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Wotlk disc priest leveling guide

The arsenal of the priest's attack consists of two drawing schools: Holy and Shadow. This guide examines the talent build after those who want to level using holy school spells. It focuses on talent in discipline and the Holy Tree. Before you start, here are some useful tips Always to make sure you have the most updated wand possible. Wandering doesn't cost mana, so it's perfect to complete a mob off when it's 10% health. Level first aid as you go. Bandages do not cost mana and the profession is perfect for getting rid of those scraps of fabric stuffed in your bags. Save gold glyphs. Carry a few stacks of food and water, a few mana and health potions for emergency. When you see another class on the way, throw the Power Word: Fortitude and the Divine Spirit on them. They will most likely return to service and will give you Mark of the Wild, Arcane Brilliance or Blessing of Wisdom. These short amateurs will temporarily improve your statistics, so you'll be leveling at least a little faster. Make friends, party, drop to cure something in danger. You are a priest, playing as one. The build we aim to look like this: 41/27/3 Holy DPS Farming Build Spell Rotation Level 1-3: Smite until dead Smite is your only offensive spell without a melee, there aren't many options here. Level 4 to 9: Smite -> SW:Pain-> Smite by dead For in depth breakdown, visit my Leveling Oom post Level 10-19: Mind Blast -> SW:Pain -> PW: Shield -> Smite up to 5% -> Wand until dead Mind Blast doesn't do much more damage than Smite currently on the rank of differences. It also takes much less time to quit. Use this as an opener to make it available again to another mob. Level 20 to 61: PW: Shield -> Holy Fire -> Smite x 3 -> Mind Blast or Wand You will learn holy fire level 20. From now on, it is important to protect in advance to avoid breaks when Glyph of Smite is valid. Wand until the cooling of the Holy Fire is complete, then proceed to the next crowd. Level 62 to 80: PW: Shield -> Holy Fire -> Smite x 3 -> SW:Death Use Power Infusion and Inner Focus every cooling. Don't forget to quit PW: Shield, because now you have reflective shield talent. Fighting elite: SW: Pain-> Devouring Plague -> PW:Shield -> Holy Fire -> Smite x3 -> Mind Blast. Keep doTs up, update the panel. Rinse and Repeat. Shadow Level 10: 1/3 Spirit Tap Level 11: 2/3 Spirit Tap Level 12: 3/3 Spirit Tap Maxed Out! Holy Level 13: 1/5 Holy Specialization Level 14: 2/5 Holy Specialization Level 15: 3/5 Holy Specialization Major Glyph I: Glyph of Inner Fire or Glyph of Shadow Word: Pain or Glyph of Power Word: Shield. At level 15, you will unlock your first major glyph nest. Since smite damage at an early level is not that great until you reach Searing Light, you will need to cast shadow word: pain as part of your rotation. Glyph Shadow Word: Pain will give you some mana back. But from your server economy, this glyph can be priced higher than normal depending on the player's demand, so is to grab glyph internal fire instead. Glyph internal fire will reduce the physical damage caused by your priest by approximately 8%. Less damage taken means greater survival and fewer downtimes spent on casting treatment spells. Edit: The third alternative is to take Glyph Power Word: Shield. 20% healing from PW: Shield can save you the majority of healing spells here and there, so save mana and help you survive better. It should also be noted that Glyph from PW: Shield can acquire a wave of light at a later level! (Courtesy of Luthvian) Level 16: 4/5 Holy Specialization Level 17: 5/5 Holy Specialization Maxed Out! Level 18: 1/5 Divine Fury Level 19: 2/5 Divine Fury Level 20: 3/5 Divine Fury Major Glyph I: Replacing Smite At level 20 Glyph, you will learn a new spell called Holy Fire. Glyph from Smite will now take effect, so buy it as soon as possible from your nearest Auction House. Unfortunately, you can't get another big glyph slot up to level 30, so you have to destroy any glyph you have in your nest now that local smite glyph. Level 21: 4/5 Divine Fury Level 22: 5/5 Divine Fury Maxed Out! Level 23: 1/1 Desperate Prayer Level 24: 1/3 Blessed Recovery Level 25: 2/3 Blessed Recovery Level 26: 3/3 Blessed Recovery Maxed Out! Blessed recovery doesn't cure anyone that much, but the keyword here is that it doesn't cost any mana at all. It works regardless of whether the damage you cause is absorbed or not. So here are a small tick and can just save a few caste treats from time to time. An alternative to Blessed Recovery is to take a 3/3 upgrade. The update is instantaneous and can be used to run or between pulls to fill your health. This can be a slow cure, but when you are not in danger of dying, it is your most effective cure. Level 27: 1/2 Healing Focus Level 28: 1/2 Searing Light Level 29: 2/2 Searing Light Maxed Out! Level 30: 1/2 Holy Reach Major Glyph II: Glyph from Holy Nova or Glyph Internal Fire or Glyph Power Word: Shield At Level 30, you can unlock your second major glyph slot. If you're feeling a little daredevil-ish, grab Glyph's Holy Nova and try a little aoe grinding. Cast SW: Pain and devoured plague on the first crowd, and SW: Pain for all the other consecutive mob you pull. PW: Shield yourself, and wait until all the crowds are gathered neatly around you. Holy Nova spam until everything is dead. Cast upgrade yourself even from some damage. If you accidentally pulled out too much, drop the fear bomb (mental scream) and heal. Make sure you are in full health and mana before each pull. Don't try to pull too much at once or else you'll definitely die. Five is usually a nice number, but you can pull more if you think your mana pool can keep it. If you want a single goal for constant leveling, grab glyph internal fire or Glyph power word: 31: 2/2 Holy Reach Maxed Out! Level 32: 2/2 Healing Focus Maxed Out! Level 33: 1/5 Spiritual Guidance Level 34: 2/5 Spiritual Guidance Level 35: 3/5 Spiritual Guidance Level 36: 4/5 Spiritual Guidance Level 37: 5/5 Spiritual Guidance Maxed Out! Level 38: 1/2 Surge of Light Level 39: 2/2 Surge of Light Maxed Out! Discipline Level 40: 1/5 Twin Disciplines Level 41: 2/5 Twin Disciplines Level 42: 3/5 Twin Disciplines Level 43: 4/5 Twin Disciplines Level 44: 5/5 Twin Disciplines Maxed Out! Level 45: 1/3 Improved Internal Fire Level 46: 2/3 Improved Internal Fire Level 47: 3/3 Improved Internal Fire Maxed Out! Level 48: 1/2 Enhanced Power of Word: Fortitude Level 49: 2/2 Enhanced Power word: Fortitude Maxed Out! Level 50: 1/1 Indoor Focus Level 51: 1/3 Meditation Level 52: 2/3 Meditation Level 53: 3/3 Meditation Maxed Out! Level 54: 1/3 Enhanced Power Word: Shield Level 55: 2/3 Enhanced Power Word: Shield Level 56: 3/3 Enhanced Power Word: Shield Maxed Out! Level 57: 1/3 Mental Agility Level 58: 2/3 Mental Agility Level 59: 3/3 Mental Agility Maxed Out! Level 60: 1/1 Soul Warding Level 61: 1/2 Reflective Shield Level 62: 2/2 Reflective Shield Maxed Out! At level 62, you will learn a new spelling called Shadow Word: Death. This spell makes for a nice finishing move and it is instantaneous. If you like to use this spelling, replace Glyph of Holy Nova with Glyph of Shadow Word: Death. This will increase SW:D damage to up to 10% of mobs up to 35% health. Level 63: 1/5 Mental Strength Level 64: 2/5 Mental Strength Level 65: 1/2 Focused Power Level 66: 2/2 Focused Power Maxed Out Level 67: 3/5 Mental Strength Level 68: 4/5 Mental Strength Level 69: 5/5 Mental Strength Maxed Out! Level 70: 1/1 Power Infusion Congratulations after reaching level 70. From here, you have two options. To continue the solo leveling path, follow this guide. If you're more interested in treatment cases, try reading my other 70 to 80 wrath equalization guide, which further breaks down talents and explains some logic behind it. Level 71: 1/3 Focused Will Level 72: 2/3 Focused Will Level 73: 3/3 Focused Will Maxed Out! The reason I recommend Focused Will before anything here is to give you the opportunity to start a serious aoe leveling through Holy Nova. Focused don't only give you an extra crit, but also significantly reduce the amount of physical damage you've taken when you're beating on a crowd train. As for the pulling style, generic is quite simple. PW: Shield yourself, gather the crowd, activate the Power Infusion and make Holy Nova spam until everything is dead. Use the light proc wave to kill the lowest health crowd percent Spirit Tap. Also, use the Light Wave to cure yourself if your health falls too low. The alternative is as follows: Grind Holy Fire/ Smite style up to 25% mana (but 100% health) Send Shadowfiend (offensive) on Target A. activate Shadowcrawl. PW: Shield yourself and pull the target B, C, D, E, F, G, etc. (as far as you can work, but no more than 10) to do it quickly. Collect B, C, D, E, F, G neatly around you and run into Target A. Shadowfiend will now expire, should have 90% mana. Target A should be near death. Turn on the power infusion and start touching The Holy Nova. First Nova. First casts will kill Target A, his death will give you the Spirit Tap. Use The Flood Light Smite to kill fleeing mobs or use light surge flash heal to heal yourself Spirit tap from target A now expires, target B, C, D, E, F, G, etc. will drop dead shortly afterwards, and the second Spirit Tap will kick while you loot bodies Sounds complex? Perhaps, but the whole point is to make sure you have the Spirit tap for the entire duration of your Holy Nova aoe, because it will increase your anti-mana regeneration significantly. Shadowfiend has a long 5 minutes of cooling, so you need to make sure you take full advantage of it when it is. For this reason, it is not recommended to use it for the same purpose that you smithe, because the goal is likely to die before your Shadowfiend ends. Level 74: 1/3 Enlightenment Level 75: 1/3 Rapture Rank 1 Rapture will be crucial to reducing mana costs in your PW: Shield 50% Level 76: 1/2 Aspiration Level 77: 2/2 Aspiration Maxed Out! Level 78: 2/3 Enlightenment Level 79: 3/3 Enlightenment Maxed Out! Level 80: 1/1 Pain Suppression At Level 80, you will unlock your final major glyph slot. Congratulations on reaching level 80. I hope you enjoyed smite leveling so far, but the fun has just begun. 41/27/3 build now you have level 80 is actually a farming build specially made for everyday searches. So use it as a dual spec opportunity to save that epic flyer or other things needed by the many gold sinks Blizzard did for us. The other two slots depend on you. You.

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