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Priest leveling guide classic icy veins

Wouldn't it be much of a benefit to have wand expertise instead of unbreakable will while leveling? See as wand damage is a big part of your damage, especially while leveling? Perhaps it would be better to take the wand expertise from level 15-19, immediately after placing 5 points at Spirit Tap. You don't want to activate Spirit Tap with MB (as it would be an excessive necessity) but with wands to not have to drink every two mobs. So wand expertise is way on unbreakable even going on a PVP field. This is actually the most embarrassing tutorial I've ever read on the internet. Now I'll write a better tutorial in a paragraph because I regret any poor sucker that really tries to follow the drek. As soon as possible: Get Lesser Magic Wand, Get Greater Magic Wand, Get Gravestone Scepter. Google them. Talent, get Wand Spec, get Spirit Tap, Get Pain, get 3/5 hit. Take the plate until 40, respec to shadowform, then take the disc again. Use Blast&Pain&Wand per crowd. If the mana is high, use smite before 40, mind 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 will be seppuku. As it is, he can only promise never to write classic content again. You don't really have to spec the dark, but it will help a lot. There are talents that increase your holy damage like Searing Light and Holy Specialization. And you can still pick up Spirit Tap and have the rest. I agree with most of your comments. The only personal change I would make is that I want to replace between getting mental taps and spec wands, and I personally prefer to come up to improve MB. For both ways it works well. Real wands op like hell, HIGHLY recommended to get an organization of any and try to do your best to keep them updated when you can. The smaller magic wand can be made in 10 enchanting and required x1 small Magic Essences and used at LVL 5.Greater Magic Wand can be fabricated in 70 enchanting and requires Greater Magic Essence x1 and can be used at lvl 13. worthless tutorial without an exact explanation of how to get a decent wand as soon as possible ... It may be worth mentioning whya) having a wand is a must have (since at low level wands are usually out-DPS any magic you may have, especially with 5/5 spec wand) andb) you don't want to be molded for the last few %hp before a crowd dies (five seconds rule = mental regen is disabled for five seconds after casting a spell). It's not good to have 5/5 Spirit Tap if you get exactly not benefit from extra spirits for 3-4 seconds every time it procs, because you've been spellcasting a crowd to death). It's interesting ball mentioned as only reasonable to level in, because that is 100% untrue. Vanilla is about the journey and the experience you made of it, and yes I razed saints, 3 times, and it was amazing! It's slow and painful but guess what you're so coveted for dungeons, though not a major leveling method, and it can be a ton of fun. It taught me a lot of patience. The problem is, if you want to power up to 60 as quickly as possible, there definitely goes Shadow. But if you want to relax and enjoy that path, and help your friends along the way, Scripture is just as viable as anything else. In addition, you will be invited to join every group. Like EVERY GROUP. It's a little neat. :D This tutorial is objectively bad, showing to level as darkness is a joke.1. 5/5 Spirit Tap or 5/5 Wand spec2. The one you didn't pick first from above3. 5/5 Saints spec4. 5/5 Fury5. Anything6. Searing LightNever uses MB unless you need a quick nuclear weapon. Use PWS/SWP SparinglyTry to use up your inner fire stack while wand+ refreshes. This tutorial is objectively bad, showing to level as darkness is a joke.1. 5/5 Spirit Tap or 5/5 Wand spec2. The one you didn't pick first from above3. 5/5 Saints spec4. 5/5 Fury5. Anything6. Searing LightNever uses MB unless you need a quick nuclear weapon. Use PWS/SWP SparinglyTry to use up your inner fire stack while wand+ refreshes. I love the way you finally chose spec wand, the best levelling talent in the game, after everyone told you. But you still have no clue why to choose it. This time, instead of deleting my comment for vulgar content (LMAO), just delete your tutorial and copy this over it: This is really the most embarrassing tutorial I've ever read on the internet. Now I'll write a better tutorial in a paragraph because I regret any poor sucker that really tries to follow the drek. As soon as possible: Get Lesser Magic Wand, Get Greater Magic Wand, Get Gravestone Scepter. Google them. Talent, get Wand Spec, get Spirit Tap, Get Pain, get 3/5 hit. Take the plate until 40, respec to shadowform, then take the disc again. Use Blast&Pain&Wand per crowd. If the mana is high, use smite before 40, mind flay after 40. Hold the fortress, inside the fire, shield it. You should add information about where and how you learn different weapons majors. This will be useful for when people receive different weapons while leveling. You should add information about where and how you learn different weapons majors. This will be useful for when people receive different weapons while leveling. This guide needs to be reported as inaccurate so that we can rewwwww or a new person to write this. the large amount of inaccurate information in this tutorial will fool thousands of people who are likely. and as we all know, there are never enough healer. this is not icy-veins, let's get the actual accurate information out there. you don't is a very capable solo leveler. Priest is very effective in leveling and is even capable of reaching level 60 while boasting about the days/play. Just buy decent wands whenever you can and you'll do well as long as you don't overpull mobs, even then you can shield/scare and run or kill whatever you can. Don't spend talent deep in the dark tree until you are level 40+ as you just tap spirits and increase debuff time for SWP. Shadows are only feasible after level 40 when you get shadowform. If you haven't played classic/vanilla just get a decent looking guide and you'll be ok. Do not recommend this tutorial. I just want to point out some insatisfaction in this tutorial that can discourage those who do not know much about Classic, or special priests in classic and can be turned away from class because of it. For example, You can struggle to destroy the enemy. Especially as a Priest, you will not be a very capable solo leveler. That's just flat out wrong. Priests are Level 2 leveling in the Classic, which means that only a handful of classes have a faster leveling experience and perhaps no class has a more stable leveling experience. The reason for this is 5/5 Wand Specc and 5/5 Spirit Tap, which you should choose from 10-19 in 100% cases. Once you have a wand (it is easy to craft a little magic wand from Enchanting 10 by level 8), you have the ability to kill mobs with literally 0 down time. Kill monsters for a while with this simple spin, PW: S-&Smite -&SW: P-&Wand, and you'll be going mana neutral. Throw in an extra spell here or there, or drag slightly more aggressive monsters to keep your mana hovering below 90%. Again, against context, going mana neutral with a steady kill rate and access to self-healing makes you a monster at leveling especially from 20-40. In addition: There is only one option when leveling a Priest, and that is to level using talent from the Shadow tree: gain access to things like Spirit Tap, again, just flat out wrong. You just need Spirit Tap from Shadow, everything else including er erm water to level up to 40+. There's even a Smite focused build that performs better than hard shadows until level 40, and although it's completely wrong not to take 5/5 Wand Specc and let your wand carry you, if you were determined to grant a Priest without a playstyle focused wand, you'd go Holy/Shadow hybrid. But that's like being determined to grant a hunter no pets. Finally, Tier 3: At 20 you should go ahead and take Mind Flay Mind Flay doesn't become a Damage per Mana Spent efficient spell until get access to Shadow Weaving and higher ranks of the spell itself. Taking Flay's Mind at 20 is completely wrong for efficiency and speed of kill, like wand with a SW: P on target is actually the top dps rotation for a level 20 priest (assuming no ludicrous + spell power twink items). Get your mind on it. At 20 also requires you to ignore Wand Specc (terrible idea) and provide less value to you per talent point than say, Improve Power Word: Shield or even improve Power Word: Fort. There are some downsides to Priest leveling for sure, such as wand dependency, but it's countered by this simple fact: When it comes to spending 10 talent points before level 40, there are no 10 more powerful talent points for solo questing/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 versatile with talent moving into the 20-40 range, which means you'll be able to take a few healer talents and be able to heal dungeons comfortably without respeccing, which is invaluable when leveled in classics. Loads of the best in cake leveling slots can be found from dungeon tasks and bosses, and having access to healing dungeons in the same specc that makes you a Tier 2 leveler is pretty nice, and no other class can do it. In conclusion the heart of this tutorial is in the right place and a lot of information is useful, but it's completely wrong about how to build a priest to level in classical. Shadow Priest is a really interesting specification, and can actually tear it out in PvP when playing well, but it's godawful to level until 40+. After level 40 it is 100% feasible to go shadow hard, but I tend to stay wand specc for up to 60 individuals. I just love the flexibility it gives me compared to Shadow in group content. I don't claim to be an expert at priests, but I did the main one in Vanilla (and on and off since), I've been in contact with folks who play it on beta, and I've been testing and refining my leveling path and building on the next closest thing :) Honestly, this tutorial is more detrimental than useful. Those who follow it can do worse than they would by just following their own ideas. The biggest problem is that the majority of sub-optimization advice here is not even stated simply as a possibility or a suggestion, but it is stated as if they are a complete necessity. Like the guide author says that Priest must be shadow to grant. Shadow is a viable leveling parameters, but it's not even necessarily the best. Saying that Priests had a hard time leveling solo was also really weird and seemed to be more based on a constant stereotype than on real experience. Priests are one of the most self-sufficient classes, which makes for a steady and easy leveling experience (although it really isn't one of the fastest). Just want to comment and say that there have been many updates to the tutorial on different parts! I want special emphasis on Solo Leveling rotation, which is completely different from previous versions of the tutorial. Hopefully this will help any young priest out there! Good luck in Azeroth! Duskwood is not friendly with the characters Lvl 10. Instructions should be updated to suggest that zone for 20-30 instead. That's it. Duskwood is not friendly with the characters Lvl 10. Instructions should be updated to suggest that zone for 20-30 instead. Thank. Gravestone Scepter is a really powerful wand and you get it super soon if you do it right. The task can be accepted as early as LVL 18 and you can go to the dungeon at level 19.You may need to convince your team that you can heal this, but if not completely sh*t then it is not a problem to heal dungeons at about level 19. Gravestone Scepter is a really powerful wand and you get it super soon if you do it right. The task can be accepted as early as lvl 18 and you can go to the dungeon at level 19.You may need to convince your team that you can heal this, but if not completely sh*t then there is no problem when healing dungeons at about level 19.update Just heal the dungeon again with a decent group and is LVL 21 as a Dwarf Priest. This is entirely doable, but my tank is a great player and we still have some tough moments. Even if you get this wand at the age of 26, it's still extremely nice to have and will take you to 30 and into stranglethorn and Monastary, where you will replace it. Ok so... im torn here. As a Vanilla Priest, who actually played back then, I don't remember a lot of these issues this person was referring to. . Very rarely made me die while I was solo questing unless some nasty alliance came and was rude. Also, I don't remember such talent points.. I mean I could be wrong.. I'd have to go back to YEARRRRRRSSSS through my google pictures and check out the screenshots I took.. shesh.. but yes.. i just.. I don't feel like this is true.. I mean I could be wrong but.. Eh.. Have you tried going to an AH and spending less than 1g to get fully crafted or bad but only mentally cake? And really try a spelling rotation without using aa.? starting lvl 20