



DPS / PRIEST

# SHADOW PRIEST

Black Temple + Hyjal Carrier Handbook

PHASE 3

14 / 0 / 47 RAID BUILD

MANA-BATTERY DPS

Best races - exact hit cap - DoT and Mind Flay timing - Phase 3 gear - 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 Shadow Priest

Maximize personal damage without forgetting that your damage is the raid's mana engine.

**Definitive answer**

Use 14/0/47 Shadow. The primary allocation is the current max-output version with 5/5 Shadow Weaving, 5/5 Shadow Power and 1/3 Focused Mind. If that forces you to replace Destruction Potions with mana potions, use the mana-stable allocation—3/3 Focused Mind, 4/5 Shadow Weaving and 4/5 Shadow Power—inside this same role.

**Alliance - Night Elf**

Starshards is the highest personal-damage Priest racial in the current Wowhead analysis. Draenei is the group-value alternative when Inspiring Presence and Symbol of Hope are not already covered.

**Horde - Troll**

Berserking is the best repeatable PvE throughput racial and Shadowguard adds encounter-dependent damage. Undead Devouring Plague is close on single targets; Blood Elf is the mana/utility alternative.



**Starshards**  
Night Elf personal-damage edge.



**Symbol of Hope**  
Draenei party-value alternative.



**Inspiring Presence**  
1% party spell hit.



**Berserking**  
Troll cast-speed burst.



**Shadowguard**  
Troll reactive Shadow damage.



**Devouring Plague**  
Undead single-target alternative.

| Decision        | Default                   | Reason / exception                                                                                  |
|-----------------|---------------------------|-----------------------------------------------------------------------------------------------------|
| Professions     | Tailoring + Enchanting    | Craft Mantle/Frozen Shadowweave goals, then +12 spell power to each ring.                           |
| Speedrun option | Engineering + Enchanting  | Craft Tailoring BoP items first; Sapper supplies real AoE on Hyjal waves.                           |
| Faction         | Aldor                     | Greater Inscription of Discipline is clearly stronger for Shadow than the Scryer option.            |
| Ideal party     | Shaman + 2-3 Arcane Mages | Your VT mana enables Arcane; Protection Paladin is the natural fifth when not running a third Mage. |

**Role value**

Vampiric Touch returns 5% of your Shadow damage as mana to every party member. Misery adds 5% spell damage taken and Shadow Weaving adds up to 10% Shadow damage taken. Personal execution is raid throughput.

## 02 / TALENTS

# 14/0/47: output first, mana measured

The two PvE variants share the same engine; only three points decide the risk profile.

| Discipline core     | Rank | Purpose                                |
|---------------------|------|----------------------------------------|
| Unbreakable Will    | 5/5  | Control resistance and pathing.        |
| Improved Fortitude  | 2/2  | Raid stamina responsibility.           |
| Improved PW: Shield | 3/3  | Emergency survival utility.            |
| Inner Focus         | 1/1  | Free, high-crit Mind Blast.            |
| Meditation          | 3/3  | 30% Spirit regeneration while casting. |

| Shadow core                                | Rank                                 | Purpose                                                        |
|--------------------------------------------|--------------------------------------|----------------------------------------------------------------|
| Spirit Tap / Shadow Affinity / Imp. SW:P   | 5 / 3 / 2                            | Trash regeneration, threat reduction, 24-second Pain baseline. |
| Shadow Focus / Imp. Mind Blast / Mind Flay | 5 / core / 1                         | Hit cap, cooldown cadence, filler channel.                     |
| Shadow Reach / Vampiric Embrace            | 2 / 1                                | Range and party healing.                                       |
| Darkness / Shadowform                      | 5 / 1                                | Permanent Shadow damage engine.                                |
| Misery / Vampiric Touch                    | 5 / 1                                | 5% spell-damage debuff and party mana.                         |
| Output flex                                | 5 Weaving / 5 Power / 1 Focused Mind | Short kills and disciplined mana use.                          |
| Mana flex                                  | 4 Weaving / 4 Power / 3 Focused Mind | Long progression or potion-constrained attempts.               |

|                                                                                                                                                  |                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Shadow Focus</b><br>10% spell hit at 5/5.                  |  <b>Shadow Affinity</b><br>Critical because VT/VE add threat.        |
|  <b>Shadow Weaving</b><br>Up to 10% Shadow damage taken.      |  <b>Focused Mind</b><br>Mana-cost lever for MB/MF.                  |
|  <b>Shadow Power</b><br>Mind Blast/SW:D critical chance.      |  <b>Misery</b><br>5% spell damage taken for the raid.               |
|  <b>Vampiric Touch</b><br>Party mana from your Shadow damage. |  <b>Shadowform</b><br>Stay in it unless utility requires otherwise. |

**Spec-selection test**

Run the output allocation only if the fight ends with mana—or your scheduled fiend/rune plus a Destruction Potion still sustains it. If the build makes you consume a Super Mana Potion instead, the current guide recommends the mana-stable allocation.

## 03 / RAID VALUE

# Your damage bar is four support bars

Keep the debuff engine active before chasing opportunistic casts.


**Vampiric Touch**

Party mana equal to 5% of your Shadow damage.


**Misery**

5% spell-damage taken, auto-applied by core spells.


**Shadow Weaving**

Stack and maintain the Shadow vulnerability.


**Vampiric Embrace**

Party healing from Shadow damage; also adds threat.

| Raid consumer      | What you provide                    | Execution implication                                                                        |
|--------------------|-------------------------------------|----------------------------------------------------------------------------------------------|
| Arcane Mage        | Sustained VT mana                   | Keep damage rolling through movement; avoid needless DoT clipping and downtime.              |
| Warlocks           | Shadow Weaving + Misery             | Build stacks quickly and never let the target fall out during transitions.                   |
| All casters        | Misery's spell-damage amplification | Any core Shadow damage maintains it; uptime is automatic if your rotation is alive.          |
| Protection Paladin | VT mana                             | The party slot is especially useful when the Paladin cannot gain enough mana from being hit. |
| Healers / party    | Vampiric Embrace healing            | Useful passive recovery, but its healing plus VT mana can create substantial threat.         |

**Required external debuffs**

Judgement of Wisdom is a major sustain tool. Warlock Improved Shadow Bolt greatly amplifies your Shadow damage; most of your damage benefits without consuming the direct-damage charges.

**Threat reality**

Shadow Priests can be threat-capped even below top DPS because damage, VT mana and VE healing all contribute. 3/3 Shadow Affinity, tank lead time and proactive Fade are performance tools.

| Pre-pull responsibility | Check                                                                                                  |
|-------------------------|--------------------------------------------------------------------------------------------------------|
| Party                   | Confirm which Arcane Mages/healers/Paladin consume VT mana; place Draenei/Shaman buffs correctly.      |
| Debuffs                 | Confirm Judgement of Wisdom and curse/debuff ownership; never overwrite a higher-priority raid debuff. |
| Utility                 | Fear Ward, Fortitude, Shadow Protection, Shackle and dispel assignments visible.                       |
| Threat                  | Tank countdown and first-cast timing understood; Fade bound and threat meter visible.                  |

**Carrier standard**

A high parse that starves the assigned Mage group, loses Shadow Weaving at a transition, or dies to threat is not a carrier performance. Damage, mana, debuffs and survival are one system.

## 04 / SINGLE-TARGET PRIORITY

# DoTs first, Mind Blast on cadence

There is no rigid cast sequence once haste, movement and mechanics distort the timeline.

## Clean opener

T - 2: Shadowform, Inner Fire and raid buffs confirmed. T - 1.5: pre-cast Vampiric Touch if the tank's pull permits.  
Pull: Shadow Word: Pain → Mind Blast → Shadow Word: Death if safe → Mind Flay filler. Night Elf inserts Starshards after the core DoTs when the channel fits.

| Priority | Cast                   | Rule                                                                                   |
|----------|------------------------|----------------------------------------------------------------------------------------|
| 1        | Vampiric Touch         | Keep active. Reapply after expiry, preferably while Mind Blast is on cooldown.         |
| 2        | Shadow Word: Pain      | Keep active; never overwrite remaining ticks without a deliberate breakpoint.          |
| 3        | Mind Blast             | Use immediately when ready unless a DoT must be restored first.                        |
| 4        | Shadow Word: Death     | Use on cooldown only when recoil cannot combine with incoming raid damage to kill you. |
| 5        | Starshards (Night Elf) | Use when the full channel fits and it does not delay Mind Blast or DoT recovery.       |
| 6        | Mind Flay              | Filler. Clip only immediately after a tick to meet a higher-priority event.            |

|                                                                                                                                                  |                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Vampiric Touch</b><br>The party-mana DoT.                   |  <b>Shadow Word: Pain</b><br>Long-duration damage and set-bonus target. |
|  <b>Mind Blast</b><br>Cooldown pacemaker and T6 4-piece winner. |  <b>Shadow Word: Death</b><br>Instant damage with lethal recoil risk.   |
|  <b>Starshards</b><br>Alliance personal-DPS racial.            |  <b>Mind Flay</b><br>Three-tick filler channel.                        |

## Movement

Refresh a genuinely expiring DoT, cast safe SW:D, Shield if survival demands it, and reposition so the next stationary window starts with Mind Blast or a full Mind Flay—not dead air.

## Low-health target

If the target will die in under roughly 10-15 seconds, skip long DoTs. Mind Blast → safe SW:D → Mind Flay. A DoT that never ticks enough is wasted mana and GCD time.

## No castsequence

Haste procs, resists, movement and boss immunity continuously alter the next correct spell. Automate targeting, not judgment.

## 05 / CHANNEL CRAFT

# Tick-perfect Mind Flay and clean DoT refreshes

The difference between fluent Shadow and average Shadow lives between channel ticks.

| Skill              | Correct execution                                                                             | Common loss                                                         |
|--------------------|-----------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| DoT refresh        | Let VT and SW:P expire, then reapply at the next safe GCD without delaying Mind Blast.        | Refreshing early and deleting the final tick.                       |
| Mind Flay clip     | Use a cast bar with three tick marks; cut the channel immediately after a completed tick.     | Canceling between ticks, dealing no damage for the time spent.      |
| Mind Blast cadence | Treat readiness as the next decision checkpoint; fill the gap with exact Flay tick counts.    | Finishing a full Flay while MB sits ready.                          |
| Resist recovery    | Reapply a resisted VT/SW:P immediately unless a higher-priority survival mechanic intervenes. | Assuming the debuff exists and starving the party/debuff stack.     |
| Buff window        | Use Destruction/on-use effects before a fresh DoT round when the fight timing allows.         | Overwriting good DoTs mid-duration merely because a buff activated. |

### Three-tick model

Mind Flay always has three damage ticks. Haste shortens the total channel and brings each tick forward. Learn one-, two- and three-tick fillers at your normal gear and during proc windows.

### No pandemic

TBC gives no modern carry-over window. Refreshing before expiration replaces the remaining duration. Plan the GCD before expiry so the final tick lands and the new DoT starts promptly.

| Gap before Mind Blast | Filler choice                                                                                                 |
|-----------------------|---------------------------------------------------------------------------------------------------------------|
| < one tick            | Wait/reposition only if the timing is genuinely shorter than a safe completed tick; avoid random button spam. |
| About one tick        | Begin Mind Flay and clip immediately after tick 1.                                                            |
| About two ticks       | Two-tick Mind Flay, then Mind Blast.                                                                          |
| Full channel fits     | Complete all three ticks; queue Mind Blast as the channel ends.                                               |
| DoT expiring first    | Refresh the DoT, then return to Mind Blast cadence. VT uptime beats a late filler tick.                       |



#### Mind Flay

Track individual ticks, not just the bar.



#### Mind Blast

The rotation checkpoint.



#### Vampiric Touch

Never let haste muscle-memory clip it.



#### Shadow Word: Pain

T6 2-piece changes its duration.

### Practice drill

On a target dummy, record ten Mind Blast intervals with no haste, then with Berserking or Mystical Skyfire. Review how many Mind Flay ticks fit without delaying MB. Muscle memory must have more than one tempo.

06 / HASTE WINDOWS

# Faster casts, unchanged cooldowns

Phase 3 haste is premium because Mind Flay and the GCD compress—even though DoT ticks and Mind Blast cooldown do not.

| Affected by haste                         | Not affected                             |
|-------------------------------------------|------------------------------------------|
| Mind Flay channel length and tick spacing | Vampiric Touch tick interval/duration    |
| Vampiric Touch cast time                  | Shadow Word: Pain tick interval/duration |
| Mind Blast cast time                      | Mind Blast cooldown                      |
| Global cooldown, down toward its floor    | Racial/item cooldowns                    |

Mystical Skyfire

The meta can grant 320 haste for 6 seconds. It is the highest-damage meta but easy to waste on movement or an unhasted/full Mind Flay. Track the proc prominently.

Troll Berserking

Trigger where a stationary damage window exists. Recalculate Flay clips in real time; do not use a baseline four-GCD pattern after the GCD has compressed.

| Proc decision          | Action                                                                                         |
|------------------------|------------------------------------------------------------------------------------------------|
| Mind Blast ready       | Cast it; begin the shortened cadence from this point.                                          |
| VT/SW:P expired        | Restore the DoT; do not overwrite a healthy duration just to force a snapshot.                 |
| Everything active      | Use accelerated Mind Flay ticks; clip after the exact tick that reaches Mind Blast.            |
| Forced movement begins | Use safe instant casts and reposition; accept that an uncontrolled proc can be partially lost. |
| Double haste proc      | Expect a much shorter channel/GCD. Watch the bar rather than trusting normal muscle memory.    |



Mystical Skyfire Diamond  
Highest ceiling; 320-haste proc.



Berserking  
Troll throughput window.



Accelerated Flay  
Still three ticks, delivered sooner.



Unchanged cooldown  
Haste creates awkward filler gaps.

Haste has no simple hard cap

Add haste after hit is solved because it is excellent Phase 3 throughput. Its practical ceiling is your ability to preserve DoTs, Mind Blast cadence, mana and mechanical safety at the faster tempo.

## 07 / MANA AND THREAT

# Plan the bar, protect the pull

Your output spec is correct only when its mana and threat plan survive the real encounter.

|                                                                                                                                                           |                                                                                                                                                  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Shadowfiend</b><br>Mana plus damage; use on a stable target.         |  <b>Inner Focus</b><br>Free, high-crit Mind Blast.              |
|  <b>Destruction Potion</b><br>Damage option when mana is solved.         |  <b>Super Mana Potion</b><br>Progression sustain when required. |
|  <b>Dark Rune</b><br>Independent mana tool; shares Healthstone category. |  <b>Fade</b><br>Use before threat becomes contact.              |

| Tool               | First-use rule                                                       | Damage implication                                                                            |
|--------------------|----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| Shadowfiend        | Use early when the full return fits and target will remain hittable. | Kibler's Bits and raid buffs improve the pet; death/pathing loses both mana and DPS.          |
| Inner Focus        | Pair with Mind Blast.                                                | The free cast and 25% crit benefit the only core nuke that fully uses the crit bonus.         |
| Destruction Potion | Use before a fresh DoT/MB window.                                    | Preferred when no mana potion is required.                                                    |
| Super Mana         | Use when full return fits, early enough for another.                 | If max-output talents force this on otherwise solvable fights, switch to mana-stable talents. |
| Dark/Demonic Rune  | Use when health cost is safe.                                        | Shares a category with Healthstone; never spend the survival button blindly.                  |
| Fade               | Use proactively near tank threat or new add activation.              | VT/VE support threat makes the threat meter mandatory.                                        |

### Threat opener

Respect tank lead time. Pre-cast VT only when the pull plan explicitly allows it. If threat rises toward the tank, Fade before the boss turns; do not wait for a melee hit.

### Mana choice

Damage consumes produce more DPS only if you finish the fight. Use VT/Judgement of Wisdom/fiend/rune efficiently; then choose output talents and Destruction Potion from evidence.

### Shadow Word: Death check

Before every SW:D ask: what damage lands during the next global? Bloodboil, Naj'entus shield break, Reliquary reflection, Doomfire, Fatal Attraction and Illidan Shadow Blast can turn recoil into a death.

08 / STATS

# Cap hit once, then chase power and haste

Shadow Focus makes your hit requirement unusually low; overcap is dead item budget.

**Level 73 boss hit cap**  
76 spell-hit rating (6%) with 5/5 Shadow Focus. With Draenei Inspiring Presence, the gear target falls to 63 rating (5%). Reconfirm the actual party every pull; never build a set around an aura you do not receive.

| Priority         | Stat                        | Rule                                                               |
|------------------|-----------------------------|--------------------------------------------------------------------|
| Hard requirement | Spell Hit to cap            | The most valuable stat until capped and nearly worthless after it. |
| 1                | Spell Power / Shadow damage | Drives every damage spell, VT mana and VE healing.                 |
| 2                | Spell Haste                 | Premium Phase 3 stat; accelerates casts, GCD and Mind Flay ticks.  |
| 3                | Spell Crit                  | Only Mind Blast and SW:D can crit; most of the rotation cannot.    |
| 4                | Intellect                   | Mana pool, tiny crit value and Spirit-regeneration interaction.    |
| 5                | Spirit / MP5                | Only when mana fails; Spirit improves with Meditation and IDS.     |

| Saved set     | Purpose                              | Check before equip                                                   |
|---------------|--------------------------------------|----------------------------------------------------------------------|
| BOSS          | Hit-capped highest spell power/haste | 76 rating or 63 with guaranteed Draenei aura.                        |
| TRASH / AoE   | Mana and multi-DoT longevity         | Targets will live 15+ seconds; Engineering Sapper ready if used.     |
| THREAT        | Subtlety cloak / safer pieces        | Tank threat or phase-reset makes normal set unplayable.              |
| SHADOW RESIST | Mother Shahraz assignment            | Meet raid's exact buffed/unbuffed number before damage optimization. |

**Crit trap**

Crit appears on tier and is not zero value, but VT, SW:P and Mind Flay—the majority of damage—cannot crit. Never trade substantial spell power or haste merely to gain crit.

**IDS note**

If a raid Priest supplies Improved Divine Spirit, Spirit gains damage value. It still rarely beats a large spell-power/haste advantage; compare the full item, not one converted stat.

**Set audit**

Keep a visible hit-rating WeakAura or character-sheet check. Swapping one cloak, ring or resistance piece can silently put the boss set below cap—or waste dozens of rating above it.

## 09 / PHASE 3 GEAR

# Armor: build toward T6 four-piece

Use whole-set math: hit cap and bonuses can outweigh a stronger isolated off-piece.

| Slot     | Phase 3 target                 | Strong alternative                                    | Source                          |
|----------|--------------------------------|-------------------------------------------------------|---------------------------------|
| Head     | Hood of Absolution             | Cowl of Illidari High Lord; Destruction Holo-Gogs; T5 | Archimonde / Illidan / Eng.     |
| Shoulder | Shoulderpads of Absolution     | Mantle of Nimble Thought; Hatefury; Blood-Cursed      | Mother / Tailoring / Hyjal/BT   |
| Back     | Nethervoid Cloak               | Shroud of the Highborne; Council cloak                | BT trash / Illidan / Council    |
| Chest    | Shroud of Absolution           | Sea-Witch; T5; Robes of Rhonin; FSW Robe              | Illidan / Vashj / Archimonde    |
| Wrist    | Bracers of Nimble Thought      | Cuffs of Devastation; Focused Mana Bindings           | Craft / Winterchill / Akama     |
| Hands    | Handguards of Absolution       | Handwraps of Flowing Thought; Soul-Eater's            | Azgalor / Kara / Mag            |
| Waist    | Waistwrap of Infinity          | Belt of Blasting; Anetheron's Noose                   | Supremus / Craft / Anetheron    |
| Legs     | Leggings of Channeled Elements | Leggings of Devastation; Absolution for 4P            | Kaz'rogal / Mother / Council    |
| Feet     | Frozen Shadoweave Boots        | Slippers of the Seacaller; Shifting Nightmare         | Tailoring / Naj'entus / Hydross |

| Jewelry | Priority                         | Notes                                                                                            |
|---------|----------------------------------|--------------------------------------------------------------------------------------------------|
| Neck    | Translucent Spellthread Necklace | Tiny gain over Ritssyn's; JC group necklaces may bring more raid value.                          |
| Rings   | Ring of Ancient Knowledge x2     | Not Unique; extraordinary Shadow Priest value. Karabor/Captured Storms/Eternal Sage are backups. |
| Wand    | Wand of the Forgotten Star       | Wand of Prismatic Focus is a nearly uncontested Phase 3 alternative.                             |

**T6 2-piece**

Shadow Word: Pain gains 3 seconds. The longer duration saves refresh GCDs and changes your familiar DoT timer. Relearn the cadence immediately.

**T6 4-piece**

Mind Blast damage +10%. This makes prompt Mind Blast casts even more important and can justify tier pieces that look weaker in isolation.

**Tailoring exit rule**

Mantle of Nimble Thought is BoP to craft but does not require Tailoring to wear. Frozen Shadoweave Boots remain excellent; do not drop Tailoring until every desired BoP craft is complete and the profession replacement gains real raid value.

## 10 / WEAPONS AND TRINKETS

# Power windows must fit the DoT cycle

Zhar'doom is BiS; responsible loot priority and correct trinket swaps still matter.

|                                                                                                                                                         |                                                                                                                                                      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Zhar'doom</b><br>Illidan staff; Phase 3 spell-power/haste ceiling. |  <b>Orb of the Soul-Eater</b><br>Badge off-hand for one-hand paths. |
|  <b>Skull of Gul'dan</b><br>BiS haste trinket, heavily contested.      |  <b>Darkmoon Card: Crusade</b><br>80 spell power at full stacks.    |
|  <b>Mark of the Champion</b><br>85 spell power versus Demon/Undead.    |  <b>Icon of the Silver Crescent</b><br>Reliable on-use spell power. |

| Slot / pair               | Use                                           | Caveat                                                                              |
|---------------------------|-----------------------------------------------|-------------------------------------------------------------------------------------|
| Zhar'doom                 | Best Phase 3 weapon; unique haste profile.    | Massively contested and exceptional for other casters; follow loot policy.          |
| Maelstrom's Fury + Orb    | Strong one-hand bridge.                       | Hammer of Judgment is another bridge; neither approaches Zhar'doom.                 |
| Skull + Crusade           | General stationary boss ceiling.              | Crusade stacks fall during long downtime; Skull is not a huge Shadow-only priority. |
| Mark + Skull/Icon         | Demon/Undead targets and much Hyjal/BT trash. | Mark's flat 85 spell power requires old Naxxramas access.                           |
| Icon + Destruction Potion | Controlled burst before a fresh DoT round.    | Align without delaying mandatory DoT or Mind Blast recovery.                        |

| Tier state | Use                                                                                             |
|------------|-------------------------------------------------------------------------------------------------|
| T5 4-piece | Strong inherited proc set; preserve until the complete T6/off-piece configuration wins.         |
| T6 2-piece | 24 → 27-second SW:P duration; fewer refresh GCDs.                                               |
| T6 4-piece | 10% Mind Blast damage; definitive Phase 3 target.                                               |
| Off-piece  | Leggings of Channeled Elements is ideal; use tier legs when they are the clean path to 4-piece. |

### Darkmoon discipline

Crusade needs continuous offensive casts to build and preserve stacks. Equip something else for encounters with repeated long immunity, travel or scripted downtime.

11 / GEMS AND ENCHANTS

# One blue gem, then red pressure

Mystical Skyfire is the highest ceiling; learn its proc instead of avoiding it.



**Mystical Skyfire Diamond**  
320 haste for 6 seconds; highest damage potential.



**Hit cap first**  
Use Veiled only when the set is genuinely short.

| Socket | Default                                  | Rule                                                                        |
|--------|------------------------------------------|-----------------------------------------------------------------------------|
| Meta   | Mystical Skyfire Diamond                 | Requires at least one blue gem and no yellow gems; track the 6-second proc. |
| Red    | Runed Crimson Spinel / Runed Living Ruby | Stack spell power in nearly every remaining socket.                         |
| Blue   | Glowing Nightseye                        | Use one to activate Mystical; choose the least costly socket/bonus.         |
| Yellow | Avoid with Mystical                      | Use Veiled/Potent only for another meta strategy or a real hit requirement. |
| Mother | Shadow-resistance gems as assigned       | Resistance target overrides normal socket optimization.                     |

| Slot     | Enchant                                                        |
|----------|----------------------------------------------------------------|
| Head     | Glyph of Power (+spell power and 14 hit)                       |
| Shoulder | Greater Inscription of Discipline (Aldor)                      |
| Back     | Subtlety; Greater Shadow Resistance on the Mother set          |
| Chest    | Exceptional Stats; Major Spirit only with IDS and proven value |
| Wrist    | Spellpower                                                     |
| Hands    | Major Spellpower                                               |
| Legs     | Runic Spellthread                                              |
| Boots    | Boar's Speed                                                   |
| Weapon   | Soulfrost                                                      |
| Rings    | Spellpower x2 (Enchanting)                                     |

**Meta proc control**

A proc can be wasted on movement or a channel already in progress. Put the buff beside your cast bar, shorten the next Mind Flay correctly, and never clip DoTs from panic.

**Boar's Speed**

Movement speed is real DPS in Hyjal/BT and stacks are lost when mechanics kill or displace you. It does not stack with another minor run-speed effect.

**Gemming rule**

Activate Mystical with one blue gem, meet hit and Mother resistance, then prioritize spell power. Most socket bonuses are not worth diluting red gems.

## 12 / CONSUMABLES

# Pure Death, spell food, and a potion decision

Your potion slot reveals whether the talent build is actually sustainable.

|                                                                                                                                                      |                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Flask of Pure Death</b><br>+80 Shadow damage; definitive flask. |  <b>Blackened Basilisk</b><br>Spell-damage food; equivalent alternatives exist. |
|  <b>Superior Wizard Oil</b><br>Best weapon oil.                     |  <b>Destruction Potion</b><br>Output option when mana is solved.                |
|  <b>Super Mana Potion</b><br>Long-fight sustain option.             |  <b>Dark Rune</b><br>Extra mana, health and Healthstone tradeoff.               |
|  <b>Kibler's Bits</b><br>Feed Shadowfiend where permitted.          |  <b>Greater Rune of Warding</b><br>Cheap physical-damage chest protection.      |
|  <b>Master Healthstone</b><br>Shared category warning with rune.    |  <b>Purified Draenic Water</b><br>Hyjal drink-walking between waves.            |

| Category    | Default                      | Swap                                                                                          |
|-------------|------------------------------|-----------------------------------------------------------------------------------------------|
| Flask       | Flask of Pure Death          | Elixir of Major Shadow Power + Mageblood is a budget/regen fallback, not max output.          |
| Food        | Blackened Basilisk           | Crunchy Serpent and Poached Bluefish provide the same spell-damage result.                    |
| Potion      | Destruction Potion           | Use Super Mana when the encounter cannot otherwise finish; then review talents and cooldowns. |
| Rune        | Dark/Demonic Rune            | Schedule health cost; it competes with Healthstone availability.                              |
| Engineering | Super Sapper Charge          | Actual burst AoE for Hyjal waves; only in planned safe range.                                 |
| Survival    | Healthstone / Nightmare Seed | SW:D recoil and raid burst make personal planning mandatory.                                  |

### Potion window

For output, stack Destruction Potion with an on-use trinket and a fresh, legitimate DoT cycle. Do not overwrite healthy DoTs or delay Mind Blast just to make a prettier cooldown macro.

## 13 / CONTROLS

# Macros that preserve decisions

Automate targeting and utility, never the rotation's timing.

```
#showtooltip Vampiric Touch  
/cast [harm,nodead][] Vampiric Touch
```

```
#showtooltip Shadow Word: Pain  
/cast [harm,nodead][] Shadow Word: Pain
```

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

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

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

```
#showtooltip Mass Dispel  
/cast [@cursor] Mass Dispel
```

```
#showtooltip Shackle Undead  
/cast [@focus,harm,nodead][] Shackle Undead
```

```
#showtooltip Fade  
/cast Fade
```

| UI module      | Must show                                                                                    |
|----------------|----------------------------------------------------------------------------------------------|
| Target debuffs | VT, SW:P, Misery, Shadow Weaving stacks, time-to-expiry and resists.                         |
| Cast bar       | Three Mind Flay tick markers, latency zone and haste-adjusted channel length.                |
| Cooldowns      | Mind Blast, SW:D, fiend, Inner Focus, potion, rune, trinkets, Berserking/Starshards.         |
| Threat         | Your threat versus active tank, phase reset and new-add threat.                              |
| Raid frames    | Dispel/disease assignments, range, Shadow Protection/Fear Ward and emergency Shield targets. |
| Boss timers    | Immunity, movement, raid burst, reflect and transition events that alter SW:D/DoT safety.    |

## Do not macro SW:D into another spell

Recoil is a survival decision. Keep it on its own key so Naj'entus, Bloodboil, Reliquary and Fatal Attraction cannot punish an automatic cast.

## 14 / MOUNT HYJAL

# Wave damage without imaginary AoE

Multi-DoT only durable targets; use control, Sapper and drink time to create real value.

| Wave state           | Shadow Priest plan                                                                                                                    |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Pack activates       | Let tanks establish control. VT priority target, SW:P it, then decide whether any additional mob will live 15+ seconds.               |
| Durable multi-target | Spread SW:P first, VT second, then return to Mind Blast/Flay on the kill target. Watch mana and threat.                               |
| Short-lived mobs     | Mind Blast → safe SW:D → abbreviated Mind Flay. Do not spend DoT GCDs that cannot tick.                                               |
| Undead control       | Maintain assigned focus Shackle and track breaks; never dot the controlled target.                                                    |
| Engineering burst    | Super Sapper only after tank control and when physical proximity is safe.                                                             |
| End of wave          | Move toward next anchor, drop combat, drink immediately; preserve Crusade stacks only when the strategy allows continuous safe casts. |

|                                                                                                                                            |                                                                                                                                                   |
|--------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>SW:P spread</b><br>First multi-DoT when targets live. |  <b>VT spread</b><br>Mana-rich second layer.                     |
|  <b>Focus Shackle</b><br>Never break your own control.    |  <b>Super Sapper</b><br>Engineering answer to missing class AoE. |
|  <b>Fade</b><br>Use as new packs activate.                |  <b>Drink-walk</b><br>Hyjal downtime is a resource.              |

## Spirit Tap

Landing killing blows on eligible trash can trigger Spirit Tap. Treat it as a bonus, not a reason to snipe targets with bad spell choices or steal control from tanks.

## Psychic Scream

Emergency control only after a safe-direction call. A feared mob can pull another pack or leave the tank's control zone.

## Carrier objective

Finish each wave with the next pull's position, mana, Shackle target and threat state ready. Hyjal rewards uninterrupted systems, not one spectacular damage pack followed by an empty boss pull.

15 / HYJAL BOSSES

# Winterchill through Kaz'rogal

DoT uptime is easy only when mechanics, threat and mana are already planned.

| Boss             | Shadow execution                                                                                                                                                                                                                            |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rage Winterchill | VT/SW:P → MB cadence. Move immediately from Death and Decay; use instant SW:D only when Icebolt/raid damage cannot combine with recoil. Dispel Frost Nova by assignment. Fear Ward early if assigned.                                       |
| Anetheron        | Stay outside Carrion Swarm's cone. Maintain boss DoTs while moving around Infernal pressure; SW:D only with safe health. Shadowfiend must have a stable target and path. Use Mark of the Champion if the boss/add classification qualifies. |
| Kaz'rogal        | Use the mana-stable plan when necessary: early fiend, full-value potion/rune, Judgement of Wisdom and flawless VT uptime. Stop expensive multi-DoT/utility first. Never reach zero mana and explode in the raid.                            |

|                                                                                                                                                                                                       |                                                                                                                                                                                                        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Winterchill</b></p> <p>Movement is predictable. Refresh an actually expiring instant DoT before movement, use safe SW:D, then re-anchor so the next cast is MB or a full/tick-planned Flay.</p> | <p><b>Kaz'rogal</b></p> <p>This fight validates your talent choice. If max-output points require panic mana potions and dead globals, the mana-stable 14/0/47 build will produce more real damage.</p> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|                                                                                                                                                    |                                                                                                                                                             |
|----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <p><b>Dispel Magic</b><br/>Winterchill assignment.</p>           |  <p><b>Fear Ward</b><br/>Cast early for cooldown recovery.</p>             |
|  <p><b>Shadowfiend</b><br/>Kaz'rogal early and full-duration.</p> |  <p><b>Mana potion</b><br/>Use only when encounter demand requires it.</p> |

**Mana battery rule**

A Shadow Priest who goes OOM also removes VT mana from the assigned Arcane Mage group. Sustain is not a personal concession; it protects the raid's damage plan.

16 / HYJAL BOSSES

# Azgalor and Archimonde

Instant casts preserve damage during forced movement; survival preserves every future global.

| Boss       | Before                                 | During                                                                                                                                         | Do not                                                                                                         |
|------------|----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| Azgalor    | Fear Ward plan; full mana; safe range. | Apply DoTs and use instant refresh/SW:D before silence only when health is safe. Move from Rain of Fire instantly; keep Doom targets isolated. | Channel through Rain, chase Doom, or spend fiend into a target it cannot reach.                                |
| Archimonde | Tears ready; Fear Ward early; spread.  | Maintain DoTs through movement, use safe instants, execute Air Burst landing, avoid Doomfire and re-anchor before channels.                    | Use Levitate as the fall plan, cast SW:D into expected raid burst, or preserve DPS while moving into Doomfire. |

Azgalor silence window

Front-load legal DoT uptime before the silence and position so the tank remains in range afterwards. A DoT ticking through denied casting is real advantage; a dead Priest is not.

Archimonde movement

SW:P, safe SW:D and Shield can be used while moving, but survival sequencing wins: landing → Doomfire check → position → damage. Tears—not Levitate—handles Air Burst.



**Fear Ward**  
Early cast; three-minute duration/cooldown.



**SW:P**  
Movement uptime without early clipping.



**SW:D**  
Only when the next raid hit is known safe.



**PW: Shield**  
Movement survival, not routine DPS.



**Levitate**  
Utility only; not Tears of the Goddess.



**Nightmare Seed**  
Pre-empt a known lethal window.

Archimonde parse rule

The best damage strategy is the one that survives every Fear, Air Burst and Doomfire. One unnecessary SW:D death erases far more output than any instant-cast gain.

17 / BLACK TEMPLE

# Naj'entus through Teron Gorefiend

Prediction, immunity downtime, add lifespan and personal mechanics decide the correct cast.

| Encounter              | Shadow execution                                                                                                                                                                                                                       |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| High Warlord Naj'entus | Full rotation outside Tidal Shield. During immunity, stop wasting nukes and prepare the post-break sequence. Do not SW:D near the shield-break raid burst; use Healthstone/Seed as planned and resume immediately after stabilization. |
| Supremus               | P1: stationary boss cadence. P2: preserve VT/SW:P, safe SW:D and movement; only channel Mind Flay from a safe line. Never trade a volcano/charge death for a tick.                                                                     |
| Shade of Akama         | DoT only channelers/adds that will live. Direct-damage short targets. Fade as new adds activate, and avoid pulling loose waves through VT/VE threat.                                                                                   |
| Teron Gorefiend        | Near-perfect turret fight until Shadow of Death. Keep DoTs/MB cadence and safe SW:D. If selected, stop normal rotation and execute the ghost-control plan exactly; practice it before raid.                                            |

Naj'entus immunity

Use the shield to reset positioning, mana decisions and next-cast queue. A spell that lands into immunity is not uptime. The break itself is a recoil danger window.

Akama lifespan

Shadow has no conventional AoE. Multi-DoT durable adds; nuke short-lived ones; Sapper only after tank control. Damage meters can make bad DoT choices look busy.



SW:D restraint  
Naj'entus burst and Supremus movement.



Fade  
Akama fresh-add threat.



SW:P  
Moving Supremus uptime.



Shadowform  
Return immediately after any forced utility.

Teron priority

A flawless rotation does not compensate for failed Shadow of Death. Mechanical execution is the absolute damage check because failure can wipe the raid.

## 18 / BLACK TEMPLE

# Gurtogg and Reliquary

Shadow Word: Death becomes a liability exactly when damage amplification looks most tempting.

## Gurtogg Bloodboil

Maintain VT/SW:P and Mind Blast cadence while groups rotate. Vampiric Embrace adds useful passive recovery. Disable SW:D when Bloodboil, Acidic Wound pressure or Fel Rage danger can combine with recoil. If chosen for Fel Rage, use Shield/Healthstone and follow the survival call rather than greeding damage.

| Reliquary phase | Shadow Priest plan                                                                                                                                                                            |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| P1 - Suffering  | Healing is suppressed. Do not use SW:D unless the encounter's current health/reflect rules make it unquestionably safe. Damage normally, preserve resources, and use VT for party mana.       |
| P2 - Desire     | Maximum mana shrinks and damage reflection punishes output. Spend mana before it disappears; avoid SW:D; coordinate offensive Dispel on Rune Shield/Deadens. Never dispel outside assignment. |
| P3 - Anger      | Damage and threat escalate. Keep DoTs, Mind Blast and shortened Flays; Fade proactively; use every remaining output cooldown while respecting amplified recoil and raid damage.               |

## P2 reflection

Your normal damage converts into self-damage. SW:D adds its own recoil on top and is usually the wrong cast. Healthstone/rune sharing and healer load must be planned before the phase.

## P3 threat

Vampiric Touch mana, Vampiric Embrace healing and amplified damage accelerate threat. Fade before contact and respect the tank/phase threat model.

|                                                                                                                                                          |                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Vampiric Embrace</b><br>Bloodboil party recovery and extra threat. |  <b>Offensive Dispel</b><br>Reliquary P2 assignment only.    |
|  <b>Fade</b><br>Reliquary P3 threat.                                  |  <b>Healthstone</b><br>Do not lose it to an unplanned rune. |

## Resource phase map

P1 conserve → P2 spend before mana disappears → P3 empty the bar into controlled damage. The correct potion, rune and trinket plan changes with the phase rather than following one generic cooldown rule.

## 19 / BLACK TEMPLE

# Mother Shahraz and Illidari Council

Resistance and target discipline turn multi-target opportunities into real damage.

| Encounter        | Shadow execution                                                                                                                                                                                                                                                                                                      |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mother Shahraz   | Equip the raid's required SHADOW set—commonly around 244 unbuffed / 365 buffed in classic strategies, but the raid leader's target wins. Maintain boss DoTs while preserving spacing. On Fatal Attraction, separate first; avoid SW:D during linked damage; Shield/Healthstone if assigned.                           |
| Illidari Council | A long mana fight and genuine multi-target opportunity. DoT additional Council members only when the raid strategy allows and they will remain attackable; never break control or ignore the focus target. Move instantly from Consecration, Blizzard and Flamestrike; offensive/defensive dispel only by assignment. |

## Mother resistance

Meet the resistance requirement before spell power/hit optimization, then recheck the BOSS set after every swap. A resist set that silently loses the hit cap needs deliberate correction.

## Council multi-DoT

Shared health can reward additional DoTs, but availability, immunities, positioning and raid control determine legality. Follow the target plan; do not turn theoretical gain into a mechanic failure.

| Check   | Mother                                    | Council                                     |
|---------|-------------------------------------------|---------------------------------------------|
| Set     | Shadow resistance target + sufficient hit | Mana-stable boss set                        |
| Potion  | Destruction if survival/mana solved       | Often Super Mana on progression             |
| SW:D    | Disable during Fatal Attraction danger    | Disable during large personal/ground damage |
| Utility | Shadow Protection and emergency Shield    | Dispel target/mark and movement callouts    |

|                                                                                                                                                             |                                                                                                                                                        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>Shadow Protection</b><br>Mother resistance buff.                     |  <b>PW: Shield</b><br>Fatal Attraction emergency.                   |
|  <b>Multi-VT</b><br>Council only when targets live and strategy permits. |  <b>Mass Dispel</b><br>Expensive assignment tool, not meter damage. |

## Movement rule

Cancel the cast and leave hostile ground immediately. Every extra tick taken costs health, healer mana, future casts and possibly the pull.

## 20 / ILLIDAN

# Five phases, five priority systems

Rebuild target, threat, DoT and Shadowfiend decisions at every transition.

| Phase       | Shadow Priest plan                                                                                                                                                                        |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| P1          | Full boss rotation after tank control. Abolish Disease on Parasites by assignment. Safe SW:D only outside planned raid damage.                                                            |
| P2 - Flames | Focus assigned Flame; multi-DoT the second only if the raid plan, range and lifespan support it. Move from Eye Beam/Blaze before channeling. Shadowfiend needs a stable reachable target. |
| P3          | Reapply boss DoTs after landing and re-establish threat. Dispel Agonizing Flames if assigned; Abolish Parasites; Fade early after transition.                                             |
| P4 - Demon  | Respect Warlock-tank threat before VT/SW:P. Spread for Shadow Blast. Maintain damage from the assigned range; do not SW:D into burst or collapse toward another player.                   |
| P5          | Execute trap/frenzy plan, keep DoTs and Mind Blast cadence, and spend remaining consumables. Survival and target availability still control SW:D.                                         |

## Flame multi-DoT

Two long-lived Flames can reward double DoTs, but target assignment and Eye Beam movement win. Do not cross the arena or starve the focus target for theoretical secondary damage.

## Demon threat

Wait for the Warlock tank's threat model. VT/VE support threat can be dangerous immediately after transformation; proactive Fade is superior to recovering after Illidan turns.



### Abolish Disease

Parasitic Shadowfiend assignment.



### Vampiric Touch

Rebuild every target/phase cleanly.



### Fade

Transition and Demon-form threat.



### Shadowfiend

Only on a stable reachable target.

## 60-second readiness card

14/0/47 allocation chosen from kill time - 76/63 hit verified - Shadowform active - VT group confirmed - Judgement of Wisdom assigned - trinket/potion/fiend/rune map - SW:D danger windows - Shackle/dispel/disease duty - BOSS/TRASH/SHADOW sets hotkeyed - Tears/health consumables ready.

| Failure            | Next-pull correction                                                                  |
|--------------------|---------------------------------------------------------------------------------------|
| DoT uptime low     | Improve timers, resist alert, pre-movement refresh decisions and target availability. |
| Mind Blast delayed | Use Flay tick markers; relearn cadence under haste.                                   |
| OOM                | Earlier fiend/rune, Judgement uptime, mana-stable talents, fewer bad multi-DoTs.      |
| Threat death       | Tank lead, 3/3 Affinity, proactive Fade, phase-reset awareness.                       |
| SW:D death         | Map raid damage and disable the cast in unsafe windows.                               |

21 / SOURCES

# Research trail and verification notes

Current Wowhead class guides anchor mechanics and Phase 3 gear; raid cards are cross-checked against encounter guides.

| Topic        | Source                         | Used for                                                 |
|--------------|--------------------------------|----------------------------------------------------------|
| Build        | Wowhead - Shadow talents       | Updated 13 May 2026; output and mana 14/0/47 variants.   |
| Rotation     | Wowhead - Rotation & abilities | DoTs, Mind Blast, Flay clipping, SW:D and utility.       |
| Stats        | Wowhead - Shadow stats         | Updated 10 Feb 2026; hit, haste and crit behavior.       |
| Gear         | Wowhead - Phase 3 BiS          | Updated 28 Feb 2026; armor, weapons, trinkets and tiers. |
| Gems         | Wowhead - Gems & enchants      | Updated 23 Mar 2026; Mystical meta and enchants.         |
| Consumes     | Wowhead - Buffs & consumables  | Updated 4 Apr 2026; flask, potion and group setup.       |
| Overview     | Wowhead - Shadow overview      | Race, profession and raid-utility foundation.            |
| T6           | Wowhead - Absolution Regalia   | 2-piece and 4-piece verification.                        |
| Hyjal        | WowTBC - Hyjal bosses          | Encounter mechanics cross-check.                         |
| Black Temple | WowTBC - Black Temple bosses   | Encounter mechanics cross-check.                         |

**Scope**  
This handbook targets TBC Anniversary Phase 3 and the current indexed 2.5.6-style guide state. Raid-leader assignments, live hotfixes, threat rules and combat logs override generic guidance. Mother resistance remains a common benchmark, not a universal command.

|                                                                                                                                       |                                                                                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
|  <div>Priest<br/>Definitive DPS role volume.</div> |  <div>Vampiric Touch<br/>Damage becomes party mana.</div>       |
|  <div>Zhar'doom<br/>Phase 3 weapon ceiling.</div>  |  <div>Mystical Skyfire<br/>Six-second haste mastery test.</div> |

**Series decision**  
Priest is now complete: one definitive Healer handbook and one definitive DPS handbook. Minor Shadow talent and racial alternatives remain inside this DPS volume rather than becoming duplicate PDFs.

Prepared for the MCK Boost Raid Performance Series.