Discipline Priest

Shields first. Damage never lands.

The shield healer: Power Word: Shield, the new **Penance** and **Divine Aegis**, and Power Infusion on your best caster.

Healer | Shields | Power Infusion

THE 30-SECOND VERSION

Three things to remember

Shield before damage

A shield placed early saves more mana than a heal cast late.

Penance

New: a short channel that heals an ally (or hits an enemy) every second.

Power Infusion at 40

Your 31-point talent: +20% spell damage and healing for 15 sec on any player.

NEW IN WOW FOREVER

What changed for you

New spells for every priest

Contingency Plan (a ward that shields and heals an ally who drops under 35%), **Divine Grace** (instant heal on an ally under 50%), **Chastise**, **Confounding Flash**, **Dark Sacrifice** (health into mana) and **Shadow Word: Death**.

Divine Spirit and Lightwell are trained

No longer talents: Divine Spirit from level 30, Lightwell from 40.

Racial spells opened up

Devouring Plague, Desperate Prayer and Fear Ward are no longer limited to one race. Gnomes can be priests.

Divine Aegis

Your critical heals leave a shield worth 5% of the heal.

Soul Warding and Renewed Hope

Power Word: Shield is cheaper with a shorter cooldown, and heals crit more on targets with Weakened Soul.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Level with **Smite**, then a **wand** once you have one: it costs no mana.
- **Power Word: Shield** before you pull, **Renew** after.
- **Shadow Word: Pain** on everything; it is cheap and lasts.

LEVELS 10–19

- Take **Twin Disciplines** and **Wand Specialization** for levelling.
- Shield yourself, then Smite and wand.
- In dungeons: shield the tank before the pull.

LEVELS 20–39

- Take **Mental Agility**, **Improved Power Word: Shield** and **Meditation**.
- Take **Soul Warding** and **Inner Focus** (a free, stronger next spell).
- **Divine Spirit** (30) on your group.

LEVELS 40–59

- Take **Penance**, **Renewed Hope** and **Divine Aegis**.
- **Power Infusion** (31-point) on your best caster during the boss.
- Put **Contingency Plan** on the tank.

IN A DUNGEON OR RAID

How to heal at level 60

1. **Contingency Plan** on the tank before the pull.
2. **Power Word: Shield** on whoever is about to take damage: the tank first.
3. **Penance** on the tank or anyone dropping fast.
4. **Flash Heal or Heal** for steady damage; crits leave a Divine Aegis shield.
5. **Divine Grace** instantly on someone under 50% (it also clears Weakened Soul).
6. **Power Infusion** on your top caster when the boss is low or during a big phase.

Talents that matter

TALENT	TREE	WHY TAKE IT
Twin Disciplines	Discipline	+1% to instant spells.
Holy Precision	Discipline	+6% hit with Holy spells.
Mental Agility	Discipline	Cheaper instant spells.
Inner Focus	Discipline	Your next spell is free and more likely to crit.
Improved Power Word: Shield	Discipline	Stronger shields.
Meditation	Discipline	Mana regeneration while casting.
Soul Warding	Discipline	Cheaper shield, shorter cooldown.
Penance	Discipline	A healing or damaging channel.
Renewed Hope	Discipline	More crits on shielded targets.
Divine Aegis	Discipline	Crit heals leave a shield.
Power Infusion	Discipline (31)	+20% damage and healing for one player.

Best race for this spec

ALLIANCE

GNOME

Eureka! boosts Power Word: Shield and cuts costs, and +5% mana goes further.

HORDE

UNDEAD

Touch of the Grave procs often for casters, and Will of the Forsaken keeps you casting through fears.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.

RACE	SIDE	RACIALS
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Shield the tank early

Shield right before the pull. It absorbs the opening hits for no extra healing.

Power Infusion on casters

It boosts spell damage and healing, so give it to a caster or a healer, not a warrior.

Wand when solo

Wands cost no mana. Shield, Shadow Word: Pain, then wand.

Inner Focus for emergencies

A free, likely-crit Greater Heal when the tank is about to die.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Out of mana before the boss dies	Use lower ranks, stop overhealing, sit for the 5-second rule between casts, and use Dark Sacrifice when your health is full.
Cannot shield the same target again	Weakened Soul stops a second Power Word: Shield for a while. Divine Grace removes it.
My shields break instantly	Shield before the hits, not after. Take Improved Power Word: Shield.
Penance is missing	It is a Discipline talent from the fourth tier.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ is built for damage rotations. Use its levelling list while you quest, then turn it off or switch to a healing layout in groups.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: priest changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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