

Subscribe... ▲

Main...
 News Archives...
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 Site FAQ...
 ZAM Store...

Search... ▲

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New Comments...
 Your Journal...
 Downloads...

Character Profiles... ▲

Download Wowreader...
 Your Characters...
 Search Profiles...
 Guild Rosters...

Forums... ▲

Main WoW Forum...
 Trade Skills...
 Classes...
 For the Horde...
 For the Alliance...

Rankings and Lists... ▲

Profile Rankings...
 Top 100 Lists...

Items... ▲

Advanced Search...
 By Slot...
 By Zone...
 Enchantments...
 Gems...
 Item Sets...
 PvP Rewards...

Game Information... ▲

Classes...
 Races...
 Zones...
 Guides...
 Emote List...
 Reputations...

Interface... ▲






Quests... ▲

Lookup...
 By Zone...
 By Class...
 By Tradeskill...
 Daily Quests...
 Special Categories...

Bestiary... ▲


Holy


Live | [Test](#)


	Name	Echelon	Description
	Healing Focus	1	
	Rank 1		Gives you a 35% chance to avoid interruption caused by damage while casting any healing spell.
	Rank 2		Gives you a 70% chance to avoid interruption caused by damage while casting any healing spell.
	Improved Renew	1	
	Rank 1		Increases the amount healed by your Renew spell by 5%.
	Rank 2		Increases the amount healed by your Renew spell by 10%.
	Rank 3		Increases the amount healed by your Renew spell by 15%.
	Holy Specialization	1	
	Rank 1		Increases the critical effect chance of your Holy spells by 1%.
	Rank 2		Increases the critical effect chance of your Holy spells by 2%.
	Rank 3		Increases the critical effect chance of your Holy spells by 3%.
	Rank 4		Increases the critical effect chance of your Holy spells by 4%.
	Rank 5		Increases the critical effect chance of your Holy spells by 5%.
	Spell Warding	2	
	Rank 1		Reduces all spell damage taken by 2%.
	Rank 2		Reduces all spell damage taken by 4%.
	Rank 3		Reduces all spell damage taken by 6%.
	Rank 4		Reduces all spell damage taken by 8%.
	Rank 5		Reduces all spell damage taken by 10%.
	Divine Fury	2	
	Rank 1		Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.1 sec.


Lookup...
By Zone...
By Type...
By Beast Family...
Rare Mobs...
Mob Value Search...
Geography... ▲
Zones by Level...
Areas...
Interactive Maps...
Spells... ▲
Lookup...
By Class...
Talents... ▲
By Class...
Trade Skills... ▲
By Trade...
List of Trainers...
Guides... ▲
Stats:
Items: 23,753
Quests: 6,274
NPCs: 15,371
Objects: 776
Profiles: 1,237,497
Users: 1,379,010
Comments: 9,469,674


Rank 2	Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.2 sec.
Rank 3	Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.3 sec.
Rank 4	Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.4 sec.
Rank 5	Reduces the casting time of your Smite, Holy Fire, Heal and Greater Heal spells by 0.5 sec.







 Holy Nova	3	
Rank 1		Causes an explosion of holy light around the caster, causing 28 to 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.

 Blessed Recovery	3	
Rank 1		After being struck by a melee or ranged critical hit, heal 8% of the damage taken over 6 seconds.
Rank 2		After being struck by a melee or ranged critical hit, heal 16% of the damage taken over 6 seconds.
Rank 3		After being struck by a melee or ranged critical hit, heal 25% of the damage taken over 6 seconds.

 Inspiration	3	
Rank 1		Increases your target's armor by 8% for 15 seconds after getting a critical effect from your Flash Heal, Heal, Greater Heal, Binding Heal, Prayer of Healing, or Circle of Healing spell.
Rank 2		Increases your target's armor by 16% for 15 seconds after getting a critical effect from your Flash Heal, Heal, Greater Heal, Binding Heal, Prayer of Healing, or Circle of Healing spell.
Rank 3		Increases your target's armor by 25% for 15 seconds after getting a critical effect from your Flash Heal, Heal, Greater Heal, Binding Heal, Prayer of Healing, or Circle of Healing spell.

 Holy Reach	4	
Rank 1		Increases the range of your Smite and Holy Fire spells and the radius of your Prayer of Healing, Holy Nova and Circle of Healing spells by 10%.
Rank 2		Increases the range of your Smite and Holy Fire spells and the radius of your Prayer of Healing, Holy Nova and Circle of Healing spells by 20%.

 Improved Healing	4	
Rank 1		Reduces the mana cost of your Lesser Heal, Heal, and Greater Heal spells by 5%.
Rank 2		Reduces the mana cost of your Lesser Heal, Heal, and Greater Heal spells by 10%.

	Rank 3		Reduces the mana cost of your Lesser Heal, Heal, and Greater Heal spells by 15%.
	Searing Light	4	Requires 5 point(s) in Divine Fury.
	Rank 1		Increases the damage of your Smite and Holy Fire spells by 5%.
	Rank 2		Increases the damage of your Smite and Holy Fire spells by 10%.
	Healing Prayers	5	
	Rank 1		Reduces the mana cost of your Prayer of Healing and Prayer of Mending spell by 10%.
	Rank 2		Reduces the mana cost of your Prayer of Healing and Prayer of Mending spell by 20%.
	Spirit of Redemption	5	
	Rank		Increases total Spirit by 5% and upon death, the priest becomes the Spirit of Redemption for 15 seconds. The Spirit of Redemption cannot move, attack, be attacked or targeted by any spells or effects. While in this form the priest can cast any healing spell free of cost. When the effect ends, the priest dies.
	Spiritual Guidance	5	
	Rank 1		Increases spell damage and healing by up to 5% of your total Spirit.
	Rank 2		Increases spell damage and healing by up to 10% of your total Spirit.
	Rank 3		Increases spell damage and healing by up to 15% of your total Spirit.
	Rank 4		Increases spell damage and healing by up to 20% of your total Spirit.
	Rank 5		Increases spell damage and healing by up to 25% of your total Spirit.
	Surge of Light	6	
	Rank 1		Your spell criticals have a 25% chance to cause your next Smite spell to be instant cast, cost no mana but be incapable of a critical hit. This effect lasts 10 seconds.
	Rank 2		Your spell criticals have a 50% chance to cause your next Smite spell to be instant cast, cost no mana but be incapable of a critical hit. This effect lasts 10 seconds.
	Spiritual Healing	6	
	Rank 1		Increases the amount healed by your healing spells by 2%.
	Rank 2		Increases the amount healed by your healing spells by 4%.
	Rank 3		Increases the amount healed by your healing spells by 6%.
	Rank 4		Increases the amount healed by your healing spells by 8%.
	Rank 5		Increases the amount healed by your healing spells by 10%.



Holy Concentration

7

Rank 1

Gives you a 2% chance to enter a Clearcasting state after casting any Flash Heal, Binding Heal, or Greater Heal spell. The Clearcasting state reduces the mana cost of your next Flash Heal, Binding Heal, or Greater Heal spell by 100%.

Rank 2

Gives you a 4% chance to enter a Clearcasting state after casting any Flash Heal, Binding Heal, or Greater Heal spell. The Clearcasting state reduces the mana cost of your next Flash Heal, Binding Heal, or Greater Heal spell by 100%.

Rank 3

Gives you a 6% chance to enter a Clearcasting state after casting any Flash Heal, Binding Heal, or Greater Heal spell. The Clearcasting state reduces the mana cost of your next Flash Heal, Binding Heal, or Greater Heal spell by 100%.



Lightwell

7

Rank 1

Requires 1 point(s) in Spirit of Redemption.

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.



Blessed Resilience

7

Rank 1

Critical hits made against you have a 20% chance to prevent you from being critically hit again for 6 seconds.

Rank 2

Critical hits made against you have a 40% chance to prevent you from being critically hit again for 6 seconds.

Rank 3

Critical hits made against you have a 60% chance to prevent you from being critically hit again for 6 seconds.



Empowered Healing

8

Rank 1

Your Greater Heal spell gains an additional 4% and your Flash Heal and Binding Heal gain an additional 2% of your bonus healing effects.

Rank 2

Your Greater Heal spell gains an additional 8% and your Flash Heal and Binding Heal gain an additional 4% of your bonus healing effects.

Rank 3

Your Greater Heal spell gains an additional 12% and your Flash Heal and Binding Heal gain an additional 6% of your bonus healing effects.

Rank 4

Your Greater Heal spell gains an additional 16% and your Flash Heal and Binding Heal gain an additional 8% of your bonus healing effects.

Rank 5

Your Greater Heal spell gains an additional 20% and your Flash Heal and Binding Heal gain an additional 10% of your bonus healing effects.



Circle of Healing

9

Heals friendly target and that