Shadow Priest

Damage over time. Mana for days.

The shadow caster: Shadow Word: Pain, Mind Blast, Mind Flay and Shadowform, with WoW Forever's **Shadow Word: Death**, **Early Demise** and **Dark Sacrifice**.

Ranged damage | Damage over time | Great solo

THE 30-SECOND VERSION

Three things to remember

DoTs first

Shadow Word: Pain and Devouring Plague on the target, then Mind Blast and Mind Flay.

Mind Flay grows

Improved Mind Flay: every tick hits 10% harder than the last. Let it finish.

Shadowform at 40

Your 31-point talent: more Shadow damage, Shadow spells cost **half** the mana, and you take less physical damage. No heals while in it.

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.

Shadow Word: Death and Early Demise

A finisher with extra crit under 20% health. If the target survives, you take a big backlash, so use it to finish.

Devouring Contagion and Dark Inspiration

Devouring Plague spreads when the target dies, and Mind Blast gives your party Spirit.

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 **Spirit Tap** (mana after kills) and **Blackout**.
- Shield, Shadow Word: Pain, **Mind Blast**, then wand.
- Take **Improved Shadow Word: Pain**.

LEVELS 20–39

- Take **Mind Flay** (talent), **Improved Mind Flay** and **Shadow Focus**.
- Take **Vampiric Embrace** and **Shadow Weaving**.
- Two mobs: Shadow Word: Pain both, then Mind Flay one.

LEVELS 40–59

- **Shadowform** (31-point): stay in it.
- Take **Devouring Contagion**, **Early Demise** and **Darkness**.
- **Shadow Word: Death** to finish mobs under 20%.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Shadow.

1. **Shadowform** on before the fight.
2. **Dark Sacrifice** when your mana is low and your health is fine.
3. **Shadow Word: Pain** keep it on the target.
4. **Devouring Plague** keep it on the target.
5. **Mind Blast** on cooldown.
6. **Shadow Word: Death** on targets under 20%, when it will finish them.
7. **Mind Flay** to fill every gap; let it run to the end.

Talents that matter

TALENT	TREE	WHY TAKE IT
Spirit Tap	Shadow	Big mana regeneration after kills.
Blackout	Shadow	Shadow spells can stun.
Improved Mind Blast	Shadow	Shorter Mind Blast cooldown.
Mind Flay	Shadow	Your filler channel.
Improved Mind Flay	Shadow	Each tick hits harder.
Shadow Weaving	Shadow	The target takes more Shadow damage from you.
Vampiric Embrace	Shadow	Your damage heals your party.
Devouring Contagion	Shadow	Cheaper, spreading Devouring Plague.
Early Demise	Shadow	More Shadow Word: Death crits under 20%.
Darkness	Shadow	+2% Shadow damage.
Shadowform	Shadow (31)	More damage, half-price Shadow spells.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack with spells, so fewer resisted Mind Blasts.

HORDE

UNDEAD

Touch of the Grave procs on 30% of your hits for casters.

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, then fight

Power Word: Shield before every solo pull keeps your casts from being pushed back.

Let Mind Flay finish

Its last ticks hit hardest with Improved Mind Flay.

Careful with Death

Shadow Word: Death backlashes if the target lives. Use it to finish, not to open.

Vampiric Embrace in groups

Your damage heals the party, which saves the healer's mana.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Hurt badly after Shadow Word: Death	The target survived, so the backlash hit you. Only use it when it will kill.
Cannot heal	Shadowform blocks healing spells. Leave it to heal in an emergency.
Out of mana	Spirit Tap after kills, Shadowform (half-price spells), and Dark Sacrifice.
Spells get resisted	You need spell hit: Dwarf, Shadow Focus or hit gear.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next spell and follows your DoTs from your casts. Type **/cplus why** to see why it picked a spell.

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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