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A guide to leveling priests for the World of Warcraft Classic. Weigh the for and against which race to choose, find tips on the best talents you can use when aligning, and review the best rotation of spells. Full credits for this guide go to [/u/PriestLightsHope](#). Dwarf stone form: While active, provides immunity to bleeding, venom and disease effects. In addition, the armor increased by 10%. Lasts 8 seconds. 3 minutes of cooling. Weapon Specialization: Weapon skill increased by 5. Frost resistance: Resistance to frosts increased by 10. Find the treasure: Allows the dwarf to feel the nearby treasures, making it appear on the mini maps. Race specific class spells: Desperate Prayer to Rank 6 Pretty good OH SHIT button for each part of the game (e.g. level, PVE, PVP). Instant Self-Medication (can crit) Mana-Cost: 0 Heals for: 1324 - 1562 10 min. Cooldown Fear Ward Hands Down the Best PvE Race specific spell, as he completely denies the fear during meetings to make a lot of early game bosses a joke. 2 dwarf priests for the raid is enough to not give up fear indefinitely. Instantly, the wards are focused on any consequences of fear. Mana-Cost: 100 Lasts for 10 minutes 30 seconds. Cool human race specific class spells: Desperate Prayer to Rank 6 Pretty good OH SHIT button for each part of the game (e.g. level, PVE, PVP). Instant Self-Delight (can crit) Mana-Cost: 0 Heals for: 1324 - 1562 10 min. Cooldown Feedback Burn 54 mana per spell thrown against you causing 1 shady damage for each point of mana burned Basically PVP feature Mana-Cost: 355 lasts for 15 seconds. 3 min. Cool Night Elf Shadowmeld: Activate to slip in the shadows, reducing the chance for enemies to discover your presence. Lasts until cancellation or when moving. Night robbers elves and druids with Shadowmeld are harder to detect while stealth or scour. Fast: The chance of a Dodge increased by 1%. Wisp Spirit: Turn into a beam after death, increasing the speed by 50%. Nature resistance: Nature resistance increased 10. Race specific class spells: Elunes Grace reduces the vary of damage taken by 95 and increases the chance of dodge by 10% within 15 seconds. Good for the purpose of alignment and 5 man dungeons when aligning, that's what I'm thinking about. Mana-Cost: 240 Lasts for 15 seconds. 3 min Cooldown. The Starshards rained the starshards on the head of the goal, causing 756 damages in 6 seconds. Pretty mana intense and directed by the cast does it not all that great while aligning Troll Berserking: Increases your casting and attack rate by 10% to 25%. When fully healthy, the rate increases by 10% with a great effect of up to 25% if you are badly affected when you Berserking. Lasts 10 seconds. 3 minutes of cooling. Regeneration: The rate of health regeneration has increased by 10%. 10% of total health regeneration can continue during combat. Killing the beast: the damage to the animals increased by 5%. Throwing Specialization/Bow Specialization: Skills with Throwing/Bow Arms increased by 5. Spells of a particular class of race: race: Weakness weakens the target opponent, reducing the damage caused by 20 - the efficiency of healing by 20%. Basically PVP feature Mana-Cost: 240 Instant Cast Lasts for 2 minutes. Shadowguard When the charmer is the target of a melee, hesitates or the enemy attack spell gets hit by 116 shady damage. Pretty good OH SHIT button when aligning/farming. Mana-Cost: 250 3 Charges lasts 10 minutes. The Undead will be forgotten: Provides immunity to charm, fear and sleep while active. Can also be used while already suffering from charm, fear or sleep. Lasts 5 seconds. 2 minutes cooling. Cannibalization: When activated, regenerates 7% of total health every 2 seconds within 10 seconds. Works only on humanoid or undead corpses for 5 yds. Any movement, action, or damage taken during cannibalization will cancel the effect. Underwater breathing: Underwater breathing lasts 300% longer than usual. Shadow Resistance: Resistance to shadows increased by 10. Race specific class spells: A touch of weakness The next melee attack on the caster hits the opponent for 64 shadow damage and reduces the damage caused by 20. A leveling line. Mana Coast: 195 Lasts 2 min. Instant throw devours plague Afflicts goal with illness, causing 904 shady damage in 24 seconds. Alignment is a trait. Mana-Cost: 985 Instant cast 3 min. Cooldown Best Alliance Race for Priests Is largely consistent in society that dwarf is the best priest race if you look at PVE facing a performance that is simply because the fear chamber is too good to pass on. However: I personally definitely prefer human races over the dwarf, since only the 2x Priests in the raid have to be dwarfed in order to nullify the fear of exposure to MT and 10% Reputation to get to a purely selfish level almost too good to fall due to the various repetitions of the grind that occur during the raid cycle. The 5% bonus spirit is nice to have as well. The best horde race for priests of Purely Speaking PvE encounters I feel like Berserking is a trait from trolls - albeit situational - too good not to go for it (especially in 5 people). It's a lot less cut and dry compared to the alliance situation though. Please note that most fears go out of the range of healers and class range in general. Last but not least, you have to play whatever you actually enjoy playing. There is no point stressing about mine maxing out your character's full potential if you don't like playing that way. There are always many guilds that will take a non-dwarf priest for an alliance, for example, and I don't think your race matters much on the side of the Horde. Below Level 40 These are talents you should use up to level Notes: Get a 5/5 Wand Specialization right after The Spirit Tap and focus on the shadows afterwards. (5/0/25) Above Level 40 These are talents you should use at level 40 and above. Notes: Respec's Shadowform at 40, followed by relevel wand specialization finish the Darkness feature and spend the last few in the discipline of Respec in the saint at 60 (if you intend to heal obv.) (0/0/31) To make the long story short, you'll want to be able to continue to struggle with the least amount of downtime possible in order to maximize the speed alignment (since you'll never bench a drinking magician). In order to achieve this I found it most effective to go with the following basic rotations: Mind Blast's Shadow Word; Pain of the zgt; Wand's Mind Blast of a Few Caveats: It's best not to apply the shadow of the word pain because most goals won't survive for the duration twice Don't keep in mind Blast a second time if your goal is already below qlt; 30% health if you have a man to save. Use Power Word Shield and Renew to support yourself to any other crowd. Try not to PW: S too often otherwise you will go oom pretty quickly if you accidentally pull 2 mobs of your level, dot how em up, use Power Word Shield on yourself and go to town on the first crowd. Use the fear carefully so as not to pull even more mobs of Healing Tips in dungeons while aligning for easy access to them (everyone needs a healer;-p) setting mouseover macros, etc. early on, so you don't get nervous for your first dungeon run you can heal every leveling dungeon like a shadow, so don't gimp yourself aligning like a saint (unless you want to). Skinning is a pleasure to pick up for an additional garbage supplier. Mining tends to be more gold during alignment and less gold at the maximum level. Sticks wouldn't be more useful to have a specialization wand instead of an indestructible will when aligning? Seeing how the wand damages so much of your damage, especially when leveling? Perhaps it would be nice to take the specialty stick from level 15-19, just after putting 5 points in Spirit Tap. You don't want to activate Spirit Tap with MB (as it will be redundant), but with wandering don't have to drink every two crowds. So the wand specialization way above Unbreakable will even be on the PVP area. This is really the most embarrassing guide I've ever read on the internet. Now I'm going to write a better guide in one paragraph because I feel sorry for any poor sucker that is actually trying to follow this drek. As soon as possible: Get a smaller magic wand, get more magic wand, get a scepter tombstone. Google them. Talents, get Wand Spec, get Spirit Tap, Get Pain, Get 3/5 Hit. Jump drive to 40, respect to the shady form and then move the drive again. Use The Blast of each crowd. If high mana, use smite to 40, mind flay after 40. Hold the fort, inner fire, shield Up.I'm glad the author is not Japanese because The only way to restore your honor would be to seppuku. As it is, it may just promise never to write classic content again. You don't really have to spec shade, but it does help a lot. There are talents that increase your holy damage, such as Luz Calcinate and Special Sagrada. And you can still pick up Transfus'o de Espiritu and the dots on the left. I agree with comment. The only change I personally would like to alternate between getting a perfume tap and wand specification, and I personally prefer to go up to improve mb. In any case, it works fine. Sticks really op as hell, HIGH suggested to force anyone and try to do your best to keep them informed when you can. Varinha Myaghika Inferior can be manufactured in 10 charming and requires Ess'ncia M'gica Inferior x1 and used on lv 5.Varinha M'gica Maior can be manufactured in 70 charming and requires Ess'ncia M'gica Maior x1 and can be used on lv 13. useless guide without an accurate explanation on how to get a decent wand as soon as possible... It may be worth mentioning why) with a wand is a must to have (since at low stick levels usually because of the DPS all the spells you could have, especially with 5/5 stick specifications).andb) you don't want to cast for the last few %hp before the crowd dies (five seconds rule and spirit regen is off within five seconds of casting a spell). It's not good having a 5/5 Spirit Tap if you get exactly zero benefit from the extra spirit for 3-4 seconds every time it procs because you've been speils the crowd to death). This interesting shadow is mentioned as the only reasonable spec to align because it is 100% untrue. Vanilla is about the journey and the experience you make out of it, and yes, I leveled the Saint 3 times and it was great! It's slow and painful, but guess what you're very much craving dungeons, even if it's not the basic method of alignment, and it can be a ton of fun. It taught me a lot of patience. The fact is, if you want to power up to 60 as quickly as possible, yes be sure to go Shadow. But if you want to relax and enjoy the way there, and help your friends along the way, the Saint is just as viable as anything else. In addition, you will be invited to each group. Like every GROUP. It's kind of neat. :D This guide is objectively bad, offering a level like a shadow joke.1 5/5 Spirit Click or 5/5 Wand spec2. The one you chose is not the first of above3. 5/5 Holy specification4. 5/5 Divine Fury5. Whatever it is.6 Burning LightNever use MB if you don't need a fast nuclear weapon. Use PWS/SWP SparinglyTry to use your internal fire stacks during sticks and upgrades. This guide is objectively bad, offering a level like a shadow joke.1 5/5 Spirit Click or 5/5 Wand spec2. The one you chose is not the first of above3. 5/5 Holy specification4. 5/5 Divine Fury5. Whatever it is.6 Burning LightNever use MB if you don't need a fast nuclear weapon. Use PWS/SWP SparinglyTry to use your internal fire stacks sticks and updates. I love how you finally picked the wand specs, the best talent alignment in the game, after everyone told you. But you still have a zero clue as to why to choose it. This time, instead of deleting my comment for vulgar content (LMAO), just delete the manual and copy it over it: This is really the most embarrassing guide I've ever read on the internet. Now I'm going to write better in one paragraph, because I feel sorry for any poor sucker that is actually trying to follow this drek. As soon as possible: Get a smaller magic wand, get more magic wand, get a scepter tombstone. Google them. Talents, get Wand Spec, get Spirit Tap, Get Pain, Get 3/5 Hit. Jump drive to 40, respect to the shady form and then move the drive again. Use The Blast of each crowd. If high mana, use smite to 40, mind flay after 40. Hold the fort, inner fire, shield up. You have to add information about where and how you will learn different specialty weapons when aligning. You have to add information about where and how you will learn different specialty weapons. This will be helpful when people pick up different weapons when aligning. This guide should be reported as inaccurate so we can either get this rewritten or a new person to write this. a large amount of incorrect information in this guide will mislead potentially thousands of people. and as we all know, there are never enough healers. it's not icy veins, let's get the actual correct information out there. You're not going to be a very capable solo leveller. The priest is very effective in aligning and is even able to reach the level of 60, proud/playing days. Just buy decent sticks when you can and you'll do well until you overpull mobs, even then you can protect/fear and run or kill anything you can. Don't waste your talents deep in the shade of the tree until you level 40 as you only need the spirit of the tap and increase the duration of the debuff for SWP. The shadow is only viable after level 40 when you get a shadow shape. If you haven't played classic/vanilla just get a decent quest guide and you'll be fine. Don't recommend this guide. I just wanted to point out some inaccuracies in this guide that can be discouraging for people who don't know much about the classic, or the priest specifically in the classic and may be responsible from the class because of this. For example; You can fight to kill enemies. As a priest especially, you're not going to be a very capable solo leveller. It's just flat out wrong. Priests level 2 levellers in the classic, that is, there are only a few classes with faster alignment experience, and, There are no classes with more stable alignment experience. The reason for this is 5/5 Wand Specc and 5/5 Spirit Tap, which you should be picking up from 10-19 in 100% of cases. If you have a wand (very easy to work out a Small Magic Wand from Adorable 10 at level 8) you have the ability to kill mob mobs literally 0 downtime. Kill the Monsters One By One with this simple rotation, PW:S - SMite - SW:P - And you'll go mana neutral. Throw in an extra spell here or there, or pull the monsters a little more aggressively to keep your mana hovering below 90%. Again, for context, going mana neutral with a stable killing rate and access to self-healing makes you a monster when aligned especially from 20-40. In addition; There's only one option when aligning a priest, and that's the level of using talent from the shadow tree: access to things like Spirit Tap, again, just flat out wrong. You only need a Spirit Tap from the shade, everything else there is sauce to level up to 40. There is even a Smitte focused build that performs better than hard shadows up to level 40, and even if it's strictly wrong not to take 5/5 Wand Specc and let your wand carry you if you were determined to level a priest without a stick focused playstyle, you'd go Holy/Shadow hybrid. But it is still that to be determined to align a hunter toward a pet. Finally, Tier 3: At 20 you have to go ahead and take The Mind Flay Mind Flay without getting the damage for Mana to have spent an effective spell until you get access to the shadow weaving and the highest ranks of the spell itself. Taking Mind Flay at 20 is strictly wrong for efficiency and kill speed like wandering with SW:P on target is actually the top DPS rotation for level 20 (assuming it's not funny th spell power miok points). Taking Mind Flay to 20 also requires you to ignore Wand Specc (a terrible idea) and provides less value to you for talent points than, say, improved Word Power: Shield or even improved Word Power: Fort. There are some flaws of priest alignment for sure, such as wand addiction, but this contrasts this simple fact: When it comes to spending 10 talent points up to level 40, there are no 10 talent points more powerful for solo search/grinding than Spirit Click and Wand Specc. This is a Level 2 alignment build that only requires level 19 to unlock. It also leaves you very flexible with the talents of the transition in the 20-40 range, which means that you will be able to take a few healer talents and be able to heal the dungeon comfortably without respecing, which is invaluable when aligning in the classic. Loads of the best in slot alignment gears can be found from dungeon quests and bosses, and having access to dungeon healing in the same specc, making you a Tier 2 aligner is pretty nice, and no other class can do that. In conclusion this heart guide is in the right place and a lot of information is helpful, but it is strictly wrong about how to build a priest to align in Shadow Priest is really a fun spec, and can really break it into PvP when played well, but it's godawful to align to 40. After level 40 it is 100% viable to go hard shade, but I tend to stay Wand specc up to 60 personally. I just like the flexibility he gives me Shadow in group content. I'm not claiming to be an expert in priest, but I've done a basic in vanilla (and since then), I've been in contact with people who have played it on beta, and I've been testing and refining my ways of aligning and building on the next nearest :) Frankly, this guide is more pernicious than helpful. People then can do worse than they would do by simply following their own ideas. The biggest problem is that most of the sub-optimal councils here aren't even stated simply as an opportunity or proposal, but it is stated as if they were absolutely necessary. As the author of the guide stating that the priest should be shadowed to the level. Shadow is a viable alignment specification, but it's not even necessarily the best. Claiming that priests have

a hard time aligning solos is also very strange and seems to be more based on a constant stereotype than on real experience. Priests are one of the most self-sufficient classes that make for a sustainable and easy alignment experience (although it's really not the fastest). Just wanted to comment and say that there have been many updates to guide through various sections! I would like to pay special attention to the Priests Alignment Rotations, which is completely different from previous versions of the manual. Hope this helps any young priests out there! Good luck in Azeroth! Duskwood is not friendly to Lvl 10 characters. The guide should be updated to recommend this zone for 20-30 instead. Thank you. Duskwood is not friendly to Lvl 10 characters. The guide should be updated to recommend this zone for 20-30 instead. Thank you. Gravestone Scepter is a really powerful wand and you get it super early if you do it right. The quest can be taken already in lvl 18 and you can enter the dungeon at level 19. You may need to convince your group that you can heal it, but if not completely sh-t, then it is not a problem to heal the dungeon at about level 19. Gravestone Scepter is a really powerful wand and you get it super early if you do it right. The quest can be taken already in lvl 18 and you can enter the dungeon at level 19. You may need to convince your group that you can heal it, but if not completely sh-t, then it is not a problem to heal the dungeon at level 19. update Just healed the dungeon again with a decent group and be lvl 21 as a disk dwarf priest. It's perfectly possible but my tank was a great player and we still had some rough moments. Even if you get this wand like 26, it's still very nice to have and will carry you to 30 and to Stranglethorn and Monastery where you replace it. Okay, that's it. they tore up here. Like a vanilla priest who really played then. I don't remember many of these questions this person mentions. Vary rarely do I die when I had solo quests, if some nasty alliance came and is being rude. Also, I don't remember talents talents like that either. I mean, I could be wrong. I would have to go back TO YEARRRRRRSSSS through my Google photos and check the screenshots I took. Shesh.. But yes. I just.. I don't feel it's the right thing to do. I mean, I could have been wrong, but. Yes.. Have you tried going to AH and spending less than 1g to get fully crafted or bad but only spirit gear? And actually try rotating spells without using a.? ves (dot) lv 20 20 wow classic dwarf priest leveling guide

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