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Priest Spell List


Level 1

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Lesser Heal Rank 1	Holy	1	30	1.50	0.0	40 yards	Heal your target for 46 to 56.
	Smite Rank 1	Holy	1	20	1.50	0.0	30 yards	Smite an enemy for 13 to 17 Holy damage.
	Vampiric Embrace	Shadow Magic	1	2%	0.00	10.0	30 yards	Afflicts your target with Shadow energy that causes all party members to be healed for 15% of any Shadow spell damage you deal for 60 seconds.
	Shoot	Wands	1	0	0.00	0.0	30 yards	Attack with an equipped wand.
	Power Word: Fortitude Rank 1	Discipline	1	20	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 3 for 30 minutes.


Level 4

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Lesser Heal Rank 2	Holy	4	45	2.00	0.0	40 yards	Heal your target for 71 to 85.
	Shadow Word: Pain Rank 1	Shadow Magic	4	25	0.00	0.0	30 yards	A word of darkness that causes 30 Shadow damage over 18 seconds.



Level 6

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Smite Rank 2	Holy	6	30	2.00	0.0	30 yards	Smite an enemy for 25 to 31 Holy damage. Draws on the soul of the


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	Power Word: Shield Rank 1	Discipline	6	45	0.00	4.0	40 yards	party member to shield them, absorbing 44 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
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Level 8



	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Renew Rank 1	Holy	8	30	0.00	0.0	40 yards	Heals the target for 45 over 15 seconds.
	Fade Rank 1	Shadow Magic	8	40	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds.

Level 10

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Lesser Heal Rank 3	Holy	10	75	2.50	0.0	40 yards	Heal your target for 135 to 157.
	Resurrection Rank 1	Holy	10	60%	10.00	0.0	30 yards	Brings a dead player back to life with 70 health and 135 mana. Cannot be cast when in combat.
	Desperate Prayer Rank 1	Holy	10	0	0.00	600.0	Self Only	Instantly heals the caster for 134 to 170.
	Shadow Word: Pain Rank 2	Shadow Magic	10	50	0.00	0.0	30 yards	A word of darkness that causes 66 Shadow damage over 18 seconds.
	Mind Blast Rank 1	Shadow Magic	10	50	1.50	8.0	30 yards	Blasts the target for 39 to 43 Shadow damage.
	Hex of Weakness Rank 1	Shadow Magic	10	35	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 2 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
	Touch of Weakness Rank 1	Shadow Magic	10	25	0.00	0.0	Self Only	The next melee attack against the caster will cause 8 Shadow damage and reduce the damage caused by the attacker by 2 for 2 minutes.
	Starshards Rank 1	Discipline	10	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 60 Arcane damage over 15 seconds.
	Symbol of Hope	Discipline	10	15	0.00	300.0	Self Only	Greatly increases the morale of party members, giving them 33 mana every 5 sec. Effect lasts 15 seconds.

Level 12



	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Inner Fire Rank 1	Discipline	12	30	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 315. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used. Draws on the soul of the party member to shield them, absorbing 88 damage.

	Power Word: Shield Rank 2	Discipline	12	80	0.00	4.0	40 yards	Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Power Word: Fortitude Rank 2	Discipline	12	70	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 8 for 30 minutes.

Level 14

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Smite Rank 3	Holy	14	60	2.50	0.0	30 yards	Smite an enemy for 54 to 62 Holy damage.
	Cure Disease	Holy	14	12%	0.00	0.0	40 yards	Removes 1 diseases from the friendly target.
	Renew Rank 2	Holy	14	65	0.00	0.0	40 yards	Heals the target for 100 over 15 seconds.
	Psychic Scream Rank 1	Shadow Magic	14	100	0.00	30.0	Self Only	The caster lets out a psychic scream, causing 2 enemies within 8 yards to flee for 8 seconds. Damage caused may interrupt the effect.

Level 16

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Heal Rank 1	Holy	16	155	3.00	0.0	40 yards	Heal your target for 295 to 341.
	Mind Blast Rank 2	Shadow Magic	16	80	1.50	8.0	30 yards	Blasts the target for 72 to 78 Shadow damage.







Level 18

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Desperate Prayer Rank 2	Holy	18	0	0.00	600.0	Self Only	Instantly heals the caster for 263 to 325.
	Shadow Word: Pain Rank 3	Shadow Magic	18	95	0.00	0.0	30 yards	A word of darkness that causes 132 Shadow damage over 18 seconds.
	Power Word: Shield Rank 3	Discipline	18	130	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 158 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Dispel Magic Rank 1	Discipline	18	14%	0.00	0.0	30 yards	Dispels magic on the target, removing 1 harmful spells from a friend or 1 beneficial spells from an enemy.
	Starshards Rank 2	Discipline	18	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 115 Arcane damage over 15 seconds.

Level 20

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Renew Rank 3	Holy	20	105	0.00	0.0	40 yards	Heals the target for 175 over 15 seconds.
	Flash Heal Rank 1	Holy	20	125	1.50	0.0	40 yards	Heals a friendly target for 193 to 237.
								Causes an explosion of holy light around the caster, causing 28 to



	Holy Nova Rank 1	Holy	20	185	0.00	0.0	Self Only	32 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 52 to 60. These effects cause no threat.
	Holy Fire Rank 1	Holy	20	85	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 78 to 98 Holy damage and an additional 30 Holy damage over 10 seconds.
	Chastise Rank 1	Holy	20	50	0.00	30.0	20 yards	Chastise the target, causing 47 to 53 Holy damage and Immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
	Mind Soothe Rank 1	Shadow Magic	20	50	0.00	0.0	40 yards	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level \$v or lower. Lasts 15 seconds.
	Fade Rank 2	Shadow Magic	20	75	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 1).
	Mind Flay Rank 1	Shadow Magic	20	45	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 75 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 1	Shadow Magic	20	215	0.00	180.0	30 yards	Afflicts the target with a disease that causes 152 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Shadowguard Rank 1	Shadow Magic	20	50	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 20 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
	Hex of Weakness Rank 2	Shadow Magic	20	55	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 4 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
	Shadowguard Rank 1	Shadow Magic	20	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 20 Shadow damage.
	Touch of Weakness Rank 2	Shadow Magic	20	45	0.00	0.0	Self Only	The next melee attack against the caster will cause 15 Shadow damage and reduce the damage caused by the attacker by 4 for 2 minutes.
								Shackles the target undead enemy for up to 30 seconds. The



	Shackle Undead Rank 1	Discipline	20	90	1.50	0.0	30 yards	shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
	Inner Fire Rank 2	Discipline	20	65	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 495. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.
	Elune's Grace	Discipline	20	3%	0.00	180.0	Self Only	Reduces the chance you'll be hit by melee and ranged attacks by 20% for 15 seconds.
	Feedback Rank 1	Discipline	20	140	0.00	180.0	Self Only	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 18 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.
	Consume Magic	Discipline	20	0	0.00	120.0	Self Only	Dispels one beneficial Magic effect from the caster and gives them 120 to 154 mana. The dispelled effect must be a priest spell.
	Fear Ward	Discipline	20	3%	0.00	180.0	30 yards	Wards the friendly target against Fear. The next Fear effect used against the target will fail, using up the ward. Lasts 3 minutes.

Level 22

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Heal Rank 2	Holy	22	205	3.00	0.0	40 yards	Heal your target for 429 to 491.
	Smite Rank 4	Holy	22	95	2.50	0.0	30 yards	Smite an enemy for 91 to 105 Holy damage.
	Resurrection Rank 2	Holy	22	60%	10.00	0.0	30 yards	Brings a dead player back to life with 160 health and 300 mana. Cannot be cast when in combat.
	Mind Vision Rank 1	Shadow Magic	22	65	0.00	0.0	100 yards	Allows the caster to see through the target's eyes for 60 seconds.
	Mind Blast Rank 3	Shadow Magic	22	110	1.50	8.0	30 yards	Blasts the target for 112 to 120 Shadow damage.

Level 24

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Holy Fire Rank 2	Holy	24	95	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 96 to 120 Holy damage and an additional 40 Holy damage over 10 seconds.
	Power Word: Shield Rank 4	Discipline	24	175	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 234 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by

								damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Power Word: Fortitude Rank 3	Discipline	24	200	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 20 for 30 minutes.
	Mana Burn Rank 1	Discipline	24	95	3.00	0.0	30 yards	Destroy 191 to 203 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.

Level 26

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Renew Rank 4	Holy	26	140	0.00	0.0	40 yards	Heals the target for 245 over 15 seconds.
	Flash Heal Rank 2	Holy	26	155	1.50	0.0	40 yards	Heals a friendly target for 258 to 314.
	Desperate Prayer Rank 3	Holy	26	0	0.00	600.0	Self Only	Instantly heals the caster for 447 to 543.
	Shadow Word: Pain Rank 4	Shadow Magic	26	155	0.00	0.0	30 yards	A word of darkness that causes 234 Shadow damage over 18 seconds.
	Starshards Rank 3	Discipline	26	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 200 Arcane damage over 15 seconds.

Level 28

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Heal Rank 3	Holy	28	255	3.00	0.0	40 yards	Heal your target for 566 to 642.
	Holy Nova Rank 2	Holy	28	290	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 50 to 58 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 86 to 98. These effects cause no threat.
	Mind Blast Rank 4	Shadow Magic	28	150	1.50	8.0	30 yards	Blasts the target for 167 to 177 Shadow damage.
	Psychic Scream Rank 2	Shadow Magic	28	140	0.00	30.0	Self Only	The caster lets out a psychic scream, causing 3 enemies within 8 yards to flee for 8 seconds. Damage caused may interrupt the effect.
	Mind Flay Rank 2	Shadow Magic	28	70	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 126 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 2	Shadow Magic	28	350	0.00	180.0	30 yards	Afflicts the target with a disease that causes 272 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Shadowguard Rank 2	Shadow Magic	28	85	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 35 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.



Shadowguard
Rank 2

Shadow Magic

28

0

0.00

0.0

100 yards

Casts a bolt of shadow at the target for 35 Shadow damage.

Level 30

Name	Category	Level	Mana	Cast	Recast	Range	Description
Smite Rank 5	Holy	30	140	2.50	0.0	30 yards	Smite an enemy for 150 to 170 Holy damage.
Prayer of Healing Rank 1	Holy	30	410	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 301 to 321.
Holy Fire Rank 3	Holy	30	125	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 132 to 166 Holy damage and an additional 55 Holy damage over 10 seconds.
Chastise Rank 2	Holy	30	100	0.00	30.0	20 yards	Chastise the target, causing 93 to 107 Holy damage and immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
Shadow Protection Rank 1	Shadow Magic	30	250	0.00	0.0	30 yards	Increases the target's resistance to Shadow spells by 30 for 10 minutes.
Mind Control Rank 1	Shadow Magic	30	350	3.00	0.0	20 yards	Controls a humanoid mind up to level 32, but increases the time between its attacks by 25%. Lasts up to 60 seconds.
Fade Rank 3	Shadow Magic	30	125	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 2).
Hex of Weakness Rank 3	Shadow Magic	30	90	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 7 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
Touch of Weakness Rank 3	Shadow Magic	30	75	0.00	0.0	Self Only	The next melee attack against the caster will cause 24 Shadow damage and reduce the damage caused by the attacker by 7 for 2 minutes.
Inner Fire Rank 3	Discipline	30	105	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 720. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.
Power Word: Shield Rank 5	Discipline	30	210	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 301 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
Divine Spirit Rank 1	Discipline	30	250	0.00	0.0	30 yards	Holy power infuses the target, increasing their Spirit by 17 for 30 minutes.



Feedback
Rank 2

Discipline

30

245

0.00

180.0

Self Only

surrounded with anti-magic energy. Any successful spell cast against the priest will burn 35 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.

Level 32









Name	Category	Level	Mana	Cast	Recast	Range	Description
Abolish Disease Rank 5	Holy	32	12%	0.00	0.0	40 yards	Attempts to cure 1 disease effect on the target, and 1 more disease effect every 5 seconds for 20 seconds.
Renew Rank 5	Holy	32	170	0.00	0.0	40 yards	Heals the target for 315 over 15 seconds.
Flash Heal Rank 3	Holy	32	185	1.50	0.0	40 yards	Heals a friendly target for 327 to 393.
Mana Burn Rank 2	Discipline	32	140	3.00	0.0	30 yards	Destroy 309 to 329 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.

Level 34


Name	Category	Level	Mana	Cast	Recast	Range	Description
Heal Rank 4	Holy	34	305	3.00	0.0	40 yards	Heal your target for 712 to 804.
Resurrection Rank 3	Holy	34	60%	10.00	0.0	30 yards	Brings a dead player back to life with 300 health and 520 mana. Cannot be cast when in combat.
Desperate Prayer Rank 4	Holy	34	0	0.00	600.0	Self Only	Instantly heals the caster for 588 to 708.
Shadow Word: Pain Rank 5	Shadow Magic	34	230	0.00	0.0	30 yards	A word of darkness that causes 366 Shadow damage over 18 seconds.
Mind Blast Rank 5	Shadow Magic	34	185	1.50	8.0	30 yards	Blasts the target for 217 to 231 Shadow damage.
Levitate	Discipline	34	100	0.00	0.0	Self Only	Allows the caster to levitate, floating a few feet above the ground. While levitating, you will fall at a reduced speed and travel over water. Any damage will cancel the effect. Lasts 2 minutes.
Starshards Rank 4	Discipline	34	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 290 Arcane damage over 15 seconds.

Level 36

Name	Category	Level	Mana	Cast	Recast	Range	Description
Holy Fire Rank 4	Holy	36	145	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 165 to 209 Holy damage and an additional 65 Holy damage over 10 seconds.
Holy Nova Rank 3	Holy	36	400	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 76 to 88 Holy damage to all enemy targets within 10 yards and healing all party.



								members within 10 yards for 121 to 139. These effects cause no threat.
	Mind Soothe Rank 2	Shadow Magic	36	70	0.00	0.0	40 yards	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level \$v or lower. Lasts 15 seconds.
	Mind Flay Rank 3	Shadow Magic	36	100	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 186 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 3	Shadow Magic	36	495	0.00	180.0	30 yards	Afflicts the target with a disease that causes 400 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Shadowguard Rank 3	Shadow Magic	36	120	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 51 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
	Shadowguard Rank 3	Shadow Magic	36	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 51 Shadow damage.
	Power Word: Shield Rank 6	Discipline	36	250	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 381 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Power Word: Fortitude Rank 4	Discipline	36	300	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 32 for 30 minutes.
	Dispel Magic Rank 2	Discipline	36	14%	0.00	0.0	30 yards	Dispels magic on the target, removing 2 harmful spells from a friend or 2 beneficial spells from an enemy.

Level 38








	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Smite Rank 6	Holy	38	185	2.50	0.0	30 yards	Smite an enemy for 212 to 240 Holy damage.
	Renew Rank 6	Holy	38	205	0.00	0.0	40 yards	Heals the target for 400 over 15 seconds.
	Flash Heal Rank 4	Holy	38	215	1.50	0.0	40 yards	Heals a friendly target for 400 to 478.

Level 40

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Greater Heal Rank 1	Holy	40	370	3.00	0.0	40 yards	A slow casting spell that heals a single target for 899 to 1013.
	Prayer of Healing Rank 2	Holy	40	560	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 444 to 472.
	Lightwell Rank 1	Holy	40	225	1.50	360.0	40 yards	Creates a Holy Lightwell. Members of your raid or party can click the Lightwell to restore 801 health over 6 seconds. Any damage taken will cancel the effect. Lightwell lasts for 3 minutes or 5 charges.
	Chastise Rank 3	Holy	40	135	0.00	30.0	20 yards	Chastise the target, causing 139 to 161 Holy damage and immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
	Mind Blast Rank 6	Shadow Magic	40	225	1.50	8.0	30 yards	Blasts the target for 279 to 297 Shadow damage.
	Fade Rank 4	Shadow Magic	40	175	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 3).
	Hex of Weakness Rank 4	Shadow Magic	40	130	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 11 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
	Touch of Weakness Rank 4	Shadow Magic	40	105	0.00	0.0	Self Only	The next melee attack against the caster will cause 35 Shadow damage and reduce the damage caused by the attacker by 11 for 2 minutes.
	Shackle Undead Rank 2	Discipline	40	120	1.50	0.0	30 yards	Shackles the target undead enemy for up to 40 seconds. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
	Inner Fire Rank 4	Discipline	40	165	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 945. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.
	Mana Burn Rank 3	Discipline	40	185	3.00	0.0	30 yards	Destroy 442 to 468 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.
	Divine Spirit Rank 2	Discipline	40	350	0.00	0.0	30 yards	Holy power infuses the target, increasing their Spirit by 23 for 30 minutes.
								The priest becomes surrounded with anti-magic energy. Any successful spell cast





	Feedback Rank 3	Discipline	40	355	0.00	180.0	Self Only	against the priest will burn 54 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.
	Power Infusion	Discipline	40	16%	0.00	180.0	30 yards	Infuses the target with power, increasing spell casting speed by 20% and reducing the mana cost of all spells by 20%. Lasts 15 seconds.

Level 42

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Holy Fire Rank 5	Holy	42	170	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 204 to 258 Holy damage and an additional 85 Holy damage over 10 seconds.
	Desperate Prayer Rank 5	Holy	42	0	0.00	600.0	Self Only	Instantly heals the caster for 834 to 994.
	Shadow Protection Rank 2	Shadow Magic	42	450	0.00	0.0	30 yards	Increases the target's resistance to Shadow spells by 45 for 10 minutes.
	Psychic Scream Rank 3	Shadow Magic	42	180	0.00	30.0	Self Only	The caster lets out a psychic scream, causing 4 enemies within 8 yards to flee for 8 seconds. Damage caused may interrupt the effect.
	Shadow Word: Pain Rank 6	Shadow Magic	42	305	0.00	0.0	30 yards	A word of darkness that causes 510 Shadow damage over 18 seconds.
	Power Word: Shield Rank 7	Discipline	42	300	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 484 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Starshards Rank 5	Discipline	42	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 395 Arcane damage over 15 seconds.

Level 44





	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Flash Heal Rank 5	Holy	44	265	1.50	0.0	40 yards	Heals a friendly target for 518 to 616.
	Renew Rank 7	Holy	44	250	0.00	0.0	40 yards	Heals the target for 510 over 15 seconds.
	Holy Nova Rank 4	Holy	44	520	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 106 to 122 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 161 to 187. These effects cause no threat.
	Mind Vision Rank 2	Shadow Magic	44	150	0.00	0.0	Unlimited	Allows the caster to see through the target's eyes for 60 seconds. Will not work if the target is in another instance or on another continent.

	Mind Control Rank 2	Shadow Magic	44	550	3.00	0.0	20 yards	Controls a humanoid mind up to level 47, but increases the time between attacks by 25%. Lasts up to 60 seconds.
	Mind Flay Rank 4	Shadow Magic	44	135	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 261 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 4	Shadow Magic	44	645	0.00	180.0	30 yards	Afflicts the target with a disease that causes 544 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Shadowguard Rank 4	Shadow Magic	44	160	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 70 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
	Shadowguard Rank 4	Shadow Magic	44	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 70 Shadow damage.

Level 46

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Greater Heal Rank 2	Holy	46	455	3.00	0.0	40 yards	A slow casting spell that heals a single target for 1149 to 1289.
	Smite Rank 7	Holy	46	230	2.50	0.0	30 yards	Smite an enemy for 287 to 323 Holy damage.
	Resurrection Rank 4	Holy	46	60%	10.00	0.0	30 yards	Brings a dead player back to life with 500 health and 750 mana. Cannot be cast when in combat.
	Mind Blast Rank 7	Shadow Magic	46	265	1.50	8.0	30 yards	Blasts the target for 346 to 366 Shadow damage.

Level 48

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Holy Fire Rank 6	Holy	48	200	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 254 to 322 Holy damage and an additional 100 Holy damage over 10 seconds.
	Power Word: Shield Rank 8	Discipline	48	355	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 605 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Power Word: Fortitude Rank 5	Discipline	48	450	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 43 for 30 minutes.
	Mana Burn Rank 4	Discipline	48	225	3.00	0.0	30 yards	Destroy 576 to 610 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.



Prayer of Fortitude
Rank 1

Discipline

48

1200

0.00




0.0

40 yards

Power infuses the target's party, increasing their Stamina by 43 for 60 minutes.

Level 50


Name	Category	Level	Mana	Cast	Recast	Range	Description
Flash Heal Rank 6	Holy	50	315	1.50	0.0	40 yards	Heals a friendly target for 644 to 764.
Renew Rank 8	Holy	50	305	0.00	0.0	40 yards	Heals the target for 650 over 15 seconds.
Prayer of Healing Rank 3	Holy	50	770	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 657 to 695.
Desperate Prayer Rank 6	Holy	50	0	0.00	600.0	Self Only	Instantly heals the caster for 1101 to 1305.
Lightwell Rank 2	Holy	50	295	1.50	360.0	40 yards	Creates a Holy Lightwell. Members of your raid or party can click the Lightwell to restore 1164 health over 6 seconds. Any damage taken will cancel the effect. Lightwell lasts for 3 minutes or 5 charges.
Circle of Healing Rank 1	Holy	50	300	0.00	0.0	40 yards	Heals friendly target and that target's party members within 15 yards of the target for 246 to 270.
Chastise Rank 4	Holy	50	180	0.00	30.0	20 yards	Chastise the target, causing 209 to 241 Holy damage and Immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
Shadow Word: Pain Rank 7	Shadow Magic	50	385	0.00	0.0	30 yards	A word of darkness that causes 672 Shadow damage over 18 seconds.
Fade Rank 5	Shadow Magic	50	225	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 4).
Hex of Weakness Rank 5	Shadow Magic	50	180	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 15 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
Vampiric Touch Rank 1	Shadow Magic	50	325	1.50	0.0	30 yards	Causes 450 Shadow damage over 15 seconds to your target and causes all party members to gain mana equal to 5% of any Shadow spell damage you deal.
Touch of Weakness Rank 5	Shadow Magic	50	145	0.00	0.0	Self Only	The next melee attack on the caster will cause 48 Shadow damage and reduce the damage caused by the attacker by 15 for 2 minutes.
Inner Fire Rank 5	Discipline	50	235	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 1170. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.



	Divine Spirit Rank 3	Discipline	50	450	0.00	0.0	30 yards	Holy power infuses the target, increasing their Spirit by 33 for 30 minutes.
	Feedback Rank 4	Discipline	50	470	0.00	180.0	Self Only	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 77 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.
	Starshards Rank 6	Discipline	50	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 525 Arcane damage over 15 seconds.

Level 52


	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Greater Heal Rank 3	Holy	52	545	3.00	0.0	40 yards	A slow casting spell that heals a single target for 1437 to 1609.
	Holy Nova Rank 5	Holy	52	635	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 140 to 162 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 235 to 271. These effects cause no threat.
	Mind Blast Rank 8	Shadow Magic	52	310	1.50	8.0	30 yards	Blasts the target for 425 to 449 Shadow damage.
	Mind Soothe Rank 3	Shadow Magic	52	90	0.00	0.0	40 yards	Soothes the target, reducing the range at which it will attack you by 10 yards. Only affects Humanoid targets level 5 or lower. Lasts 15 seconds.
	Mind Flay Rank 5	Shadow Magic	52	165	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 330 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 5	Shadow Magic	52	810	0.00	180.0	30 yards	Afflicts the target with a disease that causes 712 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Shadowguard Rank 5	Shadow Magic	52	200	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 90 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
	Shadowguard Rank 5	Shadow Magic	52	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 90 Shadow damage.

Level 54


	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Smite Rank 8	Holy	54	280	2.50	0.0	30 yards	Smite an enemy for 371 to 415 Holy damage. Consumes the enemy in





	Holy Fire Rank 7	Holy	54	230	3.50	0.0	30 yards	Holy flames that cause 304 to 386 Holy damage and an additional 125 Holy damage over 10 seconds.
	Power Word: Shield Rank 9	Discipline	54	425	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 763 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.

Level 56

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Flash Heal Rank 7	Holy	56	380	1.50	0.0	40 yards	Heals a friendly target for 812 to 958.
	Renew Rank 9	Holy	56	365	0.00	0.0	40 yards	Heals the target for 810 over 15 seconds.
	Circle of Healing Rank 2	Holy	56	337	0.00	0.0	40 yards	Heals friendly target and that target's party members within 15 yards of the target for 288 to 318.
	Shadow Protection Rank 3	Shadow Magic	56	650	0.00	0.0	30 yards	Increases the target's resistance to Shadow spells by 60 for 10 minutes.
	Psychic Scream Rank 4	Shadow Magic	56	210	0.00	30.0	Self Only	The caster lets out a psychic scream, causing 5 enemies within 8 yards to flee for 8 seconds. Damage caused may interrupt the effect.
	Prayer of Shadow Protection Rank 1	Shadow Magic	56	1300	0.00	0.0	40 yards	Power infuses the target's party, increasing their Shadow resistance by 60 for 20 minutes.
	Mana Burn Rank 5	Discipline	56	270	3.00	0.0	30 yards	Destroy 738 to 780 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.











Level 58








	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Greater Heal Rank 4	Holy	58	655	3.00	0.0	40 yards	A slow casting spell that heals a single target for 1798 to 2006.
	Desperate Prayer Rank 7	Holy	58	0	0.00	600.0	Self Only	Instantly heals the caster for 1324 to 1562.
	Resurrection Rank 5	Holy	58	60%	10.00	0.0	30 yards	Brings a dead player back to life with 750 health and 1000 mana. Cannot be cast when in combat.

	Shadow Word: Pain Rank 8	Shadow Magic	58	470	0.00	0.0	30 yards	A word of darkness that causes 852 Shadow damage over 18 seconds.
	Mind Control Rank 3	Shadow Magic	58	750	3.00	0.0	20 yards	Controls a humanoid mind up to level 62, but increases the time between attacks by 25%. Lasts up to 60 seconds.
	Mind Blast Rank 9	Shadow Magic	58	350	1.50	8.0	30 yards	Blasts the target for 503 to 531 Shadow damage.
	Starshards Rank 7	Discipline	58	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 650 Arcane damage over 15 seconds.



Level 60

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Prayer of Healing Rank 4	Holy	60	1030	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 939 to 991.
	Holy Fire Rank 8	Holy	60	255	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 355 to 449 Holy damage and an additional 145 Holy damage over 10 seconds.
	Greater Heal Rank 5	Holy	60	710	3.00	0.0	40 yards	A slow casting spell that heals a single target for 1966 to 2194.
	Greater Heal Rank 5	Holy	60	710	3.00	0.0	40 yards	A slow casting spell that heals a single target for 1966 to 2194.
	Renew Rank 10	Holy	60	410	0.00	0.0	40 yards	Heals the target for 970 over 15 seconds.
	Prayer of Healing Rank 5	Holy	60	1070	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 997 to 1053.
	Holy Nova Rank 6	Holy	60	750	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 181 to 209 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 302 to 350. These effects cause no threat.
	Lightwell Rank 3	Holy	60	365	1.50	360.0	40 yards	Creates a Holy Lightwell. Members of your raid or party can click the Lightwell to restore 1599 health over 6 seconds. Any damage taken will cancel the effect. Lightwell lasts for 3 minutes or 5 charges.
	Circle of Healing Rank 3	Holy	60	375	0.00	0.0	40 yards	Heals friendly target and that target's party members within 15 yards of the target for 327 to 361.
								Chastise the target, causing 278 to 322

	Chastise Rank 5	Holy	60	225	0.00	30.0	20 yards	Holy damage and Immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
	Fade Rank 6	Shadow Magic	60	275	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 5).
	Mind Flay Rank 6	Shadow Magic	60	205	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 426 Shadow damage over 3 seconds and slowing their movement speed by 50%.
	Devouring Plague Rank 6	Shadow Magic	60	985	0.00	180.0	30 yards	Afflicts the target with a disease that causes 904 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
	Hex of Weakness Rank 6	Shadow Magic	60	240	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 20 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
	Shadowguard Rank 6	Shadow Magic	60	250	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 116 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
	Shadowguard Rank 6	Shadow Magic	60	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 116 Shadow damage.
	Vampiric Touch Rank 2	Shadow Magic	60	400	1.50	0.0	30 yards	Causes 600 Shadow damage over 15 seconds to your target and causes all party members to gain mana equal to 5% of any Shadow spell damage you deal.
	Touch of Weakness Rank 6	Shadow Magic	60	195	0.00	0.0	Self Only	The next melee attack on the caster will cause 64 Shadow damage and reduce the damage caused by the attacker by 20 for 2 minutes.
	Shackle Undead Rank 3	Discipline	60	150	1.50	0.0	30 yards	Shackles the target undead enemy for up to 50 seconds. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.

	Inner Fire Rank 6	Discipline	60	315	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 1395. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.
	Power Word: Shield Rank 10	Discipline	60	500	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 942 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Power Word: Fortitude Rank 6	Discipline	60	600	0.00	0.0	30 yards	Power infuses the target, increasing their Stamina by 54 for 30 minutes.
	Feedback Rank 5	Discipline	60	580	0.00	180.0	Self Only	The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 105 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.
	Prayer of Fortitude Rank 2	Discipline	60	1500	0.00	0.0	40 yards	Power infuses the target's party, increasing their Stamina by 54 for 60 minutes.
	Prayer of Spirit Rank 1	Discipline	60	1500	0.00	0.0	40 yards	Power infuses the target's party, increasing their Spirit by 40 for 60 minutes.
	Divine Spirit Rank 4	Discipline	60	555	0.00	0.0	30 yards	Holy power infuses the target, increasing their Spirit by 40 for 30 minutes.

Level 61




	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Flash Heal Rank 8	Holy	61	400	1.50	0.0	40 yards	Heals a friendly target for 913 to 1059.
	Smite Rank 9	Holy	61	300	2.50	0.0	30 yards	Smite an enemy for 405 to 453 Holy damage.

Level 62


	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Shadow Word: Death Rank 1	Shadow Magic	62	243	0.00	12.0	30 yards	A word of dark binding that inflicts 450 to 522 Shadow damage to the target. If the target is not killed by Shadow Word: Death, the caster takes damage equal to the damage inflicted upon the target.

Level 63

	Name	Category	Level	Mana	Cast	Recast	Range	Description
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	Greater Heal Rank 6	Holy	63	750	3.00	0.0	40 yards	A slow casting spell that heals a single target for 2074 to 2410.
	Mind Blast Rank 10	Shadow Magic	63	380	1.50	8.0	30 yards	Blasts the target for 557 to 587 Shadow damage.
	Mana Burn Rank 6	Discipline	63	300	3.00	0.0	30 yards	Destroy 876 to 924 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.

Level 64

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Binding Heal Rank 1	Holy	64	705	1.50	0.0	40 yards	Heals a friendly target and the caster for 1042 to 1338. Low threat.


Level 65

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Renew Rank 11	Holy	65	430	0.00	0.0	40 yards	Heals the target for 1010 over 15 seconds.
	Circle of Healing Rank 4	Holy	65	412	0.00	0.0	40 yards	Heals friendly target and that target's party members within 15 yards of the target for 370 to 408.
	Shadow Word: Pain Rank 9	Shadow Magic	65	510	0.00	0.0	30 yards	A word of darkness that causes 1002 Shadow damage over 18 seconds.
	Power Word: Shield Rank 11	Discipline	65	540	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 1125 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.

Level 66

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Holy Fire Rank 9	Holy	66	290	3.50	0.0	30 yards	Consumes the enemy in Holy flames that cause 412 to 522 Holy damage and an additional 165 Holy damage over 10 seconds.
	Desperate Prayer Rank 8	Holy	66	0	0.00	600.0	Self Only	Instantly heals the caster for 1601 to 1887.
	Fade Rank 7	Shadow Magic	66	330	0.00	30.0	Self Only	Fade out, discouraging enemies from attacking you for 10 seconds. More effective than Fade (Rank 6).
	Shadowfiend Rank 1	Shadow Magic	66	6%	0.00	300.0	30 yards	Creates a shadowy fiend to attack the target. Caster receives mana when the Shadowfiend deals damage. Lasts 15 seconds.
	Starshards Rank 8	Discipline	66	0	0.00	30.0	30 yards	Rains starshards down on the enemy target's head, causing 785 Arcane damage over 15 seconds.

Level 67

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Flash Heal Rank 9	Holy	67	470	1.50	0.0	40 yards	Heals a friendly target for 1101 to 1279. Soothes the target, reducing



Mind Soothe
Rank 4

Shadow Magic

67

120

0.00

0.0

40 yards



the range at which it will attack you by 10 yards. Only affects Humanoid targets level \$v or lower. Lasts 15 seconds.

Level 68

Name	Category	Level	Mana	Cast	Recast	Range	Description
Greater Heal Rank 7	Holy	68	825	3.00	0.0	40 yards	A slow casting spell that heals a single target for 2396 to 2784.
Prayer of Healing Rank 6	Holy	68	1255	3.00	0.0	Self Only	A powerful prayer heals party members within 30 yards for 1246 to 1316.
Holy Nova Rank 7	Holy	68	875	0.00	0.0	Self Only	Causes an explosion of holy light around the caster, causing 242 to 280 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 384 to 446. These effects cause no threat.
Resurrection Rank 6	Holy	68	60%	10.00	0.0	30 yards	Brings a dead player back to life with 1100 health and 1150 mana. Cannot be cast when in combat.
Prayer of Mending Rank 1	Holy	68	390	0.00	10.0	40 yards	Places a spell on the target that heals them for 800 the next time they take damage. When the heal occurs, Prayer of Mending jumps to a raid member within 20 yards. Jumps up to 5 times and lasts 30 seconds after each jump. This spell can only be placed on one target at a time.
Mind Flay Rank 7	Shadow Magic	68	230	0.00	0.0	20 yards	Assault the target's mind with Shadow energy, causing 528 Shadow damage over 3 seconds and slowing the target to 50% of their movement speed.
Shadow Protection Rank 4	Shadow Magic	68	810	0.00	0.0	30 yards	Increases the target's resistance to Shadow spells by 70 for 10 minutes.
Devouring Plague Rank 7	Shadow Magic	68	1145	0.00	180.0	30 yards	Afflicts the target with a disease that causes 1216 Shadow damage over 24 seconds. Damage caused by the Devouring Plague heals the caster.
Shadowguard Rank 7	Shadow Magic	68	270	0.00	0.0	Self Only	The caster is surrounded by shadows. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 130 Shadow damage. Attackers can only be damaged once every few seconds. This damage causes no threat. 3 charges. Lasts 10 minutes.
Shadowguard Rank 7	Shadow Magic	68	0	0.00	0.0	100 yards	Casts a bolt of shadow at the target for 130 Shadow damage.








Level 69

Name	Category	Level	Mana	Cast	Recast	Range	Description
Smite Rank 10	Holy	69	385	2.50	0.0	30 yards	Smite an enemy for 545 to 611 Holy damage.

	Mind Blast Rank 11	Shadow Magic	69	450	1.50	8.0	30 yards	Blasts the target for 708 to 748 Shadow damage.
	Inner Fire Rank 7	Discipline	69	375	0.00	0.0	Self Only	A burst of Holy energy fills the caster, increasing armor by 1580. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 minutes or until 20 charges are used.

Level 70

	Name	Category	Level	Mana	Cast	Recast	Range	Description
	Renew Rank 12	Holy	70	450	0.00	0.0	40 yards	Heals the target for 1110 over 15 seconds.
	Lightwell Rank 4	Holy	70	445	1.50	360.0	40 yards	Creates a Holy Lightwell. Members of your raid or party can click the Lightwell to restore 2361 health over 6 seconds. Any damage taken will cancel the effect. Lightwell lasts for 3 minutes or 5 charges.
	Circle of Healing Rank 5	Holy	70	450	0.00	0.0	40 yards	Heals friendly target and that target's party members within 15 yards of the target for 409 to 451.
	Chastise Rank 6	Holy	70	300	0.00	30.0	20 yards	Chastise the target, causing 370 to 430 Holy damage and Immobilizing them for up to 2 seconds. Only works against Humanoids. This spell causes very low threat.
	Shadow Word: Pain Rank 10	Shadow Magic	70	575	0.00	0.0	30 yards	A word of darkness that causes 1236 Shadow damage over 18 seconds.
	Hex of Weakness Rank 7	Shadow Magic	70	295	0.00	0.0	30 yards	Weakens the target enemy, reducing damage caused by 35 and reducing the effectiveness of any healing by 20%. Lasts 2 minutes.
	Shadow Word: Death Rank 2	Shadow Magic	70	309	0.00	12.0	30 yards	A word of dark binding that inflicts 572 to 664 Shadow damage to the target. If the target is not killed by Shadow Word: Death, the caster takes damage equal to the damage inflicted upon the target.

	Vampiric Touch Rank 3	Shadow Magic	70	425	1.50	0.0	30 yards	Causes 650 Shadow damage over 15 seconds to your target and causes all party members to gain mana equal to 5% of any Shadow spell damage you deal.
	Touch of Weakness Rank 7	Shadow Magic	70	235	0.00	0.0	Self Only	The next melee attack on the caster will cause 80 Shadow damage and reduce the damage caused by the attacker by 35 for 2 minutes.
	Prayer of Shadow Protection Rank 2	Shadow Magic	70	1620	0.00	0.0	40 yards	Power infuses the target's party, increasing their Shadow resistance by 70 for 20 minutes.
	Mass Resurrection	Holy	70	76%	1.50	0.0	20 yards	Brings party members within 50 yards back to life with 500 health and 1150 mana. Cannot be cast when in combat.
	Power Word: Shield Rank 12	Discipline	70	600	0.00	4.0	40 yards	Draws on the soul of the party member to shield them, absorbing 1265 damage. Lasts 30 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
	Divine Spirit Rank 5	Discipline	70	680	0.00	0.0	30 yards	Holy power infuses the target, increasing their Spirit by 50 for 30 minutes.
	Mana Burn Rank 7	Discipline	70	355	3.00	0.0	30 yards	Destroy 1021 to 1079 mana from a target. For each mana destroyed in this way, the target takes 0.5 Shadow damage.
	Power Word: Fortitude Rank 7	Discipline	70	700	0.00	0.0	30 yards	Power infuses the target increasing their Stamina by 79 for 30 minutes.
	Prayer of Fortitude Rank 3	Discipline	70	1800	0.00	0.0	40 yards	Power infuses the target's party, increasing their Stamina by 79.



Feedback
Rank 6

Discipline

70

705

0.00

180.0

Self Only

for 60 minutes.
The priest becomes surrounded with anti-magic energy. Any successful spell cast against the priest will burn 165 of the attacker's Mana, causing 1 Shadow damage for each point of Mana burned. Lasts 15 seconds.

Dispels magic in a 15 yard radius, removing 1 harmful spells from each friendly target and 1 beneficial spells from