


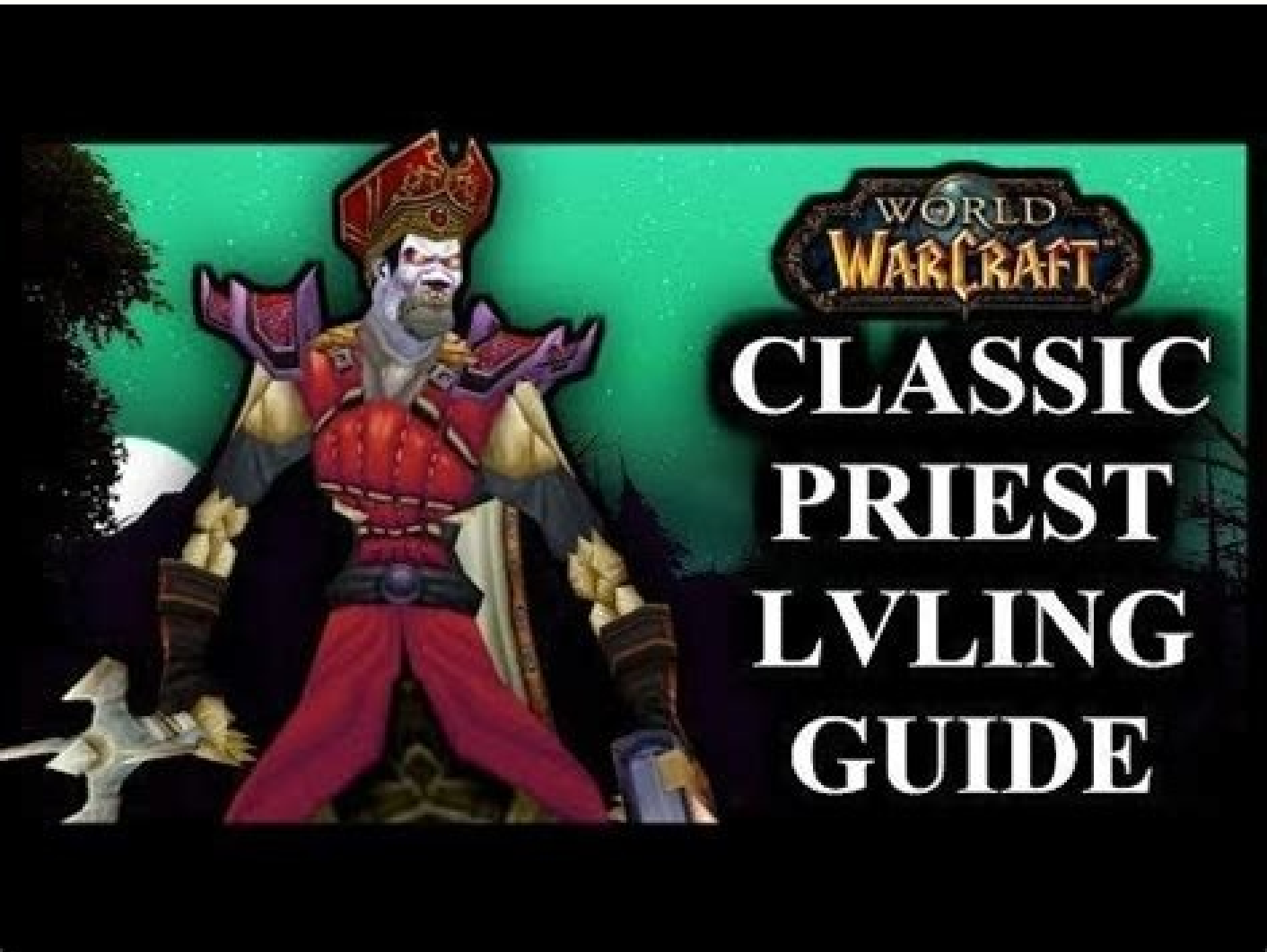
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Its also nice after a fight is done and you are low on mana you can just click the macro to Shadowmeld and eat/drink and get right back up while being much safer.Nature resist which is a nice one.Wisp Form, faster movement speed in ghost form and another that gives 1% to dodge attacks.HordeTrolls 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% 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 FFFFFFFE, 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 perversers the buff goes up to 25% or 30%. However you are 4 levels from a quest reward that is even better if Shadow. Before 40 you just do more damage and faster with Holy over Disc or 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 no cost and provides 5s immunity to fear, charm, and sleep is rather crazy. As such, what does shadow give you or 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) - Chillin' 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 Play 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'd priest level 50 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 WoT and DP. Shadow Spec gets 15% SHADOW damage from Shadowform and can get up to 15% from 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 Wandering 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 xsmite'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 Spirit 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 wandering. 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 holded 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.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, Highest Hps.Cons: Lower mana regen, Less pvp options.This spec is the higher damage and fastest killing spec for pre 40. Talents 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 Respect 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+ and forever good in limited situations.Level 50 (dps 51.3) - Woestave - Dungeon Quest You can get this wand from a priest quest in ST, but if you are planning to heal get the trinket (both respectively 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 shadow. 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 wandding 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 Biting Cold - Battleground Quest A dps of 64 (80 with wand spec) is insanely high and this can be obtained at 51.Level 52 (55.7) - 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. (Note Mind Flay is far worse at lower levels its mana cost is very high and base 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 wands 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, ectetera 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 it 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 are doing (IE using it a lot and not having it largely over-healing you.) Also note that unless 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 wandong 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.Leveling a healing spec'd 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 MP'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 and rotationLooking at Spell 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 in 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 2.1-51.5-Wand or 5s. It is also good to get to get Shadow Focus 1-3/5 points before going Disc or Holy. SWP is 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, Highest hps, Stacking Spirit is real nice. Due with Pally is great Cause Mana Hungry, 5 sec rule and last hitting more important, not as good at solo leveling as Shadow Option to respec at Levels 39-44; could level with this in mind to avoid respec. This isn't the best healing spec, 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 wandong and hope for a last hit as casting spells without last hitting means you are losing a lot of mana regen and wandong 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 channelling 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 not use smites after MB or you may and skip SWP if the mob is lower level. Still its no fun to sit in fear :P Fit the Shadow motif better.Rotations and ManaGeneral Rotation: PWS (if mana/needed) - Holy Fire - Mind Blast - 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 wand leveling you'll still be wandering for a good amount of your damage :P (But it does allow a Holyfire/Starshards/meleeorwand rotation that regens a lot of mana.)Shadowmeld, Stealth without movement and only when out of combat, 10s CD (its not useful 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 5 rule (and crit). It is a quest all horde end up doing so a 60 may just carry you. (Mind Flay is more efficient if full shadow but only if you cast only 1 after other spells.) Useless in pvp. Spells start doing 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 Shadow Focus (remove all 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 pvp.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 cost, spend elsewhere, and the ability to channel Mindflay 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 with shadow spells and at 3+/5 you have a 1% to miss +2 level mobs. I have just listed the exceptional or easiest to obtain wands.Edit- Thanks to Byronarequit for this link of the wands Do whatever, 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 its DPM bad (because mana cost starts when 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 'o' 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 MB 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 damage per mana (that including 25% mana regen rate while casting) and Smite is often 20-25%) 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 at holy damage spec, 0-1.5-0 or 1.5 seconds of mana spending time. 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