



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR



PRIEST

Priests are the primary healers in *World of Warcraft*. Without the healing spells of a Priest, many a Warrior would be unable to survive grabbing five enemies or Mages able to live through their spell casting. It is these healing spells that make a Priest extremely valuable to groups, and few parties turn down a skilled Healer. However, a Priest's usefulness is not limited to only healing spells. They are also offensive casters, doing damage using both Holy and Shadow magic. Left to their own devices, Priests are no fading flowers resigned to depending on the good graces of others; instead, they are fully capable of defending themselves, performing damage-dealing spells and avoiding some of the worst aspects of an enemy's attacks.

⊕ PRIESTLY RECKONING



hat started as a tiny battle was quickly becoming a widespread conflict. It seemed as though the entire area was embroiled with Orcs, and there were magical bolts and the sounds of combat all around in a chaotic fray.

We had come to the Redridge Mountains, to Stonewatch Keep, to defend Lakeshire and its citizens from the Horde. In particular, we were searching for Tharil'zun, an Orc known for his cleverness and aggression, the leader of a group of Orc skirmishers. Lakeshire would never be safe as long as this creature held command, and we could not rest without hard proof of his demise. We would leave Stonewatch Keep only with Tharil'zun's head.

But an Orc and his head are not easily parted, and Tharil'zun was far from alone. All it took was one of his retinue scurrying away like a coward to warn the others. Suddenly, we found ourselves overwhelmed by Orcs of enormous ferocity, strength, and the ability to use dark magic.

At first, I added what damage I could by smiting the enemy with the Holy magic that springs forth when called upon. But our group was quickly taking damage, and I rushed to their assistance. The Warrior Tielyn nodded at me in response to the new energy that flooded into her and continued her grim task of slicing into the enemy. Suddenly, I heard Anat, a Mage, cry out. Standing over her, sword raised high, was a thick-bodied Orc fighter. In another second, that sword would swing down and cut the Mage's life; I summoned great force of will and shaped the power of the Light into an elegant shield. The Orc's sword crashed down onto the barrier, but Anat remained unharmed. The Orc even looked surprised as Anat rallied, focusing her magic into a bolt that blasted into the Orc's face.

Tharil'zun himself came into the battle. Knowing that I would have to ensure that our little group survived his onslaught, I used only a small amount of offensive Shadow magic against him: enough to ensure a steady decrease of his power through a simple word—Pain. After that, my attention was completely enraptured by healing our group, keeping Tielyn, Anat, and the others as safe and healthy as possible. Finally, with a last strangled gasp, Tharil'zun fell forward, dead.

We saved many good people of Lakeshire, I know. And, more importantly, none of my friends were lost in the battle. To help your friends and stop your enemies is the truest thing that anyone can accomplish, and we did a great deed that day.



⊕ INTRODUCTION TO PLAYING THE PRIEST

There are several classes with healing potential, but none of them outheals a Priest. This is a class with a wide range of different healing abilities, and Priests have the game's most powerful and efficient healing spells.

It's this healing ability that ensures that Priests always have a valuable place in any group. There are always spots available for someone who is willing to keep the rest of the group dealing damage and killing enemies.

However, Priests are not relegated to only healing duties, and they are capable of doing damage against monsters on their own. The proper placement of an offensive spell can do as much to save a party member as a well-timed heal. If a monster is dead, then it can't very well attack your party member, can it? In addition, this means that Priests are capable of dispatching their own enemies, and they do not need to be constantly shepherded by escorts.

Keep in mind, though, that being a Priest is a matter of temperament. If you find that you enjoy casting large amounts of offensive spells and hate healing, then a Mage may be more your cup of tea. Similarly, if you only want to heal occasionally and want to do more melee damage, a Paladin has some similar abilities to Priests and more survivability.

What Priests don't have is the heavy armor to withstand a determined assault. Faced with multiple opponents or high-damage enemies, a Priest's cloth armor is no barrier. The use of Power Word: Shield, a temporary spell that absorbs damage and keeps a Priest from being interrupted, can only go so far. It's best for a Priest to keep fights short, sweet, and at range as much as possible.

If you enjoy saving other people and want to throw in a bit of offensive damage on your own, being a Priest is a great choice. You can really have a wonderful time with some of the more social aspects of *World of Warcraft* as well as be a competent soloer if you find that is what you want. Being a Priest means that you are a flexible and versatile healer first and a caster second.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Dwarf	22	23	19	22	23
Human	21	22	21	23	22
Night Elf	20	21	22	25	21
Troll	21	22	20	22	24
Undead	20	23	19	23	24

ATTRIBUTES APPLIED

Strength	Higher Melee Damage
Stamina	Higher Hit Points
Agility	Higher Chance to Dodge, More Melee Criticals
Intellect	Higher Mana Pool and Greater Chance for Critical Heals
Spirit	Greater Mana and Hit Point Regeneration

ITEMS AND EQUIPMENT

What you're equipped with is not as important as what bonuses your equipment has. There are three major attributes that your character should concentrate on: Intellect, Spirit, and Stamina.

The choice between Intellect and Spirit is a most interesting one. Intellect increases the amount of mana that a Priest has available to them. More mana means that they can cast greater amounts of spells before resting (both more healing and damage spells). In addition, Priests with high Intellect have a higher chance of landing critical hits with those spells, and there is very good damage to be done with a critical offensive spell.

On the other hand, both healing and damage spells are mana intensive. It's easy for Priests to cast away all their mana, leaving them to rely on their melee damage or magical wands. This is not a good situation for a Priest to be in, and Priests with little mana are vulnerable. If you have a high Spirit, you can cast spells more freely, knowing that you can regenerate your mana while doing some fighting. It can also decrease your amount of downtime, and that's useful for Priests, who can spend time trying to keep their mana high. Additionally, the Talent Spiritual Guidance improves a Priest's healing spells based on the character's total Spirit.

Choosing between Spirit and Intellect is a personal decision, and there are benefits to each. Try to experiment so that you can find the set of armor that works best for what you want to do. If you find that you run out of mana frequently and cannot cast the number of spells that you want to, concentrate more on Intellect equipment. If your casting is high but you can't regenerate magic as well (say, in a group where the few heals that you have to make are very expensive), invest more in Spirit gear. If you think that you are going to be in many different types of situations, look for balanced equipment. There is no need to make an either/or choice in the matter: go for both.

The only other attribute to look for in equipment is Stamina. Stamina is tied to how many hit points a Priest has available. Because Priests don't have heavy armor (or even modest armor), even little improvements in Stamina are useful. If at all possible, increase your amount of health or armor by supplementing your equipment with enchantments or armor kits.



HOLY AND SHADOW ATTRIBUTES

There are certain pieces of equipment that increase the power of Holy or Shadow spells. Depending on the type of Priest that you make, these items can be useful to you. If you are a Shadow-based Priest or Holy-based Priest, by all means go for the rare item that raises the power of your spells.

Investing in a weapon is also a personal decision. Keep an eye out for ones that raise the attributes that you want. Maces, Daggers, and Staves are all valid choices, and some of them give very nice bonuses to Spirit and Intellect (Staves in particular). Staves are often focused more toward caster attributes, so they are a sound investment for many Priests.

Wands are important to purchase for doing damage when your mana is depleted. These ranged weapons cost nothing to activate (a huge plus), and allow your character to plug away at targets, not accruing very much aggro, while regenerating mana. It is nice to have a melee weapon that gives you the bonuses you need while relying on wands for simple damage.



WHAT TO SPEND MONEY ON

More than anything else, keep your Priest fully trained. Without the spells of your level, Priests lose vital abilities. Training can be expensive, especially at the higher levels, but the amount you spend is far worth it.

CHOOSING YOUR PROFESSION

A good set of Professions to take as a Priest is Herbalism and Alchemy. While you're wandering through Azeroth, you can harvest the herbs that you find. During some crafting breaks, you can make these into useful potions. These potions have a variety of effects, but they complement a Priest's abilities well. For instance, being able to manufacture your own Healing Potions and Mana Potions for emergency situations can be a lifesaver. Using a Healing Potion doesn't cost any mana and can give Priests the hit points they need to outlast an encounter. Mana Potions can make the difference between a group member living and dying when your mana is gone.

Enchanting is also an interesting Profession to explore as a Priest. In this Profession, you break apart equipment pieces into usable components. These components are your ingredients for enchanting armor and weapons. Enchanting gives bonuses to attributes or damage permanently associated with the piece of equipment. Because a Priest's equipment is so intimately associated with attribute bonuses, being able to control and boost attributes on equipment is useful.

As a cloth wearer, Tailoring allows Priests to create their own armor. The early Tailoring recipes create equipment that doesn't have any major bonuses to attributes, but later products are quite powerful. As a Tailor, Priests use the cloth materials that drop from humanoid mobs, so gathering the majority of the crafting ingredients is simply a matter of fighting enemies.

For secondary skills, First Aid is a nice one to pick up. This allows Priests to create bandages to heal themselves or group members when not in combat. This can significantly reduce the amount of downtime that Priests spends trying to regain their mana. Time spent fighting equals time spent gaining experience—and then levels.



CLASS ABILITIES

There are three major lines of Class Abilities for Priests: Holy, Shadow, and Discipline. The use of these abilities always has an associated cost in mana. There are both defensive and offensive effects for Holy and Shadow, and the proper mixture of them is important for a Priest.

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Smite	1	1	Holy Magic	Inner Focus	1	20	Discipline	Vampiric Embrace	1	30	Shadow Magic	Power Word: Shield	7	42	Discipline	Mind Soothe	3	52	Shadow Magic
Power Word: Fortitude	1	1	Discipline	Mind Flay	1	20	Shadow Magic	Abolish Disease	N/A	32	Holy Magic	Psychic Scream	3	42	Shadow Magic	Shadowguard (Troll)	5	52	Shadow Magic
Lesser Heal	1	1	Holy Magic	Mind Soothe	1	20	Shadow Magic	Flash Heal	3	32	Holy Magic	Shadow Protection	2	42	Shadow Magic	Holy Fire	7	54	Holy Magic
Lesser Heal	2	4	Holy Magic	Renew	3	20	Holy Magic	Mana Burn	2	32	Discipline	Shadow Word: Pain	6	42	Shadow Magic	Smite	8	54	Holy Magic
Shadow Word: Pain	1	4	Shadow Magic	Shackle Undead	1	20	Discipline	Renew	5	32	Holy Magic	Starshards (Night Elf)	5	42	Discipline	Power Word: Shield	9	54	Discipline
Smite	2	6	Holy Magic	Shadowguard (Troll)	1	20	Shadow Magic	Desperate Prayer (Dwarf, Human)	4	34	Holy	Devouring Plague (Undead)	4	44	Shadow Magic	Flash Heal	7	56	Holy Magic
Power Word: Shield	1	6	Discipline	Touch of Weakness (Undead)	2	20	Shadow Magic	Heal	4	34	Holy Magic	Flash Heal	5	44	Holy Magic	Mana Burn	5	56	Discipline
Fade	1	8	Shadow Magic	Heal	2	22	Holy Magic	Levitate	N/A	34	Discipline	Holy Nova	4	44	Holy Magic	Prayer of Shadow Protection	1	56	Shadow Magic
Renew	1	8	Holy Magic	Smite	4	22	Holy Magic	Mind Blast	5	34	Shadow Magic	Mind Control	2	44	Shadow Magic	Psychic Scream	4	56	Shadow Magic
Desperate Prayer (Dwarf, Human)	1	10	Holy	Mind Blast	3	22	Shadow Magic	Mind Vision	1	22	Shadow Magic	Mind Flay	4	44	Shadow Magic	Renew	9	56	Holy Magic
Hex of Weakness (Troll)	1	10	Shadow Magic	Mind Vision	1	22	Shadow Magic	Resurrection	2	22	Holy Magic	Mind Vision	2	44	Shadow Magic	Shadow Protection	3	56	Shadow Magic
Lesser Heal	3	10	Holy Magic	Resurrection	2	22	Holy Magic	Shadow Word: Pain	5	34	Shadow Magic	Renew	7	44	Holy Magic	Desperate Prayer (Dwarf, Human)	7	58	Holy
Mind Blast	1	10	Shadow Magic	Holy Fire	2	24	Holy Magic	Starshards (Night Elf)	4	34	Discipline	Shadowguard (Troll)	4	44	Shadow Magic	Greater Heal	4	58	Holy Magic
Resurrection	1	10	Shadow Magic	Power Word: Fortitude	3	24	Discipline	Devouring Plague (Undead)	3	36	Shadow Magic	Greater Heal	2	46	Holy Magic	Mind Blast	9	58	Shadow Magic
Shadow Word: Pain	2	10	Shadow Magic	Power Word: Shield	4	24	Discipline	Dispel Magic	2	36	Discipline	Smite	7	46	Holy Magic	Mind Control	3	58	Shadow Magic
Starshards (Night Elf)	1	10	Discipline	Mana Burn	1	24	Discipline	Holy Fire	4	36	Holy Magic	Mind Blast	7	46	Shadow Magic	Resurrection	5	58	Holy Magic
Touch of Weakness (Undead)	1	10	Shadow Magic	Desperate Prayer (Dwarf, Human)	3	26	Holy	Holy Nova	3	36	Holy Magic	Resurrection	4	46	Holy Magic	Shadow Word: Pain	8	58	Shadow Magic
Power Word: Fortitude	2	12	Discipline	Flash Heal	2	26	Holy Magic	Mind Flay	3	36	Holy Magic	Holy Fire	6	48	Holy Magic	Starshards (Night Elf)	7	58	Discipline
Power Word: Shield	2	12	Discipline	Renew	4	26	Holy Magic	Power Word: Fortitude	4	36	Discipline	Power Word: Fortitude	5	48	Discipline	Devouring Plague (Undead)	6	60	Shadow Magic
Inner Fire	1	12	Discipline	Shadow Word: Pain	4	26	Shadow Magic	Power Word: Shield	6	36	Discipline	Power Word: Shield	8	48	Discipline	Divine Spirit	4	60	Discipline
Cure Disease	N/A	14	Holy Magic	Starshards (Night Elf)	3	26	Discipline	Mind Soothe	2	36	Shadow Magic	Mana Burn	4	48	Discipline	Divine Spirit	4	60	Discipline
Smite	3	14	Holy Magic	Devouring Plague (Undead)	2	28	Shadow Magic	Shadowguard (Troll)	3	36	Shadow Magic	Prayer of Fortitude	1	48	Discipline	Elune's Grace (Night Elf)	5	60	Holy
Psychic Scream	1	14	Shadow Magic	Heal	3	28	Holy Magic	Flash Heal	4	38	Holy Magic	Desperate Prayer (Dwarf, Human)	6	50	Holy	Fade	6	60	Shadow Magic
Renew	2	14	Holy Magic	Holy Nova	2	28	Holy Magic	Power Word: Shield	6	38	Holy Magic	Divine Spirit	3	50	Discipline	Feedback (Human)	5	60	Discipline
Heal	1	16	Holy Magic	Mind Blast	4	28	Shadow Magic	Renew	6	38	Holy Magic	Divine Spirit	3	50	Discipline	Greater Heal	5	60	Holy Magic
Mind Blast	2	16	Shadow Magic	Mind Flay	2	28	Shadow Magic	Desperate Prayer (Dwarf, Human)	6	38	Holy Magic	Elune's Grace (Night Elf)	4	50	Holy	Hex of Weakness (Troll)	6	60	Shadow Magic
Desperate Prayer (Dwarf, Human)	2	18	Holy	Psychic Scream	2	28	Shadow Magic	Flash Heal	6	38	Holy Magic	Fade	5	50	Shadow Magic	Holy Fire	8	60	Holy Magic
Dispel Magic	1	18	Discipline	Shadowguard (Troll)	2	28	Shadow Magic	Heal	6	38	Holy Magic	Feedback (Human)	4	50	Discipline	Holy Nova	6	60	Holy Magic
Power Word: Shield	3	18	Discipline	Divine Spirit	1	30	Discipline	Holy Nova	2	28	Holy Magic	Flash Heal	6	50	Holy Magic	Inner Fire	6	60	Discipline
Shadow Word: Pain	3	18	Shadow Magic	Elune's Grace (Night Elf)	2	30	Holy	Mind Blast	4	28	Shadow Magic	Hex of Weakness (Troll)	5	50	Shadow Magic	Lightwell	3	60	Holy
Starshards (Night Elf)	2	18	Discipline	Fade	3	30	Shadow Magic	Mind Flay	2	28	Shadow Magic	Inner Fire	5	50	Discipline	Mind Flay	6	60	Shadow Magic
Devouring Plague (Undead)	1	20	Shadow Magic	Feedback (Human)	2	30	Discipline	Psychic Scream	2	28	Shadow Magic	Lightwell	2	50	Holy	Power Word: Fortitude	6	60	Discipline
Elune's Grace (Night Elf)	1	20	Holy	Hex of Weakness (Troll)	3	30	Shadow Magic	Shadowguard (Troll)	2	28	Shadow Magic	Prayer of Healing	3	50	Holy Magic	Power Word: Shield	10	60	Discipline
Fade	2	20	Shadow Magic	Holy Fire	3	30	Holy Magic	Divine Spirit	1	30	Discipline	Renew	8	50	Holy Magic	Prayer of Fortitude	2	60	Discipline
Fear Ward (Dwarf)	1	20	Holy	Inner Fire	3	30	Discipline	Elune's Grace (Night Elf)	3	40	Holy	Shadow Word: Pain	7	50	Shadow Magic	Prayer of Healing	4	60	Holy Magic
Feedback (Human)	1	20	Discipline	Mind Control	1	30	Shadow Magic	Fade	3	30	Shadow Magic	Starshards (Night Elf)	6	50	Discipline	Prayer of Healing	5	60	Holy Magic
Flash Heal	1	20	Holy Magic	Power Word: Shield	5	30	Discipline	Feedback (Human)	2	30	Discipline	Touch of Weakness (Undead)	5	50	Shadow Magic	Prayer of Spirit	1	60	Discipline
Hex of Weakness (Troll)	2	20	Shadow Magic	Smite	5	30	Holy Magic	Greater Heal	1	40	Holy Magic	Devouring Plague (Undead)	5	52	Shadow Magic	Renew	10	60	Holy Magic
Holy Fire	1	20	Holy Magic	Prayer of Healing	1	30	Holy Magic	Hex of Weakness (Troll)	4	40	Shadow Magic	Greater Heal	3	52	Holy Magic	Shackle Undead	3	60	Discipline
Holy Nova	1	20	Holy Magic	Shadow Protection	1	30	Shadow Magic	Inner Fire	4	40	Discipline	Holy Nova	5	52	Holy Magic	Shadowguard (Troll)	6	60	Shadow Magic
Inner Fire	2	20	Discipline	Silence	1	30	Shadow	Lighwell	1	40	Holy	Mind Vision	8	52	Shadow Magic	Touch of Weakness (Undead)	6	60	Shadow Magic
				Touch of Weakness (Undead)	3	30	Shadow Magic	Mana Burn	3	40	Discipline	Mind Flay	5	52	Shadow Magic				
								Mind Blast	6	40	Shadow Magic								
								Power Infusion	1	40	Discipline								
								Prayer of Healing	2	40	Holy Magic								
								Shackle Undead	2	40	Discipline								
								Shadowform	1	40	Shadow Magic								
								Touch of Weakness (Undead)	4	40	Shadow Magic								
								Desperate Prayer (Dwarf, Human)	5	42	Holy								
								Holy Fire	5	42	Holy Magic								

DISCIPLINE

Discipline includes many of your defensive abilities. Mainly this is your buff line, but there is also one very important spell here: Power Word: Shield. This spell absorbs a certain amount of damage and prevents the target from being interrupted during casting a spell. This spell will save your life, or the lives of your allies, on more than one occasion.

Priests also have an Undead-specific targeted spell. Shackle Undead keeps the enemy from moving, casting spells, or attacking, but any damage done to the enemy frees it from the shackles. This form of combat control is vital in PvP against the Horde and is also quite useful against elite monsters that are Undead.



DISPEL MAGIC

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	19	30 yd	IC	—	20	Dispels magic on the target, removing 1 harmful spell from a friend or 1 beneficial spell from an enemy.
2	36	19	30 yd	IC	—	1 ● 40	Dispels magic on the target, removing 2 harmful spell from a friend or 2 beneficial spell from an enemy.



FEEDBACK (HUMAN ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	140	—	IC	3 minutes	—	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 18 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 sec.
2	30	245	—	IC	3 minutes	5 ●	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 35 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 sec.
3	40	355	—	IC	3 minutes	9 ●	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 54 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 sec.
4	50	470	—	IC	3 minutes	15 ●	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 77 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 sec.
5	60	580	—	IC	3 minutes	23 ●	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 105 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 sec.





INNER FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	30	—	IC	—	8 ●	A burst of Holy energy fills the caster, increasing armor by 315. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.
2	20	65	—	IC	—	30 ●	A burst of Holy energy fills the caster, increasing armor by 495. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.
3	30	105	—	IC	—	1 ●	A burst of Holy energy fills the caster, increasing armor by 720. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.
4	40	165	—	IC	—	1 ● 80 ●	A burst of Holy energy fills the caster, increasing armor by 945. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.
5	50	235	—	IC	—	3 ●	A burst of Holy energy fills the caster, increasing armor by 1170. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.
6	60	315	—	IC	—	4 ● 60 ●	A burst of Holy energy fills the caster, increasing armor by 1395. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min or until 20 charges are used.



LEVITATE

RANK	LEVEL	MANA	REAGENT	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	34	100	Light Feather	IC	—	1 ● 20 ●	Allows the caster to levitate, floating a few feet above the ground. While levitating, you will fall at a reduced speed and travel over water-like surfaces. Any damage will cancel the effect. Lasts 2 min.



MANA BURN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	95	30 yd	3 sec	—	50 ●	Drains 191 to 203 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage.
2	32	140	30 yd	3 sec	—	1 ● 10 ●	Drains 309 to 329 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage.
3	40	185	30 yd	3 sec	—	1 ● 80 ●	Drains 442 to 468 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage.
4	48	225	30 yd	3 sec	—	2 ● 80 ●	Drains 576 to 610 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage.
5	56	270	30 yd	3 sec	—	4 ● 20 ●	Drains 738 to 780 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage.



POWER WORD: FORTITUDE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	60	30 yd	IC	—	10 ●	Power infuses the target increasing their Stamina by 3 for 30 min.
2	12	155	30 yd	IC	—	8 ●	Power infuses the target increasing their Stamina by 8 for 30 min.
3	24	400	30 yd	IC	—	50 ●	Power infuses the target increasing their Stamina by 20 for 30 min.
4	36	745	30 yd	IC	—	1 ● 40 ●	Power infuses the target increasing their Stamina by 32 for 30 min.
5	48	1170	30 yd	IC	—	2 ● 80 ●	Power infuses the target increasing their Stamina by 43 for 30 min.
6	60	1695	30 yd	IC	—	4 ● 60 ●	Power infuses the target increasing their Stamina by 54 for 30 min.



POWER WORD: SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	45	40 yd	IC	4 seconds	1 ●	Draws on the soul of the party member to shield them, absorbing 44 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
2	12	80	40 yd	IC	4 seconds	8 ●	Draws on the soul of the party member to shield them, absorbing 88 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
3	18	130	40 yd	IC	4 seconds	20 ●	Draws on the soul of the party member to shield them, absorbing 158 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
4	24	175	40 yd	IC	4 seconds	50 ●	Draws on the soul of the party member to shield them, absorbing 234 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
5	30	210	40 yd	IC	4 seconds	1 ●	Draws on the soul of the party member to shield them, absorbing 301 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
6	36	250	40 yd	IC	4 seconds	1 ● 40 ●	Draws on the soul of the party member to shield them, absorbing 381 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
7	42	300	40 yd	IC	4 seconds	2 ● 20 ●	Draws on the soul of the party member to shield them, absorbing 484 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
8	48	355	40 yd	IC	4 seconds	2 ● 80 ●	Draws on the soul of the party member to shield them, absorbing 605 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
9	54	425	40 yd	IC	4 seconds	4 ●	Draws on the soul of the party member to shield them, absorbing 44 763 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.
10	60	500	40 yd	IC	4 seconds	4 ● 60 ●	Draws on the soul of the party member to shield them, absorbing 942 damage. Lasts 30 sec. While the shield holds, spell casting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.





PRAYER OF FORTITUDE

RANK	LEVEL	MANA	RANGE	CASTING TIME	REAGENT	COST TO TRAIN	EFFECT
1	48	2600	40 yd	IC	Holy Candle	—	Power infuses the target's party, increasing their Stamina by 55 for 1 hour.
2	60	3400	40 yd	IC	Sacred Candle	—	Power infuses the target's party, increasing their Stamina by 70 for 1 hour.



PRAYER OF SPIRIT

RANK	LEVEL	MANA	RANGE	CASTING TIME	REAGENT	COST TO TRAIN	EFFECT
1	60	1940	40 yd	IC	Sacred Candle	23 ●	Power infuses the target's party, increasing their Spirit by 40 for 1 hour.



SHACKLE UNDEAD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	90	30 yd	1.5 sec	—	30 ●	Shackles the target undead enemy for up to 30 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
2	40	120	30 yd	1.5 sec	—	1 ● 80 ●	Shackles the target undead enemy for up to 40 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
3	60	150	30 yd	1.5 sec	—	4 ● 60 ●	Shackles the target undead enemy for up to 50 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.



STARSHARDS (NIGHT ELF ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	50	30 yd	Channeled	—	—	Rains starshards down on the enemy target's head, causing 84 Arcane damage over 6 sec.
2	18	85	30 yd	Channeled	—	1 ●	Rains starshards down on the enemy target's head, causing 162 Arcane damage over 6 sec.
3	26	140	30 yd	Channeled	—	3 ●	Rains starshards down on the enemy target's head, causing 288 Arcane damage over 6 sec.
4	34	190	30 yd	Channeled	—	6 ●	Rains starshards down on the enemy target's head, causing 414 Arcane damage over 6 sec.
5	42	245	30 yd	Channeled	—	11 ●	Rains starshards down on the enemy target's head, causing 570 Arcane damage over 6 sec.
6	50	300	30 yd	Channeled	—	15 ●	Rains starshards down on the enemy target's head, causing 756 Arcane damage over 6 sec.
7	58	350	30 yd	Channeled	—	22 ●	Rains starshards down on the enemy target's head, causing 936 Arcane damage over 6 sec.

SKILLS LEARNED FROM THE DISCIPLINE TALENT TREE



DIVINE SPIRIT

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	285	30 yd	IC	—	9 ●	Holy power infuses the target, increasing their Spirit by 17 for 30 min.
2	40	420	30 yd	IC	—	9 ●	Holy power infuses the target, increasing their Spirit by 23 for 30 min.
3	50	785	30 yd	IC	—	15 ●	Holy power infuses the target, increasing their Spirit by 33 for 30 min.
4	60	970	30 yd	IC	—	23 ●	Holy power infuses the target, increasing their Spirit by 40 for 30 min.



INNER FOCUS

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	—	—	IC	3 minutes	—	When activated, reduces the Mana cost of your next spell by 100% and increases its critical effect chance by 25% if it is capable of a critical effect.



POWER INFUSION

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	182	30 yd	IC	3 minutes	—	Infuses the target with power, increasing their spell damage and healing by 20%. Lasts 15 sec.

HOLY

Holy abilities include a broad range of healing spells. Because of the wide variety available, you can ensure that you are able to choose just the right one for a given situation. There are spells to counter disease. Renew heals over time. Flash Heal has a short casting time with fair Hit Point healing. Greater Heal has a long casting time but heals high amounts of hit points. The Holy line also contains Smite, an offensive spell, which does Holy damage against a target. Just because you are interested in healing doesn't mean that you can't dish out a bit of damage.



ABOLISH DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	32	16	30 yd	IC	—	1 ● 10 ●	Attempts to cure 1 disease effect on the target and 1 more disease effect every 5 seconds for 20 sec.



CURE DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	9	30 yd	IC	—	12 ●	Removes 1 disease from the friendly target.



- DRUID
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR



DESPERATE PRAYER (DWARF AND HUMAN ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	—	—	1C	10 minutes	—	Instantly heals the caster for 134 to 170.
2	18	—	—	1C	10 minutes	1 ●	Instantly heals the caster for 263 to 325.
3	26	—	—	1C	10 minutes	3 ●	Instantly heals the caster for 447 to 543.
4	34	—	—	1C	10 minutes	6 ●	Instantly heals the caster for 588 to 708.
5	42	—	—	1C	10 minutes	11 ●	Instantly heals the caster for 834 to 994.
6	50	—	—	1C	10 minutes	15 ●	Instantly heals the caster for 1101 to 1305.
7	58	—	—	1C	10 minutes	22 ●	Instantly heals the caster for 1324 to 1562.



ELUNE'S GRACE (NIGHT ELF ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	60	—	1C	5 minutes	—	Reduces the ranged damage taken by 21 and increases chance to dodge by 10% for 15 sec.
2	30	105	—	1C	5 minutes	5 ●	Reduces the ranged damage taken by 33 and increases chance to dodge by 10% for 15 sec.
3	40	145	—	1C	5 minutes	9 ●	Reduces the ranged damage taken by 52 and increases chance to dodge by 10% for 15 sec.
4	50	195	—	1C	5 minutes	15 ●	Reduces the ranged damage taken by 75 and increases chance to dodge by 10% for 15 sec.
5	60	240	—	1C	5 minutes	5 ●	Reduces the ranged damage taken by 95 and increases chance to dodge by 10% for 15 sec.



FEAR WARD (DWARF ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	100	30 yd	1C	30 seconds	—	Wards the friendly target against Fear. The next Fear effect used against the target will fail, using up the ward. Lasts 10 min.



FLASH HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	125	40 yd	1.5 sec	—	30 ●	Heals a friendly target for 193 to 237.
2	26	155	40 yd	1.5 sec	—	60 ●	Heals a friendly target for 258 to 314.
3	32	185	40 yd	1.5 sec	—	1 ● 10 ●	Heals a friendly target for 327 to 393.
4	38	215	40 yd	1.5 sec	—	1 ● 60 ●	Heals a friendly target for 400 to 478.
5	44	265	40 yd	1.5 sec	—	2 ● 40 ●	Heals a friendly target for 518 to 616.
6	50	315	40 yd	1.5 sec	—	3 ●	Heals a friendly target for 644 to 764.
7	56	380	40 yd	1.5 sec	—	4 ● 20 ●	Heals a friendly target for 812 to 958.



GREATER HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	370	40 yd	3 sec	—	1 ● 80 ●	A slow casting spell that heals a single target for 899 to 1013.
2	46	455	40 yd	3 sec	—	2 ● 60 ●	A slow casting spell that heals a single target for 1149 to 1289.
3	52	545	40 yd	3 sec	—	3 ● 80 ●	A slow casting spell that heals a single target for 1437 to 1609.
4	58	655	40 yd	3 sec	—	4 ● 40 ●	A slow casting spell that heals a single target for 1798 to 2006.
5	60	710	40 yd	3 sec	—	—	A slow casting spell that heals a single target for 1966 to 2194.



HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	155	40 yd	3 sec	—	16 ●	Heal your target for 295 to 341.
2	22	205	40 yd	3 sec	—	40 ●	Heal your target for 429 to 491.
3	28	255	40 yd	3 sec	—	80 ●	Heal your target for 566 to 642.
4	34	305	40 yd	3 sec	—	1 ● 20 ●	Heal your target for 712 to 804.



HOLY FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	85	30 yd	3.5 sec	—	30 ●	Consumes the enemy in holy flames that cause 78 to 98 Holy damage and an additional 30 Holy damage over 10 sec.
2	24	95	30 yd	3.5 sec	—	50 ●	Consumes the enemy in holy flames that cause 96 to 120 Holy damage and an additional 40 Holy damage over 10 sec.
3	30	125	30 yd	3.5 sec	—	1 ●	Consumes the enemy in holy flames that cause 132 to 166 Holy damage and an additional 55 Holy damage over 10 sec.
4	36	145	30 yd	3.5 sec	—	1 ● 40 ●	Consumes the enemy in holy flames that cause 165 to 209 Holy damage and an additional 65 Holy damage over 10 sec.
5	42	170	30 yd	3.5 sec	—	2 ● 20 ●	Consumes the enemy in holy flames that cause 204 to 258 Holy damage and an additional 85 Holy damage over 10 sec.
6	48	200	30 yd	3.5 sec	—	2 ● 80 ●	Consumes the enemy in holy flames that cause 254 to 322 Holy damage and an additional 100 Holy damage over 10 sec.
7	54	230	30 yd	3.5 sec	—	4 ●	Consumes the enemy in holy flames that cause 304 to 386 Holy damage and an additional 125 Holy damage over 10 sec.
8	60	255	30 yd	3.5 sec	—	4 ● 60 ●	Consumes the enemy in holy flames that cause 355 to 449 Holy damage and an additional 145 Holy damage over 10 sec.





LESSER HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	30	40 yd	1.5 sec	—	—	Heal your target for 46 to 56.
2	4	45	40 yd	2 sec	—	1 ●	Heal your target for 71 to 85.
3	10	75	40 yd	2.5 sec	—	3 ●	Heal your target for 135 to 157.



PRAYER OF HEALING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	410	30 yd	3 sec	—	1 ●	A powerful prayer heals party members within 30 yards for 301 to 321.
2	40	560	30 yd	3 sec	—	1 ● 80 ●	A powerful prayer heals party members within 30 yards for 444 to 472.
3	50	770	30 yd	3 sec	—	3 ●	A powerful prayer heals party members within 30 yards for 657 to 695.
4	60	1030	30 yd	3 sec	—	4 ● 60 ●	A powerful prayer heals party members within 30 yards for 939 to 991.
5	60	1070	30 yd	3 sec	—	—	A powerful prayer heals party members within 30 yards for 1041 to 1099.



RENEW

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	30	40 yd	1C	—	2 ●	Heals the target of 45 damage over 15 sec.
2	14	65	40 yd	1C	—	12 ●	Heals the target of 100 damage over 15 sec.
3	20	105	40 yd	1C	—	30 ●	Heals the target of 175 damage over 15 sec.
4	26	140	40 yd	1C	—	60 ●	Heals the target of 245 damage over 15 sec.
5	32	170	40 yd	1C	—	1 ● 10 ●	Heals the target of 315 damage over 15 sec.
6	38	205	40 yd	1C	—	1 ● 60 ●	Heals the target of 400 damage over 15 sec.
7	44	250	40 yd	1C	—	2 ● 40 ●	Heals the target of 510 damage over 15 sec.
8	50	305	40 yd	1C	—	3 ●	Heals the target of 650 damage over 15 sec.
9	56	365	40 yd	1C	—	4 ● 20 ●	Heals the target of 810 damage over 15 sec.
10	60	410	40 yd	1C	—	—	Heals the target of 970 damage over 15 sec.



RESURRECTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	75%	30 yd	10 sec	—	3 ●	Brings a dead player back to life with 70 health and 135 mana. Cannot be cast when in combat.
2	22	75%	30 yd	10 sec	—	40 ●	Brings a dead player back to life with 160 health and 300 mana. Cannot be cast when in combat.
3	34	75%	30 yd	10 sec	—	1 ● 20 ●	Brings a dead player back to life with 300 health and 520 mana. Cannot be cast when in combat.
4	46	75%	30 yd	10 sec	—	2 ● 60 ●	Brings a dead player back to life with 500 health and 750 mana. Cannot be cast when in combat.
5	58	75%	30 yd	10 sec	—	4 ● 40 ●	Brings a dead player back to life with 750 health and 1000 mana. Cannot be cast when in combat.



SMITE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	20	30 yd	1.5 sec	—	—	Smite an enemy for 13 to 17 Holy damage.
2	6	30	30 yd	2 sec	—	1 ●	Smite an enemy for 25 to 31 Holy damage.
3	14	60	30 yd	2.5 sec	—	12 ●	Smite an enemy for 54 to 62 Holy damage.
4	22	95	30 yd	2.5 sec	—	40 ●	Smite an enemy for 91 to 105 Holy damage.
5	30	140	30 yd	2.5 sec	—	1 ●	Smite an enemy for 150 to 170 Holy damage.
6	38	185	30 yd	2.5 sec	—	1 ● 60 ●	Smite an enemy for 212 to 240 Holy damage.
7	46	230	30 yd	2.5 sec	—	2 ● 60 ●	Smite an enemy for 287 to 323 Holy damage.
8	54	280	30 yd	2.5 sec	—	4 ●	Smite an enemy for 371 to 415 Holy damage.

SKILLS LEARNED FROM THE HOLY TALENT TREE



HOLY NOVA

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	185	10 yd	1C	—	—	Causes an explosion of holy light around the caster, causing 28 to 32 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 52 to 60. These effects cause no threat.
2	28	290	10 yd	1C	—	4 ●	Causes an explosion of holy light around the caster, causing 50 to 58 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 86 to 98. These effects cause no threat.
3	36	400	10 yd	1C	—	7 ●	Causes an explosion of holy light around the caster, causing 76 to 88 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 121 to 139. These effects cause no threat.
4	44	520	10 yd	1C	—	12 ●	Causes an explosion of holy light around the caster, causing 106 to 122 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 161 to 187. These effects cause no threat.
5	52	635	10 yd	1C	—	19 ●	Causes an explosion of holy light around the caster, causing 140 to 162 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 235 to 271. These effects cause no threat.
6	60	750	10 yd	1C	—	23 ●	Causes an explosion of holy light around the caster, causing 181 to 209 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 302 to 350. These effects cause no threat.



DRUID
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LIGHTWELL

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	225	—	3 sec	10 minutes	—	Creates a holy Lightwell near the priest. Friendly targets can click the Lightwell to restore 800 health over 10 sec. Being attacked cancels the effect. Lightwell lasts for 3 min or 5 charges.
2	50	295	—	3 sec	10 minutes	12 ●	Creates a holy Lightwell near the priest. Friendly targets can click the Lightwell to restore 1165 health over 10 sec. Being attacked cancels the effect. Lightwell lasts for 3 min or 5 charges.
3	60	365	—	3 sec	10 minutes	15 ●	Creates a holy Lightwell near the priest. Friendly targets can click the Lightwell to restore 1600 health over 10 sec. Being attacked cancels the effect. Lightwell lasts for 3 min or 5 charges.

SHADOW

Shadow abilities, in general, consist mainly of offensive and combat control spells. In this area you find your strongest offensive spell, Mind Blast, as well as the powerful damage over time spell, Shadow Word: Pain. This school of magic also holds abilities like Fade, for discouraging enemies from attacking you and Mind Control for giving your side a little extra help when needed.



FADE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	40	—	1C	30 seconds	2 ●	Fade out, discouraging enemies from attacking you for 10 sec.
2	20	75	—	1C	30 seconds	30 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 1).
3	30	125	—	1C	30 seconds	1 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 2).
4	40	175	—	1C	30 seconds	1 ● 80 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 3).
5	50	225	—	1C	30 seconds	3 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 4).
6	60	275	—	1C	30 seconds	4 ● 60 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 5).



MIND BLAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	50	30 yd	1.5 sec	8 seconds	3 ●	Blasts the target for 39 to 43 Shadow damage, but causes a high amount of threat.
2	16	80	30 yd	1.5 sec	8 seconds	16 ●	Blasts the target for 72 to 78 Shadow damage, but causes a high amount of threat.
3	22	110	30 yd	1.5 sec	8 seconds	40 ●	Blasts the target for 112 to 120 Shadow damage, but causes a high amount of threat.
4	28	150	30 yd	1.5 sec	8 seconds	80 ●	Blasts the target for 167 to 177 Shadow damage, but causes a high amount of threat.
5	34	185	30 yd	1.5 sec	8 seconds	1 ● 20 ●	Blasts the target for 217 to 231 Shadow damage, but causes a high amount of threat.
6	40	225	30 yd	1.5 sec	8 seconds	1 ● 80 ●	Blasts the target for 279 to 297 Shadow damage, but causes a high amount of threat.
7	46	265	30 yd	1.5 sec	8 seconds	2 ● 60 ●	Blasts the target for 346 to 366 Shadow damage, but causes a high amount of threat.
8	52	310	30 yd	1.5 sec	8 seconds	3 ● 80 ●	Blasts the target for 425 to 449 Shadow damage, but causes a high amount of threat.
9	58	350	30 yd	1.5 sec	8 seconds	4 ● 40 ●	Blasts the target for 503 to 531 Shadow damage, but causes a high amount of threat.



MIND CONTROL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	350	20 yd	3 sec	—	1 ●	Controls a humanoid mind up to level 32, but slows its attack speed by 20%. Lasts up to 1 min.
2	44	550	20 yd	3 sec	—	2 ● 40 ●	Controls a humanoid mind up to level 47, but slows its attack speed by 20%. Lasts up to 1 min.
3	58	750	20 yd	3 sec	—	4 ● 40 ●	Controls a humanoid mind up to level 62, but slows its attack speed by 20%. Lasts up to 1 min.



MIND SOOTHE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	50	40 yd	1C	—	30 ●	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level 40 or lower. Lasts 15 sec.
2	36	70	40 yd	1C	—	1 ● 40 ●	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level 55 or lower. Lasts 15 sec.
3	52	90	40 yd	1C	—	3 ● 80 ●	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level 70 or lower. Lasts 15 sec.



MIND VISION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	65	100 yd	Channeled	—	40 ●	Allows the caster to see through the target's eyes for 1 min.
2	44	150	50000 yd	Channeled	—	2 ● 40 ●	Allows the caster to see through the target's eyes for 1 min. Will not work if the target is in another instance or on another continent.





PSYCHIC SCREAM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	100	8 yd	IC	30 seconds	12 ●	The caster lets out a psychic scream, causing 2 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.
2	28	140	8 yd	IC	30 seconds	80 ●	The caster lets out a psychic scream, causing 3 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.
3	42	180	8 yd	IC	30 seconds	2 ● 20 ●	The caster lets out a psychic scream, causing 4 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.
4	56	210	8 yd	IC	30 seconds	4 ● 20 ●	The caster lets out a psychic scream, causing 5 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.



SHADOW PROTECTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	250	30 yd	IC	—	1 ●	Increases the target's resistance to Shadow spells by 30 for 10 min.
2	42	450	30 yd	IC	—	2 ● 20 ●	Increases the target's resistance to Shadow spells by 45 for 10 min.
3	56	650	30 yd	IC	—	4 ● 20 ●	Increases the target's resistance to Shadow spells by 60 for 10 min.



PRAYER OF SHADOW PROTECTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	REAGENT	COST TO TRAIN	EFFECT
1	56	1300	40 yd	IC	Sacred Candle	—	Power infuses the target's party, increasing their Shadow resistance by 60 for 20 min.



SHADOW WORD: PAIN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	25	30 yd	IC	—	1 ●	A word of darkness that causes 30 Shadow damage over 18 sec.
2	10	50	30 yd	IC	—	3 ●	A word of darkness that causes 66 Shadow damage over 18 sec.
3	18	95	30 yd	IC	—	20 ●	A word of darkness that causes 132 Shadow damage over 18 sec.
4	26	155	30 yd	IC	—	60 ●	A word of darkness that causes 234 Shadow damage over 18 sec.
5	34	230	30 yd	IC	—	1 ● 20 ●	A word of darkness that causes 366 Shadow damage over 18 sec.
6	42	305	30 yd	IC	—	2 ● 20 ●	A word of darkness that causes 510 Shadow damage over 18 sec.
7	50	385	30 yd	IC	—	3 ●	A word of darkness that causes 672 Shadow damage over 18 sec.
8	58	470	30 yd	IC	—	4 ● 40 ●	A word of darkness that causes 852 Shadow damage over 18 sec.



HEX OF WEAKNESS (TROLL ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	35	30 yd	IC	—	—	Weakens the target enemy, reducing damage caused by 2 and reducing the effectiveness of any healing by 20%. Lasts 2 min.
2	20	55	30 yd	IC	—	1 ● 50 ●	Weakens the target enemy, reducing damage caused by 4 and reducing the effectiveness of any healing by 20%. Lasts 2 min.
3	30	90	30 yd	IC	—	5 ●	Weakens the target enemy, reducing damage caused by 7 and reducing the effectiveness of any healing by 20%. Lasts 2 min.
4	40	130	30 yd	IC	—	9 ●	Weakens the target enemy, reducing damage caused by 11 and reducing the effectiveness of any healing by 20%. Lasts 2 min.
5	50	180	30 yd	IC	—	15 ●	Weakens the target enemy, reducing damage caused by 15 and reducing the effectiveness of any healing by 20%. Lasts 2 min.
6	60	240	30 yd	IC	—	—	Weakens the target enemy, reducing damage caused by 20 and reducing the effectiveness of any healing by 20%. Lasts 2 min.



SHADOWGUARD (TROLL ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	50	—	IC	—	—	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 20 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.
2	28	85	—	IC	—	4 ●	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 35 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.
3	36	120	—	IC	—	7 ●	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 51 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.
4	44	160	—	IC	—	12 ●	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 70 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.
5	52	200	—	IC	—	19 ●	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 90 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.
6	60	250	—	IC	—	23 ●	The caster is surrounded by shadows. When the spell, melee or ranged attack hits the caster, the attacker will be struck for 116 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 min.



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DEVOURING PLAGUE (UNDEAD ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	215	30 yd	IC	3 minutes	—	Afflicts the target with a disease that causes 152 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.
2	28	350	30 yd	IC	3 minutes	4 ●	Afflicts the target with a disease that causes 272 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.
3	36	495	30 yd	IC	3 minutes	7 ●	Afflicts the target with a disease that causes 400 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.
4	44	645	30 yd	IC	3 minutes	12 ●	Afflicts the target with a disease that causes 544 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.
5	52	810	30 yd	IC	3 minutes	19 ●	Afflicts the target with a disease that causes 712 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.
6	60	985	30 yd	IC	3 minutes	23 ●	Afflicts the target with a disease that causes 904 Shadow damage over 24 sec. Damage caused by the Devouring Plague heals the caster.



TOUCH OF WEAKNESS (UNDEAD ONLY)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	25	—	IC	—	—	The next melee attack against the caster will cause 8 Shadow damage and reduce the damage caused by the attacker by 2 for 2 min.
2	20	45	—	IC	—	1 ● 50 ●	The next melee attack against the caster will cause 15 Shadow damage and reduce the damage caused by the attacker by 4 for 2 min.
3	30	75	—	IC	—	5 ●	The next melee attack against the caster will cause 24 Shadow damage and reduce the damage caused by the attacker by 7 for 2 min.
4	40	105	—	IC	—	9 ●	The next melee attack against the caster will cause 35 Shadow damage and reduce the damage caused by the attacker by 11 for 2 min.
5	50	145	—	IC	—	15 ●	The next melee attack against the caster will cause 48 Shadow damage and reduce the damage caused by the attacker by 15 for 2 min.
6	60	195	—	IC	—	23 ●	The next melee attack against the caster will cause 64 Shadow damage and reduce the damage caused by the attacker by 20 for 2 min.

SKILLS LEARNED FROM THE SHADOW TALENT TREE



MIND FLAY

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	45	20 yd	Channeled	—	—	Assault the target's mind with Shadow energy, causing 75 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
2	28	70	20 yd	Channeled	—	4 ●	Assault the target's mind with Shadow energy, causing 126 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
3	36	100	20 yd	Channeled	—	7 ●	Assault the target's mind with Shadow energy, causing 186 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
4	44	135	20 yd	Channeled	—	12 ●	Assault the target's mind with Shadow energy, causing 261 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
5	52	165	20 yd	Channeled	—	19 ●	Assault the target's mind with Shadow energy, causing 330 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
6	60	205	20 yd	Channeled	—	23 ●	Assault the target's mind with Shadow energy, causing 426 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.



SHADOWFORM

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	550 mana	—	IC	1.5 seconds	—	Assume a Shadowform, increasing your Shadow damage by 15% and reducing Physical damage done to you by 15%. However, you may not cast Holy spells while in this form.



SILENCE

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	225	20 yd	IC	45 seconds	—	Silences the target, preventing them from casting spells for 5 sec.



VAMPIRIC EMBRACE

RANK	MINIMUM LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	40	30 yd	IC	10 seconds	—	Afflicts your target with Shadow energy that causes all party members to be healed for 20% of any Shadow spell damage you deal for 1 min.



TALENTS

The Priest Talent lines help to focus the class' abilities, making them more powerful or more efficient. That being said, even a heavily Shadow-based Priest can heal or a Holy-based Priest do damage over time. Rather than limiting the range of a Priest, Talents allow them to become more effective at a given line of spells.

In general, which Talents you decide to take depend on the role that you enjoy as a Priest. If you enjoy healing and playing in a group, consider focusing in Holy Talents. If you like the aggressive, offensive damage found in Shadow or enjoy soloing, then Shadow Talents are useful for you. Discipline, on the other hand, is a balanced set of Talents, and raising the strength of buffs and defensive abilities can be valuable.

DISCIPLINE	TALENT	RANKS	PREREQUISITES	EFFECTS
	Unbreakable Will	5	None	Increases your chance to resist Stun, Fear, and Silence effects by 3% (Per Rank).
	Wand Specialization	5	None	Increases your damage with Wands by 5% (Per Rank).
	Silent Resolve	5	5 points in Discipline	Reduces the threat generated by your spells by 4% (Per Rank).
	Improved Power Word: Fortitude	2	5 points in Discipline	Increases the effect of your Power Word: Fortitude and Prayer of Fortitude spells by 15% (Per Rank).
	Improved Power Word: Shield	3	5 points in Discipline	Increase the damage absorbed by your Power Word: Shield by 5% (Per Rank).
	Martyrdom	2	5 points in Discipline	Gives you a 50% chance to gain the Focused Casting effect that lasts for 6 sec after being the victim of a melee or ranged critical strike. The Focused Casting effect prevents you from losing casting time when taking damage and increases resistance to Interrupt effects by 10% (Per Rank).
	Inner Focus	1	10 points in Discipline	When activated, reduces the Mana cost of your next spell by 100% and increases its critical effect chance by 25% if it is capable of a critical effect.
	Meditation	3	10 points in Discipline	Allows 5% (Per Rank) of your Mana regeneration to continue while casting.
	Improved Inner Fire	3	15 points in Discipline	Increases the beneficial effects of your Inner Fire spell by 10% (Per Rank).
	Mental Agility	5	15 points in Discipline	Reduces the mana cost of your instant cast spells by 2% (Per Rank).
	Improved Mana Burn	2	15 points in Discipline	Reduces the casting time of your Mana Burn spell by 0.25 sec. (Per Rank).
	Mental Strength	5	20 points in Discipline	Increases your maximum Mana by 2% (Per Rank).
	Divine Spirit	1	20 points in Discipline, 3 points in Meditation	Holy power infuses the target, increasing their Spirit by 17 for 30 min.
	Force of Will	5	25 points in Discipline Talents	Increases your spell damage by 1% (Per Rank) and the critical strike chance of your offensive spells by 1% (Per Rank).
	Power Infusion	1	30 points in Discipline, 5 points in Mental Strength	Infuses the target with power, increasing their spell damage and healing by 20%. Lasts 15 sec.

HOLY	TALENT	RANKS	PREREQUISITES	EFFECT
	Healing Focus	2	None	Gives you a 35% chance (Per Rank) to avoid interruption caused by damage while casting any healing spell.
	Improved Renew	3	None	Increases the amount healed by your Renew spell by 5% (Per Rank).
	Holy Specialization	5	None	Increases the critical effect chance of your Holy spells by 1% (Per Rank).
	Spell Warding	5	5 points in Holy	Reduces all spell damage taken by 2% (Per Rank).
	Divine Fury	5	5 points in Holy	Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.1 sec (Per Rank).
	Holy Nova	1	10 points in Holy	Causes an explosion of holy light around the caster, causing 28 to 32 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 52 to 60. These effects cause no threat.
	Blessed Recovery	3	10 points in Holy	After being struck by a melee or ranged critical hit, heal 8% of the damage taken over 6 sec. Progression: 8%/16%/25%
	Inspiration	3	10 points in Holy	Increases your target's armor by 8% for 15 sec after getting a critical effect from your Flash Heal, Heal, Greater Heal, or Prayer of Healing Spell. Progression: 8%/16%/25%
	Holy Reach	2	15 points in Holy	Increases the range of your Smite and Holy Fire spells and the radius of your Prayer of Healing and Holy Nova spells by 10% (Per Rank).
	Improved Healing	3	15 points in Holy	Reduces the Mana cost of your Lesser Heal, Heal, and Greater Heal spells by 5% (Per Rank).
	Searing Light	2	15 points in Holy, 5 points in Divine Fury	Increases the damage of your Smite and Holy Fire spells by 5% (Per Rank).
	Improved Prayer of Healing	2	20 points in Holy Talents	Reduces the Mana cost of your Prayer of Healing spell by 10% (Per Rank).
	Spirit of Redemption	1	20 points in Holy	Upon death, the priest becomes the Spirit of Redemption for 10 sec. The Spirit of Redemption cannot move, attack, be attacked or targeted by any spell or effects. While in this form, the priest can cast any healing spell free of cost. When the effect ends, the priest dies.
	Spiritual Guidance	5	20 points in Holy	Increases spell damage and healing by up to 5% (Per Rank) of your total Spirit.
	Spiritual Healing	5	25 points in Holy	Increases the amount healed by your healing spells by 2% (Per Rank).
	Lightwell	1	30 points in Holy, 1 point in Spirit of Redemption	Creates a holy Lightwell near the priest. Friendly targets can click the Lightwell to restore 800 health over 10 sec. Being attacked cancels the effect. Lightwell lasts for 3 min or 5 charges.



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SHADOW	ALENT	RANKS	PREREQUISITES	EFFECT
	Spirit Tap	5	None	Gives you a 20% chance (Per Rank) to gain a 100% bonus to your Spirit after killing a target that yields experience. For the duration, your Mana will regenerate at a 50% rate while casting. Lasts 15 sec.
	Blackout	5	None	Gives your Shadow damage spells a 2% chance (Per Rank) to stun the target for 3 sec.
	Shadow Affinity	3	5 points in Shadow	Reduces the threat generated by your Shadow spell by 8%. Progression: 8%/16%/25%
	Improved Shadow Word: Pain	2	5 points in Shadow	Increases the duration of your Shadow Word: Pain spell by 3 sec (Per Rank).
	Shadow Focus	5	5 points in Shadow Talents	Reduces your target's chance to resist your Shadow spells by 2% (Per Rank).
	Improved Psychic Scream	2	10 points in Shadow	Reduces the cooldown of your Psychic Scream spell by 2 sec (Per Rank).
	Improved Mind Blast	5	10 points in Shadow	Reduces the cooldown of your Mind Blast spell by 0.5 sec (Per Rank).
	Mind Flay	1	10 points in Shadow Talents	Assault the target's mind with Shadow energy, causing 75 Shadow damage over 3 sec and slowing the target to 50% of their movement speed.
	Improved Fade	2	15 points in Shadow	Decreases the cooldown of your Fade ability by 3 sec (Per Rank).
	Shadow Reach	3	15 points in Shadow	Increases the range of your Shadow damage spells by 6%. Progression: 6%/13%/20%
	Shadow Weaving	5	15 points in Shadow	Your Shadow damage spells have a 20% chance (Per Rank) to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 3% and lasts 15 sec. Stacks up to 5 times.
	Silence	1	20 points in Shadow, 2 points in Improved Psychic Scream	Silences the target, preventing them from casting spells for 5 sec.
	Vampiric Embrace	1	20 points in Shadow	Afflicts your target with Shadow energy that causes all party members to be healed for 20% of any Shadow spell damage you deal for 1 min.
	Improved Vampiric Embrace	2	20 points in Shadow, 1 point in Vampiric Embrace	Increases the percentage healed by Vampiric Embrace by an additional 5% (Per Rank).
	Darkness	5	25 points in Shadow	Increases your Shadow spell damage by 2% (Per Rank).
	Shadowform	1	30 points in Shadow, 1 point in Vampiric Embrace	Assume a Shadowform, increasing your Shadow damage by 15% and reducing Physical damage done to you by 15%. However, you may not cast Holy spells while in this form.

STRATEGIES

The core Priest strategy involves the proper mixture of offensive and defensive spells that allows you to keep high amounts of magic points. Much of this depends on whether or not you are in a group: that is, whether your primary role is healing or doing damage. In a group, concentrate on doing modest damage with melee attacks or your wand until the primary tank is significantly wounded, then drop down a high hit point heal (such as Greater Heal). If any of the lower hit point group members get attacked, Power Word: Shield them and/or give them a Flash Heal.

On your own, use Shadow spells early. Start with Mind Blast, give the enemy some Shadow Word: Pain, and then hit them until your Mind Blast is available again. To keep yourself from being interrupted in the fight as you cast, Power Word: Shield yourself before you start. If at all possible, wait to heal yourself until after the fight; casting time is better spent doing damage against your target.

GENERAL TIPS

Keep your Stamina buff up at all times. Having those extra hit points makes a big difference for anyone, and the first thing you should do before moving out into the world should be to buff yourself. By the same token, as you add members to your group, give them each a Stamina buff. This makes a significant difference for other casters, who need all the hit points they can get. Your tanks won't complain about getting it either.

As you gain in different spells and abilities, keep an eye on which ones are most mana efficient. If Flash Heal takes less mana to cast, has a shorter casting time, and heals for only 100 hit points less than your normal Heal spell, concentrate on using Flash Heal. Or, if you are Holy-based Priest, using Holy Smite as your primary damage-dealing spell makes more sense than using Mind Blast, because your Holy talents decrease the amount of mana that you spend with Holy spells.

Power Word: Shield is a very powerful ability, but it is very mana intensive. In a group, only use it in emergency situations. First, it can eat through your mana reserves. Second, it generates threat against you, and if a monster is hitting you than you can't cast effectively. An excellent time to Shield is when a caster is jumped by multiple enemies. A bad time to Shield is right before a Warrior charges into a group of enemies (Warriors don't worry about being interrupted and have the hit points to handle the aggro). If the timing is off, you can end up being first on the enemy group's list, and the Warrior has to fight everything off of you.

If you are soloing, then Power Word: Shield is good to use right before you start off the fight. This keeps you from being interrupted or having to cast healing spells instead of offensive spells. This works especially well if the enemies you fight are fast-attacking ones, like Wolves or Cats.

When you are fighting longer battles, make sure to hit the mob with a Shadow Word: Pain. The damage over time that this spell gives is a steady drain on an enemy's hit points and brings them one step closer to defeat. Also, Shadow Word: Pain is not an expensive spell to cast, so you are not hampering your further casting at all. Instead, this can make a big difference against enemies with high hit points (like Elites) or high resistances to physical damage (like Turtles).



ALL BY YOUR LONESOME?

In *World of Warcraft*, it's completely possible for every class to solo up to maximum level, and this includes cloth-wearing primary healers. Instead of being dependent on a group, Priests on their own are very powerful, independent entities.

The primary goal as a solo Priest is to minimize the time that you spend regenerating mana. First off, if you're sitting, you aren't getting experience. Second, drinks are monetarily expensive, and there are better ways to spend your money (e.g. Training).

Strongly consider specializing in Shadow Magic for soloing because that line dramatically improves a Priest's kill rate. Start fights with a Mind Blast and Shadow Word: Pain to get your timer started and some damage going it at your enemy. Raise a Power Word: Shield as the foe arrives to reduce your need for future healing, then use melee/wand damage until the creature is badly harmed. Use a second Mind Blast if needed, or switch into Mind Flay if you need to deal damage and slow an opponent's retreat!





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Of course if you don't mind downtime at all, just concentrate on offensive spell use. Start with the Shield to keep from being interrupted during casting and then switch between Mind Blast and Holy Smite. When the creature is dead, heal yourself as needed. It uses up magic points pretty quickly to play like this, but you can often kill two or three creatures before you have to fully regain your magic. Having a Mage buddy to supply you with free water from time to time helps a great deal with this method (even if you guys aren't grouped, a trip to buff the Mage and collect some drinks is suitable).



GROUP DYNAMICS

Your primary role as Priest in a party is that of healer. Your job is to keep people alive and fighting. If the fight is well in hand, you can toss in a few offensive spells (just don't Mind Blast to start off the fight), but by and large you let other characters do damage while you allow them to keep taking the hits. It's a tradeoff: you don't get injured, the monster gets hurt, and people who ordinarily couldn't handle concentrated aggro get to do heavy damage.

Every time that you heal, you generate a certain amount of threat. This really begins to come into play when your group is fighting multiple targets. If you heal too soon, you become the center of aggression, and that really puts a crimp in further healing (or living through the battle). So before you heal, keep an eye on who the enemies are fighting and how the fight is progressing. Try to give Tanks enough time to Taunt/damage all of the enemies who are incoming before starting your spell work. Warriors/Paladins don't need to be at full health all the time anyway; it makes them angry not to be at least a little injured.

There is also a definite order as to who should be healed first. Casters are the most fragile and need healing quickly if they are struck; use Flash Heal to get them what they need. Losing their damage output could easily turn the tide in favor of the enemy. Leather wearers like Rogues, Druids, and Hunters can take a bit more damage, and Lesser or standard Heals work very well for them. Paladins and Warriors can withstand large amounts of damage and have high hit points: Greater Heals when they reach below half health do wonders for them.

If everyone in your party is looking injured, don't hesitate to use group heals with Prayer of Healing. And while it's true that these spells do cause threat, like any other heal spell, they do not automatically cause you to be the sole focus of monster aggression. Instead, they are a very good and useful way of keeping an entire party active and fighting in a nasty situation.

There are also several things that a Priest can do to avoid enemy attention. Fade discourages enemies from attacking you, so use this if you are jumped by a monster. Psychic Scream causes enemies to flee from you, which can get multiple monsters away from you (they do come back, though). If you find yourself getting hit by monsters anyway, the last thing you should do is run around and away from your group. Stay calm, let everyone know, and give them a chance to get the enemy off of you. If you are leaping about frantically, you make targeting much more difficult and can end up bolting into other enemies.

In terms of combat control at higher levels, Priests do gain the ability to temporarily (for one minute) control enemies. This spell is called Mind Control and it only works on humanoid targets. The enemies get a chance to break free every five seconds. The first move by this enemy is to attack the Priest. So, Mind Control is not without its dangers, but it can be a very useful tool in defending the party especially against monsters that add on in the middle of a fight. Having two Priests in the party is a great strategy for Mind Control users. Have one Priest focus on the healing and the other on controlling adds.



CHANGING YOUR ROLE

It's extremely difficult to switch mentalities from solo to group to solo, etc. A soloing Priest needs a completely different ability set on their hotbar and is constantly using abilities and in combat. The role of a party's main healer is much different. Staying out of combat is the main idea and, though your spells would definitely add to the damage being done to a target, avoiding aggro is also a priority. Learn to curb your solo-style gameplay when grouping. Having to fend off opponents and constantly yelling, "On me!" is almost a threat to the party itself.

CLASS QUESTS

ALLIANCE

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Hallowed Rune	1	Sten Stoutarm	Branstock Khalder	N	40
Hallowed Letter	1	Marshal McBride	Priestess Anetta	N	40
Hallowed Sigil	1	Conservator Ilthallaine	Shanda	N	40
In Favor of the Light	4	Branstock Khalder	Maxan Anvol	S	90
Garments of the Light	4	Maxam Anvol	Maxan Anvol	Y	270
In Favor of Elune	4	Shanda	Laurna Morninglight	S	90
Garments of the Moon	4	Laurna Morninglight	Laura Morninglight	Y	270
Returning Home (Night Elf)	10	Priestess Josetta	Priestess Alatheia	N	85
Returning Home	10	High Priest Rohan	Priestess Alatheia	N	210
Returning Home	10	Laurna Morninglight	High Priestess Laurena	N	210
Desperate Prayer (Human, Dwarf)	10	Maxan Anvol	High Priestess Laurena	N	210
Desperate Prayer	10	Laurna Morninglight	High Priestess Laurena	N	210
Desperate Prayer	10	Nara Meideras	High Priestess Laurena	N	210
A Lack of Fear	20	High Priestess Laurena	High Priest Rohan	N	390
A Lack of Feat	20	High Priestess Alatheia	High Priest Rohan	N	390
Arcane Feedback	20	High Priest Rohan	High Priestess Laurenea	N	400
Arcane Feedback	20	Priestess Alatheia	High Priestess Laurena	N	400
Elune's Grace	20	High Priest Rohan	High Priestess Laurena	N	—
Elune's Grace	20	Nara Meideras	High Priestess Laurena	N	400

HORDE

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Hallowed Scroll	1	Shadow Priest Sarvis	Dark Cleric Duesten	N	40
Hallowed Tablet	1	Gornek	Ken'Jai	N	40
In Favor of Spirituality	4	Ken'Jai	Tai'jin	S	90
Garments of Spirituality	4	Tai'jin	Tai'jin	Y	270
In Favor of Darkness	4	Dark Cleric Duesten	Dark Cleric Beryl	S	90
Garments of Darkness	4	Dark Cleric Beryl	—	Y	270
Hex of Weakness	10	Tai'jin	Ur'kyo	N	210
Touch of Weakness	10	Dark Cleric Beryl	Dark Cleric Beryl	N	210
Devouring Plague	20	Ur'kyo	Aelthalyste	N	—
Shadowguard	20	Miles Welsh	Ur'kyo	N	400

SHARED

QUEST	LEVEL	QUEST LAUNCHER	QUEST COMPLETER	CHAIN	MAX XP
Cenarian Aid (Alliance)	52	High Priest Rohan	—	S	2000
Cenarian Aid (Horde)	52	Horde	Ur'kyo, Ogtinc	S	2000
Of Coursers We Know		Ogtinc	Ogtinc	Y	2050
The Ichor of Undeath	52	Ogtinc	Ogtinc	Y	2050
Blood Of Morphaz	52	Ogtinc	Greta Mosshoof	Y	6350
Holy Bologna: What the Light Won't Tell You	62	Dire Maul	Lorekeeper Javon	N	7050

