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Wow classic priest mouseover macros

Most priest attacks are spell casts, but I want to use these macros to get a target, which is likely to take a new target if it's an existing dead. Melee Attack This macro begins an enemy targets and melee attack. Hitting this over and over again won't stop your attack and make spam safe. /cleartarget [dead][help] /targetenemy [noexists] /startattack [damage] Wand Attack This macro is similar to Melee Attack, but uses it to attack your wand. Unfortunately, this will cancel the wand to hit again and again, so be careful not to spam this. I tried using /casting [damage]! Shoot, which seems to avoid canceling Shoot, but it doesn't work. #showtooltip Shoot /cleartarget [dead][help] /targetenemy [noexists] /cast [loss] Hit Smite This macro throws Smite and launches your melee attack. #showtooltip Smite /startattack [damage] /cast [damage] Smite Shadow Word: Pain Throws this macro Shadow Word: Pain on an enemy, using a mouseover target, if any. shadow word #showtooltip: Pain/casting [@mouseover, harm] Shadow Word: Pain; [loss] Shadow Word: Pain Power Word: Fortitude Throws Power Word in this macro: Fortitude target, including a friendly mouseover target. If you hold down a modifier key, it will switch between nearby player targets. This is a great thing when you want to polish all your party members and even random people you meet around the world. #showtooltip Power Word: Fortitude /targetfriendplayer [mod] / cast [nomod, @mouseover, help] Power Word: Fortitude; [nomod] Power Word: Fortitude Lesser Heal Throws Lesser Heal, using a mouseover target if this macro exists. #showtooltip Lesser Heal /stopcasting /cast [@mouseover, help] Lesser Heal: Lesser Heal Heal Throws Heal, using a mouseover target if this macro exists. #showtooltip Heal / stopcasting / casting [@mouseover, help] Heal; Heal Greater Heal Throws Greater Heal, using a mouseover target if this macro exists. #showtooltip Greater Heal /stopcasting /cast [@mouseover, help] Greater Heal; Great Recovery in This macro assigns a Reconcise to reconse this macro, if any, using a target on the mouse. #showtooltip /stopcasting /casting [@mouseover, help] Refresh; Elixir and Bandaging This is an easy way to connect Health Elixirs, Mana Elixirs and Bandages to a single button. Normally you will use a Health potion by pressing, holding down the control uses a Mana potion processor and uses a bandage by keeping the shift down. Do not forget to change the type of iksir and bandage that you use as a leveling. / use [mod:shift] Wool Bandage / use [mod:ctrl] Lesser Mana Elixir / use [nomod] Lesser Healing Elixir WoW Classic WoW Classic General Discussion If Blizz uses the same API that means mouseover macros from retail, should the dream classic work right? If so, someone can give me an example of what you're working on with writing ranks. i.e. healing wave 1 /cast [@mouseover] Healing Wave(Rank 4) Döküm Döküm Rank 4 wave on mouse on target. Note that there is a gap between the important spelling name and the open parting. In practice, my macros are more detailed than this, but this covers on the mouse. Thank you like 1k I also have a slightly more detailed one, but I was sorting the spelling in the name that seems wrong. Much appreciated Mine jobs: #showtooltip Power Word: Fortitude/casting [@mouseover, help, there is] [] Power Word: Fortitude didn't realize you had to put rank in the end though. I'll make sure of that, thank you! Rank is not required. As long as the ranking does not set, the game automatically uses the highest rank. 4 Loves Ahhhh! That's what I thought! But it's been so long, I wasn't sure. I was just thinking about this yesterday and wondering how to put rank on the macro. I'm glad I don't have to do this for all of them. Thanks again! 1 I use a very useful as a mouseover after the target macro. This mouseover is a priority but if you don't have a mouseover destination you will just cast spells on my current destination. It does where you can have the option on the mouse without having to use an extra slot in the action bar. /cast [@mouseover, loss]] polymorph 5 Likes /cast [target=mouseover,help,nodead][help][target=player]Healing Touch Works Perfectly. Whether you are moused on someone or their toon or frame heals them ... If it's not, it'll heal you. 5 If #showtooltip I liked not moused on someone I used /use [@mouseover, nodead,help][@target, nodead,] SPELL where [] macros to avoid complaints about no targets (for self-targeting) 3 Likes NOTE: Cataclysm had significant changes to macros (Patch 4.0.1 and later). Many spells have been renamed and the script function has been changed a lot. To ensure wowwiki posts remain relevant, please reconse or resyn up and resyn up macros running in the current version. Re-create old macros Please re-create a macro in useful macros: follow the sample format published below (to get the frame around the macro, add a space before starting) explain what the WoW version you tested to remove from the old macros page does not note Sample macro /y Hooray, I made a macro! Usage: It shouts, Yay, I made a macro! Works 4.0.6 Patch 3.1 Discipline macros Divine Divine Healing effect by combining a self Power Infusion (for faster channeling) and Free casting inner focus #showtooltip Divine Hymn /casting [target = player] Power Infusion / casting Internal Focus / casting Divine Pain Suppression pain on you suppression throws mouse and warnings with a link and effect length with dominant /script local u,ps,c=mouseover,Pain Suppression,GetNumRaidMembers()&t;0 and Raid;if IsSpellInRange(ps,u)==1 and GetSpellCooldown(p,s)==0 last /cast [@mouseover] Pain Suppression Pain Suppression Throws Pain Suppression with the following parameters: #showtooltip / casting [mode:bottom, target=player][mod:ctrl, target=target][target=focus, exists, nodead, noharm][target=target] Pain Suppression Credit: Xaeros of Shadowmoon Works in 3.3.3a Pain Suppression This is a macro that is more for PVE recovery simply because it casts a spell on the focus target, but it also checks whether you are in a print or a party, and then announces accordingly, you can also always change the focus two words with mouseover for casting on the mouse. When changing a mouseover macro, you must also remove the first typetooltype row, to fit into 255 characters #showtooltip /script local u,ps,c=Focus,Pain Suppression,GetNumRaidMembers()&t;0 and RAID or PARTY;if IsSpellInRange(ps,u)==1 and GetCooldown(p,s)==0 after Chat Message(p,s) UnitName(u),c) end /cast [target=Focus] Pain Suppression Power Infusion This power infusion does an error check to see if there is an infusion of power. As before, you can dump as a mouseover script and replace YOURCASTERNAMEHERE with Mouseover. These getUnitname and string sub-commands #showtooltip /script local u,p=YOURCASTERNAMEHERE,Power Infusion;if IsSpellInRange(p,u)==1 and GetSpellCooldown(p,i)==0 then SendChatMessage(You got ... GetSpellLink(p), ... WHISP, nil, gsub(GetUnitName(u, true), ...)) end /cast (@YOURCASTERNAMEHERE) Power Infusion Disc priest main recovery Based on casts penance, or flash heal or Smite what is available and what we aim for: #showtooltip Penance / stopmacro [channeled] / Sound_EnableSFX 0 / use 13 / use 13 / use 13 / use 14 /castsequence [damage], Stemi; , Flash Heal / cast Penance / console Sound_EnableSFX 1 / script UIErrorsFrame:Clear() Focus: Universal Recommended key binding: Mouse Up Verified: 3.1 Disk priest main prevention A shield to places-friendly targets, lead off enemy doTs battle. When you're in a group, the wand. #showtooltip /disassembly [mounted] /castsequence [group, damage] ! Shoot, shoot [loss] reset=5target Shadow Word: Pain, Devouring Plague, Power Word: Shield; reset=target/2 Power Word: Shield, Renew Focus: Universal Recommended key binding: Mouse Down Verified: 3.1 Disc priest One-Two Punch Perfect for Leveling with a single button, Can Be Cropped for an endless turn. It begins with holy fire, follows with Penance, Eats Plage, and finishes with Smite. He's going to kill you and heal you at the same time. I call it The Fist or Two. #showtooltip Holy Fire /targetenemy [combat, noexists] /console Sound_EnableSFX 0 /castsequence reset=11 Holy Fire, Atone, Plague Eating, smite /console Sound_EnableSFX 1 /run run /stopmacro [target=pettarget,exists] Focus: Universal Recommended key binding: Button 1 Verified: 3.1 Disk priest PvP healing Target (that is, heals enemy target by clicking on an enemy) using Penance, followed by Power Word: Shield and Flash Heal. If you have 4/5 of the healing Gladiator set, change the reset to 13 (seconds). This macro resets itself just before your Power Word: Shield waits. #Show Penance /castsequence [target=targettarget] reset=15 Penance, Power Word: Shield, Flash Heal, Flash Heal, Flash Heal Focus : PvP or PVE healing Verified 3.1 Credits: Lyrå Frostmane (US) (direct contact for macros or macro requests, WoWLyrå@gmail.com). Patch 3.1 Sacred macros Guardian Spirit Casts Guardian Spirit with the following parameters: #showtooltip / cast [mode:alt, target=player][mod:ctrl, target=target][target=focus, var, nodead, noharm][target=target] Guardian Spirit Credit: Xaeros of Shadowmoon Works in 3.3.3a Patch 4.0.6 Holy Macros Chakra Serenity, Chakra Casts Chakra, Renew, Heal set focus, refresh #showtooltip usefull / cast Chakra / castsequence [target= focus] for Refreshing Chakra after 30 seconds of standby without multiple clicks on multiple images, Heal Chakra Sanctuary players Chakra and Target Repair Prayer, Additional clicks to Renew, Healing Circle, Healing Prayer and Holy Word: Sanctuary #showtooltip Chakra / cast Chakra / castsequence reset =10 [target = focus, nodead] Dua Mending, Renewal, Circle, Healing Healing Prayer, Holy Word: Patch 4.0.6 Credit test Sanctuary: Exila Patch 3.1 Shadow macros Shadow priest all-in-one (Mouse Up) Casts Mind Blast, Shadow Word: Death, Mind Play, or Devouring Plague: #showtooltip Mind Blast / stopmacro [channeling] / usage 13 / use 14 / castsequence reset = 11 , Mind, Blast Shadow Word: Death, Mind Play, Mind Play, Mind Play / casting Plague / script UIErrorsFrame:Clear() Focus: PVE Recommended key binding: Mouse Up Verified : 3.1 Clip prevention Mind Play prevents cropping off previous Mind Play before full casting: #showtooltip/stopmacro [channeled] / cast mind play focus: both this macro spam; The stopmacro command adjusts the condition that you will no longer be able to cast Mind Play until a channelized spell verified casting: 3.1 And the alternative method connects two commands: #showtooltip / casting [nochanneling] Mind Play-Mind Play-Mind Sear Casts Mind Play shift key, in which cases Mind Sear castings (with Inner Focus): #showtooltip Mind Play / casting [loss,var, mod:shift] Internal Focus /casting [nomod:shift] Mind Play; [mode:shift] Mind Sear Focus: Both Verified: 3.1.1 Is a quick and easy way to set up a button to enter Shadowform automatically if you are not before the General Shadow priest PvP Macro Enable casting and Shift or Sub-modifier allows you or your target to recover! (Only if goal-friendly heals the target!) #showtooltip [nomod:shift/alt, nostance] ! Shadowform /cast [mod:shift, noharm] Greater Heal; [mode:bottom, target=player] Great Healing; Shadow Word: Pain Note: You can change your recovery for any recovery you want, and beware if the target is hostile, and when shift is clicked, the main spell will be cast! Focus: PvP Verified: 4.0.6 Author: Seyhin @ Tarren Mill AB Shadow priest boss opener SW:P applies to full Shadow Weaving and priority casts a series of spells that have full DoTs before rotation kicks in: #showtooltip Shadow Word: Pain / castsequence reset = 10 Vampiric, Touch Eating Plague, Mind Blast, Shadow Word: Death, Vampiring, Shadow Word: Pain, Mind Blast, Mind Play, Vampiric Touch, Mind Blast, Mind Play Shadow Priest All-in-One Panik Button casts take center from the damage that comes from another invasion of the healer in a row or heavy damage when it is on the move. Power Word: Shield, Renewal, Mending Prayer, then Shadowform recasts. The trick for this macro, ideally in the same button slot, will change as soon as it comes out of the shadowform after using the ref. #showtooltip /stopcasting /castsequence reset=15 Power Words: Shield, Refresh, Dua Mending, Shadowform Focus: PVE or PvP Verified: 4.3.2 Poster: Drizzella @ Draenor-US Macro Source: Chronicles @ Draenor-US (probably not the author but one who gave me the macro) Patch 3.1 macros all create Shadowfiend/ Shadowcrawl Summons if not a Shadowfiend. Otherwise it causes your pet to attack your target and attack Shadowcrawl: #showtooltip Shadowfiend /cast [nopet] Shadowfiend /petattack /cast Shadowcrawl Focus: PVE Confirmed: 3.1.1 Smart Shadowfiend/Shadowcrawl Similar to the previous macro, but it adds the ability of recovering priests to send a Shadowfiend without closing their recovery goals: #showtooltip Shadowfiend /cast [nopet,harm][nopet,target=target,harm]Shadowfiend /petattack [harm][target=harm] /cast [[target=targettarget,harm]Shadowcrawl sends Shadowfiend to attack your current target if they are not friendly; if your target is friendly, it attacks the target of the target (that is, if you are developing the tank, this macro sends Shadowfiend to the gang where your tank is targeting). Credit Xaeros Shadowmoon Works 3.3.3a Shield Shadowfiend #showtooltip Shadowfiend / castsequence [target = pet,var, nodead] Power Word: Shield; [loss,nodead] [target=targettarget,harm,nodead] Shadowfiend Usage: This macro forces the pet to automatically attack either your target or the target of the person you're healing. You will also shield Shadowfiend by clicking on the macro for the second time (thereby reducing the likelihood of your pet dying). In general, you save more meaning. Focus : Raid healing Verified 3.3 Kevin Bacon Shadowfiend #showtooltip / casting [loss, nodead][@targettarget, damage, nodead][@targettargettarget,loss,nodead][@targettargettargettargettarget,loss,nodead][@targettargettargettargettargettarget,loss,nodead]Shadowfiend Usage: This Shadowfiend target sends the target chain down after the first enemy target. ... Target six times deep. Focus : Raid Healing Verified 3.1 Focused mind control In these cases Mind Control Casts: No Focus, dead focus, or friendly focus - focuses on current target and assigns lively and hostile Mind Control Focus - Mind Control modifier challenges focus to switch to current target and assigns mind control #showtooltip/focus [target=focus,noexists] [target=focus,dead][target=focus,noharm][mode] /cast [target=focus] Mind Control Credit: 3.3.3a Clip prevention Mind Sear Shadowmoon Works Xaeros prevents cropping off previous Mind Sear before its full casting: #showtooltip Mind Sear / stopmacro [channeled] / cast Mind Sear This macro spam; The stopmacro command adjusts the condition that mind sear casting will no longer be possible until a channelized magic focus casting: PVE Verified: 3.1 Space saver Smite / Heal saves space by holding the same button on the enemies Smite casting and Flash Heal to friendly targets: #showtooltip /cast [damage] Smite; Focus Based on Flash Heal Mix and key binding preferences to heal and damage the match: Universally Verified: 3.1 This macro priest army can be replicated for other damage and healing spells. A more complex macro can introduce a number of DPS spells: #showtooltip / use 13 / use 14 /castsequence [harm] reset=6 Holy Fire, Smite, Smite, Smite; Flash Heal Focus: UniversallY Verified: 3.1 All-in-one Healing Macro #showtooltip /cast [modifier:shift, nomodifier:alt] Greater Heal /cast [modifier:alt, nomodifier:shift] Connector Heal /cast modifier:alt, modifier:shift] Dua Mending / cast [nomodifier:alt, nomodifier:] Flash Heal This is a hand-crafted way to reduce the action. By default, this throws Flash Heal at your current destination. If you press shift and alt while activating this macro, if you hold this macro down, you'll pray for correction, you'll make a binding recovery (I like it because it's very similar to the traditional concept of holding the bottom to heal yourself) And if you just keep a shift there will be a bigger Heal Focus cast: Healing Test: 3.3 Compatible Daystar Emerald Dream 12/10/2009 Updated by Power Word: Shield or Renewal #showtooltip [modifier:shift] Refresh; Power Word: Shield /cast [modifier:shift] Refresh; Power Word: Shield is my Rogue Finisher Macro and inspired my friend by knowing what it is to use and find her healing magic at a difficult time. A simple way to choose Renew casting without fuss with classic Priest bubble casting or action bar (s) spell finding. The default spell power word: shield allows you to resyn up with the shift changer by keeping shift. It works as confirmed. Squeeks (speaking) 04:46, 30 September 2009 (UTC) Guardian Spirit Focus This macro focus guardian spirit transcripts. It is recommended to use it when setting the tank as your focal point. The optional last line is designed to put a target where you may have been halfway through a Greater Heal before Guardian Spirit became the focal point. This recovery recast buys a little more time than the previous target. #show Guardian Spirit /stopcasting /cast [target=focus] Guardian Spirit /cast [target=focus] Power Word: Shield One-Click Dispel This macro dispels consolidates into a single button: #showtooltip / focus / target [modifier:bottom] Player / cast [nomodifier:] Magic / cast [modifier:alt] Dispel Magic / cast [modifier:alt] Mass Dispel / target / Net focus. If your net focus will only be on the current target (friend or foe) you will cast Dispel Magic alt + click, if SHIFT + click, the current target of a dungeon/dominant healing will be Mass Dispel casting without losing PoM Auto-Jump, usually focused on a friendly unit. Meanwhile Prayer Jumps You Mending, you can skip another friendly unit casting Shadow Word: Death on an enemy unit would be getting damaged because. This macro automates this process. Every time you see the Mending Prayer on your own, you can throw away this simple macro. It will target the enemy unit your friend is targeting. Shadow Word: Death (hurt yourself and pray for jumping) and your friend again. It's all in one click! #showtooltip /assist /cast Shadow Word: Death /targetlastfriend Smart Self-Buff This allows you to throw all the priest's enthusiasts at yourself without having to change targets. It is currently set to a 10-second reset that can be modified to match your preference. This primary spec is written assuming that the sacred and secondary spec is shadow. If the shadow is the primary spec [spec:1,@player] you can change this by changing the numbers. I choose Inner Will for Holy, but if you are disc you may want to change the Inner Fire. ... Whichever suits you best. Interior enthusiasts will take turn last, now cancelled until the final, and AND will have the first shortest time for shadow and will most likely be the first to be red-cast. #showtooltip /castsequence [spec:1,@player] reset=10 Power Word: Fortitude, Shadow Protection, Inner Will / castsequence [spec:2,@player] reset= 10 Vampiric Embrace, Power Word: Fortitude, Shadow Protection, Did this to record Internal Fire My action bars in 05.12.11 in 4.1 Drstevebrule (Cenarius) The following old macros patch updated by invalid older macros have not been validated to run after the introduction of patch 3.1. Use it at your own risk. Damaging macro for low levels This macro is one of the spells to do damage:

#showtooltip /cast [mode:alt, target=player] Power Word: Shield /cast [nomod:alt, nocombat] Smite /castsequence [nomod:alt, combat] reset=combat/target Shadow Word: Pain, Mind Blast, Smite, Smite What macro does: Line 1 casts Word Word: Shield time sub-key launches an attack 2 attack begins. Target some enemies, then press the button and Smite Line 3 will cast the battle cast sequence (for levels below 10, remember to remove the macro Mind Blast). Assign this macro to some keys, then assign another key for Lesser Heal (or Renew) (or Attack if there is no wand), so you only need 3 command keys. Recommended use of macro: Power Word dump: Shield either before attack, in the middle or at all. The second line only works if it attacks the target first, in which case it throws Smite. If the enemy attacks first, the third line enters action, slowly smite documenting. After the series has scored Mind Blast, using zero, one or two Smites before launching into a melee attack, at which point either end the cycle and repeat or kill the enemy with one last Smite. If you are fast and far enough away from the enemy target, you can throw two Smites before entering battle. This macro is good for playing with levels below 20. The resurrection notifier sends a sing to the player who is on the mouse. This ressie is great to see if it's online; res:) #showtooltip /script SendChatMessage(Incoming resurrection, WHISPER, nil, UnitName(mouseover)) ;let's say I resuscite %t /cast The contents of the Resurrection Whisper can be changed as long as you wrap the sentence in double quotes, as shown in the macro. The /say line is optional. Better Resurrection Notifier declares that this macro is in the range of the target and if a group is resurrecting people before you are not actually. This macro is best suited for Clique, connecting a special macro with a mouse combination. if you are putting this macro in your actionbars, then if you add the best #showtooltip as the first line /script local u,rez,c=Mouseover,Resurrection,GetNumRaidMembers()>0 and RAID or PARTY;if IsSpellInRange(rez,u)=1 later SendChatMessage(rez.. UnitName(u),c) end /cast [target=Mouseover] Resurrection Stopcasting This command is a requirement for raid healers to use all Greater Heal. It is not convenient to jump or move to cut the casting (this can mean handkerchiefs on some fights). Priest recover and cancel using a recovery with the /stopcasting command. Because Downranking is no longer supported, consider macros for Great Recovery and Regeneration. You may also want to try Power Word: Magic Dispel for Shield and Emergencies, but these snapshots are a standby one with dual functionality, so use them carefully before going to war with a raid or PVP. /stopcasting /cast [target=mouseover,exists] Greater Heal /stopcasting /cast [target=mouseover,exists] Renew or, if friendly, assign Greater Heal in your destination or /stopcasting /cast [help] Greater Heal if it is not in your mouseover; /cast [loss] [target=mouseover,exists] Greater Heal Smart Greater Heal This macro assigns Greater Heal to your goal if it is target friendly; if your target is an enemy, Greater Heal throws your target. /cast [help][target=targettarget][Greater Heal Adds a modifier that allows you to improve yourself while holding down the following subkey. #showtooltip Greater Heal /cast [help, nomodifier:alt, target=targettarget][modifier:alt, target=player][Greater Heal Resurrection Announcer does not execute if you are in battle or Shadowform. If the target is not friendly or dead, the next click also selects resurrection for casting. /stopmacro [stop:1][combat] /cast Resurrection /stopmacro [nohelp][nodead] /ra Resurrection %t. You can use Power Word: Shield without losing your current recovery goal by pressing a single key without losing the recovery goal of Shield Self. /cast [target=player]Power Word: Shield Mouseover Heal Allows you to use a mouse over a party member and heal them. Power Word: Fortitude; /cast=mouseover, var][Flash Heal The following macro dump renew or recover on a single goal, in the following order: If the target is target friendly, then if the target is on a hostile target, then the player / castsequence [help] [target=mouseover,help,var] [target=mouseover, var] [target=player] reset=target/5, Heal The following self-dumps, regardless of mouised or destination: /stopcasting /cast [nomodifier:alt, target=mouseover, nodead, help][nomodifier:alt, help, nodead][nomodifier:alt, target=targettarget, nodead, help][nomodifier:alt, target=player] [modifier:alt, target=player]Greater Heal Its order mouseover -> target -> target -> jumps to itself, holding down the bottom. A Button Refresh or SW:Pain this macro has either Refresh (friendly) or Shadow Word: Pain (unfriendly) and dumps on who is hovering under your mouse who is not dead. If you're not navigating, it makes either Renew (friendly) or Shadow Word: Pain (unfriendly) on your chosen undished destination. If all of the above is incorrect, /cast [target=mouseover,exists,help,nodead] Renew; [target=mouseover, var,loss,nodead] Shadow Word: Pain; [help, nodead] Refresh; [loss,nodead] Shadow Word: Pain; [target=player] Refresh a different version of the macro above (self-cast with child, removes some redistries): /cast [target=player,modifier:alt] [target=mouseover,help,nodead] Refresh; [target=mouseover,harm,nodead] Shadow Word: Pain; [help, nodead] Refresh; [loss,nodead] Shadow Word: Pain; [target=focus,exists] [target=player] Renew what it does (if the condition is not met, move on to the next one): If you're keeping alt, throw the renew to yourself. If you mousing on an ally, cast them Renew. If you mousing on an enemy, cast them in The Shadow Word Pain. If you're targeting an ally, throw Renew on them. If you are targeting an enemy, cast the Shadow Word Pain on them. If there's a focus, renew them. If all else fails, renew yourself. This can also be easily applied to another combination of spells (Holy Fire/Heal, Smite/Flash Heal, for example). Scold yourself This macro player scolds. Multiple clicks are required. /cast [nostance] Shadowform /castsequence [target=player,stance:1] Inner Fire, Power Word: Fortitude, Shadow Protection, (Racial Priest Spell) This macro will do the following thing: Start using your wand if the target is a hostile spell (requires two key presses) If there are no target tests on the target player (the key requires keystroke for each buff) /castsequence [damage] reset=target/18 Shadow: Pain: Shoot /stopmacro [harm] /cast [help] [target=targettarget, help, exists] Power Word: Fortitude /castsequence [target=player] reset=5 Inner Fire, Power Word: Fortitude This macro is slightly more precise than above and provides castsequence to friendly targets. If the target is friendly: then buff target target is hostile: Then damage if target: Then buff self /castsequence [help] reset=target/5 Power Word: Fortitude, Shadow Protection /castsequence [damage] reset=target/18 Shadow Word: Pain, Shoot/castsequence [target=player] reset=15 Internal Fire, Shadow Protection, Power Word: Fortitude The following is an easy self-buff: /castsequence [target=player] reset=20/ Internal Fire, Power Word: Fortitude, Shadow Protection Shackle Shackleddead and focus on the goal This macro will first chain your current goal and focus on the goal. This lets you chain a gang without having to retarget it. #showtooltip Shackle Undead /clearfocus [modifier:alt][target=focus,dead][target=focus,help][target=focus,noexists] /focus [target=focus,noexists] /cast [target=focus,noexists] /cast [target=focus]Shackle Undead Macro /dominant Packing %f Ultimate Mind Control Macro If you want to announce your shack, this macro will first check your current goal and set it as your target. This will again provide mind control click without having to change targets. When you are ready to release, right click to release mind control, fade casting, mind controlled enemy re-target, clear focus, and announce that mind control is free. #showtooltip Mind Control /focus [target=focus,noexists] /cast [nobtn:2,target=focus]Mind Control /stopmacro [nobtn:2] /script PetDismiss() /cast Fade /target focus /clearfocus /stopmacro [nogroup] /s Mind Control Released! Trainer Razuviovus Mind Control Trainer Razuviovus will help you against this macro Naxxramas 25 challenge. It allows you to check the designated Yesit (focus target) and immediately then target the instructor so you can mock it immediately if necessary. If you also set up a focus macro, you can quickly move to another Backup Adde if yours dies. #showtooltip /cast [target=focus] Mind Control /tar Trainer #showtooltip /focus Use trink, Inner Focus and Cast Devouring Plague Besbelli are obviously only useful for priests capable of Inner Focus. You have to change the name of the trink for your own and want to use it (you need to be equipped with trinks). This macro also prevents the waiting situations of the trink and Inner Focus from being wasted if your target is accidentally friendly or not being attacked. #showtooltip Plague / use [loss] Xiri's Gift/casting [loss] Inner Focus/stopcasting/casting Bust #showtooltip Heal for Healing with trinket / use 13 / use 14 / casting Inner Focus / casting If Greater Heal Cast Silence has, otherwise Arcane Torrent will cast this macro Silence magic. If silence is waiting, Arcane Torrent will cast. Obviously, this macro is only used for Blood Elves. / castsequence reset = 45 Silence, Arcane Torrent Spamnable Mind Flay This macro will provide Mind Flay spam without interrupting already channeled. #showtooltip Mind Flay/cast [nochanneling: Mind Flay] Mind Flay Cast depending on the change stance and target reaction casting will look at this macro posture and current goal. If the target is hostile and you are in Shadowform Mind Blast, if you are not in Shadowform, it will get you into it. If the target is friendly, it will do the same for Flash Heal and change your posture accordingly. /cast [stance:1,loss] Mind Blast; [posture:1,help] Shadow form; [nostance, help] Flash Heal; [nostance, loss] Shadowform This macro will start a grinding sequence to kill gangs with the same but beautiful mana efficiency as above. The target of a friendly destination will be Refresh dumping after Flash Heal. /use 14 /use 13 /castsequence [stance:1,harm] reset=target/combat Vampiric Touch, Shadow Word: Pain, Vampiric Embrace, Mind Flay, Mind Blast, Shoot; [posture:1,help] Shadow form; [nostance, help] Flash Heal, Refresh; [nostance, loss] Shadowform Polite Answer Make these whispers less hassle with a polite answer when needed, /r I'm not a healer. Good luck! Flash Heal friendly, Mind Blast enemy Cast Flash Heal if you are a friendly target on the mouse, mind blast on an enemy. If the mouse is on nothing, it is thrown at the current target. The only drawback is that there must be a number of self-cast macros. #showtooltip /cast [target=mouseover,noharm,var] Flash Heal; [target=mouseover,harm,var] Mind Blast; [noharm] Flash Heal; [loss] Forsaken and Fear Ward Mind Blast Will Cast This Forsaken Will and Then Fear Ward Without Losing Target. Mostly a PvP macro. Two buttons need to be pressed. #showtooltip Will of the Forsaken /castsequence reset=5 [target=player]Will of the Forsaken,Fear Ward Dispel Magic This will eliminate the spell on your target, if any. If not, then it will work like a normal Dispel Magic. Right-clicking will cast you. #showtooltip /cast [btn:1,exists,nodead][btn:1][btn:2,target=player] Dispel Magic Stingy Raid Priest Alt-clicking this next close-friend player will spread. Then each click will be a separate buff dump. This is especially useful on the battlefields. #showtooltip /targetfriend [modifier:alt] /castsequence [nomodifier] reset=goal/5 Power Word: Party/raid if fortitude, Divine Spirit, Shadow Protection Shield target or your own Shields target, otherwise shields. #showtooltip /cast [group,help][target=player] Power Word: Shield Wand On This is a wand macro that helps prevent you from accidentally turning off the wand's wand fire. #shoot /shoot !shoot Normally use your wand passes to 'shoot' and off. This keeps the macro open. So if you accidentally pressed him twice, he'll keep shooting. Most of the time it works (as long as it really is key puree). This! exclamation is the key to this. Stops the transition. If you want to stop shooting, jump, move, re-target or kill the crowd. Eating Plague and SW:Pain Two presses do not eat the first sw:Pain second Plague (has 24 s waiting) No Plague Eats. Click another crowd, away, or ctrl to reset it. And you reset it when there's a war. /startattack /castsequence reset=24/target/combat/ctrl Shadow Word: Pain, Devouring Plague Super PoM This macro starts by working on the enemy target PoM regardless of what you choose. It is excellent in PvP to help the target of the enemy player you choose, and excellent in PvE to instantly recover to someone who may have accidentally taken aggro. If you don't have a target selected, if you have one, it tries to focus your focus. If none of this happens, you'll be yourself. /cast[help][target=targettarget,help][target=focus,help][target=player] Prayer of Mending Self-Cast time party / raid this macro will run for any useful magic - buffs and recovers. When alone, no matter what, there will be self-casting set for magic. When you have a party or a bust, you will either cast Spell in your current goal or give standard click-to-destination dumping - the same as if you were using no macros for no spelling at all. #showtooltip /cast [nogroup,target=player] [group,help] [group,target=none] <Spellname> Replace spelling with the spell you want to use. One drawback of this macro is that when you're alone, you can't dump buffs at random people you pass without going to your writing book. Easy Shadowfiend This macro calls your Shadowfiend to your current target if it is an attacker, or to your target if your current target is friendly. #showtooltip Shadowfiend /cast [loss,nodead][target=targettarget,harm,nodead]Shadowfiend I am under attack! This is probably the most important macro that can be a party/dominant healer. Put it in an easily accessible action bar slot or connect it to a convenient place. /rw Healer under attack! /help me Especially useful when pugging. It gets an almost instant response from most those who know it (and the more beefier DPS usually also runs to your aid). Without it, party members will usually not notice that you are only drawn aggro until you die. Variants include using /p or /y instead of a raid warning. However, we found the kind of sticky situations where you need macros, party members were too distracted to notice party chatting or a shouting; the raid warning never fails. Internal Focus /Nevermelting Ice Crystal SWP #showtooltip Shadow Word: Pain /use Nevermelting Ice Crystal /castsequence reset=170 Inner Focus, Shadow Word: Pain Pain <Spellname>

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