Holy Priest

The biggest heals in the raid.

The raid healer: Greater Heal, Prayer of Healing, Renew, and new WoW Forever talents like **Prayer of Mending**, **Holy Binding** and **Litany of Light**.

Healer | Raid healing | Group heals

THE 30-SECOND VERSION

Three things to remember

Mix your heals

Litany of Light gives mana back when you switch between different heals.

Flash Heal heals you too

Holy Binding: Flash Heal on someone else heals you for half as much.

Prayer of Mending at 40

Your 31-point talent: a heal that jumps from ally to ally as they take damage.

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.

Prayer of Mending

Put it on someone; it heals them when they are hit, then jumps up to 5 times.

Twilight Focus and Spiritual Guidance

Less pushback while casting, and Spirit adds to your healing.

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

- Shadow talents level faster; switch to Holy for dungeons, or take **Improved Renew** early.
- Take **Holy Specialization** (more crits).
- Renew the tank, then heal what is left.

LEVELS 20–39

- Take **Divine Fury** (faster casts), **Inspiration** and **Improved Healing**.
- **Holy Nova** (talent) for packs and group damage.
- **Divine Spirit** (30) on your group.

LEVELS 40–59

- Take **Spiritual Guidance**, **Spiritual Healing** and **Litany of Light**.
- **Prayer of Mending** (31-point) on the tank, recast whenever it is ready.
- **Lightwell** (40) for your raid to click.

IN A DUNGEON OR RAID

How to heal at level 60

1. **Prayer of Mending** on the tank on cooldown.
2. **Renew** on the tank and anyone taking steady damage.
3. **Heal or Greater Heal** for big tank damage; pick a rank that fits.
4. **Flash Heal** for emergencies (Holy Binding heals you too).
5. **Prayer of Healing** when a whole group is hurt.
6. **Switch heal types** so Litany of Light keeps giving mana back.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Renew	Holy	Stronger Renew.
Holy Specialization	Holy	+5% crit with Holy spells.
Divine Fury	Holy	Faster Heal and Greater Heal.
Inspiration	Holy	Crit heals give the target more armor.
Improved Healing	Holy	Cheaper heals.
Holy Binding	Holy	Flash Heal on others heals you.
Litany of Light	Holy	Mana back when you switch heals.
Spirit of Redemption	Holy	Keep healing for a while after you die.
Spiritual Guidance	Holy	Healing from Spirit.
Spiritual Healing	Holy	More healing.
Prayer of Mending	Holy (31)	A bouncing heal.

Best race for this spec

ALLIANCE

HUMAN

The Human Spirit gives +10% Spirit for more mana back. Gnome is just as good.

HORDE

UNDEAD

Will of the Forsaken keeps you healing through fears. Troll (Berserking) is close.

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

Downrank Greater Heal

A lower rank costs much less and is often enough.

Spirit is mana

Spiritual Guidance and Human's Human Spirit turn Spirit into healing and mana.

Renew while moving

Renew is instant: keep it rolling when you have to run.

Fear Ward the tank

Fear Ward is open to more races now. Put it on the tank before fear bosses.

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.
Prayer of Mending did not jump	It jumps only when the target takes damage. Put it on someone who will be hit.
Pulling aggro	Heals cause threat. Let the tank build threat before big heals.

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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