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## Wotlk priest leveling guide

May 3, 2016 Hi I just started a new priest, but I don't know if I need to level myself as a shadow or a disk. My intentions are to play healer disk at 80 so I'd rather play up to 80 as a spec and learn it, if possible. May 3, 2016 Levelling as a disc is much slower so I wouldn't recommend it. You can easily cure low-level dungeons even in shadow. You can also try the sacred tree on the lower levels (focusing on holy fire + smit related talents) if you are curious. Don't worry about learning at level 80, the disc priest is really easy to master and your preferred gear is pretty much the same as in the shadows. In addition, you can always learn dual spec at level 40 (it is not so difficult to collect gold for it, even if it is your first char). May 5, 2016 I would advise against leveling as a disk, go holy instead. It's way better than other specifications at least for early levels (up to lv50 or 60, maybe even more) Talent build: Start with a ghost touch in the shadows afterwards take the holy talents. lv1-19: SW:pain/smite + wand spam lv20-49: Holyfire + smite spam lv50: Then I threw in the shadows. I think if I were to level another priest, I'd wait until Lv60 for dispersion before I shadowed myself. Smite glyph is a must have. Favor spirit equipment and spellpower equipment over everything else. Ghost Gear increases its flawed regen a lot with spirit tap talent and also increases its spellmg of sacred talents. Spellpower is beautiful for obvious reasons. May 5, 2016 Levelling as a disc is much slower so I wouldn't recommend it. You can easily cure low-level dungeons even in shadow. You can also try the sacred tree on the lower levels (focusing on holy fire + smit related talents) if you are curious. Don't worry about learning at level 80, the disc priest is really easy to master and your preferred gear is pretty much the same as in the shadows. In addition, you can always learn dual spec at level 40 (it is not so difficult to collect gold for it, even if it is your first char). I'm sorry I disagree with you here, but there's a good difference in statistics preferences between Discipline and Shadow. Also leveling as a discipline is very excer straightening and simple. I equated two of my priests as a discipline - the only thing you need to take certain talents that are not used in the PVE scenario. Besides, it's completely bearable. Since he's willing to learn class and this specific spec why not equate as discipline because it's possible? I wish all the players in this community were actually like that and they took the time to learn their class. May 7, 2016 I'm sorry to disagree with you here, but there is a good difference in statistics preferences between Discipline and Shadow. Also leveling as a discipline is very excer straightening and simple. I equated two priests as a discipline - The only thing you need to take certain talent talents not used in a PVE scenario. Besides, it's completely bearable. Since he's willing to learn class and this specific spec why not equate as discipline because it's possible? I wish all the players in this community were actually like that and they took the time to learn their class. Speaking of efficiency how disc compared to Holy? HF/ Smite hit is pretty hard and regen flaw is nice aswell. As a disc I suppose you use HF/Smite to kill mobs as well, why not make it as sacred when it actually hits harder because of its talents? May 8, 2016 Speaking about the effectiveness of how's Disc compared to Holy? HF/ Smite hit is pretty hard and regen flaw is nice aswell. As a disc I suppose you use HF/Smite to kill mobs as well, why not make it as sacred when it actually hits harder because of its talents? May 8, 2016 Speaking about the effectiveness of how's Disc compared to Holy? HF/ Smite hit is pretty hard and regen flaw is nice aswell. As a disc I suppose you use HF/Smite to kill mobs as well, why not make it as sacred when it actually hits harder because of its talents? While solo leveling you can solo much better as a discipline than as Holy and you can still use your Absorbent as an ability to damage ( 41475 ). This means that for solo elites, for example, you have much more survival skills. You hit harder as saints - not so much more honestly - but you take more damage. This is one of the few examples. May 9, 2016 I'm currently leveling off as a disc priest and I can tell you, it's worth it! While the damage you're doing isn't as bad as shadow spec, but you'll be able to solo most of the tasks that include Elite. In addition, people are always looking for healers to successfully complete dungeons safely. May 9, 2016 I'm currently leveling off as a disc priest and I can tell you, it's worth it! While the damage you're doing isn't as bad as shadow spec, but you'll be able to solo most of the tasks that include Elite. In addition, people are always looking for healers to successfully complete dungeons safely. I think my whole thing is done. May 10, 2016 I'd say heed DakMonkey's advice. Sacred leveling is the way to go and with Smite glyph you can easily perform tasks due to good damage and you can easily cure dungeons due to the fact that you are basically a healer. After taking Surge of Light you can go disc if you want to level like that. But going straight disc is absolutely not worth it, compared to Holy. Priest leveling is the hardest in the game (with maybe Rogue coming second) so what's even harder is stupid. At 50 years old you can respect Shadow. May 10, 2016 I guess no one questioned your point, you can equalize like a disc if you want... but that's not an effective way. When your purpose is to reach the maximum level as quickly as possible your main goal is to reduce your setbacks (healing yourself, replenishing pool flaws and yes, survival is also very important). The best way to achieve this is to follow DakMonkey's advice. But of course there are others. as here is my advice: choose the specification that is most fun for you. Leveling can be painful if you don't enjoy it (or at least try) and won't enjoy it if it's a constant ;) May 10, 2016 I guess no one questioned your point, you can equalize as a disc if you want... but that's not an effective way. When your purpose is to reach the maximum level as quickly as possible your main goal is to reduce your setbacks (healing yourself, replenishing pool flaws and yes, survival is also very important). The best way to achieve this is to follow DakMonkey's advice. But of course there are other aspects and here's my advice: choose the specification that's most fun for you. Leveling can be painful if you don't enjoy it (or at least try) and won't enjoy it if it's a constant ;) People questioned my point and pointed to invalid comparisons. Also, if we want to measure the rate of leveling efficiency, I will declare that this is completely irrelevant because you are playing on a private server that is not yet 100% Blizzard - Ragnaros and Deathwing, for example, are completely irrelevant up to that point. If you know how to equalize as a discipline (KNOW YOUR CLASS) you won't have setbacks at all. I leveled a priest from 1 to 80 as a discipline in less than a day. I also leveled myself in retail, as discipline and pursuit, in four days. Setbacks exist when you have no idea what to do. That's why you need to study your class before you move out that you shouldn't level off like this because it's not effective. Leveling is the easiest thing in the world. May 17, 2016 In terms of raw leveling speed, I'd say 1-60 it's: Holy &gt; Shadow &gt; Disc After 60 I think Shadow is probably a little better than sacred (especially when you learn Shadowfiend). The priest's offensive arsenal consists of two schools of spells: Holy and Shadow. This guide explores talent building followed by those who want to equalize using the Holy School of Spells. It focuses primarily on talent in discipline and the sacred tree. Before we begin, here are some useful tipsAladamo to make sure you have the most updated wand possible. Wanding doesn't cost a flaw, so it's great to complete a mob off when it's at 10% health. First aid level as you go. Bandages don't cost a flaw and the waist is great for removing those cloth scraps stuffed into your bags. Save the gold for the glyphs. Carry several piles of food and water, a few flaws and emergency health drinks. When you see the second class on the road, throw on them the Word of Power: Courage and the Divine Spirit. They will most likely return the favor and give you The Wilderness Brand, Arcane Brilliance or Blessing of Wisdom. These short fans will temporarily improve your statistics, which will at least make you faster for a while. Make friends, have fun, jump out cure on in danger. You're a priest. Priest, as one. The build we're aiming for looks like this: 41/27/3 Holy DPS Farming BuildSpell RotationLevel 1 to 3: Smite until dead Smite is your only offensive spell other than crowds, there aren't many options here. Level 4 through 9: Smith -&gt; SW:Pain -&gt; Smite until he diesFor the depth of failure, please visit my Leveling Oom post.Level 10 to 19: Mind Blast -&gt; SW:Pain -&gt; PW: Shield -&gt; Smite up to 5% -&gt; Wand until deadMind Blast does much more damage than Smite at the moment due to rank differences. It also takes a lot less time for the cast. Use this as an opener so it will be available again for the next mob. Level 20 to 61: PW: Shield -&gt; Holy Fire -&gt; Smite x 3 -&gt; Mind Blast or WandYou will teach Holy Fire at level 20. From now on, pre-shield is important to avoid interruptions when Glyph of Smite is in effect. Wand until the cooling of The New Fire is finished, then proceed to the next mob. Level 62 through 80: PW: Shield -&gt; Holy Fire -&gt; Smite x 3 -&gt; SW:Death Use Power Infusion and Inner Focus each cooling. Don't forget to throw PW:Shield because now you have reflective shield talent. Fighting elites: SW:Pain -&gt; Devouring plague -&gt; PW:Shield -&gt; Holy Fire -&gt; Smith x3 -&gt; Mind Blast. Keep the DoTs up, refresh the shield. Rinse and repeat. ShadowLevel 10: 1/3 Spirit TapLevel 11: 2/3 Spirit TapLevel 12: 3/3 Spirit Tap Maxed Out! HolyLevel 13: 1/5 Holy SpecializationLevel 14: 2/5 Holy SpecializationLevel 15: 3/5 Holy SpecializationMajor 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 slot. Because early-level smite damage isn't that high until you get to Searing Light, you'll need to throw shadow word: Pain as part of your rotation. Glyph words from the shadows: Pain will give you back your flaw. However, depending on the economy of your server, this glyph may be priced higher than usual depending on player demand, so the alternative is to grab the Glyph of Inner Fire instead. The glyph of internal fire will reduce the physical damage taken by your priest by approximately 8%. Less damage means more survival and fewer setbacks spent casting healing spells. Editing: The third alternative is to take Glyph of Power Word: Shield. 20% healing from PW: A shield can save you a drain of healing spells here and there, thereby saving the flaw and helping you survive better. It should also be noted that Glif PW: Shield can proc Surge of Light at later levels! (Courtesy of Luthvian) Level 16: 4/5 Sacred SpecializationLevel 17: 5/5 Sacred Specialization Maxed Out! Level 18: 1/5 Divine FuryLevel 19: 2/5 Divine FuryLevel 20: 3/5 Divine FuryMajor Glyph I: Replace with level 20 glyph smiteAt, you will learn a new spell called Holy Fire. Glif Smitea will now take effect so buy it as soon as possible from the nearest auction house. Unfortunately get another large glyph slot up to level 30 so that Must destroy any glyph you have in your slot for now to make room for Smite glyph. Level 21: 4/5 Divine FuryLevel 22: 5/5 Divine Fury Maxed Out! Level 23: 1/1 Desperate PrayerLevel 24: 1/3 Blessed RecoveryLevel 25: 2/3 Blessed RecoveryLevel 26: 3/3 Blessed Recovery Maxed Out! Blissful recovery doesn't heal as much, but the key word here is that it doesn't cost a flaw at all. It works whether the damage you take is absorbed or not. Thus, small ticks here and there can save a few drains of healing from time to time. The alternative to a blissful recovery is to take 3/3 in improved renewal. Renewal is instantaneous and can be used on the run or between withdrawals to replenish your health. It can be a slow healing, but when you're not in danger of dying, it's your most effective healing. Level 27: 1/2 Healing FocusLevel 28: 1/2 Searing LightLevel 29: 2/2 Searing Light Maxed Out! Level 30: 1/2 Saint ReachMajor Glif II: Glyph Holy New or glyph inner fire or glyph words of power: ShieldAt level 30, unlocking your second large glyph slot. If you're feeling a little daredevil-ish, grab Glyph from The New One and try some aoe grinding. Cast SW: Pain and Devoured Plague on the first mob, and SW:Pain on all other consecutive mob you pull. Pw: Protect yourself and wait until all the mobs gather neatly around you. Holy New Spam until it's all dead. Throw Renew on yourself to make some of the damage at home. If you accidentally pulled out too much, drop the fear bomb (Psychic Scream) and get better. Make sure you are in full health and defect before each withdrawal. Don't try to pull them too hard, or you'll die for sure. Five is usually a nice number, but you can pull more if you think your pool flaw can sustain you. If you prefer single-cylinder stable leveling, grab Glyph of Inner Fire or Glyph of Power Word: Shield.Level 31: 2/2 Holy Reach Maxed Out! Level 32: 2/2 Healing Focus Maxed Out! Level 33: 1/5 Spiritual GuidanceLevel 34: 2/5 Spiritual GuidanceLevel 35: 3/5 Spiritual GuidanceLevel 36: 4/5 Spiritual GuidanceLevel 37: 5/5 Spiritual Guidance Maxed Out! Level 38: 1/2 Val LightLevel 39: 2/2 Wave of Light Maxed Out! DisciplinaLevel 40: 1/5 Twin DisciplinesLevel 41: 2/5 Twin DisciplineLevel 42: 3/5 Twin DisciplinesLevel 43: 4/5 Twin DisciplineLevel 44: 5/5 Twin Discipline Maxed Out! Level 45: 1/3 Improved indoor firelevel 46: 2/3 Improved indoor firelevel 47: 3/3 Improved indoor fire Maxed Out! Level 48: 1/2 Improved Power Word: FortitudeLevel 49: 2/2 Improved Power Word: Fortitude Maxed Out! Level 50: 1/1 Inner FocusLevel 51: 1/3 MeditationLevel 52: 2/3 MeditationLevel 53: 3/3 Meditation Maxed Out! Level 54: 1/3 Improved power word: ShieldLevel 55: 2/3 Improved power word: ShieldLevel 56: 3/3 Improved power word: Shield Maxed Out! Level 57: 1/3 Mental AgilityLevel 58: 2/3 AgilityLevel 59: 3/3 Mental Agility Maxed Out! Level 60: 1/1 Soul 61: 1/2 Reflective ShieldLevel 62: 2/2 Reflective Shield maxed out! On level 62, learn a new spell called Shadow Word: Death. If you like to use this magic, replace Glyphus from The New World with a glyph of the word shadow: death. This will increase the damage done by SW:D 10% for a mob below 35% health. Level 63: 1/5 Mental StrengthLevel 64: 2/5 Mental StrengthLevel 65: 1/2 Focused PowerLevel 66: 2/2 Focused Power Maxed OutLevel 67: 3/5 Mental StrengthLevel 68: 4/5 Mental StrengthLevel 69: 5/5 Mental Strength Maxed Out! Level 70: 1/1 Infusion of power Congratulations on reaching level 70. From now on, you have two options. If you want to continue on a standalone leveling path, follow this guide. If you're more interested in healing cases, try reading my second 70-80 anger-leveling guide that further breaks down talent and explains some of the logic behind it. Level 71: 1/3 Focused WillLevel 72: 2/3 Focused WillLevel 73: 3/3 Focused Will Maxed Out! The reason I recommend Focused Will above all here is to give you the opportunity to start seriously leveling your aoe via Sve Nova. Focused Will will not only give you an extra crit, but also significantly reduce the amount of physical harm taken when you're beating on a train mob. As for the style of withdrawal, generic is very simple. PW: Protect yourself, assemble the mob, activate the Power Infusion and do Spam Of The New Until it's all dead. Use Surge of Light proc to kill off the lowest health mob proc Spirit Tap. Also, use Surge of Light to heal if your health falls too low. The alternative is: Grind Holy Fire/Smite style until 25% downside (but 100% health)Send out Shadowfiend (Offensive) on target A, activate Shadowcrawl,PW: Shield yourself and pull target B,C,D,E,F,G etc.(as much as you can handle but no more than 10) do it quickly. Gather B,C,D,E,F,G neatly around you and run to Target A.Shadowfiend will now expire, now you should have 90% flaws. Target A should be close to death. Activate Power Infusion and start throwing Holy Nova.The first few casts will kill Target A, its death will give you a Spirit Tap.Use Surge of Light Smite kill fleeing mobs or use Surge of Light Flash Heal to cureSpirit Tap from target A will now expire, target B,C,D,E,F,G etc will drop dead soon after, and the second Spirit Tap will strike while robbing bodiesSounds complicated? Maybe, but the whole point of this is to make sure you have Spirit Tap up for the entire duration of your Holy Nova aoe, because it will significantly boost your battle defect regeneration. Shadowfiend has a long 5 minutes of cooling, so you need to make sure you take full advantage of it when it is up there. For this reason, it is not recommended to use it on the same target you are attacking, as the target die before your Expires. Level 74: 1/3 RaptureRank 1 Rapture will substantially reduce the cost of the flaw of your PW:Shield by 50% Level 76: 1/2 AspirationLevel 77: 2/2 Aspiration Maxed Out! Level 78: 2/3 EnlightenmentLevel 79: 3/3 Enlightenment Maxed Out! Level 80: 1/1 Pain SuppressionAt level 80, you will unlock your final main glyph slot. Congratulations on reaching level 80. I hope you've enjoyed the Smite leveling up by now, but the party's just getting started. The 41/27/3 construction you now have at level 80 is actually an agricultural building designed specifically for everyday tasks. That's why use it as a dual-spec option to save that epic flyer or other things needed for many of the gold sinks Blizzard has made for us. Main Glyphs: Glyph smita, glyph of The New World and glyph words of shadow: death (one target severe)/Glyph of inner fire (aoe heavy)Smaller glyphs: Glyph Levitate (for fun). The other two slots are right next to you. you, you.

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