

Aoc leveling guide

What is the PoM?

The Priest of Mitra is a Battlepriest with flavors of Druid, Cleric, Monk and Paladin thrown in. Conan Armory by Curse gaming is now open click below for the feat calculator

<http://www.conanarmory.com/feat.aspx?id=10>

Build Database

<http://www.conanarmory.com/search.aspx?browse=111.10>

PoM Abilities:

[http://www.hybes.org/?s=abilities&class=PriestOfMitra\(=en](http://www.hybes.org/?s=abilities&class=PriestOfMitra(=en)

starlight0226's Spell Listing & Stats

<http://forums-us.ageofconan.com/showthread.php?t=34833>

Dellia's PoM Feedback Thread

<http://forums-us.ageofconan.com/showthread.php?t=27363>

Top 10 Issues List

<http://forums-us.ageofconan.com/showthread.php?t=30913>

How Do I Heal?

Your staple heals will be HoT or heal over time spells. They are also area of effect (AoE).

This means that you usually need to be close to your group to heal. Each heal has conditions like it only heals in a cone in front of you, or certain range 360 degrees around you. Proactive healing is recommended but use it carefully.

In addition to the HoTs you have Radiance which is a large self and group heal. Targets need to be in close proximity for this heal to work. It also casts a debuff on all those healed including yourself so that you can only reapply it every 60 seconds to the same target.

You may also spec some feat points into Lance of Mitra and improved lance. This will take a damage spell and add a healing component to it that scales with the number of mobs you hit. This is the bread and butter of Divinity builds.

My heals suck and im level 5-20.

Relax. The healing really begins to take off and scale well after 25.

I thought we had crowd control? (cc)

We do and it is pretty good but dont compare it to other games. Repulse is the first form you get which is a great knock down. It is feared in PvP and a great way to break up incoming damage for PvE. You can talent it to do more dps later on in the game.

As your levels progress you will end up with AOE knockback, fear, stun, blind, AOE snare, and an AOE stun that you can get with feats. The short duration of crowd control compared to other games simply forces you to choose when you use them. Use them wisely and do not spam them.

Where should I put my Feat points?

There are 2 main builds around 40 and many hybrid builds. In general you will want to choose one of these two paths. To help with mana regen it is highly advised that you put points into Ether Flow.

Conan Armory Build Database is now online and carries Mitra's Blessing (aka Funcom)

This is a sample PvE build.

<http://www.conanarmory.com/feat.aspx...e2f4e2f2ef:202>

Visit the link below to browse other builds or post your own.

<http://www.conanarmory.com/search.aspx?browse=111.10>

Griefa's Feat Review

<http://forums.ageofconan.com/showthread.php?t=37068>

What is the main difference in the builds?

Without getting into a deep discussion about this: Divinity makes DPS spells into healing, Vengeance makes Healing spells into DPS and the general tree is for utility.

For a good thread on the matter look below: <http://forums.ageofconan.com/showthread.php?t=7665>

Yes, Wisdom and several other stats are broken

I dont like my spec what can I do?

Visit the Feat Trainer in Old Tarantia at the steps of the Temple of Mitra. She is on the right if you are facing the temple entrance. The fee for respects goes up the more you do it.

What about skill points?

Your skill point distribution will be determined by your type of server and your playstyle.

Casting Concentration - This should be maxed early on and after about level 20 or 30 you only need to put points here when you find yourself being interrupted. You will find gear that raises this skill allowing you to spend some points in other places.

Renew Mana - It takes quite a few points before the effects are very evident but it becomes quite noticeable around 40 or 50 if you dont have enough. For many this will be a skill maxed every level to 80.

Mana Attractor (may be broken) - Should sometimes increase the mana regen rate. I dont keep this maxed but I do keep it high. I can tell a difference in regen rate with it vs without but some are reporting that it does not appear to do much. The skill may be bugged or due to the chance based nature of it not as effective as it should be.

Run Speed - Travel speed. For some this is extremely important. I have found others that dont put any points in it at all. Your mileage may vary.

Climb - In the Old Tarantia Nobel district there will be a quest in the 40s which requires 300 climb skill to complete. (this quest may be bugged) There are several quests that require climb near 200. We dont know how useful climb is going to be in the endgame but if you enjoy shortcuts this may be a skill for you.

**Perception & Hide - May be more important if you are on a PvP server.

A Note on Hide - It is not necessary to max hide if there are shadows present. They greatly reduce the skill level required to hide If you are only using this as a means to get the drop on unsuspecting players in PvP 30 points should do the trick.

Perception - there are mixed reports on how useful this skill is. if you do want to find high level sneakers you need points here so that you can search for them.

Skills that improve health or stamina regen are probably not worth investing in because you have the ability to heal these using your mana pool.

When Do I get some good gear?

It is possible to collect a full set of pict caster gear from the pict on white sands. This is good for level 9-14

If you do your destiny quest you will receive some good gear that will get you into the low 20s.

Questing through the 20s is the best way to upgrade your gear with some good items coming from quest chains in Connals Valley at the Fortress. (I wont give away too much and spoil it)

In the late 30s you will want to hit the instance in the wild lands. There is a dungeon here that drops great blue items with plenty of priest specs on it.

Where should I level?

- 1-20 Tortage
- 20-30 Conall's Valley or Khopshef's Providence. Questing mostly.
- 30-38(or 40) Wild Lands. Questing, and some grinding at the end. Did Sanctum at some level between 35 and 38.
- 40-45 Noble District (Old Tarantia). Quests mainly and some grind.
- 38-50 Field of the Dead. Questing a bit but 3 level of solid grinding in the forest from 47 to 50.
- 50-60 Eiglophian Mts. Questing some but mostly grinding either the canibal cave or the camps on the west side of the mountain.
- 60-65 Thunder River. Grinding. Very little questing, maybe a level's worth. Either south of the zone in point or the pict to the east. Remember: the binding guy is just by where you zone in over the river in front of a big rock.

- 65-73 Atzel's Approach. Some questing but mostly grinding. Wanted posters. Don't kill the wagon. To get to the east side, go north along the frozen river, loop west through the camp with the ice demon, go up the ice stairs and through the warden camp to the bridge and cross there. Or go up the mountain to the right of the entrance of the zone, you can climb it here, just beware of snakes. hard hitting, high level snakes. Don't try the boss, you will die.
- 73-80 Keshatta. GOOD LUCK. This zone is total chaos. I grinded 99% of it. I suggest saving all of the quests for level 79, then turning all of them in to get 1/2 of the level in one chunk so the final level is easier.

When do I get a direct heal?

You don't get a classic direct target heal. This is not other games and watching healing bars does not appear to be part of the intent with the priest classes. Healing and DPS go hand in hand. To fight is to survive. A PoM does his best healing when he lets his Crowd Control interrupt the flow of damage so that the HoTs can tick away.

Is there a good spell rotation?

This depends greatly on the build you select. Most players if solo will precast their HoTs, use smite to pull and then follow up with a burst of damage, repulse the mobs to allow the HoTs to recover any lost health, reapply the HoTs and burst again.

EoL>WoL>Smite>Smite>Rebuke>Cleansing

Fire>Repulse>Lance>EoL>WoL>Rebuke>Cleansing Fire>Lance

If you have divinity only build you would not cast Cleansing Fire and if you have a vengeance only build you would not cast Lance.

At 40 it is possible that you have selected the Purification of Mitra feat. This changes the rotation somewhat. One example would be

EoL>Smite>Smite>WoL>Rebuke>Cleansing Fire>Repulse>

Everyone will find their own spell rotations and you WILL find times where you can't or actually shouldn't stick to any single spell rotation.

Should I use a shield?

If you are solo a shield reduces the damage you take from melee mobs quite a bit. It is advised that for a limited reduction in stats from a Tome that you use a shield when soloing. There are some great shields with +Wisdom for priests.

For group play where you will not be the tank you can use a Tome. I have yet to find a Tome that really stood out against the benefits of a shield after level 30.

This guide belongs to the PoM Community. There are too many people to thank for all of the information.

So this is me saying thanks to everyone.