

Overview

Ignoring the rotation, ignoring the cards Priest got in SoU, their basic cards really synergizes well with SoU. With Reborn amok, their stealing cards like Shadow Madness and Cabal Shadow Priest are all going to be super premium, and with Reborn's effect they can most easily take advantage of healing the reborn creatures back to full, odd since they're already dead but fine. This in turn synergizes with cards like Northshire for card draw and Holy Nova and Circle of Healing for AoE healing. Then you factor in that they have a set with Scream, Excavated Evil, and Mass Hysteria for board clears, again before factoring in SoU cards, Mirage Caller for a copy effect, other premium cards like Glimmerroot and Free from Amber (which, absolutely insane pulls factoring in the SoU cards), and a slowish meta where Death and Mind Control will be insane, and you've got a great meta, ignoring the cards they got.

Then, on top of all that, they got some insane cards for the class. Sandhoof Waterbearer is a better Rag Lightlord, which was a super-premium card as a Legendary, and this is a common. Penance is actual removal. Wretched Reclaimer is a super Earthen Ring Farseer that works with Deathrattles (which Priest gets) well and Reborn especially well. And on top of all that, Plague of Death is a 2nd copy of scream effectively, and in a meta with Violet Wurm and Threshadons and other strong deathrattles, the silence is going to be super-premium.

Priest is my pick for best class in SOU, just because of how solid their core package is and how well it works with SOU. Simply drafting Reborn stuff, healing it up via hero power or spells or Waterbearer, and lasting till the late game where you can attrition and out-value your opponents with large stuff will serve very well in the meta.

Cards

Embalming Ritual (7+): We've seen this before in Ancestral Spirit and Desperate Stand. Will this be good at 1 mana? I'm thinking it'll be closer to Hand of Protection and still not enough, because as big of a jump from 2 to 1 mana is, it still faces the same innate problem this effect has. Even with Priest's innate healing to synergize with Reborn, paying 1 mana to summon a 3/1 or 4/1 just isn't worth it, and that it's a dead card until you have the spare mana to use it is a large enough drawback to drag it down.

Penance (2-): Frostbolt + healing, a good mix. To me, easily better than a Pain, especially with Priest's limited access to damage, not as good as some of their more instantly powerful cards, just a good card if bucketed correctly.

Sandhoof Waterbearer (1-): Rag Lightlord was a 90 on Heartharena, which would put it around Nova/PW:S levels. This is much better than a Rag Lightlord, because a 5/5 on 5 is better than an 8/8 on 8, because you usually only need 5 health to heal up most things, and because as Priest you can quasi-control where the 5 healing is going to go. I have a feeling people are

going to sleep on this card, when this is the best card they got this set. And reborn synergy as well.

Grandmummy (4+): We've seen this effect around and know how relatively weak the effect is, how easy it is to mitigate it. That its on a 2-drop that will stick around and won't get removed easily (namely to buff your 3) helps a lot, but if you're running this into a 2/3 or 3/3 to proc the effect, you're kinda wasting the body. The body itself is fine, arguably better than a normal 2-drop with obvious Haunted Creeper comparisons, but Priest was never really able to utilize Creeper as well as many other classes could. I see it being fine, but not really all that good or premium.

Wretched Reclaimer (2-): Obviously a great card. By itself, it's a heal, ala an Earthen Ring Farseer, but only stronger. This works with both Reborn to trigger the Reborn effect and with the Reborn cards to heal them up to full. I believe, from the Reddit DT, that if you play this on a minion that already got reborn'd, that it will give it Reborn again, but could be interpreting that wrong. This also works with Deathrattles as well as Divine Shield to restore that to minions, so obviously a very versatile card. Plus, with Grandmummy, you have mummy on 2 into this on the mummy giving you a 4/4 in the Reclaimer + a 1/2 that buffs stuff Reborn's a 1/1 that buffs stuff as well as the 1/1 that buffs stuff. Obviously real powerful card, question is going to be how reliable the effect is to go off, because there are going to be times where you have nothing to heal or no Deathrattles/Reborns to trigger.

Holy Ripple (4-): I wonder if there'll be at some point a Holy Wave that deals 3 and heals for 3, or a Holy Tsunami that's deal 4 heal 4. Anyways, Priests want AoE, but only 1 damage is pretty weak, and the healing is very moderate. But, for dealing with enemy Reborn, having that ping is useful, as well as healing up your Reborn guys. Like, with Nova, I have Nova'd on occasion to just heal up my guys. In any case, solid, mildly useful, healing might work with a Northshire, wouldn't say it's really all that good though, especially with the upcoming rotation.

Plague of Death (2-): It's a Priest boardclear that deals with two of the most annoying cards to clear, Wurm and Threshadon. Now, Psychic Scream does effectively the same thing for 2 less mana, but this is not all that bad. Priest can afford to play the long-game and as long as you can get to the point to play this, then this card will be a real powerful card. Priests win the long game and the more massive board clears you have the better. The only reason it's not higher is that it's 9 mana.

Psychopomp (3-): Assuming you hit a 1/1, worst case, that's an Argent Squire + a 3/1, 2-2.5 mana for 4, pretty bad. If you hit a 2/3 or a 3/2, you're talking a Harvest Golem or Scarlet Crusader, which is 4 mana for 4, pretty good. And you can reliably hit for more than that. This is similar to Onyx Bishop where, you're giving up 3 health to be 1 mana cheaper and get reborn, and honestly that makes it better than the Bishop in terms of pure value. The Reborn part is almost always going to be worth 1-2 extra mana, if not more, on top of the 1 mana discount, so if you hit the same thing you'll end up 1 mana ahead in terms of value. Considering how heavy

the meta will be in the upcoming meta, this will hit on giant things, and generate giant tempo swings.

High Priest Amet (2-/66): This + Basilisk. As a 4-drop, it sucks, and the downside of this being bruised and making your 5-7 mana plays weaker is a legit downside you have to consider. That said, turning your 3/2s into 3/7s and playing this + stuff in the mid to late game means it has a lot of power off curve, enough that you really don't want to play this until you can go off comboing this. Of course, this means you're likely playing a more curve-heavy style, which is not all that great, and kinda locks out a control style because you'd be hurting your own cards potentially. That said, solid card, not a bad Leg to pick up.