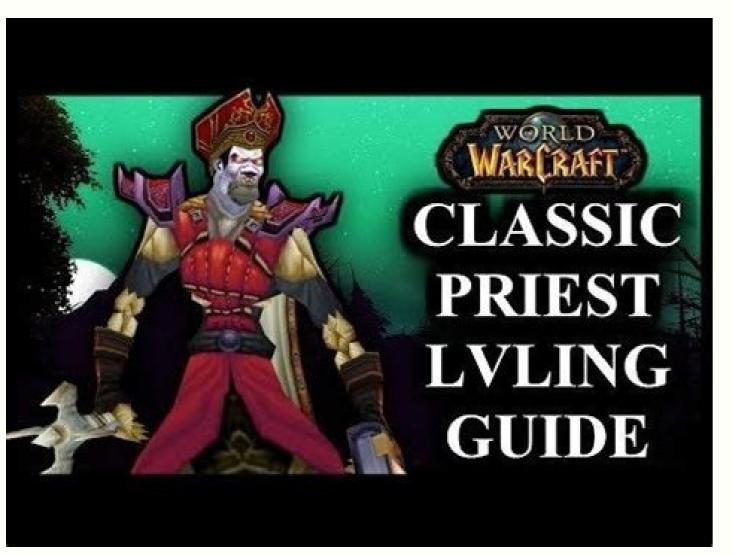
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more Spirit) and Spiritual Guidance 25% of Spirit as Spell Power. In PvP Shadowmeld is actually really nice. In vanilla wow Wands do good damage for FREEEEEeee, and the talent is 25% increased damage. And many people look at its Damage per Mana (dpm) and say its inefficient. Its good but not required, i like 2/5. From 21/23-39 Disc or Holy points are best. On pservers the buff goes up to 25% or 30%. However you are 4 levels from a quest reward that is even better if Shadow. There is no reason to wait until 45 to get Shadowform and wand spec. This effectively doubles the benefit during the Spirit Tap buff to 50% of Spirit as Spell Power. Its pretty good honestly as there are a lot of them while leveling and a few bosses. Males' healing animation make them look like they are trying to take a dump. In short, both seriously underrated and ugly... Most all Horde will play Undead, and why wouldn't they? Will of the Forsaken, the Anti CC racial on 3m CD but removes and provides 5s immunity to, fear, charm, and sleep is rather crazy. As such, what does shadow give you and what spells do you cast? If using a couple of smites not casting SWP is viable as the target may not have much life left, But typically you'll cast 1 smite. I have seen some Priest play like mages and just go Holy Fire - Mind Blast - Smite (a lot of these). But first you have to get to 40. You get a couple of options leveling from ~1-39. Useful.[Horde] Level 40 (dps 37.1) - Chillnail Splinter - Elite Quest (Non-Shadow) This is a hard quest at 40 you'll need a group and maybe a carry. Next best are Holy Fire and Smite (spell damage depending), finally Mind Flay for both dps and DPM (This changes with talents and rotation. You can keep using the 1st level one for 35 some mana in pvp and really mess stuff up. A lot of people play Holy wrong, you play it just like Shadow and Disc. I feel if you are going to pick a weaker race for looks, at least get something for it. Would you want your renew to heal for ~15% more? Healing spec'ed priest level SO much faster than any of the other healing specs, its not even close (so enjoy it). Still I feel that Hex, Shadowguard, and Berserking combined are better than WotF and DP. Shadow Weaving (its not likely that they have 5 stacks on most mobs, unless Troll). Might want to skip.Level 40 (35.7) - Umbral Wand - Green World Drop (Shadow only) This is a large upgrade for HORDE shadow priest as they can get as its 6 levels before an equivalent; only 2 levels for ally. When you do that it ends up more right in line with 2.0 cast speed Smite (talented) and it allows you to start Wanding 0.5 seconds faster also increasing its dps. So thats is typically ~24% increased wand damage. This means Shadow gets an additional 2.5 seconds worth of mana regen. The Goal is to not need to drink, and keep you mana up, while killing as fast as possible. This means you also get 1 second worth of extra wand dps which isn't small at all. Additionally, if you look at these cast times from the perspective of mob engagement (when you first hit the mob), Holy using SWP and MB has only a 3s cast time engaged verses Shadow's 4.5s (but the mob is slowed if melee for 3s of this) and 3xsmite's time is 4s. Also Trolls are better at a high Shadow spec due to Shadowguard's ability to proc 3 shadow weavings and 3 chances for Blackout for one GCD (more on this later under the Race section). Shadowguard is that useful leveling and in pvp. Also Blackout on PvP servers can be very nice. More on which wands to use at the end. Your Faction matters because Allies get access to a massive wand 4 levels earlier at level 42 making Allies slightly better at holy leveling. For all but the Holy Damage build, the goal is to be at full mana regen right before you kill the mob so you get double the mana regen benefit from 100% Spirit from Sprint Tap. Additionally, its optional to Power Word Shield (PWS) after you are done casting your damage spells (or heal damage from last pull) and start wanding. A bit below are the 40 respec builds, i feel that it is ALWAYS worth it to respec as 1 g isn't a ton and you gain a lot from it. I bolded ones you SHOULD try to get (or are remarkable). This is the largest reason to consider Shadow over other specs after level 40.If AV is out Shadow Spec loses part of its wand damage advantage, as a 51 quest in AV provides the wand (with 64 dps which is a ton and its frost. Don't feel too bad Horde while it takes you 4 more levels to get the same wand it also has 6 int 3 stam on it. In Vanilla RACE MATTERS. Alliance The best priests (and its not close for both sides) are Dwarves. They get Fearward buff that blocks a fear, it has a 30s CD but lasts 10 minutes so you can spread it around (This is also the reason why people saying you only need 1-2 Dwarves a raid are full of it. Still one Mindflay at the end of your rotation is viable if your mana is good. Build: Holy/Shadow - Higher Dps/Hps (Level 39) - Highest Dps, Hi to consider if on a pvp server are Unbreakable Will (15% to resist stun, fear, and silence), Martyrdom, and or Healing Focus. Most priest hit 40 and Respec to Shadow. SWP, then 1-2 in Shadow Focus. This build's goal is to rush to Spiritual Guidance to allow large early coefficient scaling, it's Spell Power will also help healing and maybe even allow some down ranking (you would need other gear also). This varies depending on if you are stacking spirit or how much mp5 you have but you can get 70-80 mp2 (per tick). You don't match with Shadow's ability to solo kill as they get more shadow/spell damage items (but Holy Priest is the best leveling healing spec of all classes in vanilla wow by a far margin) and no big shadow wand damage, but you are not that much worse off. If you do this don't spam Mind Flay! Don't keep casting, let the 5 sec rule kick-in, and keep your mana up. While leveling, you can also join groups as dps and just wand and SWP (its not bad) or HF / Smite which does far more dps than most think, and you are also a great backup healer if things go poorly. Wand damage types matter. Still if you get the next wand you loose a really good healing trinket that is good pre-raid to heal get the trinket (both respectively found to heal get the next wand you loose a really good healing trinket that is good pre-raid to heal get the next wand from a priest quest in ST, but if you get the next wand from a priest quest wand from a prie nice at 60.) Its actually a really good shadow spec wand, so if you are planning to playing shadow pick this. i prefer dropping 2-3 points from Shadow Focus if going for blackout. Horde: Personally would roll Troll.Nothing beats Dwarves, they are the best priest race. And in vanilla you are the 2nd most wanted healer (Shaman/Pallys are required to a certain number of each). The ability to fear and run drop combat then Shadowmeld and drink/eat is awesome. The purpose of this is while casting a longer cast, such as Holy Fire(HF), if you ended your last fight wanding you will still be at full regen rate (5 sec rule.) Its only after you spend mana that the regen ends. Now that is great, however, you should consider cast time and mana regen. Still a Green World drop is more than useful and depending on the stats maybe preferred for non shadow specs. I think part of why disc and holy are looked down on for level maybe due to playstyle. If respecting at 39 pick up Wand Spec, then Imp. Females' is acceptable. Overall, Trolls are good in BGs, good in pve, and worse than Undead in 1v1 verses locks and non Dwarven Priests. However, if AV has been released then there is a great dps wand. [AV must be released] Level 51 (dps 64) - Wand of Eternal Light - Boss Drop (Non-Shadow) An amazing wand. It also does provides that which is really nice in pvp, If your 1st or 2nd mind blast crits that is already a massive amount of help. Whatever you decided back at ~40 when respecting. Build: Shadow (Level 57) - Good Damage, great solo, good in PvP.Cons: Worse Healing Just filling out the tree for more mana and soloing. In short, its rather like having a 2nd SWP that is more defensive but does a bit less damage very low, they just made the versions at 36 and even more at 40+ much better.) Lets look at Smite. However, its cast is 1.5 meaning if it follows an Holyfire or another spell its you also need to factor in its cast time. Mechanics behind different options and where they can find the wants they want. TLDR: Wand Spec and Spirit Tap* Starting off is the most op thing you'll ever have until level 40 or 45 (and its still good then). We will say 35 mp1 for this. This means Mind Flay now is 426 (+90) = 516 Damage, and 205 - 105 |three 3s is 35x3| = 100 mana cost if Mind flay is your last mana spending ability. Spirit Tap means you can keep healing, dotting, etcetera with no down-time for your mana. It is very popular to go high Shadow to 1-39 and by doing so you get silence and ~5-7% dps on solo mobs (in you mid to high 30s), you get VE, and 15% increased damage in dungeons from shadow. The purpose of this guide isn't the 'fastest leveler', instead its efficient wayS to level a priest depending on what you want to do. Imp Renew can be all together better depending on what you want to respec again choose the talents you want into your 50s. This is why people who say Mind Blast is bad are wrong! As its a 1.5 cast you remove 0.5 worth of mana regen from its base cost. So at 55-57 would you like your heals to cost 5-15% less? And i think the 2nd most HPS trinket for 10-20 second duration (and not on a 15+ minute CD). As wanding costs no mana you can abuse the 5 sec rule (if you don't spend mana for 5 secs you regen at full mana regen rates). Useful but way overrated. Underwater breathing, a much better racial than most think, most of the time its useless, but when doing a few quests it really helps a ton. Shadow resistance which is nice. Can eat humans and the undead for 35% of hp on a 2m cd, just okay. Nice healing animations (female's is really cool). My take on Races: Ally: I would always roll Dwarf. Its so good that Trolls should consider it even if not non-shadow spec'ed priest is A GIFT. Humans provide nothing but like 10-15 spirit, which is okay but not equal to the ability to Shadowmeld to drink/eat or get the jump on an opponent. The reason I personally would play Troll is i see it being better at pvp than Undead (as I am mainly a BG or large world pvp player). The dps of this spec is really high in the 40s. So if you aren't sure pick the trinket as it is almost not replaceable (ZG has one similar and one more somewhere). It does have a drawback in that it causes a lot of threat. Smite - Talented is for cast speed 2.0s 393 (+71.42%) and 280 mana. I don't think its ideal unless you have mage friends (even then really only works okay at level ~41+.) But i have done this to like ~35% hp and finished with wands... The short reason for this is that the benefit from Shadowform and other high tier shadow talents are make leveling much faster 40-45 then waiting. Useful for ganks and other stuff in pvp (also great for afking). This is from BRD, have to open all the vaults, so takes time to farm, but not too far in. In this way, you subtract 3 seconds of mana regen from MF's mana cost to determine its efficiency.) Shadow Spec's main benefit to leveling speed is from the buffs to Mind Blast, SWP, and WAND damage. Super detailed, melt your face off, look into mana efficiency, Rotation Cast Time, Damage per Mana, and Mana Spending Time (How long does it take from the start of spending mana to when you stop.) This is without talent consideration and criticals unless stated.Mind Flay is 426 (+45%) / 205 = 2.08 damage per mana (DpM) with 0 SP @200 SP this would be 2.52 DpM. Another option is this Green World Drop 46 (dps 50) - Noxious Shooter - Boss Drop (If you are considering healing end game, and AV isn't released, try for this.) First Boss Drop I am listing because its not too hard to get to (earlier in Maraudon) and its a big upgrade. The cast time of Holy being played like Shadow is 2-1.5-1.5-Wand or 5s. It is also good when you need to wand for a while, Smites are good when the mob hp is low after the first 2 casts (or you have tons of mana). Level 40 Respec TalentsBuild: Holy Damage (Level 39-44; respec) - Highest dps, but it heals well while keeping your HF/Smite damage higher for soloing. If they cast just one Mind Flay, it has almost twice the amount of damage per mana per second as Smite. Now you have to look at the entire rotation. Instead stick with wanding and hope for a last hit as casting spells without last hitting means you are losing a lot of mana regen and wanding costs nothing. If 40+ Shadow spec'ed, Priests should typically use shadow damage type wands. WandsI have listed high DPS and more easily obtainable wands. Furthermore, each subsequent level 41-45 you get another point in wand spec increasing wand damage each level. This is 0-2.0-2.0-Wand or 4 seconds of mana spending time. Shadowguard a good deal higher than Devouring Plague even if DP had no CD and SG stuns a lot with blackout. So over 3 seconds this is 0.84 Damage per Mana per second (DpMS). However, this still doesn't account that you spend that mana at the start of the three seconds with channeling abilities. (People like to disagree, but the trees alone tell you the entire story, past the first ~8-11 points in shadow you don't get much damage until much later.) You may and skip SWP if the mob is lower level. Still its no fun to sit in fear :P Fit the Shadow Word Pain (SWP) - Wand. Shadow can always buy the White from vendors for ~3.5g if there are no Umbral's on AH, or just wait it out to the next wand. [Ally] Level 42 (dps 41.4) - Cairnstone Sliver - Quest (Shadow or Holy, its dps is so high it doesn't matter that its not shadow damage.) If Shadow the above Umbral Wand is equal dps and should have affix. [Horde] Level 46 (dps 41.1) Nature's Breath - Quest Has stats. See people way overlook this. Instead of wanding for most of your damage while leveling you'll still be wanding for most of your damage while leveling you'll still be wanding for a good amount of your damage while leveling you'll still be wanding for most of your damage while leveling you'll still be wanding for a good amount of your damage while leveling you'll still be wanding for most of your damage. when out of combat, 10s CD (its not until Wrath that Shadowmeld becomes OP for leveling imo). Yeah, its rather good at this level. With this spec Chain Pulling is far more important than others (the goal is to fight something right after you killed the last while Spirit Tap is up, to double your Spell Power gained from Spirit.). As it makes the next spell free, it can be used to heal or cast another spell and NOT break the 5s rule (and crit). It is a quest all horde end up doing so a 60 may just carry you. (Mind Flay is more damage (notably Mind Flay, but most all of them) and you have enough talents to really pick how you are going to level/play. its pretty OP), removes and immunity to Bleeds, Poisons and Diseases for 8s with the standard long CD of 3 minutes. Without AV, the next best at are both from Sunken Temple. This means you start applying wand damage (additional damage) earlier in the fight (ie reduce potential damage taken).Leading with Holy Fire changes this all up, but it generally works in similar manner.Random tipsThe most important tip for leveling, buy or quest for wands. In groups, your ONLY (hyperbole) goal is to LAST HIT. This is why smite spam isn't ideal. Watch what happens if you play Holy like people play Shadow. In short, its just much better to respec at 40 then wait till 45. If you are grouping most of the time (not tanking) its a good idea to drop 2 points from Blackout if Troll) and put them into Shadow Affinity. VERY good skill. Even if you take out the spell power its very good on mana. If largely just solo leveling and grinding you don't want those things. The positive is the Dungeons start to become more healing/tanking intensive around level 50 and you heal better than Shadow. Consider Martyrdom first then Unbreakable Will over t2 Disc talents for pyp. If you plan on healing dungeons a good amount its hard not to go this route. However, at the start they may cost a lot on AH or not be available at all (there are 7, 9, 12 green drops also that are less damage but getting ANY wand is required, so get a wand!) Level 5 (dps 11.3) - Lesser Magic Wand - Enchanting Too useful as it can last you about 10 levels and does tons of damage. Level 13 (dps 17.5) - Greater Magic Wand - Enchanting Level 11 (dps 9.4) - Elven Wand - Quest Very low dps, however, same npc gives another quest for another wand at 15 so you don't loose out much for being here. [Westfall] Level 11 (dps 13.6) - Dwarven Flamestick - Quest Barrens | Level 14 (dps 13.7) - Flaring Baton - Quest 18 (dps 29) - Gravestone Scepter - Dungeon Quest Way too OP for its level Try to get it as early as you can. The Disc/Shadow spec is a hard to beat leveling to 39 as its most forgiving (easiest and very good), with holy being also good (higher dps/hps, but harder to manage mana; probably the strongest), and shadow being all around weakest (more dps in dungeons at 35+ and a silence vs hps/dps or mana). Example: if you are dotting at the end of your rotation and Spells; and why you should use them this way. The goal for your rotations is to do some nice up-front damage while spending mana and then wand, allowing you to get out of the 5s rule to regen your mana for the next pull. Its values are 116 damage + 27% spell power x 3 charges for 250 mana (scaling with shadow the downrank is usable for the great scaling and blackout procs to save on mana. Here we can see that the DpMS of smite is higher at 200 Sp but only if the person is constantly casting Blackout is almost mandatory for Shadow Spec'ed Trolls on PvP servers and still great for them in solo pve (Due to Shadowguard, discussed later.) So if you want Blackout this is a pretty good starting point (get wand spec next): game specs:Build: Holy damage (Level 57) - Okay solo damage, Good healing ability, stacking Spirit does wonders, Duo with Ret Pally is great. Cons: Can be Mana Hungry, less tanky for grinding mobs, 5 sec rule and last hitting more important, Shadow doesn't match the dps or hps of this spec provides before 40. So front-loading damage is even more important. If you want to heal a lot you could take Imp Renew or Inspiration over Blessed Recovery. Unbreakable Will is again optional. My take on Leveling and Specs. Spirit Tap and Wand spec, if you know you will have a Greater Magic Wand at 13 then Wand Spec first will be hard to beat. There is an 3 second internal cooldown for each charge to proc (so the technical max is 9s if always reapplying or 6s for a precast for 3 charges to trigger). The Trinket is an average of ~31.5 healing which is REALLY GOOD. That is what this guide is for; those who want to understand optional Priest leveling builds for their play-style. You can even use Shadowguard as Holy but its damage will not scale as well and without blackout its far less helpful (Blackout is an option for non shadow specs but its 5 levels delayed. SWP is similar. Now more lets look at the cast time of the entire rotation and mana efficiency of the entire rotation. Compare that to Mind Flay 426 + 45% over 3 seconds for 205 mana. If you plan of doing a good amount of dungeons runs pre 60 then you may want some of them. Build: Shadow (Level 40; respec) - Tanky, Best counter gank in pvp for priest, best at grinding mobs, and hitting 60 in the shortest amount of time possible. Cons: Worse Healing. At 40 you get Shadow form (shadow damage 15% and physical damage taken reduction 15%). : . Its arguably a MF's worth of damage that you can pre-cast and is insta (still you have to be hit for it to work). But in pvp Night Elves are better levelers. Undead largely counter fearing classes (really just locks and other priests), but verses all classes Shadowquard alone has ~30% chance to stun them in 6-9 secs (1 cast) and it does a good damage (for one cast of 250 mana, its a total of 348 + 80% scaling, while being hit.) Verses other priests' racials, a Troll's healing reduction and stun chances seem good compared to an extra rare fear break. The more the better.) Stoneform (which is almost as OP as WoTF... It doesn't matter what anyone says, they can never tell you why high shadow is better. If you have lots of mana adding a Smite or Mind Flay after Mind Blast is good. Shadow rotation: PWS - Mind Blast - SWP - (Mind Flay) - Wand. 393/280 this is 1.4 DpM (Bad), DpMS is 0.7 which is closer to mind flay. @200 Sp: 536/280 = 1.91 DpM and a DpMS of 0.96. This alone will allow to you randomly place your remaining talents and level faster than other healing classes (maybe not druid). After those first 10 points, 2/2 in imp Shadow word pain. Only talent Mind Flay if you have a lot of money, because at level 40 you will respec, you gain more mana regen, Imp Mana Burn (which is nice in PvP; but you could spend elsewhere), and the ability to channel Mind Flay without PWS up (Martyrdom). If Troll, or you just want Blackout. This damage increases all shadow damage including shadow damage from Wands. We should see more of this in AV TBH. Berserking, a cast/attack speed buff (10-43% based on current hp) 10s ability on 3min CD, making them probably the best pve end game race for healing. Shadow Priest generate a lot of threat via both Vampiric Embrace[VE] and Mind Blast. Why consider Blackout? If you are having trouble last hitting with Mind blast (or other skills) just don't. Holy rotation: Smite-MB-SWP-Wand. When fighting people who know what they are doing Instant and fast casting spells are king. On the other hand, I would want to be high shadow the entire time as a Troll and i don't prefer leveling as Shadow. At 2/5 Shadow Focus you have a 2% to miss +2 level mobs. I have just listed the exceptional or easiest to obtain wands. Edit- Thanks to Byronragequit for this link of the wands Do whatever, the better your wand the better your wand the better wand spec is. In your 40s things start to change. So any insta spell (like PWS) will end the regen right away, whereas, HF gives another ~3s of mana regen. This will change if you are fighting +2 mobs, -2, mobs, casters, etc. As soon and you use MF twice in a row it's DPM bad (because mana cost starts when you cast it, so if you cast it, so if you cast it and channel for 3 seconds it only takes 2 more seconds of not spending mana to hit the 5s rule. Shadow has to worry about their wand dealing Shadow damage once they are level 36+. Option to add VE before Mind Blast or SWP. But this really isn't worth much for solo leveling. Any of the + healing Greens are some of the better raiding gear; but 'of Owl" is okay. There are plenty of BOEs and dungeon wands. In the earlier levels its also possible to open with Holy Fire. Holy Rotation: PWS (if full mana/needed) - Holy fire - Mind Blast - SWP Smite (x1, 0-3x mana depending) - Wand. And Both Shadowmeld and Starshards are fun and useful things to get, in pvp NEs can be really good. Wonderful healing stats; as a healer you will use this for a while. But Mind blast is way better than the rest, Holy Fire is typically like +50% of Mind Flay is odd in that it is super mana efficient if you cast it right after different spells and wand after it. One of the larger issues with early shadow is Mindflay is trash early (both the lack of shadow damage from talents and before 36 the spell itself is far weaker). This seems like a bit of effort for a small amount of mana, but more mana means you get to cast more and kill faster. Mind Blast is your best spell (other than SWP), its even good as holy damage spec. 0-1.5-0 or 1.5 seconds of mana spending time. For both disc and shadow Shadowguard adds good damage that cannot be kicked and defense in the form of blackout procs. For Undead, when looking at end game, Devouring Plague is very costly (you can time it with Inner Focus to avoid the mana cost) and is dispelled by Priest and Paladins which often heal (jungle remedies and stone form remove it also, making Dwarf priest the better of the match up despite Undead counter priests and Locks, they also have an anti fear). And Smites cast time is 6 seconds also. If shadow spec and level 40+ Mind Flay and wands takes it place. The best way to do this is to time your Mind Blast to last hit if you can. MindBlast and SWP, two spells is weak. So its ~20% more wand dps. In casting time its 1.5-1.5-3-wanding or 6s. Shadowguard provides a 3rd spell which damage isn't bad and it also provides Blackout (stun) and Shadow Weaving procs. Well there are options to take points from a few talents without much loss (its cheap). The goal is to stop spending mana ~ 4-5+ seconds before killing the mob and keep your mana up. I am tempted by taking blackout earlier, but Inner focus is actually super good when used well. Will include a few alternative wands if you aren't going to group or wait a bit longer after level 18 to run BFD.[Horde] Level 17 (dps 21.6) - Branding Rod - Real good, only overshadow by the Gravestone wand. And you can get it at 50... Same goes for Improved Healing over Holy Reach or/and Blessed Recovery. Shadow might lead with a HF at times, but MB-SWP-MF-Wand is typical That is, in seconds, 0-1.5-0-wanding for the mana spending time or 1.5 seconds. youtube.com/watch?...Page 2youtube.com/watch?... If you just cannot handle Dwarves' looks, Night Elves are the next best option. But Night Elves are weaker as healers or dps in raids. Not worth for new characters.)Consider more points in Unbreakable Will (UW) if pvp is a concern. If Troll stop at 14 points in disc. Also many people maybe tempted to skip 2/2 imp SWP and 1-3/5 in Shadow Focus, which isn't a great idea either. Build: Disc/Shadow - Well Rounded (Level 39) - Lots of mana regen, lowest down time, forgiving to play and least punished for not minding 5 second rule. Yes, humans offer a bit more in pve raiding. TLDR use it for every spec. It provides 3 chances to proc blackout over about 6-9 sec, making Trolls about the best priest to stop a hunter / mage kite without grenades. It is possible to both melee swing and wand (weave them), and it does slow down wanding a bit but it typically worth it if your trying hard (i almost never do it unless the mob is high, i multi pull, or for flexing in groups.) TalentsStart Spirit Tap 2-5/5 -> Wand Spec 5/5. No harm in rushing it at 17.[Ally] Level 22 (dps 24.2) - Excavation Rod - 31 (dps 32.8) - Goblin Igniter - (Don't use if going full Shadow) Even without the affix ~4 dps difference all said and done. Its nice in pve also. Devouring Plague - shadow dot disease that heals you with a 3m CD. Compare this to Holy's Smite-Smite between mobs based on mana with little loss (for shadow casting another Mind Flay is devastating on its mana efficiency, they can do it but it costs a TON). One you have to give up for a pre-raid viable neck (This quest was released later, but i think its available off the bat on most servers/classic), the other option is ~32% drop from Final boss in Sunken temple. Drawback is in the 50s Dungeons start to get increasingly hard. Two HOLY DAMAGE, this means no damage type resists (Mobs have no holy resistance and a boss or two are have low holy resistance). HF (Smite x0-2) - SWP - Wand. So feel free to check the AH or wand lists and just get any upgrades as you go with non high shadow specs. The Lesser/Greater magic wands are easily the best for their levels (by a good amount). This wand for Shadow is ~75 dps after talents (plus shadow damage to spells) where the above Noxious wand is ~62.5 dps. If you are fighting +3 levels with 5/5 you still have a miss rate of 6%. have seen some people alternate between them, but Wand first does appear to be faster, but ST first is more forgiving. Fast leveling is a part of this, but there other considerations depending on play-style, such as would you like to dungeon or pvp. A single Mind Flay (after another spell cast) is very mana efficient at all. If you are a Troll and Shadow Spec'ed, Blackout is just awesome for both pvp and pve because it synergizes with Shadowguard. Something like this: . You will still wand a very good amount for most all Mobs so Wand spec remains super nice, get it next. Side note - its wand effect is awesome. Level 55 (dps 53.2) - Smokey's Fireshooter - Quest (group?) Wand from quest but a group maybe needed (i think people know how to solo it, so you could look it up.) Better to just buy a Green from AH that has an affix you want if you can afford it. Plus 10% armor. Desperate Prayer a super instant 0 mana cost self-heal on a 10m CD. Also Frost resistance which is a useful one. Humans are rather similar to Dwarves without Fearward or Stoneform, which means they can NEVER compete! (And people telling you otherwise just want to justify their not being a Dwarf.) Their main usefulness as a Priest is the Human Spirit which is a 5% spirit buff (typically like 10-15 Spirit, nice but doesn't change much.) Night Elves offer something the other Alliance Races do not and that is the fastest leveling non-Shadow spec race via Starshards (Its actually really nice with PWS or Martyrdom procs) and Shadowmeld (a very strong PvP racial). Starshards is a 6s, yes six second, channel with no CD and the highest damage to mana costs using any ability back to back. Even as Shadow it can help your healing. Pretty much just a really good spell for all dps rotations. Don't underestimate its damage, the issue is that it is less tanky and cost more mana to keep dps up. If grouping most of the time, consider Improved Healing over Holy Reach. So now its 516/100 so 5.16 dpm and 1.72 DpMS. Probably not worth it, but still viable.) For end game pvp BGs Troll is the best Horde race. If you do want Blackout early take it after Martyrdom (slightly slower leveling with better pvp and for sure BG ability.) Build: Shadow - For Trolls (Level 39) - : Works great with Trolls in both PvE and PvPCons: Doesn't work as good with any other Race, Far weaker healing, have manage mana more than the disc spec. Consider dropping Martyrdom on a pve server. This spec works because of Troll's Shadowgaurd. Undead's WotF is a great racial. If you go Holy or Disc earlier i think there is often a temptation to spam Smite and that is typically a bad idea. it works really well. On Classic the buff is 43% at 40% or lower life (reducing to 10% at full life); MASSIVEShadowGuard, an Instant cast shadow spell much like Lighting Shield with good damage and no cooldown. Largely negating the benefit of Shadow wand damage for almost ~8

Its also nice after a fight is done and you are low on mana you can just click the macro to Shadowmeld and get right back up while being much safer. Nature resist which is a nice one. Wisp Form, faster movement speed in ghost form and another that gives 1% to dodge attacks. Horde Trolls are good at pvp and great at pve. Hex of Weakness, a damage reduction and 20% healing reduction ability that is instant with no CD. And it also applies Shadow Weaving. 10% In-combat healing regen which no one can do anything to stop it (bad). Beast Slaying, a 5% increased damage passive to Beasts. The real, and often unknown, bonus here is the interaction between Spirit tap (100% increased).

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