Toll, I do still believe it's not terrible for Ret, but it's entirely possible that the balance is more one sided than I realize.						
Retribution Paladin	BIS	Bad	Mediocre	Good	Following the nerf to Venthyr, Kyrian has become the go-to pick for all Discipline Priests in terms of both damage and healing output. Venthyr is still playable, but it's only truly good when combined with Spirit Shell, which has fallen out of the meta. Also, it's worth noting that Night Fae can be useful purely for utility purposes, but at the moment there aren't really any scenarios that require you to run it.						
Discipline Priest	BIS	Mediocre	Good	Good	Currently all options are equally viable for Holy Priest to the point where it's basically impossible call any Covenant "BIS".						
Holy Priest	Good	Good	Good	Good	In terms of raw damage, Shadow Priest is currently seeing a relatively close competition between Night Fae and Necrolord. However, Necrolord offers next to no useful utility, whereas Fae Guardians has some of the strongest raid utility in the game currently. Though the benefit may not always be for yourself, picking Night Fae on Shadow Priest is certainly the best way to help your raid.						
Shadow Priest	Mediocre	Good	BIS	Mediocre	For Assassination Rogues, you really can't go wrong with Necrolord or Venthyr. While it appears that Necrolord is SLIGHTLY favored damage wise, there's a pretty even split in terms of popularity, so it very well might shift depending on how renown increases change the meta.						
Assassination Rogue	Mediocre	BIS	Mediocre	BIS	Outlaw is the least played rogue spec currently, so I didn't have an incredibly large sample size to work with. While Venthyr is still very competitive, Necrolord and Kyrian appear to be in a tight race for the top spot.						
Outlaw Rogue	BIS	BIS	Mediocre	Good	While there are a handful of Kyrian Sub Rogues out in the wild, suggesting that it's not terrible, the VAST majority of players are going with Venthyr, as it's by far the top dog for damage.						
Subtlety Rogue	Good	Mediocre	Mediocre	BIS	As it stands, there is an almost dead even split between Necrolord and Night Fae at the top level, and as far as I can tell they're roughly equivalent for all forms of damage. Outside of that, I couldn't find any information on Venthyr or Kyrian, so I'm going to default their ranks to Mediocre.						
Elemental Shaman	Mediocre	BIS	BIS	Mediocre	Currently Night Fae is the go-to pick for Enhancement by a large amount. While all three other covenants are roughly equivalent, none of them seem to hold a candle to Night Fae.						
Enhancement Shaman	Good	Good	BIS	Good	Not much has changed for Restoration Shamans, as all covenant options are still completely viable, though Necrolord appears to be the most popular.						
Restoration Shaman	Good	BIS	Good	Good	While Venthyr is situationally useful for Mythic+, Night Fae is still far and away the best pick, though realistically Affliction won't see much play this patch unless a balance patch reverts some of the massive nerf it received.						
Affliction Warlock	Mediocre	Mediocre	BIS	Good	At the moment, it looks like Night Fae is so far ahead of the other options that I could not find any evidence of people seriously trying to make another covenant work, nor could I get any information on how far behind the others are.						
Demonology Warlock	Mediocre	Mediocre	BIS	Mediocre	See above.						
Destro Warlock	Mediocre	Mediocre	BIS	Mediocre	Night Fae is hands down the best pick for Arms Warrior, and while Kyrian is close, it's a strictly worse option for any PvE scenario. While Necrolord offers some solid buffs to your raid, this isn't your job as DPS, and generally won't make up for the DPS of Night Fae.						
Arms Warrior	Good	Mediocre	BIS	Mediocre	Fury is sadly not a very strong pick in the current patch, and the fact that it is heavily encouraged to play Venthyr makes it incredibly difficult to multispec with it. Night Fae and Kyrian are both strong options and there are people attempting to make it work, but alas, it seems like swapping to Arms is just the better play.						
Fury Warrior	Good	Mediocre	Good	BIS	Alright, so this is my current main, and based on some of the people I've talked to, this might be a bit of a hot take rating wise, but I will confidently stand by where I have placed each covenant. Night Fae is currently extremely powerful in all scenarios for Protection Warrior, and is the go-to pick in my opinion. For some reason there are people who absolutely refuse to accept that Night Fae is now stronger and stick with Kyrian, which was the BIS pick at launch. While Kyrian is still a strong alternative, it is almost strictly worse than Night Fae, so there's no reason to select it unless you like the aesthetic. As for Necrolord, it's slightly weaker than both Night Fae and Kyrian in terms of personal DPS, but it's an absolute POWERHOUSE when it comes to buffing other players within your raid. If you're extremely confident that you have players in your raid who can make use of the buff, it's easily on par with Night Fae, but this is unrealistic for the vast majority of the playerbase. Finally, Venthyr is a trap and you should never pick it as a player.						
Protection Warrior	Good	Good	BIS	Mediocre							

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					<h2>Changelog</h2>								
					9/9/20: Updated rankings to reflect changes made in the latest Beta build. Necrolord for Vengeance has been moved from Mediocre to Bad. Night Fae for Brewmaster has been moved from Mediocre to Bad. Kyrian for Mistweaver has been moved from Mediocre to Bad. Note added to the Shadow Priest section regarding Unholy Nova datamining.								
					9/17/20: Updated rankings to reflect changes made in the latest Beta build. For Fire Mage, Kyrian has been moved from Mediocre to Good. For Frost Mage, Necrolord has been moved from Bad to Good, and Venthyr has been moved from Good to Mediocre. Note added to the Druid section regarding Ravonoxa's Frosty tweaks. Notes added to the Fire, Arcane, Frost, and Mage sections regarding covenant tuning. Note added to the Rogue section about the Sepia's tweak and the Bone Spike/Slaughter tooltip changes. Note added to the Resto Shaman section about the Primordial Wave mana cost reduction. Note added to the Warlock section about the Soul Rot conduit change.								
					9/20/20: Updated Frost Mage rankings based on new sims from the Mage Discord. Necrolord has been moved from Good to Mediocre, and Night Fae has been moved from Mediocre to Good. On the 17th I changed Night Fae for Fire Mage from BIS to Good, but due to updated sims I reverted that change. Added notes to the Enhancement Shaman section and Shaman Bonus Notes. I also updated the header message to include a link to Tread's index.								
					9/23/20: Updated rankings to reflect changes made in the latest Beta build. For Windwalker Monk, Kyrian has been moved from Trash to Mediocre. For Demonology Warlock, Necrolord has been moved from Mediocre to Good. For Marksmanship Hunter, Venthyr has been moved from Mediocre to Good, and Night Fae has been moved from Trash to Mediocre. For Beast Mastery and Survival Hunters, Venthyr has been moved from Bad to Mediocre, and Night Fae has been moved from Trash to Mediocre. For all Rogue specs, Venthyr has been changed to ??? because I have no clue how to evaluate that ability until people actually test it. For Discipline Priest, Night Fae has been moved from Bad to Mediocre. For Holy Priest, Kyrian has been moved from BIS to Good, and Night Fae has been moved from Mediocre to Good. I've also added a lot of notes to the Monk Bonus Notes, primarily about Faeline's Stomp and my suggestions to make it better for Brewmaster. I finally added a section for Demon Hunter Bonus Notes, and talked about the upcoming changes that Blizzard posted on the forums. I added notes to the Death Knight Bonus Notes about the nerf to Death's Due. I updated the Mage Bonus Notes to reflect the upcoming changes to Mirrors of Torment. I updated the Hunter Bonus Notes to discuss the Night Fae changes in a bit more detail. I updated the Warlock Bonus Notes with information about the changes to Soul Rot. I updated the Shaman Bonus Notes with information about the changes to Faerie Transfusion. I also finally created a Priest Bonus Notes section, and I added some information about the change to Faerie Guardians.								
					9/24/20: Continued to update rankings to reflect changes made in the latest Beta build. For Enhancement Shamans, Venthyr has been moved from Good to BIS. For all Hunter Specializations, Night Fae has been moved from Mediocre to Good. For Blood Death Knight, Necrolord has been moved from Mediocre to Bad (not due to any changes, this was honestly long overdue). I've added an update to the Hunter Bonus Notes about the current state of the Night Fae ability. Updated the Mage Bonus Notes, as new sims show that the rankings haven't really changed for any specs. I've added information to the Rogue Bonus Notes about the new Flagellation ability, sourced from Fuu's testing. I updated the Demon Hunter Bonus Notes to correct information about Fodder to the Flame's recent change.								
					9/25/20: Continued to update rankings to reflect changes made in the latest Beta build. For all Rogue specs, Venthyr has been moved from ??? to Good. For Holy Paladin, Kyrian has been moved from Good to BIS, and Night Fae has been moved from Good to Mediocre. I added more information to the Rogue Bonus Notes based on Fuu's testing.								
					9/30/20: Updated rankings to reflect changes made in the latest Beta build. For all Death Knight specs, Kyrian was moved from Trash to Bad. For Enhancement Shamans, Kyrian was moved from BIS to Good. For Vengeance DH, Kyrian was moved from Mediocre to Good. I added notes to the Death Knight section about the changes to Abomination Limb and Shackle the Unworthy. I added notes to the Druid section about the nerfs to Kyrian and Venthyr. I added notes to the Priest section about the nerf to Boon of the Ascended. I cleared the Rogue Bonus Notes and added information about the upcoming changes to their abilities. I added notes about the Warlock nerfs to the Warlock notes.								
					10/1/20: I updated the header because they finally decided to delay the release of Shadowlands! I know this isn't the report that most people wanted to see pulled, but I think it's better than nothing. Also, I created a new page on the sheet, Class Feedback. It's currently empty, but I'll be expanding upon it in the future.								
					10/2/20: I updated the rankings to reflect changes made in the latest Beta build. For Mistweaver Monk, Necrolord has been moved from BIS to Good, Night Fae and Venthyr have been moved from Bad to Good. For all Rogue specs, Kyrian has been moved from Bad to BIS, and Necrolord has been moved from BIS to Good. For Blood Death Knights, Kyrian has been moved from Bad to Good, and Necrolord has been moved from Bad to Mediocre. For Frost and Unholy Death Knights, Kyrian has been moved from Bad to Mediocre. For Balance Druid, Kyrian has been moved from Mediocre to BIS. For Guardian Druids, Kyrian has been moved from Mediocre to Good, and Night Fae has been moved from Good to Mediocre. For Marksmanship Hunter, Necrolord has been moved from BIS to Good. For Frost Mage, Night Fae has been moved from Good to Mediocre, and Venthyr has been moved from Mediocre to Good. For Discipline Priest, Kyrian has been moved from BIS to Good. For Shadow Priest, Kyrian has been moved from Mediocre to Bad, and Venthyr has been moved from Bad to Mediocre. For Fury Warrior, Venthyr has been moved from BIS to Good. For Protection Warrior, Venthyr has been moved from Mediocre to Bad. Updated notes for most of the above specs to reflect the changes.								
					10/5/20: I reverted the Prot Warrior Venthyr section, as apparently Condemn was actually buffed for Prot, and the nerf was a datamining error. That said, the ability still isn't any better than it was before, so it will stay at Mediocre.								
					10/7/20: I updated the notes for Death Knights to reflect the changes made to Shackle the Unworthy. I added a note to the Balance Druid section about the buff to Adaptive Swarm. I added a note to the Mistweaver Monk section about the buff to Weapons of Order. I mentioned the Flagellation change in the Rogue Bonus Notes. I expressed my confusion about the Vanquisher's Hammer changes in the Paladin Bonus Notes.								
					10/9/20: I updated the Balance Druid notes.								
					10/13/20: I made some formatting updates to the sheet.								
					10/15/20: Added a note to the Druid Bonus Notes. Added a note to the Monk Bonus Notes. Added a note to the Priest Bonus Notes. Added a note to the Shaman Bonus Notes.								
					10/21/20: I updated the rankings to reflect the recent Beta build changes. For Havoc Demon Hunter, Venthyr was moved from BIS to Good. For Vengeance Demon Hunter, Kyrian was moved from Good to BIS, and Venthyr was moved from BIS to Good. I updated the Havoc Demon Hunter notes. I updated the Vengeance Demon Hunter notes. I updated the Monk bonus notes.								
					11/19/20 (THE FINAL PRE-EXPAC UPDATE): For Vengeance Demon Hunter, Kyrian was moved from BIS to Good and Necrolord was moved from Bad to Mediocre. For Blood DK, Night Fae was moved from BIS to Good, and Kyrian/Venthyr was moved from Good to BIS. For Frost DK, Venthyr was moved from Good to BIS, and Kyrian was moved from Mediocre to Good. For Unholy DK, Venthyr was moved from Good to BIS, Night Fae was moved from BIS to Mediocre, Necrolord was moved from Mediocre to BIS, and Kyrian was moved from Mediocre to Good. For Balance Druid, Necrolord was moved from Bad to Mediocre, and Venthyr was moved from BIS to Good. For Feral Druid, Kyrian was moved from Good to BIS, and Necrolord was moved from Bad to Good. For Resto Druid, Kyrian has been moved from Bad to Mediocre. For Marksmanship Hunter, Venthyr was moved from Good to Mediocre. For all Hunter specs, Kyrian was moved from Good to BIS. For Frost Mage, Necrolord has been moved from Mediocre to Good, and Night Fae has been moved from Mediocre to Good. For Arcane Mage, Night Fae was moved from Good to BIS. For Fire Mage, Necrolord was moved from Bad to Good, and Night Fae was moved from BIS to Good. For Brewmaster Monk, Night Fae was moved from Bad to BIS and Necrolord was moved from Good to BIS. For Mistweaver Monk, Necrolord has been moved from Good to BIS, and Kyrian has been moved from Bad to Good. For Windwalker Monks, Kyrian has been moved from Mediocre to BIS, and Night Fae has been moved from Mediocre to Good. For Holy Paladin, Necrolord and Venthyr were moved from Bad to Mediocre. For Protection Paladin, Kyrian has been moved from Mediocre to Good, and Venthyr has been moved from Bad to Good. For Retribution Paladin, Kyrian has been moved from Mediocre to Good. For Shadow Priest, Kyrian has been moved from Bad to Good, and Necrolord has been moved from Mediocre to Good. For Discipline Priest, Kyrian has been moved from Good to BIS. For Holy Priest, Necrolord has been moved from Mediocre to Good, and Night Fae has been moved from Good to Mediocre. For Assassination and Outlaw Rogue, Kyrian has been moved from BIS to Good. For Subtlety Rogue, Night Fae has been moved from Good to BIS. For Elemental Shaman, Kyrian has been moved from BIS to Good. Necrolord has been moved from Mediocre to Good. Night Fae has been moved from Bad to Mediocre. Venthyr has been moved from Mediocre to Good. For Enhancement Shaman, Necrolord has been moved from Bad to Mediocre. For all Warlock specs, Night Fae has been moved to Good. For Affliction Warlock, Kyrian has been moved from Good to BIS. For Arms Warrior, Kyrian has been moved from Mediocre to Good. For Fury Warrior, Kyrian has been moved from Mediocre to Good, and Venthyr has been moved from Good to BIS. Additionally, the Notes section has been fully updated for every class and spec!								
					11/20/20 (Index on me, Blizzard put out ANOTHER Beta Patch) For Unholy DK, Venthyr has been moved from Bad to Good. I've updated the DRUID Bonus Notes to reflect the changes to Convoke the Spirits.								
					11/22/20: For all Hunter specs, Kyrian has been moved from BIS to Good.								
					8/1/21: To many to list, every spec was updated to reflect what has changed in the past 8 months.								
					8/24/21: For Blood, all Covenants have been changed to Good, except for Night Fae, which was changed to Mediocre. For Guardian Druid, Kyrian was changed to Mediocre and the note was updated to properly explain the balance between Night Fae and Venthyr.								

