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Priest leveling guide classic alliance

specializations begin to decline with their solo damage, and are not recommended unless you plan to level through a significant number of dungeons. Whatever spec you originally chose, you'll want to respect at least once at about 40-42 in Shadowform if you're going to level as shadow to 60. Shadow Priest Leveling Holy Guide is also viable level with as long as you can handle doing less of the optimal damage. If you are going to be leveling in a group or dungeons on a regular basis, then a Holy Hybrid build will give you the best of both worlds. Holy Priest Leveling guide Finally, Discipline is generally slower than the other two specifications for questing solo. If you are going to be leveling in a group or dungeons on a regular basis, then a Hybrid Discipline build will give you the best of both worlds. It also provides additional benefits in subsequent levels if you're leveling with another spell caster through Power Infusion talent ability. Discipline Priest Leveling Guide 2.1. Ultimate/Best Leveling Strategy and Talents If speed is what you care about, the best way to proceed in WoW Classic as a solo priest is to use our Shadow build talent, which begins with discipline and holy talents early, then at 40-42 fully respect in Shadow. The reason for this is that Discipline and Holy Talents provide more damage and durability of your hand early, with a focus on damage from your wand. By the time you reached level 40-42, Shadow had increased power through Shadowform and Mind Flay. Played properly should have almost no hand downtime all the way to 60. 2.2. Dungeon Leveling as a Priest – Melee or Mpel Cleave Leveling with a premade group in Dungeons has become popular in WoW Classic. While leveling this way will not be for everyone because it requires a group of people from certain classes to Maximum. The priest is an ideal healer for both melee and split-pleft groups, due to our ability to support the hand and heal through dangerous situations. It should be noted that most dungeons in WoW Classic can be done with more than 5 people. While this will ruin the gain of experience, it is a if you struggle to get through. 3. Leveling 1-60 as a priest in WoW Classic In order to reach 60 as a priest, you will also want to know what professions/tools/statistics to track and complete your class quests. In the following sections we will discuss each of them at length. 3.1. Leveling professions for priests in WoW Classic Learning professions early is very useful after you can naturally level them as you go, avoiding additional work to the maximum level. This is especially true for collecting professions, but crafting professions compensate for your efforts by giving you additional tools to level with. Skining, Herbalism, and mining are high primary professions for a leveling priest, allowing you to make extra gold, or accumulate materials that you can use to level crafting professions later. Keep in mind there is a compromise with leveling professions while leveling. Keeping professions relevant to the level of content you are doing can slow down the leveling speed. You can use our relevant professional guides to ensure that you leave an area after you have completed your professions (which is particularly relevant for collecting professions). Otherwise, you may have to come back later for your professions and waste your time. With the upside in these professions is crafting or selling their associated goods is a great way to earn some extra money on the side as you level up! 3.2. Preferred Gear and Stats Options for leveling classic priests while leveling, regardless of your spec you will want to focus on having the best wand possible. While queting and even in dungeons, a significant amount of damage will come from your wand, so having the largest dps wand available to you is important. When leveling as Shadow you will want to focus on TheEarl Damage, 5 Second Hand, Intellectual, and Spirit not only to put as much damage as possible, but to maintain a healthy hand pool and reduce the amount of time you need to spend your hand regeneration. For other options of specialization, Holy and Discipline, the tools is less important, but try to target the intellect, Spirit, and Mana on 5 seconds first, as it will allow you to kill more enemies or cast heals more before you have to wait for your hand to regenerate. 4. Weapon options for leveling priests in WoW Classic While all gear is relevant while leveling, wands are especially important because they contribute much of your damage. This is especially true for Discipline and Holy Leveling, as well as Early Shadow. Read our full guide on weapons downstairs. Priest Weapons Guide 5. Important priest quests in WoW Classic Each class in WoW Classic has important class-specific quests that allow them to learn new active skills that are often critical to the class. For Priest this involves different spells specific to your particular race, we detail every single step of the road for you in our complete guide to the quests below. Priest Quests Guide 6. Progress your priest to level 60 through you have reached the maximum level, it will be very useful to read the rest of our guides. Choose Healing Priest if you intend to heal at the maximum level, which is the preferred specialization for a priest looking for a raid group, but Shadow Priest are also great supports, and do well in dungeons and PVP. You are also welcome to catch up on what to do in the PVP fight with our PVP Priest Guide, and to begin to epic grind you with the help of the Goldmaking Guide for Priests! 7. Changelog 02 Sep 2019: Guide revamped with a ton of new information: fastest leveling, dungeon leveling, new talents and rotation. 09 Aug 2019: Guide added. Show more Show less Wouldn't it be more beneficial to have wand specialization instead of unbreakable will while leveling? Seeing that wand damage is such a big part of your damage, especially while leveling? Perhaps it would be good to take the wand specialization from level 15-19 immediately after putting 5 points in Spirit Tap. You don't want to activate Spirit Tap with MB (so it will be an overkill), but with wandung you don't have to drink every two mobs. So the wand specialization is much above unbreakable will even in a PVP realm. This is truly the most embarrassing guide I've ever read on the internet. I am now going to write a better guide in a paragraph, because I pity any poor sucker who actually tries to follow this drek. ASAP: Take the smaller magic wand, get the larger magic wand, get the gravestone scepter. Google it. Talents, take Wand Spec, get Spirit Tap, Get Pain, get 3/5 hit. Go disk up to 40, respect the shadowform, then go disk again. Use Blast&Pain&Wand each mob. If the big hand, use smits before 40, mind the flay after 40. Keep Fort, Inner Fire, Shield Up.I glad the author is not Japanese, because then the only way to restore his honor would be seppuku. That's right, he can only promise not to write classic content again. You don't actually have to shade the spec, but it will help a lot. There are talents that increase your holy damage, such as Light Searing and Holy Specialization. And you can still pick up Spirit Tap and have points left. I agree with most of the comment. The only change I personally would make is I like to alternate between getting the spirit tap and the wand spec, and I personally prefer going up to improved MB. It'd go well anyway. Wands are really op like hell, very suggested to get a hold of any and try to do their best to keep them updated when you can. Smaller Magic Wand can be crafted at 10 enchanting and requires Smaller Magic Essence x1 and used at lv 5.Greater Magic Wand can be crafted at 70 enchanting and requires Larger Magic Essence x1 and can be used at lv 13. worthless guide, without precise explanations on how to get a decent wand as soon as possible... It might be worth mentioning whya) having a wand is a must-have (because at low wand levels, usually out-DPS any spells you might have, especially with 5/5 spec wand). wand). regen is disabled for five seconds after casting a spell). It's not good having 5/5 Spirit Tap if you get exactly zero benefit from the extra spirit for 3-4 seconds every time you procs, because you've been shovelcasting a lot to death). It is interesting the shadow is mentioned as the only reasonable spec at the level in, because it is 100% not true. Vanilla is about the journey and experience it makes out of it, and yes, I leveled Holy, 3 times, and it was great! It's slow and painful, but guess what you're highly coveted for dungeons, even if that's not a primary method of leveling, and can be a ton of fun. He taught me a lot of patience. The point is, if you want to power up to 60 as fast as possible, yes sure go Shadow. But if you want to relax and enjoy the way out there, and help your friends along the way, Holy is as viable as anything else. Besides, you'll be invited to each group. Like every group. It's pretty fancy. :D This guide is objectively bad, suggesting to level as shadow is a joke.1. 5/5 Spirit Tap or 5/5 Wand spec2. The one you didn't pick from abovefirst3. 5/5 Holy spec4. 5/5 Divine Fury5. Whatever it is6. Searing LightNever use MB unless you need a quick nuke. Use PWS/SWP With moderationTry to use up indoor fire stacks while wandung + renew. This guide is objectively bad, suggesting to level as shadow is a joke.1. 5/5 Spirit Tap or 5/5 Wand spec2. The one you didn't pick from abovefirst3. 5/5 Holy spec4. 5/5 Divine Fury5. Whatever it is6. Searing LightNever use MB unless you need a quick nuke. Use PWS/SWP With moderationTry to use up indoor fire stacks while wandung + renew. I love you finally choosing the wand spec, the best leveling talent in the game, after everyone told you to. But you still have no idea why to choose it. This time, instead of deleting my comment for vulgar content (LMAO), just delete your guide and copy this over it: This is really the most embarrassing guide I've ever read on the internet. I am now going to write a better guide in a paragraph, because I pity any poor sucker who actually tries to follow this drek. ASAP: Take the smaller magic wand, get the larger magic wand, get the gravestone scepter. Google it. Talents, take Wand Spec, get Spirit Tap, Get Pain, get 3/5 hit. Go disk up to 40, respect the shadowform, then go disk again. Use Blast&Pain&Wand each mob. If the big hand, use smits before 40, mind the flay after 40. Keep Fort, Fire Inside, Shield Up. You should add information about where and learn different weapon specialties. This will be helpful for when people pick up different weapons in what leveling. You should add information about where and learn different weapon specialties. This will be helpful for when people pick up different weapons while leveling. This guide must be reported as inaccurate so that we can get either this rewritten or a new person to write this. The large amount of incorrect information in this guide will potentially mislead thousands of people. and, as we all know, there are enough healers. This isn't ice-veins, you get the real correct information out there. This guide must be reported as inaccurate so that we can get either this rewritten or a new person to write this. The large amount of incorrect information in this guide will potentially mislead thousands of people. and as we all know, there are never enough healers. This isn't ice-veins, you get the real correct information out there. You're not going to be a very capable solo leveler. The priest is very effective at leveling and is even able to reach level 60 while being proud of/played days. Just buy decent wands whenever you can and you'll do well as long as you don't overpull the mobs, even then you can shield/fear and run or kill everything you can. Don't spend talents deep in the shade tree until you are level 40+ as you just need the spirit tap and increased the duration of the debuff for sWP. Shadow is viable only after level 40, when you get shadowform. If you haven't played classic/vanilla just get a decent queting guide and you'll be ok. Do not recommend this guide. I would just like to point out some inaccuracies in this guide that can be daunting to people who don't know much about the Classic, or priest specifically in the Classic and may be turned away from class because of it. For example; You might struggle to kill enemies. As a priest especially, you won't be a very capable solo leveler. That's just flat out wrong. Priests are Level 2 levelers in Classic, which means that there are only a handful of classes with faster leveling experience, and probably no classes with a more stable leveling experience. The reason for this is 5/5 Wand Specc and 5/5 Spirit Tap, which should be picking up from 10-19 in 100% of cases. Once you have a wand (very easy to craft by a smaller magic wand from Feeric 10 Level 8), you have the ability to kill mobs with literally 0 downtime. Kill monsters one at a time with this simple rotation, PW:S-> Smite -> SW:P-> Wand, and you'll be going neutral hand. Throw in an extra spell here or there, or shoot slightly more aggressive monsters to keep your hand floating below 90%. Again, for context, going neutral hand with a stable killing speed and access to self healing makes you a monster leveling especially from 20-40. This is also the case; There is only one option when leveling a priest, and that is to level using talents from the Shadow Tree: gaining access to things would be Spirit Tap, again, just flat out wrong. You just need Spirit Tap from Shadow, all else there is sauce for leveling up to 40+. There is even a concentrated Smite build that performs better than the hard shadow up to level 40, and even if it is strictly wrong not to take 5/5 Wand Specc and let the wand to you. If you were determined to level a priest without a concentrated playstyle wand, you would go Holy/Shadow Hybrid. But it's like you decided to level up a petless hunter. Finally, Tier 3: At 20 you should go ahead and take Mind Flay Mind Flay Flay Become a damage on Mana spent effective spell until you have access to Shadow Weaving and higher ranks of the spell itself. Taking Mind Flay to 20 is strictly wrong for efficiency and kill speed, as wandung with a SW: P on target is actually rotating top dps for a level of 20 priest (assuming not ridiculous + power spell twink elements). Taking Mind Flay at 20 also asks you to ignore Wand Specc (horrible idea) and provides less value to you on the talent point than to say, Enhanced Power Word: Shield or even Improved Power Word: Fort. There are some disadvantages to priest leveling for sure, it would be addition to the wand, but it is countered by this simple fact: When it comes to spending 10 talent points before level 40, there are 10 points of talent stronger for questing solo/grinding than Spirit Tap and Wand Specc. It's a level 2 leveling build that only requires level 19 to unlock. It also leaves you very flexible with talents moving in the 20-40 range, which means that you will be able to take a few healing talents and be able to heal comfortable dungeons without respecting, which is invaluable when leveling in Classic. A lot of the best in slot leveling tools can be found from dungeon quests and bosses, and having access to healing dungeons in the same speck that makes you a Tier 2 leveler is pretty nice, and no other class can do that. In conclusion, the heart of this guide is in the right place and a lot of information is useful, but it is strictly wrong on how to build a priest for leveling in the Classic. Shadow Priest is a very fun spec, and can really break into PVP when played well, but it's godawful for leveling up to 40+. After level 40 is 100% viable to go hard Shadow, but I tend to stay Specc Wand up to 60 personally. I like the flexibility it gives me compared to Shadow in group content. I don't pretend to be an expert at the priest, but I've done a main one in Vanilla (and on and off since then), I've been in touch with people who played it on beta, and I've been testing and refining my leveling path and relying on the closest thing ;) Honestly, this guide is more detrimental than helpful. People who follow her could do worse than they would just by following their own ideas. The biggest problem is that much of the sub-optimal advice here is not even simply stated as a possibility or a suggestion, but it is stated as if they were an absolute necessity. As the author of the guide who states that the Priest must be Shadow level. Shadow is a viable leveling spec, but it's not necessarily the best. Declaring that priests have a hard time leveling solo is also very strange and seem to be more based on a stereotype being than on actual experience. Priests are one of the most self-sufficient classes that make for a constant and easy leveling experience (though it really isn't the fastest). I just wanted to comment and say that there were many updates to the guide in different sections! I would like to put a special emphasis on Solo Priest Leveling Leveling which is completely different from previous versions of the guide. I hope this helps any young priests out there! Good luck in Azeroth! Duskwood is not friendly with Lvl 10 characters. The guide should be updated to recommend that area for 20-30 instead. Thank. Duskwood is not friendly with Lvl 10 characters. The guide should be updated to recommend that area for 20-30 instead. Thank. Gravestone Scepter is a very powerful wand and you get super early if you do it right. Search can be accepted as soon as lv 18 and you can enter the dungeon at level 19.You may need to convince your group that you can cure this, but if you are not completely sh*t, then there is no problem to cure the dungeon at about 19. Gravestone Scepter is a very powerful wand and you get super early if you do it right. Search can be accepted as soon as lv 18 and you can enter the dungeon at level 19.You may need to convince your group that you can cure this, but if you are not completely sh*t, then there is no problem to heal the dungeon to level around 19.update Just healed the dungeon again with a decent group and being lv 21 as a dwarf disc priest. This is totally achievable, but my tank was an excellent player and I still had some tough times. Even if you get this wand at like 26, it's still extremely nice to have and will take you to 30 and in Stranglethorn and Monalasty where it will replace. Okay, so. Im broken here. Like a vanilla priest, who actually played back then. I don't remember many of these problems that this person mentions. Vary rarely died while I was questing solo unless some nasty alliance came by and was rude. It's also. I don't remember the talent points being like this either.. I mean, I might be wrong. I would have to go back YEARRRRSSSS through my Google photos and check the screenshots I took.. shesh.. but yes. I'm just.. I don't think that's fair. I mean, I might be wrong, but. Eh.. Have you tried to go to an AH and spend less than 1g to get full crafted or bad, but only the gear? And actually, try a spell rotation without using aa.? starting at lv 20 20

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