



HEALER / PRIEST

PRIEST HEALER

Black Temple + Hyjal Carrier Handbook

PHASE 3

20 / 41 / 0 CIRCLE OF HEALING

RAID-HEAL SPECIALIST

Best races - exact spell ranks - Phase 3 throughput/regen sets - consumables - macros - every Hyjal and Black Temple assignment

TBC Anniversary - live-guide research through 21 July 2026

Talent and ability art resolved from TBC Wowhead IDs; icon labels are clickable.

01 / VERDICT

The definitive Phase 3 healer Priest

One Circle of Healing volume. IDS and Pain Suppression remain roster switches, not competing default PDFs.

Definitive answer

Run 20/41/0 Circle of Healing. It is the current standard raid build and uniquely converts party-shaped damage into instant, scalable throughput. Use Draenei on Alliance for party mana through Symbol of Hope; use Blood Elf on Horde for the strongest PvE mana/utility package. Troll is a valid personal-burst alternative.

Alliance - Draenei

Symbol of Hope restores mana to the whole party; Inspiring Presence helps caster hit and Gift of the Naaru is free utility. Human is the personal-regeneration alternative; Dwarf adds Stoneform/Desperate Prayer survival.

Horde - Blood Elf

Arcane Torrent + Consume Magic form the best PvE utility/mana package. Troll Berserking is the throughput alternative when a timed burst window matters. Undead is mainly a PvP choice.



Symbol of Hope
Draenei party mana cooldown.



Gift of the Naaru
Free racial heal; use while moving.



The Human Spirit
Alliance personal-regen alternative.



Arcane Torrent
Blood Elf mana plus nearby silence.



Consume Magic
Convert a dispensable self-buff into mana.



Berserking
Troll emergency cast-speed alternative.

Decision	Default	Why / exception
Professions	Tailoring + Enchanting	Swiftheal Mantle access; +20 healing on each ring. Craft the mantle before any speedrun-only profession swap.
Speedrun swap	Engineering + Enchanting	Only after crafted BoP goals and only if the roster values boots/explosives over Tailoring.
Aldor / Scryer	Aldor, slight edge	Greater Inscription of Faith is modestly stronger; the choice is not raid-defining.
Group	Resto Shaman + healers	Mana Spring, Mana Tide and Wrath of Air strongly improve sustain; Wrath of Air also boosts Shadowfiend returns.

Anniversary racial rule

Fear Ward is baseline in the current TBC rule set; do not choose Dwarf solely to obtain it.

02 / TALENTS

20/41/0 Circle of Healing

Lock the raid-healing engine first; move only the genuinely discretionary points.

Current calculator
Open the exact 20/41/0 Wowhead build. The non-negotiable spine is Meditation + Mental Agility in Discipline and Inspiration + Spiritual Guidance + Spiritual Healing + Empowered Healing + Circle of Healing in Holy.

Discipline core	Rank	Purpose	Holy core	Rank	Purpose
Unbreakable Will	5/5	Control resistance.	Inspiration	3/3	Tank armor on crit.
Imp. Fortitude	2/2	Raid stamina.	Spirit of Redemption	1/1	+5% Spirit; death utility.
Imp. PW: Shield	3/3	Stronger emergency absorb.	Spiritual Guidance	5/5	Spirit to healing power.
Inner Focus	1/1	Free, high-value cast.	Spiritual Healing	5/5	Healing coefficient/value.
Meditation	3/3	30% spirit regen while casting.	Empowered Healing	5/5	Single-target scaling.
Mental Agility	5/5	Instant-spell efficiency.	Circle of Healing	1/1	Defining raid heal.

 Meditation The reason Spirit remains premium.	 Mental Agility Cuts PoM, Renew, CoH, Shield cost.
 Inspiration Crits can harden the tank.	 Spiritual Guidance Spirit adds healing power.
 Empowered Healing Greater/Flash/Binding scaling.	 Circle of Healing Instant party-centered raid heal.

Flexible point	Default logic	When to move it
Healing Prayers	Take both points when possible.	Prayer of Mending is a cooldown cast; PoH-heavy fights make the value even clearer.
Improved Healing	Optional for CoH-first play.	Add points if your actual assignment is tank healing or max-rank Greater Heal is frequent.
Holy Concentration	Two points beat the third for the standard allocation.	The third point is weaker than finishing Healing Prayers in the current guide.
Holy Reach / Holy Spec.	Range and crit are useful flex knobs.	Only trade them with a measured reason; never break the deep-Holy throughput spine.

Roster-only variants
23/38/0 IDS is considered only when the raid already has enough AoE healing and wants the raid buff; it normally becomes a tank healer. 42/19/0 Pain Suppression is an explicit strategy spec. Both give up the default Hyjal/BT raid-healing engine.

03 / SPELLBOOK

The eight binds that carry raids

Bind max ranks and the useful downranks; Heal has no place at level 70.

 Circle of Healing R5 Primary instant AoE when 3+ in one party are hurt.	 Prayer of Mending Pre-pull and effectively on cooldown.
 Renew R12 Tank maintenance; R8/R10 for cheap blankets.	 Prayer of Healing R6 Predictive heal for your own party.
 Greater Heal R1 Very cheap sustainable single-target filler.	 Greater Heal R2 Efficient mid-rank tank healing.
 Greater Heal R7 Maximum single-target throughput.	 Binding Heal Best when both you and the target are damaged.
 Flash Heal R9 Emergency fast heal; not default filler.	 Power Word: Shield Emergency, movement or lethal prevention.

Situation	First spell	Follow-up / failure check
3+ damaged in one party	CoH R5	Target any member of that party; ensure the group is within the spell's party-centered radius.
Predictable own-party burst	PoH R6	Begin before the hit; use Inner Focus when the cast will land fully.
Tank steady damage	GH R1/R2	Cancel if the heal will be wasted; escalate to R7 only when throughput is required.
Self + ally injured	Binding Heal	Usually superior to Flash Heal and generates reduced healing threat.
One ally may die now	Flash R9 / Shield	Choose Shield for movement or lethal prevention; respect Weakened Soul.
Spare GCD, future damage	Renew	Max rank on active tanks; R8/R10 for cheap raid blanket.

Rank discipline

Bind GH1 or GH2, Renew 8, and every maximum rank. CoH R4 and Flash Heal R8 are last-resort progression tools after trinkets, consumables, assignment and overheal have been fixed. Never cast Heal at 70.

04 / HEALING ENGINE

Pre-pull, triage, and party geometry

There is no fixed healer rotation; there is a repeatable decision system.

Pre-pull sequence

T - 12: PoM on the pull tank. T - 6: max Renew on active tanks. T - 3: Fear Ward if assigned. T - 1: finish drinking. The early PoM should be ready to bounce on first contact while a second cast is already available.

Priority	Decision	Execution
1	Prevent the death	Shield, Flash Heal, Binding Heal or GH7 according to time-to-impact and movement.
2	PoM available?	Cast on a target likely to take another hit. It commonly produces very low overheal and shifts threat to the healed player.
3	Party-shaped damage?	CoH when at least three members of one party need real healing. Select a member of that party, not merely the lowest-health player.
4	Own party predictable?	Pre-cast PoH; landing it after the damage is the win condition.
5	Tank maintenance?	Refresh Renew, then use cancel-cast GH1/R2; use GH7 for real throughput.
6	Nothing urgent?	Renew an upcoming target, dispel, reposition, or stop spending mana and recover.

Circle geometry

CoH is targeted on a raid member and heals that target's party around them. Keep party frames visible as groups, know which group was hit, and do not waste the cast on five injured players scattered across different parties.

Tank-resource trap

Do not pre-shield Warrior/Druid tanks; absorbed hits deny rage. Do not pre-shield Paladin tanks either; absorbed damage can interfere with their mana-return model. Shield reactively when survival beats resource generation.



PoM threat behavior
Healing threat belongs to the player carrying it.



CoH targeting
Aim at the damaged party, not the meter.



PoH prediction
Your party only; cast before the burst.



Shield restraint
Save lives; never blanket by habit.

Carrier standard

Your job is not to top a meter. Your job is to produce the right healing before the next lethal event, keep dispels instantaneous, and finish the encounter with mana converted into survival rather than stranded in the bar.

05 / SINGLE-TARGET CRAFT

Ranks, cancel-casts, and the five-second rule

Use the smallest spell that safely lands the assignment; stop casts that became unnecessary.

Bind	Use	Do not
GH R1	Cheap, repeated tank filler; fishing for Inspiration with low cost.	Expect it to cover a tank-buster.
GH R2	Primary efficient tank-heal rank when R1 is too small.	Blindly land it into full health.
GH R7	Large scheduled hit, free Inner Focus cast, or Holy Concentration value.	Spam it when lower ranks meet the damage.
Flash R9	Fast rescue where GH cannot land in time.	Turn it into normal tank filler.
Binding Heal	You and one target are injured; reduced threat is valuable.	Cast if your half will be pure overheal.
Renew R12	Active tanks, movement, pre-damage targets.	Refresh early and clip ticks.
Renew R8/R10	Low-cost blanket in spare GCDs.	Use when an immediate direct heal is required.

Cancel-cast loop

Begin GH on the assigned tank. Cancel late if the tank is safe and no scheduled hit is imminent; immediately begin the next cast. A canceled spell costs no mana and can position you for the next real hit.

Outside-5SR window

If the raid is stable, stop mana-spending casts long enough to gain full Spirit regeneration ticks. Free casts from clearcasting/Inner Focus do not reset the timer. Never force this window through dangerous damage.

Threat / positioning rule	Action
Binding Heal	Prefer it when self and target both need healing; its healing threat is reduced.
PoM	Useful on add tanks because its healing threat is attributed to the carrier.
Fade	Use before or as an add/wave activation becomes dangerous; it is not a substitute for tank control.
Range	Stand where both tank line and the intended CoH party remain reachable; never chase a single target across a mechanic.
Spirit of Redemption	If death is inevitable, move into a useful location and spend the 15 free seconds on maximum-impact healing.

Casting rule

The last 5% of a cast is where decisions matter. Watch incoming heals and boss timers; cancel waste, land necessity. Latency calibration and raid-frame prediction are real throughput.

06 / MANA AND UTILITY

Spend every cooldown before it becomes late

A Priest with unused mana tools is not actually out of mana.

 Inner Focus Pair with PoH R6 or GH R7 for a free high-value cast.	 Shadowfiend Use early enough for a second use; attack continuously.
 Symbol of Hope Draenei party mana; schedule with the healer group.	 Arcane Torrent Blood Elf mana tool; do not risk silence positioning.
 Fade Wave/add activation threat reset.	 Fear Ward Three-minute duration and cooldown; cast early.
 Mass Dispel Assignment-only high-cost utility.	 Abolish Disease Persistent disease removal.

Tool	First-use rule	Min-max note
Super Mana Potion	Use once the full return fits.	Start cooldown early enough for additional uses. Do not wait for empty.
Dark/Demonic Rune	Use when health cost is safe and return fits.	Separate cooldown from potion; plan both around damage.
Shadowfiend	Use when no return will be wasted.	Place in Wrath of Air range; target a stable boss/add it can hit for the duration.
Inner Focus	Scheduled PoH or GH7.	Its free cast can preserve the 5SR and can still trigger healing talents.
Symbol/Torrent	Fit full mana and survive the channel/position.	Call it so the party benefits; do not turn a mana gain into a mechanical death.

Three-minute benchmark

A realistic Resto Shaman group can contribute Mana Spring, Mana Tide and Wrath of Air; the current guide estimates Wrath of Air can add roughly 3,000-4,000 mana to a well-positioned Shadowfiend. Build your cooldown map around the actual group you receive.

- + Dispel Magic: bind mouseover and react to assigned magic debuffs.
- + Mass Dispel: expensive; pre-position the targeting circle and cast only when strategy requires it.
- + Shackle Undead: mark/assign Hyjal undead and maintain it without stealing tanked mobs.
- + Psychic Scream: wipe-saving control only; uncontrolled fears can chain-pull.
- + Levitate: utility, not an Archimonde fall-damage replacement; use Tears of the Goddess correctly.
- + Resurrection: recover quickly, rebuff, drink and reset consumable checks.

Mana triage order

Fix overheal, spell rank, assignment and movement before degrading CoH/Flash ranks. Then equip Blue Dragon/Eye of Gruul, add regen pieces, and tighten consumable timing.

07 / STATS

Build two sets, not one fantasy BiS

Phase 3 adds meaningful haste; its value depends on whether you can fund the extra casts.

Priority	Stat	Interpretation
1	Spell Haste	Top throughput stat once sustain is stable. It reduces casts and the GCD, but not Renew tick speed. There is no universal hard target.
2	Healing Power	Increases every relevant heal; premium for throughput.
3	Intellect / Spirit	Mana pool, crit and Spirit formula; Spirit also becomes healing through Spiritual Guidance.
4	Spell Crit	Throughput and Inspiration/Holy Concentration interactions.
5	MP5	Reliable sustain but usually less synergistic than Spirit for Priests.
6	Spell Power	Only affects damage; no healing value.

THROUGHPUT / HASTE

Use for: short kills, Naj'entus shield breaks, Bloodboil groups, Reliquary P3 and confident farm. Favor Shroud of the Highborne, Swiftheal pieces, Angelista's Sash and haste rings while keeping enough mana to cast faster.

REGEN / CONTROL

Use for: progression, Kaz'rogal, Council and long Illidan attempts. Favor Bracers of Martyrdom, Belt of Divine Guidance, Spirit pieces, Blue Dragon/Eye of Gruul and clean 5SR windows.

Saved set	Required swaps	Use case
HASTE	Highborne cloak, Swiftheal Wraps/Mantle, Angelista's Sash, Karabor rings	GCD-locked raid healing and short, high-output windows.
REGEN	Spirit/MP5 wrists/belt, Blue Dragon, Eye of Gruul	Long progression or casts-per-minute that exceed the mana plan.
T5-4P	Four Avatar Raiment pieces	Renew-heavy encounters; powerful legacy bonuses can beat raw T6 stats.
T6-4P	Four Vestments of Absolution pieces	Higher stats; PoH cost and GH throughput bonuses.
SHADOW	Raid-specified resistance pieces	Mother Shahraz; meet the raid's exact target before throughput.

Haste stop condition

Stop adding haste when it mainly creates overheal, exhausts mana before the kill, or outruns your decision/latency. The stat is valuable because it buys earlier healing—not because a sheet number is automatically correct.

08 / PHASE 3 GEAR

Armor: final, inherited, and situational

Preserve set bonuses until the whole swap is an upgrade; do not equip isolated T6 for item level.

Slot	Throughput / final	Regen / inherited / fallback	Source
Head	Cowl of Absolution	Cowl of the Avatar; Cowl of Benevolence	Archimonde / Vashj / Teron
Shoulder	Mantle of Absolution or Swiftheal Mantle	Mantle of the Avatar; Primal Mooncloth	Mother / Tailoring / Void Reaver
Back	Shroud of the Highborne	Sunshower Light Cloak; Shroud of Forgiveness	Illidan / Kael'thas / Gurtogg
Chest	Vestments of Absolution	Vestments of the Avatar; Primal Mooncloth Robe	Illidan / Kael'thas / Tailoring
Wrist	Swiftheal Wraps	Bracers of Martyrdom; Wristbands of Divine Influence	Craft / Winterchill / Akama
Hands	Gloves of Absolution	Gloves of Avatar; Gloves of Unfailing Faith	Azgalor / Leotheras / Reliquary
Waist	Angelista's Sash	Belt of Divine Guidance; Belt of the Long Road	Kaz'rogal / Council / Craft
Legs	Leggings of Eternity	Breeches of Absolution/Avatar for 4-piece	Archimonde / Council / Karathress
Feet	Boots of the Divine Light	Soul-Strider Boots; Archbishop's Slippers	BT/Hyjäl trash / Karathress / Anetheron

Jewelry	Priority	Notes
Neck	Nadina's Pendant of Purity	Lord Sanguinar's Claim is essentially equivalent; take the first clean upgrade.
Ring 1/2	Blessed Band of Karabor	Not Unique; nearly 2% haste each and exceptional long-term value.
Ring alternatives	Band of the Eternal Restorer / Coral Band	Balanced healing and sustain; excellent while Karabor rings are contested.
Wand	Naaru-Blessed Life Rod	Best Phase 3 healing wand; shadow damage means do not casually wand bosses and consume debuff slots.

T5 4-piece

Avatar Raiment: GH that fully tops a target refunds mana; Renew gains duration. The Renew bonus remains so strong that T5-4P can be the correct Phase 3 set on Renew-heavy fights.

T6 4-piece

Vestments of Absolution: higher healing/regen stats, reduced PoH cost at 2-piece and increased GH at 4-piece. Strong, but its bonuses are less universal for CoH play.

Loot discipline

The biggest upgrade is a working set. Track T5-4P, T6-4P, HASTE, REGEN and SHADOW in your equipment manager; compare whole configurations, not single item tooltips.

09 / WEAPONS AND TRINKETS

Crystal Spire changes the ceiling

Use encounter-shaped trinket pairs; no single pair is universally best.

 Crystal Spire of Karabor Illidan; dominant CoH weapon and first priority.	 Scepter of Purification Archimonde; Phase 3 healing/Spirit off-hand.
 Essence of the Martyr Badge throughput trinket.	 Memento of Tyrande Static healing plus proc-based sustain.
 Eye of Gruul Per-target proc makes CoH exceptionally strong.	 Darkmoon Card: Blue Dragon General Spirit-regeneration engine.

Pair	Equip when	Reason
Essence + Direbrew/Memento	Mana is irrelevant or the kill is short.	Maximum throughput; use on-use healing before the important damage window.
Eye of Gruul + Blue Dragon	Heavy CoH progression or trash.	Eye can proc per CoH target; Blue Dragon covers every cast profile.
Eye + throughput	CoH is 30-40%+ but the fight is not fully mana-bound.	Current Phase 3 analysis places Eye above Blue Dragon around this usage band.
Blue Dragon + Memento	Long mixed-healing encounter.	Stable general regen without forcing CoH volume.

Slot	Best	Progression path
Main hand	Crystal Spire of Karabor	Hammer of Atonement; Lightfathom Scepter; Apostle of Argus; Staff of Immaculate Recovery.
Off-hand	Scepter of Purification	Touch of Inspiration; Talisman of the Sun King.
Priority note	Spire first for CoH	Its proc can trigger from each target healed, making it exceptionally valuable for Priest/Shaman raid healing.

Swap before pull

Choose the pair from the damage timeline and kill length. Trinkets are part of the assignment: Bloodboil/Reliquary favor CoH regen, Kaz'rogal favors total sustain, short farm favors throughput.

10 / GEMS AND ENCHANTS

Activate the meta, then serve the set

Gem bonuses are optional; Insightful Earthstorm Diamond is not.



Insightful Earthstorm Diamond
+12 Intellect; chance to restore 300 mana.



Spirit scaling
Blue gems provide sustain and healing synergy.

Socket	Default	When to change
Meta	Insightful Earthstorm Diamond	Always activate it: requires 2 red, 2 yellow and 2 blue gems.
Red	Brilliant Crimson Spinel / healing gem	Pure healing after meta requirements and valuable bonuses are satisfied.
Yellow	Healing + Intellect hybrid	Use to activate meta or a strong healing/Intellect socket bonus.
Blue	Healing + Spirit hybrid	Excellent Priest synergy; use for meta, regen and useful bonuses.
Mother set	Shadow-resistance gems if required	Meet the raid's exact buffed/unbuffed target before optimizing throughput.

Slot	Enchant	Rule
Head	Arcanum of Renewal	Keep Honor Hold/Thrallmar reputation ready.
Shoulder	Greater Inscription of Faith	Aldor default; legacy Naxx options are near-equivalent if available.
Back	Subtlety / Major Armor / All Resist	Threat is usually not the real issue; pick survival for progression.
Chest	Restore Mana Prime or Exceptional Stats	Sustain vs balanced throughput; match the saved set.
Wrist	Superior Healing	Throughput default.
Hands	Major Healing	Throughput default.
Legs	Golden Spellthread	Healing plus stamina.
Boots	Boar's Speed	Movement prevents more lost healing than a small static stat.
Weapon	Major Healing	Primary throughput enchant.
Rings	Healing Power x2	Enchanting-only; +20 healing on each ring.

Socket rule

Do not match weak bonuses blindly. First activate Insightful; then meet Mother resistance; then compare the full value of healing, Spirit, Intellect and the bonus inside the set's actual job.

11 / CONSUMABLES

The carrier bag is part of the build

Elixirs beat flasks for output; flasks buy wipe protection.

 Elixir of Healing Power Battle elixir; +healing default.	 Elixir of Draenic Wisdom Guardian elixir; Intellect + Spirit.
 Flask of Distilled Wisdom Wipe-safe progression alternative.	 Golden Fish Sticks +44 healing and +20 Spirit.
 Super Mana Potion Primary potion; use early enough for repeats.	 Dark Rune Independent mana cooldown; health cost.
 Expired Mana Oil Default regeneration weapon oil.	 Superior Wizard Oil Throughput alternative.
 Master Healthstone Personal survival.	 Nightmare Seed Pre-emptive health buffer.
 Purified Draenic Water Drink-walk between Hyjal waves.	 Thornling Seed Niche add-control/speedrun utility.

Category	Default	Swap rule
Battle + Guardian	Healing Power + Draenic Wisdom	Strongest normal pairing. Never substitute Major Mageblood for Draenic Wisdom.
Flask	Distilled Wisdom	Use when wipes make elixirs impractical; it is not the maximum-output option.
Food	Golden Fish Sticks	Spicy Crawdad only when survival is the progression limiter.
Mana	Potion + Dark/Demonic Rune	Schedule both; Dreamless Sleep is risky and encounter-specific.
Oil	Expired Mana Oil	Use Superior Wizard Oil when mana is already solved and throughput wins.
Advanced	Spirit V scroll, Kreeg's, Kibler's Bits	Spirit scroll when no IDS; Kibler's can improve Shadowfiend if the current ruleset permits pet feeding.

Do not buy Haste Potion

The TBC Haste Potion affects physical attacks, not healing spell haste. Carry mana potions instead.

12 / CONTROLS

Mouseover everything that can save a life

Party grouping, debuff visibility and boss timers matter more than ornamental UI.

```
#showtooltip Circle of Healing
/cast [@mouseover,help,nodead][] Circle of Healing
```

```
#showtooltip Prayer of Mending
/cast [@mouseover,help,nodead][] Prayer of Mending
```

```
#showtooltip Renew
/cast [@mouseover,help,nodead][] Renew
```

```
#showtooltip Binding Heal
/cast [@mouseover,help,nodead][] Binding Heal
```

```
#showtooltip Dispel Magic
/cast [@mouseover,help,nodead][] Dispel Magic
```

```
#showtooltip Abolish Disease
/cast [@mouseover,help,nodead][] Abolish Disease
```

```
#showtooltip Power Word: Shield
/stopcasting
/cast [@mouseover,help,nodead][] Power Word: Shield
```

```
#showtooltip Shadowfiend
/cast Shadowfiend
/petattack
```

UI module	Must show
Raid frames	Groups 1-5 preserved; incoming heals; range; aggro; Weakened Soul; Renew/PoM; magic/disease debuffs.
Boss timers	Shield breaks, Bloodboil group hits, Reliquary phase events, Fatal Attraction, Council ground effects, Illidan transitions.
Cooldowns	Potion, rune, Shadowfiend, Inner Focus, Fear Ward, Symbol/Torrent and trinket availability.
Mana display	Numeric current/max mana and potion-fit threshold; healer-party mana for Symbol of Hope.
Assignments	Tank target, dispel/abolish responsibility, Bloodboil group, Hyjal Shackle mark, Mother resistance target.

Macro warning

Do not hide triage inside castsequence macros. Mouseover removes target-switch latency; your judgment still selects the spell and rank.

- + Recommended categories: compact raid frames, boss timers, threat meter, combat-log review and equipment-set hotkeys.
- + Before pull: confirm ranks on bars, group layout, consumables, resistance set, and the exact player/mark for every special assignment.

13 / MOUNT HYJAL

Wave healing without becoming the pull

The raid wins Hyjal between waves: position early, drink immediately, and respect fresh-pack threat.

Wave loop

Last mob dying: move to the next anchor. Combat drops: drink instantly. Pack activates: let tanks establish control; pre-HoTs and PoM already carry the first seconds. Damage starts: CoH damaged parties, PoH your own predictable group, then return to drink/position.

Wave problem	Priest answer	Failure to avoid
Fresh-pack aggro	Delay direct healing until control; PoM on tank; Fade as needed.	Opening with blanket CoH before tanks have threat.
Undead control	Shackle the assigned marked target; track duration and break alerts.	Shackling tanked focus targets or fearing into another pack.
Party splash	CoH the damaged group; PoH if your own group is scheduled to be hit.	Targeting the lowest player whose party is otherwise healthy.
Tank spikes	Renew + PoM; GH rank to assignment; Shield only to prevent death.	Pre-shielding and starving the tank's resource engine.
Magic/disease	Dispel/Abolish by assignment; keep mouseover available.	Meter healing while lethal debuffs remain.
No mana	Potion/rune early; fiend a stable target; drink-walk between waves.	Holding every cooldown for the boss and arriving empty.



Shackle Undead

Maintain assigned mark; never improvise on tanked mobs.



Fade

Use at pack activation, not after mobs reach you.



Circle of Healing

Hyjal's party-shaped splash answer.



Drink immediately

Every out-of-combat second is mana.

Psychic Scream

Use only as a wipe-saving control call when the direction is safe. A feared mob can pull additional trash and turn one mistake into a full wipe.

Spirit of Redemption

If you die late in a dangerous wave, spend the free-cast window on the tanks and damaged parties. Communicate the death so the raid can plan resurrection and buffs.

Carrier benchmark

Enter every boss with full mana, active Fortitude/Spirit/Shadow Protection as required, repaired Shackle assignments, and cooldowns mapped. Wave meters are irrelevant if the boss pull starts compromised.

14 / HYJAL BOSSES

Winterchill through Kaz'rogal

Pre-position for the damage, then choose the correct party or rank.

Boss	Assignment card
Rage Winterchill	Before: PoM/Renew tank; Fear Ward if assigned. During: dispel Frost Nova quickly; CoH the party hit by Icebolt/splash; move out of Death and Decay before finishing casts. Fail: tunneling a frozen player while standing in D&D.
Anetheron	Before: position outside the Carrion Swarm cone. During: CoH the party clipped by Swarm, cover the Infernal tank/group, keep Renew/PoM on active tanks. Fail: accepting the healing-reduction debuff and then trying to brute-force throughput.
Kaz'rogal	Before: equip REGEN; map potion, rune and fiend. During: PoM on cooldown, efficient CoH only when real targets exist, GH ranks instead of Flash spam. Use mana tools early enough for full value. Fail: hitting zero mana and exploding in the raid.

Winterchill micro

Icebolt is single-target danger with splash pressure. Rescue the victim first, then CoH the affected party. Movement out of Death and Decay is a healing cooldown.

Anetheron micro

Carrion Swarm lowers healing done. Stand at a safe angle and heal the Infernal side without crossing the cone. Renew/PoM let you keep output while repositioning.

Kaz'rogal mana map

Do not wait for desperation. Potion when the full return fits, rune on a safe health window, fiend while the target will live and remain hittable, then continue the efficient spell mix. Stop low-value blanket Renew and Flash Heal first.



Dispel Magic
Winterchill Frost Nova assignment.



Shadowfiend
Kaz'rogal: full duration, early enough.



Prayer of Mending
Efficient, low-overheal bounce healing.



Circle of Healing
Use on real party damage, not habit.

Boss-page rule

Mechanic avoidance is throughput. Every avoidable silence, healing reduction or ground tick both consumes mana and removes casts from the people who actually need them.

15 / HYJAL BOSSES

Azgalor and Archimonde

Instant casts, pre-HoTs and fear preparation turn forced movement into controlled healing.

Boss	Before pull	During	Wipe trigger
Azgalor	Fear Ward per plan; Renew/PoM tank; spread and range.	Pre-HoT before silence/fear windows. Move from Rain of Fire immediately. CoH post-silence party damage; keep Doom targets away from the raid.	Finishing a cast in Rain of Fire; chasing a doomed player; empty tank coverage through silence.
Archimonde	Fear Ward early for another use; Tears of the Goddess ready; spread without isolating.	Renew/PoM before Fear. CoH and Shield while moving. Avoid Doomfire; execute Air Burst fall correctly; stabilize after fears without stacking.	Relying on Levitate for Air Burst, panicking into Doomfire, or grouping tightly enough to cascade damage.

Azgalor timing

The healer test is the period when casting is denied. Put Renew and PoM in motion before it, remain in safe range, and use instant CoH after the raid takes damage. Doom is a positioning problem, not a reason to move the raid.

Archimonde timing

Fear Ward should be cast early because duration and cooldown are both three minutes. During forced movement, Renew, PoM, CoH and emergency Shield preserve output; Tears handles the fall.

 Fear Ward Cast early and follow the raid's priority target.	 Renew Pre-load forced-silence/fear windows.
 Circle of Healing Instant recovery while repositioning.	 Power Word: Shield Lethal prevention during forced movement.
 Levitate Utility only; not the Archimonde fall plan.	 Healthstone Use before the next event, not after death.

Archimonde survival script

When displaced: identify landing, use Tears correctly, avoid Doomfire, then heal. A perfect CoH cast made while drifting into fire is not a good cast.

- + Instant recovery: CoH damaged party, PoM likely repeat target, Renew someone still moving, Shield only if the next hit is lethal.
- + Do not over-collapse: keep enough separation that one failure does not chain damage through the group.
- + Cooldowns: Nightmare Seed/Healthstone for the predicted danger; mana tools during stable positioning.

16 / BLACK TEMPLE

Naj'entus through Teron Gorefiend

The early wing tests prediction, movement, add threat and dispel speed.

Encounter	Priest execution
High Warlord Naj'entus	PoM/Renew tank. Before Tidal Shield breaks, begin PoH for your party; Inner Focus is excellent here. Land it after the raid-wide burst, then CoH other damaged parties. Healthstone proactively. Never be the player without a spine.
Supremus	P1: heal assigned tank/melee; stay at range. P2: Renew/PoM/CoH while moving; do not stop inside volcano effects or outrun the healing line. Shield a targeted player only if lethal prevention is required.
Shade of Akama	Maintain tanks/add targets, CoH party splash, and use Fade as new adds activate. Keep the raid frame visible while watching spawn lanes; do not inherit loose-add threat through an early large heal.
Teron Gorefiend	Dispel Incinerate immediately by assignment. Maintain tank/raid healing without missing Shadow of Death. If selected, stop normal healing and execute the ghost control plan exactly; personal mechanics supersede meter uptime.

Naj'entus prediction

The shield break is known raid damage. Predictive PoH on your group followed by instant CoH converts a dangerous global event into a planned sequence. Do not wait for frames to become red before starting PoH.

Teron discipline

Incinerate removal is healing. Keep the debuff large and center-screen enough to react, and never delay it for a cast that can be canceled. Practice Shadow of Death before entering the raid.



Prayer of Healing
Naj'entus shield-break pre-cast.



Inner Focus
Free predictable PoH or GH7.



Fade
Akama add activation safety.



Dispel Magic
Teron Incinerate priority.

Early-wing standard

A healer death to volcano, a missed Incinerate, or a failed Shadow of Death is not a throughput problem. Execute the mechanic first; use instant spells to preserve healing while doing it.

17 / BLACK TEMPLE

Gurtogg and Reliquary: the Priest showcase

Equip for CoH sustain, know the phase rules, and spend mana where it can still save the pull.

Gurtogg Bloodboil

Signature CoH encounter. Track the active Bloodboil group, target a member of that party, and CoH the real damage. Keep PoM and Renew on tanks; Binding Heal is excellent when you and a group target are hurt. On Fel Rage, switch immediately to maximum safe single-target throughput on the selected player.

Reliquary phase	What changes	Priest plan
P1 - Suffering	Normal healing is suppressed/ineffective by encounter design.	Do not waste mana trying to heal. Preserve resources and contribute only safe, assigned utility/DPS.
P2 - Desire	Maximum mana shrinks; spell effects and dispels are dangerous/important.	Spend mana before it disappears. Dispel Rune Shield/Deadens only by assignment. CoH/PoM efficiently; respect reflected damage and interrupt strategy.
P3 - Anger	Raid damage and threat escalate rapidly.	HASTE/CoH set if planned. PoM on cooldown, CoH damaged parties, max throughput, Fade before threat becomes lethal, and consume every remaining resource.

Bloodboil party targeting

Groups rotate. Your frames must preserve party boundaries and clearly mark the active group. A CoH on a low-health player in the wrong party throws away the spell's defining advantage.

Reliquary resource shift

Do not carry a P1 mindset into P2, or a conservation mindset into P3. Each phase changes the value of mana. The correct plan is conserve, spend-before-loss, then empty the bar into survival.

 CoH Bloodboil groups and Reliquary P3.	 Binding Heal Bloodboil self + group target.
 Dispel Reliquary P2 only by assignment.	 Fade Reliquary P3 escalating threat.

Loadout

Eye of Gruul + Blue Dragon is the default CoH-progression pairing. If mana is solved, replace one with throughput. Bloodboil/Reliquary are exactly why this handbook does not treat one trinket pair as universal.

18 / BLACK TEMPLE

Mother Shahraz and Illidari Council

Resistance, separation, dispel assignments and movement beat raw healing.

Encounter	Priest execution
Mother Shahraz	Equip the raid's SHADOW set target—commonly around 244 unbuffed / 365 buffed in classic strategies, but the raid leader's number wins. After Fatal Attraction players separate, CoH their party if grouped safely; Binding Heal when you share damage; Renew while moving; Shield only for lethal prevention. Never chase linked players through the raid.
Illidari Council	Follow the assigned tank/group. Move immediately from Consecration, Blizzard and Flamestrike. CoH clustered raid damage, maintain PoM/Renew, and execute magic dispels by assignment. This is a long fight: use potion/rune/fiend early enough for repeats and shift into REGEN if progression requires it.

Mother: resistance first Missing the resistance target cannot be repaired by one extra healing item. Confirm buffed resistance in the actual raid, then verify Insightful activation and enough health to survive the strategy.	Council: ground first Cancel the cast and move. A healer standing in a hostile ground effect loses health, mana, attention and future casts. Re-establish line and assignment after reaching safety.
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Pre-pull check	Mother	Council
Set	SHADOW target met, normal healing pieces after requirement	REGEN or balanced
Frames	Fatal Attraction targets visible	Dispellable debuffs and tank assignment visible
Cooldown	Healthstone/Seed for link danger	Potion/rune/fiend map for long duration
Position	Spread lane and escape direction	Clear ground visibility and safe healing lane

 Shadow Protection Mother raid buff; verify actual resistance.	 Binding Heal Linked/self damage efficiency.
 Renew Maintain output while separating.	 Dispel Magic Council assignment, not improvisation.

Do not chase A distant Fatal Attraction target or Council player may be outside a safe line. Preserve your own position and use the agreed healing coverage; one Priest crossing mechanics can create a second emergency.
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19 / ILLIDAN

Five phases, five healing problems

Switch assignment and spell mix at every transition; there is no single Illidan rotation.

Phase	Priest plan
P1	PoM/Renew main tank. Abolish Disease on parasites by assignment. CoH raid splash; preserve position for transition.
P2 - Flames	Follow the assigned Flame tank without crossing Eye Beam. Renew/PoM while moving; GH rank for tank spikes; CoH Blaze/raid damage. Mana tools only when the target remains hittable.
P3	Return to boss-tank plan. Dispel Agonizing Flames if assigned; Abolish parasites. Watch threat after transition and use Fade early.
P4 - Demon	Cover the Warlock shadow tank with GH/Renew/PoM. Respect Shadow Blast spread; CoH only when a real party cluster is damaged. Do not move into another player's splash.
P5	Support trap/frenzy plan, keep tank maintenance, and convert all remaining mana/consumables into survival. Movement and assignment still outrank meter greed.

Tank swap mindset

P2/P4 can turn a raid-heal specialist into a focused tank healer. Use the GH rank that meets incoming damage, pre-Renew, keep PoM working, and retain CoH for actual party damage.

Transition mindset

Every transition is a threat, range and mana reset. Reconfirm the tank, move to the next safe lane, use Fade before adds/boss inherit healing threat, and avoid sending fiend into an unavailable target.



Abolish Disease
Parasite control by assignment.



Greater Heal
Flame/Warlock tank throughput.



Fade
Transition threat protection.



Shadowfiend
Use only with a stable hittable target.

60-second readiness card

20/41/0 loaded - correct ranks bound - group frames preserved - potion/rune/fiend map - Fear Ward/dispel/disease assignment - HASTE/REGEN/SHADOW sets hotkeyed - food/elixirs/oil active - resistance target confirmed - healthstone/seed available - boss timer and voice callouts ready.

If the pull failed because...	Change next pull
Mana ended early	Review overheal/ranks first; then earlier cooldowns, Eye/Blue Dragon and REGEN set.
Raid died together	Improve damage prediction, party targeting, PoH timing and cooldown assignment.
One player died	Review spell choice, cancel-cast, dispel timing, range and assignment coverage.
You died	Fix mechanic/position/resistance/health consumable before adding throughput.

Research trail and verification notes

Primary class mechanics come from current Wowhead TBC guides; encounter cards are cross-checked against raid guides.

Topic	Source	Used for
Build	Wowhead - Priest Healing Talents & Builds	Updated 13 May 2026; definitive 20/41/0 CoH and roster variants.
Rotation	Wowhead - Rotation, Cooldowns & Abilities	Spell ranks, pre-pull, PoM, 5SR and cooldown use.
Stats	Wowhead - Priest Healer Stats	Updated 10 Feb 2026; haste/healing/Spirit priority.
Gear	Wowhead - Phase 3 BT/Hyjäl BiS	Updated 14 Feb 2026; set states, weapons, trinkets and swaps.
Consumes	Wowhead - Buffs & Consumables	Updated 10 Feb 2026; consumables and healer groups.
Gems	Wowhead - Gems & Enchants	Meta, sockets and slot enchants.
Overview	Wowhead - Priest Healer Overview	Race, profession and class overview.
T5/T6	Avatar Raiment / Vestments of Absolution	Set-bonus verification.
Hyjäl	Wowhead - Hyjäl Trash / WowTBC - Hyjäl Bosses	Wave and boss mechanics cross-check.
Black Temple	Wowhead - BT Overview / WowTBC - BT Bosses	Encounter mechanics cross-check.

Scope and caveat
This handbook targets TBC Anniversary Phase 3 and the current indexed 2.5.6-style guide state. Raid-leader assignments, server hotfixes and the live combat log override generic advice. The Mother resistance number is deliberately presented as a common benchmark, not a universal command.



Priest
One definitive healer volume.



Circle of Healing
The Phase 3 raid-healing verdict.



Crystal Spire
The defining Phase 3 weapon.



Insightful meta
The default mana engine.

Next volume
Priest DPS will be handled separately as the class's definitive damage-role handbook. This healer PDF intentionally keeps IDS/Discipline notes inside one healing volume instead of multiplying minor variants.

Prepared for the MCK Boost Raid Performance Series.