


# Priest vanilla wow leveling guide

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Log in to follow this best starting build for the Priest class in the WoW Classic and in-depth guide to alignment Odealo is a safe gamer driven by the WoW Classic Gold market, Elements, and Power Level. Priest Class Review Many people may think that the Priest Is Healing Class, so aligning his solo should be a nightmare because he certainly lacks the offensive capabilities of other classes. These people can't be further from reality. In fact, Priest is a strong Classic Leveler, and he may not be the fastest, but leveling up to 60 more marathons (for 99% of the player base, at least), and The Priest is definitely a great long distance runner. If we had chosen the word that describes Him best, it would be effective. With an unprecedented combination of very strong alignment talents and great offensive, defensive and useful spells, Priest can pass levels with incredible efficiency and close to zero downtime. To see how strong the Priest leveler is, all you have to do is look at the front row of his discipline and shade of tree talent. What you will see are two amazing tools - Wand Specialization and Spirit Click. These two only allow the priest to save and regenerate mana like no other class in the game when leveling. When we add Power Word: Shield, Shadow Word: Pain, Mind Blast, Renew, Psychic Scream and even the humble Smite to the equation, we come up with a stable and almost insurmountable alignment machine. The only thing holding the Priest back is his rather slow time killing the crowd and the lack of strong multi-purpose abilities that would allow him to deal with multiple mobs at the same time without losing effectiveness. This guide will help you and your priest on your way to level 60; It will help you choose the race, present you with the optimal alignment talent build, point you to dungeons and quests that award worthwhile sticks, provide some tips and tricks, and more. The strengths and weaknesses of the Priest Pros Are Great Self-Purchase and Close to 0 Idle Low Mobility Great Group Utility Spells Limited Crowd Control Options Additional Racial Spells, So-Called Racial Priests Susceptible to Ganks at Lower Levels (Below 40) Very Universal Class; can DPS and healing the content of the group when aligning High Gear-reliability for spell-Caster (The Priest relies on his wand when it comes to DPS when aligning) Very strong as a duo-level (Warrior-Priest and Sorcerer-Priest great combination alignment) Debuff limit on bosses hurting Shadow Priest in DPS at the end of the game Raid content is seen as the best end-game, you may have trouble grinding (due to the elementization of The Classic) Shadow Priest is very strong in Eng-Game PvP (SPriests commonly known as Face Melters in PvP and for good reason) you are likely to be asked in Healing Spec, if you want to raid, even if you're a die-hard SPriest player, the Healing Power stat present in Healing Gear doesn't affect the strength of offensive abilities, making end-game crowd grinding quite difficult for healers if they don't have a spare DPS set. Statistics Priority Spirit - This is the most important priest statistic to date. The Spirit increases Mana and regenerates health in and out of battle. He synergies with Spirit Tap Talent, which doubles the Spirit for 15 years after the priest strikes a murder, allowing him to regenerate Mana quickly without even stopping for a drink. Intelligence - Increases the overall pool of mana and increases the likelihood of critical spells. It also increases the speed at which the character learns weapons skills. A very important statistic for the priest, as styling increases the maximum mana, which further increases its alignment efficiency. Stamina - Improves your survivability by increasing the overall health pool. These are important statistics, but they should not be a priority over intelligence and spirit. Stamina loses some of its value to the priest because of his ability to protect and heal himself very effectively. Agility - increases armor, provides an extra chance to dodge and weapon a critical strike chance. Agility will improve your defense a bit, which means it's not as useless as strength, but it should be avoided if possible nonetheless. Force - Increases the force of a melee attack and the amount of damage a shield can block (a physical shield owned by tanks, not a priest's spell - yes, everyone knows it, but it's still better to clarify it, it's the Internet, after all). Priests can't use Off-Hand Shields, and they don't rely on bashing the head of the crowd with their Staves and Maces, so this statistic is literally useless to them. Statistical priority:  $\Rightarrow$  Spirit  $\Rightarrow$  Stamina  $\Rightarrow$  Agility  $\Rightarrow$  Strength Note: Items with the From the Ans suffix are ideal for priests, as they provide both Spirit and Intelligence. Of the whales (Stamina and Spirit) and The Eagle (Stamina and Intellect) are strong second choices and you should need them while in the group as well. The best priest races for both factions each race has unique traits and abilities, some of which are of great benefit to the priest, others - not so much. Choosing a race is even more important for the priest, as he receives two bonus racing specific abilities. More competitive players may even want to choose their faction based on the racial traits of one of their race members. We will look at all the races that can choose the priest's path and determine which ones are best for PvP and PvE. Note: Please remember that a good player will make all races work well, and a bad player will not be better thanks to the choice of race. Other - choose your race and your faction as you please, because in the end, Fun Fun the most important aspect of the game. Alliance Racing PvP for PvP Healing and DPS Dwarf comes out on top quite easily, thanks to its Fear Ward and Stoneform abilities. Human Racial Spirit is also pretty good, but it can't compare, perception comes in handy against robbers, but it's less useful than Stoneform and how the dwarf and the man get Desperate Prayer, so it's not the real factor here. The Night Elf lags quite far when it comes to PvP, unfortunately. Recommended Choice: Dwarf Second Choice: Human PvE If you're a PvE Player and want to choose the best PvE race, you have to decide if you want to heal or DPS (Shadow priests aren't too popular among raid leaders, so you'll find it much easier to find Guild Raids if you roll as a healer). The reasoning here is exactly the same as it was for the PvP part. Fear Ward utility carries dwarf to the front. The man follows suit with his Spirit of Increasing Racial, and The Night Elf lags behind with his rather underwhelming Grace of Eluna and Star Shards. Recommended Choice for Healing: Dwarf Second Choice for Healing: Human Recommended Choice for DPS: Dwarf Second Choice for DPS: Human Race Horde PvP PVP Undead is the best race for PvP Shadow Priest, thanks to its devouring plague and will forgotten, however, Troll Hex weakness shines in PvP as well, and Berserking is great if you're also a Shadowguard Troll, while it's pretty lacklustre. Can be hilarious combined with Blackout talent, giving you a shield that can accidentally stun intruders within 3 seconds. Overall, the Undead are a better Shadow Priest and Troll is a better healer. Recommended Choice for PvP Healing: Troll Second Choice for PvP Healing: Undead Recommended Choice for PvP DPS: Undead Second Choice for PvP DPS: Troll PvE If you're a PvE Player and want to choose the best PvE race, you have to decide if you want to heal or DPS (Shadow Priests are not too popular among raid leaders, so you'll have a much easier time finding Horde Priest Racial don't have too much influence on PvE healer gameplay (we assume that every raid has a warrior who uses a deadly hit, so Hex Troll's weakness is not as useful), so standard race will be the deciding factor here. Troll's berserking allows him to reduce time in roles that can be raid-preservation in close call situations, while the undead will be forgotten irreplaceable in some encounters (such as Onyxia, for example). Both of these race are very strong in their own way, and the best choice largely depends on the type of meeting, so there is no clear winner here. When it comes to DPS, Troll comes out on top with his Berserking. The devouring plague of the undead is powerful, but it's a 3-minute cooldown, and Debuff Reach thing. Recommended Choice for Healing: Troll or Undead Choice for DPS: Troll Second Choice for DPS: Undead Talent Building and Talent Distribution Order Optimal Talent Distribution is essential for a smoother level. Here we will describe the best alignment specifications and guide you through the level of the Trees of Talents. Distribution of talent for early levels (10-39) Levels 10-14  $\Rightarrow$  5/5 Wand Specialization - Also, you can start with 5/5 Spirit Tap if you don't want to get EnchTallo and don't plan to get a wand below level 15 for some reason. Levels 15-19  $\Rightarrow$  5/5 Spirit Tap - This talent will solve all your Mana problems; if you obey the 5-second rule, that is. Levels 20-21  $\Rightarrow$  2/2 Improved Shadow Word: Pain. Levels 22-24  $\Rightarrow$  3/5 Shadow Focus - This gives you a Shadow Spell Hit Cap against enemies 2 levels higher than you. Levels 25-27  $\Rightarrow$  3/3 Improved Word Power: Shield. Levels 28-29  $\Rightarrow$  2/2 Improved Power Word: Resilience. Level 30  $\Rightarrow$  1/1 Internal Focus - a great mana-preservation and emergency tool. Levels 31-33  $\Rightarrow$  3/3 Meditation. Level 34  $\Rightarrow$  1/2 martyrdom. Levels 35-39  $\Rightarrow$  5/5 Mental Agility. After reaching level 40, you have to visit the coach's class and reset the talent points. Distribution of talent to levels 40-59 You will have 31 Talent points after the reset, you have to highlight all of them in the shadow tree: 5/5 Spirit Click. 2/5 Blackout. 2/2 Improved shadow word: Pain. 3/5 Shadow Focus. 2/2 Improved mental cry. 1/1 Mind Flay is a channeled spelling attack that also slows down the target, good for both PvP and PvE. 3/3 Shadow coverage. 5/5 Shadow weaving. 1/1 Silence is a very strong PvP spell, definitely worth getting. 1/1 Vampiric Embrace is a durable tool that allows you to heal while in Shadowform. 5/5 Darkness. 1/1 Shadowform - This increases your shadow damage by 15% and reduces your damage by 15%, but prevents you from casting Holy Spells. Levels 41-45  $\Rightarrow$  5/5 Wand Specialization. Levels 46-48  $\Rightarrow$  3/3 Improved word of force: shield. Levels 49-50  $\Rightarrow$  2/2 Improved word of power: Resilience. Level 51  $\Rightarrow$   $\Rightarrow$  3/5 Shadow Focus. Levels 52-54  $\Rightarrow$  3/3 Meditation. Level 55 - 1/2 Martyrdom. Levels 56-59 - 4/5 Mental Agility. Note: At this point, you've pretty much done alignment; You can do some mountain gold farming at the moment, or switch to raiding specs immediately (if you're going for an Eng-Game Healer build, we advise you to farm in your old specification, as this will be more effective). After reaching level 60, you have to visit the coach's class, reset the talent points and specs at the end of the build game. Wand Progression Featuring Wand Specialty Talent. Priest deals significant amounts of damage essentially for free, as long as he keeps his wand up to date. It goes, not to mention that you should Update the wand as often as possible because it will speed up the alignment process and make the experience grind much more enjoyable (at least over the next few After receiving the update). Below we bring you a short list of wands that you should try and get during your trip alignment. Note1: The listed sticks are not organized strictly and you don't have to go for each one. The list is intended for a raw guide to Wand Priest's progression. Note2: There are many more sticks than described. We mentioned only easy-to-use and very significant updates. BoE Wands have been delisted as there are many RNG involved in their receipt. Horde and Alliance Wand Progression Small Magic Wand Factions: Source: Adorable (requires Level 10 skills to create). Required level: 5 Wand Stats: Speed 1.50, 12-22 Damage, 11.3 DPS Damage Type: Arcane. Spark of The People's Militia Factions: Source: People's Militia quest available from Level 9 from NPC Gryan Stoutmantle, Sentinel Hill, Westfall. Required level: This is a Level 17 reward quest that can be purchased earlier when in a group. Wand stats: Speed 1.80, 16-30 damage, 12.8 DPS Damage Type: Arcane. Big Magic Wand Factions: Source: Adorable (requires level 70 skills to create). Required level: 13 Wand Stats: Speed 1.80, 22-41 Damage, 17.5 DPS Damage Type: Arcane. Smoldering chopsticks: Source: Wand suppliers in the capitals of both factions. Required level: 15. Wand stats: Speed 1.60, 15-28 Damage, 13.4 DPS Injury Type: Fire. Sizzle Stick Factions: Source: Dungeons quest Deviat Elimination, Crying Caves. NPC Ebru. above the entrance to the Western Caves. Required level: This is a reward from the Level 21 Dungeon quest, which can be completed around Level 18. Wand Stats: Speed 1.70, 21-39 Damage, 17.6 DPS Injury Type: Fire. Twilight Wand factions: Source: Wand suppliers in the capitals of both factions. Level required: 20. Wand Stats: Speed 1.70, 21-39 Damage, 17.6 DPS Damage Type: Shadow. Excavation Of the Rod Faction: Source: Revenge of omer quest is available from Level 22 from NPC Omer Ironbraid, above the excavation of the Welgar site, wetlands. Required level: This is a reward for a level 29 quest that can be purchased around level 25, or earlier when in a group. Wand Stats: Speed 1.90, 32-60 Damage, 24.2 DPS Damage Type: Fire. Gravestone Scepter Faction: Source: Underground quest Blackfathom villainy, Crying Caves. NPC Argent Guard Thaelrid, near the entrance to Blackfathom Deeps. Level required: This is a Level 27 Dungeon quest award that can be purchased around Level 23. Wand Stats: Speed 1.50, 30-57 Damage, 29.0 DPS Damage Type: Shadow. Blackbone Wand Faction: Source: Wand Suppliers in the capitals of both factions. Level required: 41. Wand Stats: Speed 1.60, 39-74 Damage, 35.3 DPS Injury Type: Kernstone Silver Factions: Source: Morrow Stone quest is available at level 42 from NPC Equinox Monolith, located in the north-west part of the Feralas. Level required: This is a Level 50 Reward quest that can be purchased quite easily around Level 46. Wand stats: Speed 1.80, 52-97 Damage, 41.4 DPS Damage Type: Arcane. Nature Breath Faction: Source: Dark Ships Group quest available from Level 46 from NPC Primal Torntusk, located in the southeastern part of the interior - Revantusk Village. Required level: This is a Level 50 Group Reward quest that can be purchased quite easily at level 46 when in a strong group. Wand Stats: Speed 1.40, 40-75 Damage, 41.1 DPS Injury Type: Nature. Smokey's Fireshofter Faction: Source: When Smokey sings, I get a Violent Group quest available from Level 54 from NPC Smokey LaRue, Hope Chapel of Light, Eastern Plague. Required level: This is a Group 58 reward that can be purchased around level 55 with the help of a group. It is also soloable around level 58 by a priest with clever use of The Shackle Undead ability. Wand Stats: Speed 1.90, 70-132 Damage, 53.2 DPS Damage Type: Fire. Kind of corrosive factions: Source: Shadow boss Eranicus in the sunken temple. Entrance: Lake in the middle of the Swamp of Sorrow. Chance of falling: 31%. Level required: The weapon requires a level 51 to own and a level 55 Elite boss. Wand Stats: Speed 1.30, 50-93 Damage, 55.0 DPS Injury Type: Nature. The rotation of your rotation will largely depend on your level and will get progressively more challenging as you progress through the content and gain access to more tools. In addition, your wand will be an integral part of your rotation throughout the alignment journey. Let's look at the basic dps rotations for different levels ranges: Very early levels At the beginning of your journey, your rotation will change quickly as you gain access to new abilities very quickly. You have to try to realize all new abilities to your rotation: First, you'll have Smite, Power Word: Resilience and Fellow Healing. You have to support Power Word: Resilience, Spam Smite, use melee weapons when low on Mana and tossed small healing when needed. At level 4 you get Shadow Word: Pain. From now on, you have to start all the fights with the following sequence: Smite  $\Rightarrow$  Shadow Word: Pain  $\Rightarrow$  Smite. At level 6, you get Power Word: Shield; Pre-throw it before each fight to avoid taking too much damage. At level 8, you get an update; Use it before the fight to replenish yourself for health. Levels 10 - 39 At the moment, you should already have your wand. You will use it to finish off mobs in order to maximize the profits from the resources of Spirit Click Talent. Before the fight: Make sure you have all the buffs active (Inner Fire since it has only 20 charges), and has previously tossed Power Word: Shield and upgrade (if necessary). One target rotation: Smite/Holy Fire (chosen by one that is currently doing more damage)  $\Rightarrow$  Shadow Word: Pain  $\Rightarrow$  Mind Blast  $\Rightarrow$  Wand Attack until the crowd crowd Multi-Target Rotation: Smite/Holy Fire/Mind Blast (chosen by the one that currently deals more damage; skip this part if you haven't had the opportunity to cast a hard spell before the fight)  $\Rightarrow$  Shadow Word: Pain on All Targets  $\Rightarrow$  Appropriate Rank of the Psychic Scream  $\Rightarrow$  Wand Attack Note: It's important that you don't spell after the original sequence if you really shouldn't. This is because of the 5-second rule  $\Rightarrow$  your Mana will only regenerate 5 seconds after the last spell. Compliance with this rule will allow you to chain kill mobs without any Downtime. Levels 40 - 60 After your level 40 re-specification, you will have access to Shadowform ability that will increase your shadow damage, but prevent you from using Holy Spells so, from now on, you will rely on your Power Word: Shield to keep you healthy, almost exclusively. You will also get Mind Flay and Vampire Embrace that will provide you with some extra Healing without having to leave Shadowform. Before the fight: Make sure you have all the buffs active (Inner Fire especially, since it only has 20 charges), and pre-dropped Power Word: Shield. One Target Rotation: Mind Blast  $\Rightarrow$  Vampire Embrace (if necessary)  $\Rightarrow$  Shadow Word: Pain  $\Rightarrow$  Mind Flay  $\Rightarrow$  Mind Flay  $\Rightarrow$  Wand Attack. While the crowd is dead Multi-Target Rotation: Mind Blast  $\Rightarrow$  Vampire Embrace (if necessary)  $\Rightarrow$  Shadow Word: Pain at All Objects  $\Rightarrow$  Appropriate Rank Mental Scream  $\Rightarrow$  In the End of Attack Note: Weave in Extra Word Power: Shield Thrown on Your Rotation If You Take Severe Damage (Weakened Soul Debuff Shouldn't Be a Problem If You've Pre-Throwing PW: Before You've Thrown a Pw. Professions - Tailor - Charming We recommend this combination of professions for one simple reason - sticks. The tailor will allow you to get some unusual items for disenchanting, and the charming will provide you with your first wand at level 10 Charming Skill (Small Magic Wand). Save all the dropped linen fabrics and craft some brown/white linen clothing out of them and then disenchant. There is a 20% chance for a smaller cosmic entity, so 5 robes should be enough to get you mats for your first wand (Essence can also be bought from a vendor, but it is in limited stock, so don't count on it). Craft it, use it, and try to level charming to 70 to get a great magic wand. After this point, feel free to respect in your desired professions or stick to this combination for some future Fabric Armor/Wand/Adorable Related Benefits. If you want to learn more about all the professions available in WoW Classic, please check out our WoW Classic Professions Guide. Tips and tricks for Align Take advantage of your Spirit Tap Talent and abide by the 5-second rule (Mana starts to recover 5 seconds after your last Spellcast). Always try to finish mobs with a wand (don't throw any spells while doing so Maximize your in and out of mana regeneration battle. Spirit is your most important stat to date - STACK IT. This is the key to smooth alignment and rapid mana regeneration. Save your gold. Ideally, you should be able to progress through the levels without any home auction purchases (if you notice a great update of the wand, feel free if it's cheap, however). When it comes to skills - you only have to learn essentials from class coaches. Maintain your buffs. Don't forget about your Inner Fire and The Power of Word: Fortitude, these spells make your character much more resilient and allow you to save mana that would otherwise have been used on Heals. Down your spells. If you don't need complete healing, don't use the most powerful healing opportunities you currently have, as it's redundant, and it costs too much mana (keep lower rank abilities on your action bars, they come in handy). Also, always use the appropriate level of your mental scream - 2 mobs  $\Rightarrow$  rank 1, 3 mobs  $\Rightarrow$  rank 2, and so on. Keep the wand up to date. Try to follow the Progression Wand route and remember that most of your damage comes directly from your wand (better wand - faster kill time and faster alignment). Buying WoW Classic Gold with real money is a hassle-free way to get all the items you need for your character. THE END NOTE level in the classic World of Warcraft is different from the alignment in current versions of the game. This guide should help you prepare yourself for this legendary vanilla experience and allow you to progress through levels effectively and with a good amount of fun. We hope you have found this guide useful and informative. If we missed some of the information that is important to you, please let us know! Please note that this is an early version of our guide and we will be happy to receive constructive criticism that will help us improve it, so leave your suggestions in the comments section below. The photos used in this article are the intellectual property of Blizzard Entertainment Inc. 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