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The unofficial

WORLD OF WARCRAFT PALADIN GUIDE

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INTRODUCTION

The paladin class is a defender of the weak and a protector of justice. Filled with the powers of the light, paladins wield their mighty war hammers in its name in a never ending quest to bring peace to the land. In the game, paladins are designed to be a front line melee class like a warrior. They have access to the heaviest armor and largest weapons but their fighting abilities are somewhat specialized compared to other melee classes. While a warrior, hunter or rogue is all about causing massive amounts of damage, paladins specializes in a unique debuffing system of seals and judgments. This means that their damage takes longer to accomplish and is a bit on the low side, but in the process they are able to increase other peoples damage indirectly. In fact, being a support class is one of the main roles that a paladin must fulfill. Primarily this is done through our healing spells. But one of our greatest strengths is our ability to enhance and “buff” other players to make them stronger. In short, the paladin class spreads its strengths over several different areas and prefers to win the race at a slow and steady pace.

CHARACTER CREATION

Server Types.



hen creating your Paladin there are several things you must decide on. The first is what type of server you want to play on. The first type is a normal or PVE server which focuses on player versus enemy battles and dungeon raids. On this type of server you will be spending a great deal of time in parties and most of it will be supporting others with healing and buffs. If you prefer soloing though this would be the easiest server to do it on.

On a PVP server players focus on fighting with each other. It is somewhat harder to level up on this type of server since you are facing two types of enemies and you will often be “ganked” by the opposing side. This is more brutal and requires more coordination with other players so you don’t get overwhelmed. Paladins can do very well in PVP since they are almost impossible to kill, but you will still want to try and stick with groups to bring out your full potential.

Finally there is the Roleplay server. RP servers have either PVE or PVP mechanics, but while playing you must put yourself in your characters role. Paladins are pretty much limited to roleplaying as zealous holy warriors and little else because of the lore in the game. So if you don’t like that type of person and want to play a paladin for its game mechanics you should choose a regular PVE or PVP server.

It is important to choose your server carefully because you can’t move to a different type of server once your character has been created.

Race

With the release of the Burning Crusade Expansion pack there are now four races that can play Paladins. The differences in stats between them all are rather small, especially at high levels so generally you should pick the one that is the most aesthetically pleasing. There are some racial abilities though that you should consider before making your choice.

Dwarf

Stoneform

Grants immunity to Bleed, Poison, and Disease effects while active. Also increases armor by 10% Lasts for 8 seconds with a three minute cool down.

Part of this ability is wasted since paladins get a spell to dispel disease and poison effects, but it's good for getting rid of bleed effects (good for PVP) and the extra 10% more armor is nice for when you're losing a fight. But it's not enough to save you.

Gun Specialization

Increases your gun skill by +5.

This is useless since paladins can't use any ranged weapons.

Frost Resistance

Gives you +10 to frost resistance.

By itself this is not enough to save you, but each of the races gets a resist bonus and frost is better then nothing. Especially since there are fewer pieces of gear with frost resist compared to other resists like fire and nature.

Find Treasure

This is pretty nice, especially when farming instances and dungeons. But if you take up mining or herbalism as a gathering skill you won't be able to use it since you'll want to track minerals or herbs.

Overall a dwarf only has one useful talent and two sort-of useful talents. They have higher combat stats then a human so they make good melee and tanking paladins.

Human

Perception

For twenty seconds your stealth detection is dramatically increased. Three minute cooldown.

This is only really useful when fighting rogues in duels and guarding flags and bassets in PVP. When grinding or in a party I never even had it on my action bar.

The Human Spirit

Increases your Spirit by 5%.

This is a nice passive buff. But it means that for every hundred spirit you have you'll only get an extra five. Five spirit is equivalent to about one mana and health regenerated every two seconds. You will have at least four thousand health and mana by level sixty so odds are you'll never really notice this buff.

Diplomacy

You gain a 10% bonus anytime you gain reputation with an in game faction.

This is my favorite racial skill in the entire game. After level fifty a great deal of your time will be spent grinding faction. So this amounts to a ten percent reduction on the time you have to waste killing the same mobs over and over again.

Sword and Mace Specialization

+5 to one handed and two handed swords and maces.

This is nice for when you are first starting out and will increase your chance to hit with these types of weapons. These are also the two types of weapons that paladins specialize in so it's a useful ability.

Overall a human has no talents that specifically benefit a paladin, but several that make your journey a little bit easier. Humans also tend to have higher stats for casting than a dwarf so they make the best healing paladins.

Draenei

Gift of the Naaru

Heals your target over 15 seconds. 1.5 second cast, 3 min cooldown.

This is somewhat wasted on a class that can already heal, but it is the only way a paladin can heal over time. It doesn't cost any mana though so it can be useful for helping to heal yourself while grinding.

Heroic Presence

Increases chance to hit by 1% for you and all party members within thirty yards.

This is probably the best racial ability a Draenei has. It is especially good when grouping with other melee characters like rogue and warriors.

Gemcutting

Automatic + 5 skill to Gemcutting.

This is like the other crafting racial. They aren't terribly useful and have no specific benefits to a particular class.

Shadow Resistance

Increases shadow resistance by 10

Resistance racials are mainly used for lore purposes and are never enough to save you. As it stands now shadow resistance is only useful in a few select fights in dungeons. It's a nice bonus but don't worry too much about it.

Given the other lackluster racials of dwarfs and humans this probably makes Draenei the best race to play as a paladin if you want to be a member of the Alliance. Their racials also make them best suited for PVE activities.

Blood Elf

Mana Tap

When activated reduces the targets mana by 50 (scales with level) and charges you with arcane energy for ten minutes. Instant Cast, thirty second cool down.

Arcane Torrent

An AoE that silences all enemies within 8 yards for 2 seconds. You will also gain 5 mana+level for each charge of Mana Tap affecting you.

Arcane Affinity

Automatic + 10 skill to Enchanting.

Another simple crafting bonus that really won't affect you as a paladin. Nice, but not great.

Magic Resistance

Increases all resistances by 5.

The biggest problem with resistance racials was that they only worked in certain encounters. This racial covers all encounters, but gives a lot less help.

As I'm sure you know, blood elves are the only horde race that can play as a paladin. So if you want to play a horde character they are your only choice and their racials don't account for much. Over all the blood elf abilities are most useful in PVP where the silence from Arcane Torrent can interrupt spell casters.

STATS AND FORMULAS.



Before you go out and smash your first trogg or kobold you'll need a basic understanding of what your various stats are and how they will affect you. Leveling up only raises your stats a little bit so you'll need to increase them with equipment. It would be nice if you can raise them all evenly, but equipment doesn't do that and individual pieces have two or three stats at best. So it is best to try to pick the stats that fit your play style (healing, melee, ect) and load up on those. Stats can be broken into three groups. Stats, Attributes and Modifiers.

But before you learn about stats you need to learn about the battle engine in Warcraft. It is broken into two intermixed groups, percentage and damage. The percentage system is always consulted first because it determine chance to hit, dodge, parry and crit chance. Once those factors have been established the damage system takes over and determines how much damage is dealt. Think of it like a real life fighter. First they swing

and may make contact or miss. If they make contact then the amount of strength they have determines how badly their opponent is injured.

Since computers have limited intelligence the only way they can adequately replicate "skill" and still have a semblance of randomness is with percents. For this example let's look at your chance to hit a target. Against an enemy with an equal level you have a 95% chance to hit. When you swing your weapon the game picks a number between one and one hundred by rolling a one hundred sided dice and if it is less then ninety five you will connect. According to the law of percents this means that if you swing your weapon one hundred times ninety five of them will hit and five will miss. Now let's look at your chance to get a critical strike with a critical strike percentage of 25%. If you have won a chance to actually hit, the computer rolls another one hundred sided dice and this time if the number is twenty five or less you will land a critical strike. This time the law of percents says that out of one hundred hits you will land twenty five critical strikes.

After the percentage system has run its course its time to determine how much damage is dealt. This system has two stages, attacker damage dealt and enemy damage mitigated. Damage dealt can also be divided into two steps, white damage and green damage. White damage is your base damage from your weapon or base damage from your spells. It gets this name because the base damage of weapons and spells is printed in white text. Weapons and spells have a minimum and maximum amount of damage they will do on an attack. Every swing or cast will pick a number between the two and that will be your base damage. The choice is completely random and can't be influenced in any way, and in order to make it more understandable their average is displayed as damage per second or DPS. Green damage gets its name from the fact that all modifier stats have green text. This is your final damage because it takes your white damage and adds on the effect of stats like strength or attack power. In general it is what you will focus on the most when determining your damage output. Once you have unleashed your damage you are effectively done and now the focus shifts to your opponent. First the game determines whether or not the enemy will dodge or resist the damage. If they do then your attack has been neutralized and the process starts over again.

If it connects with the enemy it then takes your green damage and subtracts some based on the enemy's damage mitigation. This is determined primarily by the amount of armor they have, it is not a set amount but a percentage with a more detailed explanation in the armor section.

Now that you understand the battle system it's time to learn about stats, attributes and modifiers. The five basic stats are simple because their main function is to increase your attributes or modifiers. Strength, Agility, Stamina, Intelligence and Spirit each have a specific role and if you load up on one more then the other it will influence what type of paladin you will be. Since the primary purpose of stats is to increase the effectiveness of your attributes their explanations are rather straightforward.

Attributes are things like Defense, Armor and Attack Power. They are all dependant on your stats and are a bridge between stats and the battle engine. Each of these are increased by your stats but they can also be increased directly by items as well.

Modifiers deal directly with the percentage system and determine your chance of hitting, dodging and landing a critical strike. Most of their values come

directly from your stats, but there are also pieces of equipment ingame that will increase them as well. In the 2.0.1 patch this was changed from a straight percentage system to a rating system where a certain number of rating would equal an extra one percent. As you increase in level your rating requirement will rise as well so you don't hang onto items below your level.

Stats

Strength

The primary purpose of strength is to increase your melee damage. Each point will increase your attack power by two, which is then used to increase your green damage. Unlike other stats strength and attack power do not scale with level so items with large amounts will last longer then pieces with stats like agility or intellect. If your goal is to cause a great deal of damage then you will want to load up on strength as your primary stat.

I should also mention that strength is useful for tanking since it increases your chance to block with a shield. However, when you are tanking it is better to focus on stamina instead and strength will be your secondary priority.

Agility

Agility has three purposes which all directly impact the percentage system. The first and most important is that it increases your chance of getting a critical strike. The amount is dependant on level but at level seventy you need 25 agility to get an extra 1% critical strike chance. Critical strikes are one of the best ways to deal melee damage so agility will usually be your second most important stat after strength when trying to melee.

The second use for agility is that it will increase your chance to dodge an attack. Just like a critical strike, at level seventy you will need 25 agility to get an extra 1% dodge chance. Dodge is a secondary priority for a paladin unless they are doing a lot of tanking, so don't load up on agility just for this.

The final use for agility is that it increases your armor. Every point of agility will give you two extra armor. But since we have access to such high amounts of armor already this is really rather minimal.

Stamina

Stamina is a very simple stat. For each point of stamina you have you will gain an extra ten HP. It may not seem like much but with thirteen equipment slots it will add up significantly. Plate and mail armor also typically have high amounts of stamina because of it is designed for front line fighters. Getting armor with stamina alone is not a good choice though. Instead try to get pieces that have another stat like strength or intellect. Nearly every paladin build will want as much stamina as they can get.

Intellect

Intellect is mainly used for casting and spells. Its first and primary purpose is to increase your mana pool. Every point of intellect will give you 15 extra MP. Much like stamina it will increase dramatically if you spread it out over your equipment slots.

It's second purpose is to increase your chance to get a critical strike with spells. At level seventy you will need about 80 intellect for an extra 1% critical strike chance with spells.

Finally, the higher your intellect the quicker your skill with weapons will rise. This is less useful than you think and the intellect you have on you is more than enough for this.

Spirit

Spirit is a complicated stat. Its only purpose is to increase your health and mana regeneration, but it will not do it regularly. Every two seconds or "tick" you will gain a portion of your health or mana back depending on how much spirit you have. Health is one forth of your total spirit every two seconds. And mana is one forth your total mana with an extra eight tacked on. The tricky part is that whenever you cast a spell your mana regeneration is paused for five seconds. This is sometimes known as the five second rule and is a huge problem for healers and casters. If you intend to do a lot of healing mana regeneration is a must, so you must find a way to get around the rule. The best solution for a paladin is to use gear

that returns a set amount of mana every five seconds. Usually this is called "mana per 5" gear but you won't see much of it till the higher levels.

Attributes

Armor

The primary purpose of armor is to reduce the damage you take from physical attacks by a percentage. The formula for how much is reduced is $(\text{your armor} / (\text{your armor} + ((85 * \text{level}) + 400)))$. The formula is rather complicated but at level one, one hundred armor will reduce the damage you take by twenty percent. At level sixty, one hundred armor will reduce the damage you take by two percent. Armor is the key to your survivability as a paladin so you will want to get as much as you can.

Defense

Defense is another stat used to reduce melee damage. One point will increase your chance to dodge, parry or block an attack with a shield by .04%. So you will need twenty five points in defense to get a 1% increase to your dodge, parry and block chance. Twenty five points will also reduce your enemies chance to hit, critically strike

or deal a crushing blow. (beast version of critical strike.) You can probably see that while armor reduces the amount of damage you take, defense tries to prevent you from taking damage at all. The problem is that the amount of defense you will need in order to have a noticeable effect is very large and it means you will have to give up on other stats. Defense is primarily a stat for hardcore tanks anyway so it is usually better to just focus on armor.

Attack power

Attack power is your most important stat when determining your melee damage. You may remember from above that your damage is first determined by your white damage, the maximum and minimum amount of damage your weapon will deal. Since it is so random the game provides you with an average of how much damage you will deal called Damage Per Second or DPS. The purpose of attack power is to increase your white DPS by 1.0 point for every 14 points of AP. However, much like spell damage the slower your weapon the larger the bonus you will receive from your AP. This is because slower weapons cause larger bursts of damage then faster ones, and the damage from AP will spread out more. The exact attack speed/AP ratio is only known by blizzard, but every

full second seems to add about one forth more DPS. For a paladin your AP is determined by this formula. $(\text{Level} \times 3) + (\text{strength} \times 2) - 20$.

+Magic damage.

Magic damage is one of the best stats you can get in the game, especially in the end game. It takes the damage or healing from a spell you have cast and then adds a bonus onto it, making your spells more potent. For a paladin you will need to focus on two set groups. +Spell damage increases your damage from all offensive spells like seals and judgments and increase the amount of healing from your healing spells. The other option is +healing equipment that will only increase healing not offensive spell damage. +Healing equipment will typically have higher numbers then regular spell damage so you will want to gather as much as you can if you will be focusing on healing.

An important thing to remember about spell damage is that your spells will not get the full bonus. There are several factors like casting time, damage over time, AOE and whether it is a channeled spell. So if you have one hundred spell damage, your Holy Light spell will only get an additional seventy points. Since Flash of Light has a lower

casting time it will only get an extra forty points. Here is a list of the spells paladins have and how much a percentage they will receive from spell damage.

Seal of righteousness- 11%

Judgment of righteousness- 50%

Seal of Command- 21%

Judgment of Command- 45%

Consecration-35%

Holy Shock- 45%

Hammer of Wrath- 45%

Exorcism- 45%

Holy Wrath- 20%

Holy Shield- 20%

Holy Light- 70%

Flash of Light- 45%

Magical resistances.

Magic resistance doesn't come into effect until level sixty and then it is only necessary if you plan on doing forty man raids. The main point of resistance is to reduce damage by elemental and magic attacks much like your armor and defense skill reduces physical damage. But instead of reducing by a set percentage, resistance gives you a chance to reduce a set percentage. Most players get their first taste of resistance when they go to the Molten Core so we will use that for an example. While in the core a Firelord hits you with a flame blast for one

hundred damage (In reality they hit for much MUCH harder but this is just to simplify things.) With zero fire resistance you will always take one hundred points of damage. But with a higher rating you will have a chance of reducing either 25%, 50%, 75%, or 100% of the damage you will take. Now let say that the fire lord hits you with his fire blast but you have 50 fire resist (A very small amount). This means that instead of a 100% chance of taking damage, you only have a 54% chance. Since this formula contains so many layers here is a table showing what you can expect for different levels of resistances.

Chance to Resist.	50 Res	100 Res	150 Res	200 Res	250 Res
Chance to Take Full Damage	54%	20%	7%	1%	1%
Chance to Resist 25% Damage	33%	49%	26%	14%	3%
Chance to Resist 50% Damage	11%	24%	48%	40%	16%
Chance to Resist 75% Damage	2%	6%	18%	34%	55%
Chance to Resist 100% Damage	0%	1%	1%	11%	25%

Modifiers.

% chance to Hit with melee.

Every time you fight a mob you have a percentage to miss it depending on the difference between your level and the monsters level. So this stat will lower your chance to miss. For example, when fighting a mob equal to your level you have about a five percent chance to miss. Adding an extra one percent to hit will lower your miss rate to 3%. In general you will only need an extra 6% tops as a paladin and getting more would be overkill. You will need about 16 hit rating for an extra one percent.

% chance to hit with spells.

This works almost exactly like the chance to hit with melee. Each percentage will reduce your chance to miss with spells. But in addition your spells also have to deal with any resistances the mob might have. This stat is primarily used by mages and pure offensive casting classes. Since paladins have nearly no offensive "spells" and +hit doesn't affect supportive spells like heals you don't need to worry too much about loading up on this stat. You will need 22 spell hit rating for one extra percent at seventy.

+Dodge

This increases your chance to dodge a melee attack by a percentage. Tanks and DPS primarily use it though so there is no real reason to make it a priority if you are going to play a support role. You need 19 dodge rating for one extra percent at seventy.

+Parry

This works like Dodge except that it lets you parry an attack with your weapon. Just like Dodge it is only worthwhile for frontline fighters, but it is less useful since it requires that you have your weapon drawn and some attacks can't be deflected. You need 31 parry rating for one extra percent at level seventy.

+Melee Crit

Whenever you swing your weapon you have a chance of landing a critical strike. In addition to your crit chance from agility you can also get crit chance from armor as well. In melee this will be one of the best melee modifiers you can get since your normal DPS is rather low. Seal of the Crusader is also affected by this and not spell crit, so if you are a retribution build you will definitely want to load up on this. You will need 25 crit rating for one extra percent at level seventy.

+Spell Crit

This works like Melee critical hits but with spells. If you plan on doing any casting then this is a great stat to have, especially if you are doing a lot of healing. Healing paladins specialize in spell criticals because of the Illumination talent so they will want to load up on as much of this as they can. You will need 25 spell crit for one extra percent at level seventy.

FIGHTING AS A PALADIN.

Every paladin must eventually admit that it is very hard for them to be an offensive character. Nearly all of our abilities are centered around us being a defensive support class with nearly no abilities that up our damage. Warriors, hunters and rouges will always be able to out DPS you but if you know what you are doing you can get pretty close.

The first thing you must know about fighting as a paladin is that your damage will only partly come from melee. We have nearly no abilities that increase our damage like a warriors Execute or a rouges Ambush. They rely exclusively on increasing their physical damage. So in order for us to actually be able to beat things we supplement our low physical damage by dealing additional holy damage. Holy damage can't be resisted like magic or reduced by armor like physical damage so it is a solid guarantied amount of damage that builds up over time. Primarily you will deal holy damage in three ways. Seals, judgments and set of unique spells.

Seals And Judgments.

Your first and best way to increase your DPS is with a Seal. Seals are short thirty second buffs that will directly impact your melee strikes. Each one has a unique ability and truly shine when you combine them with a judgment. Here is a list of the seals you can use to increase your DPS and the best way to maximize their effectiveness. While you have a seal active you can use your Judgment ability to remove your buff and inflict either damage or a debuff to an enemy. After you have used a judgment you can immediately cast another seal on yourself. Some seals benefit greatly from the debuffs of judgments so in most of your fights you will be juggling combos to maximize your damage.

Seal and Judgment of Righteousness.

This seal will add an additional bit of holy damage to each of your melee strikes. The slower your weapon the more damage it will deal. It is almost never resisted so it causes steady damage over time, but it is one of the weakest seals in terms of increasing your DPS.

Judging an enemy for Righteousness will deal an instant burst of holy damage. This is our only method of controlled burst damage so it is excellent for finishing off an enemy. Many monsters run away when they have low health and we have no solid ranged abilities to send after them. So you can use a judgment of righteousness to finish them off before they flee. There is also a technique known as righteousness juggling where you will judge an enemy and then use seal of righteousness while you wait the ten seconds for your Judgment ability to cool down. Once it is ready you judge the enemy again for another burst of damage.

There are several way to improve your usage of Righteousness. By far the most popular is to first use the debuff from Judgment of the Crusader. It will directly increase any holy damage done against the target by a set amount.

Seal and Judgment of the Crusader.

Seal of the crusader is a unique seal since it has three effects. First, it directly increases your attack power by a set amount. Second, it lower the time it takes to swing your weapon by forty percent. But its final effect is to lower you damage by a certain amount. This last aspect is very confusing but there is a reason. Damage is decided by how long it

takes to swing your weapon so when your swing time goes down your damage output has to go down as well to match. Your DPS will still remain the same, but you will get a boost to your attack power. The lowering of your swing time and damage is rather confusing but it is actually a useful benefit in certain situation. Faster weapons are best used against enemies that cast magic since your hits will interrupt them and increase their casting time. This is a rather small benefit that is rarely worth the loss of a more powerful seal so many people rarely use Seal of the Crusader unless they want a direct increase to their attack power.

Judgment of the Crusader is much better then its seal. It acts as a debuff that makes the enemy vulnerable to holy damage and increases the amount it will take up to a certain amount. This is one of the only debuffs in the game that increases holy damage If you are soloing then it is usually best to enter battle with Seal of the Crusader and immediately judge the enemy. With the debuff up you can then use a different seal that deals holy damage like Righteousness or Command to increase you damage substantially.

Seal and Judgment of Command

This is the hardest hitting of your seals and the absolutely best way to increase your DPS as a paladin. Seal of Command has a chance on a successful melee hit to deal extra holy damage equal to 70 percent of your weapons average damage. This means that the higher your weapons damage, the more extra damage you will deal. Command also has a mechanic that will let it proc seven times per minute. If you have a fast weapon you will swing more times per minute and have fewer chances of it triggering a proc. (1.50 speed = 17% chance of a Command proc.) But if you have a slow weapon you will swing fewer times and have a higher chance. (3.00 speed = 35% chance of a Command proc.) These two factors mean that the best weapon to use when using Command is the hardest hitting two handed weapon you can find.

Judging Command will deal a burst of holy damage similar to Judgment of Righteousness. Normally it will hit for about the same damage as Righteousness, but if the target is stunned or incapacitated it deals nearly twice as much. This means that you will want to use your judgment only when the target is stunned. Fortunately you have abilities like Hammer of Justice to stun the enemy.

Buffing Yourself For Fighting.

In addition to actual combat the best way to increase your damage is to buff yourself correctly. First are your Blessing buffs. You only have two that will directly help you in melee, Blessing of Might and Blessing of Kings. Might is usually the best choice since it directly increases your attack power thus upping your damage. Kings increases all of your stats by ten percent, so it's only really good when you have ALOT of stats. It is also only available by going into the protection tree so most people will not have it available.

The second best way to buff yourself with one of your auras. The most offensive one would be Retribution which deals damage to your enemy every time it attacks you. When facing fast hitting classes like rogues this will quickly add up and it is especially good against mobs much lower than you. Sanctity Aura can only be used by spending twenty points in the Retribution talent tree but it increases your holy damage by ten percent. If you have it and are soloing then it is usually better than Retribution, especially if you are using Seal of Command. Another good aura is Devotion which directly increases your

armor value. This doesn't increase your damage, but it keeps you from taking damage which can be good if you are facing enemies one at a time.

Finally there are buffs from consumables like potions or scrolls. When using these you will want to increase your strength, agility and stamina. There are also expensive potions that increase several stats at once like crit chance and agility. These are too costly to use every day though but can be worth it in special situations like soloing dungeons. A cheaper alternative is to invest in sharpening stones (or weight stones for mace users) or magic oils. Stones increase your weapons damage and oils will increase your magic damage but you can only have one. Stones are usually cheaper than oils but only deal a little bit of extra damage on your weapon hits. Wizard oils will increase your holy damage a little bit, but they are much more expensive.

TANKING AS A PALADIN.



any people say that a paladin simply can't tank. Compared to a warrior that is somewhat true since they have much better tanking abilities. Also, Warriors rely on rage which is generated over time and can fight indefinitely if they receive enough healing. But paladins are dependant on mana which is limited by your gear and will eventually run out. Making a paladin tank a time limited one. Things have gotten better since the expansion though with things like Spiritual attunement and Righteous Defense as well as an overhaul of the Protection tree. Paladins also have access to the same gear as a warrior, have the ability to heal themselves and are known for being nearly impossible to take down. You may never see a paladin tanking in raid dungeons due to their lack of tanking abilities. But in a five man group or smaller a paladin can make a fine tank when a warrior is not available.

Gaining Threat.

The most basic principle of being a good tank is to your ability to keep the enemy focused on you while your other party members fight it. While your group is fighting an enemy it will be going after what it feels is the biggest threat. If a mage is constantly pounding it with fire balls then it will focus its attention on him because the mage is the biggest danger. Also, if the enemy notices that all of the damage that it is doing is being healed by a priest it will go after her. The tanks job is to keep the monsters attention by fooling it into thinking that it is the biggest threat.

Warriors have several abilities like Defensive Stance or Sunder Armor that directly increase the amount of threat they have. Paladins have no direct threat generating abilities so instead they rely on their holy damage to increase their threat. By itself holy damage does not create anymore threat then other damage types like fire or shadow. But at level sixteen you will gain the spell Righteous Fury which increases the amount of threat you create with holy spells by 60%. Obviously if you want to create a lot of threat you will want to have this spell active and do as much holy damage as you possibly can.

Seals And Judgments.

Righteousness

This is your best choice for a seal when tanking. While active each of your melee hits will also deal extra holy damage. This is the most reliable way of dealing holy damage over a fight and accumulating threat. Judging this seal will blast the enemy with a burst of holy damage and is a great way to start off a fight at the top of the threat list or to try and taunt the enemy back onto you if you lose agro.

Command

This is slightly worse than Righteousness since it does not proc on every weapon strike. When it does it deals huge bursts of holy damage, but it really is too unreliable and dangerous to use as a tanking seal. Also, to get the full effect of Command you would need to have a two handed weapon equipped, which is a terrible idea as described in the weapons section. The judgment can be very useful though if you have a reliable way of stunning the target. It deals double the damage of a Judgment of

Righteousness so if you can use Hammer of Justice or another character uses their stun abilities it can be a good way to make a huge spike in your threat level.

Crusader.

Seal of the Crusader is one of the worst you could have because it deals absolutely no holy damage. But its judgment is one of the best because it will increase all of your holy damage attacks. When tanking it is usually best to charge in with Seal of the Crusader up and immediately judge the enemy so they get the debuff. Then you can switch to a different seal like Righteousness.

Auras

Retribution Aura

When tanking this is by far your best option. Every time the enemy attacks you they will be hit with a small amount of holy damage much like Seal of Righteousness deals extra holy damage.

Sanctity Aura.

While this is active all holy damage will be increased by 10%. This would obviously help increase your threat but it means you would have to replace Retribution Aura. It is also low in the retribution tree which is designed for offense and not defense, so many dedicated tanks won't have it. The best solution is to see if another paladin in your group can cast it instead of you.

Miscellaneous Spells And Abilities.

Consecration

Consecration purifies the land under your feet and deals holy damage over time to anyone that steps on it. The beauty of this spell is that you can cast it and then forget about it like your retribution aura or seal of righteousness in slowly but steadily increasing your threat. It is also one of our only Area of Effect spells so if you have to fight multiple mobs at once you will be building up threat while you fight them one at a time. It is rather mana intensive though so you can't always keep it up. Usually it is best to use it at the beginning of the fight to

spike your threat level. It is also terrible for when you need to do any type of crowd control like a mages Polymorph or priests Shackle Undead since any damage will break them free.

Holy Shock

Holy shock is one of our few ranged magical attacks that deals an instant burst of holy damage. This can only be obtained by spending 31 points in the Holy talent tree so not everyone is expected to have it. Because of its high mana cost and long cool down you will not want to use it very often. The most efficient use of Holy Shock is to save it for when you have lost the mobs attention and need to pull it back right away. Combining it with a Judgment of Righteousness should create a spike in threat large enough for you to regain the monsters attention. Since it is a ranged attack you can also use it by pulling mobs from afar and establishing a huge piece of threat in the process.

Blessing of Sanctuary

This blessing is a must have for a serious paladin tank, even though it requires you to spend twenty points in the Protection talent tree. For five minutes all of your damage is reduced by seven (higher ranks

are 10/14/19) and every time you block with a shield the attacking monster takes a small bit of holy damage. The damage reduction is good, but the extra holy damage once again creates more threat for you. Since it is a talent it might not always be available but if it is, use it.

Holy shield

Right after Blessing of Sanctuary in the Protection tree is Holy Shield. When this is activated for the next ten seconds your chance to block with shields is increased by 30% and every time you block you will deal a sizable piece of holy damage. This talent will not only increase your threat but also up your survivability by reducing damage. Combining this with Blessing of Sanctuary can be a truly devastating combo. However, you have to spend thirty one points in the protection tree in order to get it, making it only really available to those who are dedicated to tanking.

Damage Mitigation.

The second part to being a good tank is being able to take the hits. All the threat generation in the world won't help you if you die in five seconds. The first key will be

your gear. If you charge in wearing cloth or leather you will fall fast. Max out all your slots with plate and stamina items. There are also situations where you will have to face fights where the enemy uses powerful magic or elemental attacks. In this situation you will want to max out your magic resistances instead of your armor and other stats. A more complete explanation is found in the Weapons and Armor section of this guide.

You also have quite a few options when it comes to damage reducing abilities as well. Devotion Aura is pure damage mitigation and nothing else. It will increase your armor and let you live longer, but does nothing to increase your threat. Depending on your party set up, extra armor may be more valuable to you then extra threat but that will rarely happen. Resistance Auras are also great for protecting yourself and the party but use them carefully since they offer no other benefits. Other abilities like Blessing of Sanctuary and Holy Shield were covered above because of their threat abilities, but they also help reduce as great deal of damage over time in the process.

HEALING AS A PALADIN.

There is a reason that healing gets its own section. Despite the fact that we have only two healing spells and no heals over time, paladins are some of the best single target healers in the game. Given the right gear and talent spec we can match or surpass the healing of a priest with no real loss of our incredible longevity and survivability. When in a large scale group or raid your job is not to main heal but to back up heal, throwing an occasional heal out to supplement the priests and prevent them from creating too much agro. First let's cover our two healing spells. Holy light and Flash of Light.

Healing Spells

Having only two healing spells really does limit our ability to heal. But it also means that we only have to worry about making two decisions. The difference between your two healing spells is their casting time, mana cost and the amount they heal. Holy light has a

2.5 second casting time and heals a lot. Flash of light on the other hand has only a 1.5 second casting time and heals a little bit, but has much greater mana efficiency.

Healing Strategies.

When healing in a party there are two things to remember. Unless you are specced completely for healing you will rarely have as much mana as a priest so you will need to conserve it whenever possible. You will rarely be called to main heal but instead to back up heal. The priest will be doing the majority of the healing, you are there to back them up by throwing out the occasional heal to keep the priest from working too hard and running out of mana. Your primary attention will want to be on the main tank and the frontline fighters. If you are in a small group you can usually decide who should have healing priority by yourself. But in a raid you should talk to the other paladins so you can pick members to focus on. That way everyone won't overheal the rogue and let the warriors die.

When things first start off Flash of Light is usually the best choice. Pace yourself by casting this at set intervals depending on how much damage the enemy is causing. If things get really bad though its time to

switch over to your Holy light spell. The casting time may be longer, but it heals a much greater amount of damage and benefits more from your +Healing. During a battle if your teammates are all very low on HP your chances of losing people increase and your chances of survival decrease.

Increasing Your Healing

The primary way to increase your healing is to upgrade your gear with +Healing modifiers and stats like intelligence and spirit. Another good way to increase your healing is with Blessing of Light. Putting this on a target will increase the healing they get from paladin heals. (from any paladin, not just yourself) It will end after a set amount for Holy Light and Flash of light but it is incredibly useful, indescribably so for boss fights. Finally, Paladins have a unique ability when it comes to healing with regard to critical heals. Heals can crit just like magic spells and increase the amount of healing that person gets. But with the Illumination talent your critical heals will cost 60% lessmana. . In patch 2.1 there was a rather heavy nerf to this approach but there are ways to work around it and keep your mana efficiency high.

Mana Efficiency

The thing that separates paladins from other healing classes is their mana efficiency. When trying to keep a single target alive paladins will almost always be able to last longer than other classes. The key to this was gaining back mana through the illumination and Divine favor talents. This meant that paladins needed to stress spell crit instead of mana per five gear like other classes. In patch 2.1 Illumination was nerfed rather heavily by reducing the amount of mana you got back to 60%. To get around this you will need to stop focusing as much on spell critical strikes and focus more on mana per five gear.

A well equipped paladin should aim for about twenty to twenty five percent spell crit. This is untalanted and with dungeon, heroic and some Karazhan gear. The nerf has effectively reduced your spell crit when it comes to Illumination by forty percent. So your twenty percent crit chance has been reduced to twelve. Your job is to replace that missing eight percent with mana per five gear. Before the nerf one percent spell crit was equal to 7.5 MP5 in terms of mana regen. So in order to make up for the nerf

you will need to add an extra 60 MP5 to your gear. If you have more than twenty percent spell crit, for every extra one percent add an additional 3 MP5.

60 extra MP5 by itself is not so bad, but in the process you might lose some of your spell crit. When you take away from your spell crit pool you will need to add on some extra MP5 to compensate. After the nerf one spell crit is equal to 4.5 MP5. This means when you take away one percent from your spell crit pool you will need to add on an extra 4.5 MP5. Or for every 5.5 spell crit rating you lose you will need to add an extra 1 MP5.

Even with these steps it will be hard to regain your former level of healing. Until you have had time to run numerous instances to re-gear you should invest in some consumables. Mana oils, Mana and Mageblood Potions are very good while raiding, but rarely worth the expense in an instance. You should also look into mana restoring enchants for your equipment and consumable enchants like spell thread. If possible you should also look for gems that include +Healing and MP5. On a final note the nerf has finally made Divine Illumination a worthwhile talent. If you have gone full holy then it is worth one extra talent point.

PALADIN PVP.

One On One PVP



he core of Paladin PVP is not to beat down your opponent like other classes do, but outlast them and wear them down. Most of the other classes are Dependant on either mana or abilities with long cooldowns when dueling so if you can make them exhaust themselves they will be defenseless enough for your weak DPS to finish them off. Each class is very different and requires different strategies to deal with their various abilities. Factors like their talent specs and quality of gear will also play an important part so try to observe these

Druid

Druids can pose a real challenge since they are also specialists at surviving assaults. They will typically come at you in one of three ways depending on their talent specialization. Balance druids are the easiest to take down because they will blow all their mana in an effort to take you down as fast as possible. Their strategies are usually comprised of using their long range magical attacks like Starfire, Wrath and especially

Moonfire. They will usually stay out of melee range and use Entangling Roots on you to keep you away so don't try to close in and fight just yet. Stay back and heal through the damage and purify away the Moonfire DOT. Very quickly they will be out of mana and you can close in and finish them off. If you see a green glow forming around their hands with little leaves it means that they are trying to get off a healing spell so use Hammer of Justice to interrupt them. Take them down with regular melee and seals and judgments. Restoration druids are a different story since they will try to outlast you while you try to outlast them. They will change into bear form to minimize your damage and when they get low on health they will pop back and use a powerful heal. While they are in bear form their abilities cost rage not mana and they will be regenerating mana while in bear form while you will be using yours up so it ends up being a war of mana efficiency. Keep Blessing of Wisdom up and use Seal and Judgment of Wisdom so you will regain as much mana as possible. Feral druids are also not too hard since your high armor severely gimps their damage in cat form. And their damage in bear form is not too hard to negate with healing. They will act very similar to a restoration druid, but won't have the extra healing from their talents so it's a little easier. While in bear form they can be

treated as warriors which are usually not too hard if you know what you are doing. The key is making sure that your health doesn't drop to low so they can interrupt your heals when you really need them. Melee them in both forms as quickly as you can and when they shift out to heal stun them and use Judgment of the Command.

Hunter

Hunters can be a very straightforward fight because they are a DPS class and you are a DPS mitigator. If your enemy is smart he will be trying to run away to get in bow or gun range so you will spend most of the fight chasing him. If they are not smart they will try to engage in face to face melee and you will drop them fast. The key to their survival is rooting you in place. Every thirty seconds they will try to root you with a trap, usually an ice trap. If you get close to them they will use abilities like Wingclip to slow you or root you so it is imperative that you keep Blessing of Freedom on yourself whenever possible. If they do manage to get into shot range they will try to use Scattershot to disorient you and then use a heavy attack to take out a chunk of your HP. If you can keep him out of shooting range he won't be able to use

abilities like shots and stings though. If they drop to the ground with a large amount of HP remaining they have used Feign Death so prepare for them to jump back up soon and chase after them. Their other major tactic is to try and drain your mana with Viper Sting. Cleanse yourself immediately to prevent losing mana and continue chasing them. Pets can be a threat because their quick auto attacks will interrupt your healing. Pets will also have different abilities depending on what type they are that can be very beneficial to the hunter. But if you focus on taking his pet down first the hunter will run away and start shooting, so take it down fast or ignore it totally.

Mage

Mages have high damage but blow through their mana fast and once their dry they are defenseless. This is a pretty typical duration battle where you wait for your opponents mana to run out before taking them down. If their body becomes encased in bluish light though they are using Invocation and will regenerate a lot of their mana. Hit them or Judge them to interrupt the channeling as quickly as you can. Keep Blessing of Wisdom on yourself and judge the enemy for wisdom so you can keep up your mana with regular melee strikes.

Healing is the most important part of winning against a mage. They can deal huge damage and you will most likely not have enough resist gear to make a difference. While healing though you should use Flash of Light not Holy Light because of the mages Counterspell ability. By using this they can take away all of your heals for ten seconds which drastically drops your chances of winning. Because Holy Light has a longer cast time the mage will have plenty of time to use Counterspell. Flash of light has such a low casting time though that you can usually get them off more safely. Put some bits of time between your heals though and don't just spam them. Doing them one after another lets the mage get a chance to hit you with a counter. In general its best to try and heal yourself when you see that your opponents hands are glowing blue or red or when they are moving. When fighting a mage smart players will use their frost spells to slow you down and attack from a distance. They will primarily do this with Chill effects, but also use Frost Nova to root you in place. In this case you shouldn't even try to chase them because they will always outrun you. If they are frost specced it would be a good idea to keep Blessing of Freedom on yourself since mages have a talent that increases their chance of landing a critical strike against frozen players. Another benefit of BoF is that

it will render a mages Ice Lance ability nearly useless and they won't be able to spam it. Most other mages will be Arcane/Fire specced. They have huge burst damage but less survivability options and won't be able to run as much. Focus on staying alive by watching your healing carefully. You will also have to bubble more against these mages since their DPS is so high.

Shaman

Shamans require a little bit of juggling to beat. You will need to once again make your foe burn through his mana as fast as possible before taking him down. The first way of doing this is to kill as many of his totems as possible and make him re-summon them. Each totem can be taken out with about one melee hit but you can't use AOE's like Consecrate because they are immune. While this may force him to use his mana he has a similar tactic. Shamans will typically use their Purge ability at the beginning of a fight to take off some of your seals and blessings so during the fight you are going to have to do without many of your good ones. Halfway through the fight you should start to reapply your seals as quickly as possible but you'll have to do without blessings till the end.

Purge is a very mana intensive spell though so every time they cast it you are a little closer to beating them. The final thing you have to worry about while fighting a shaman is their healing. If you see greenish light coming from their hands it means they are trying to heal themselves so use Hammer of Justice to interrupt them. Try to save this ability for these situations and not use it whenever the cooldown is up. As for healing yourself you need to be very careful because shaman can use Earth Shock to interrupt your spell and put it on cooldown. When you heal you will either need to use your Bubble which is not a good idea in my opinion. Or keep track of when you have been hit with a shock spell so you can heal in the six second cooldown period. Once they have run out of mana, buff yourself with blessings and seals and take them down with melee. The fighting style of the shaman will depend very much on what type of build they have. If they are elemental they will rely completely on casting nukes and damage dealing totems. They will also use their mana up faster than any other build so weather their attacks with careful healing and take them down when they are out of mana. Make sure to kill and water and air totems they put down since these increase their mana regeneration and spell damage. You can tell if they are Enhancement specced right away because

they will be using dual wield or a two handed weapon. They won't be as dependant on mana as the other builds so it isn't wise to wait for them to run out. Instead start fighting them right away and hinder them as much as possible. Enhancement shamans rely very heavily on buffing themselves with totems so your best bet for taking them down is to destroy as many totems as possible. A Restoration shaman is such a good healer that it is almost impossible to take them down. Fortunately they don't have nearly enough DPS to take you down. The only way to win is to be very patient and fight them right away instead of waiting to take out their mana.

Priest

Priests can be very difficult depending on their build. Holy and Discipline Priest are a regular endurance game, but Shadow Priests are very hard because of their added DPS. Trying to outlast a priest is nearly impossible since they have a much higher mana pool and more potent heals, so it is often best to try and blast them down as carefully as possible. Their main tactic will be to try and burn down all of your mana with their Mana Burn abilities. Your best option against this is

to simply use all of your mana up instead of trying to take them down with Holy Shock and mass Judgments. Their second best ability is their instant Fear, which gives them time to heal back up. Your only hope is to try and resist it or use your PVP trinket to break out of it. They will try and use it every thirty seconds so if you can keep track of the time you can plan for when it may happen and not waste your abilities or seals. Fortunately this is their only real way to interrupt your healing. If you are ever low on health you can heal yourself with little worry about being stunned or interrupted. When you can stun them with your Hammer of Justice when you see them casting spells and judge them for Command whenever possible. Regardless of their build they will be doing most of their damage with shadow based attacks. Therefore it is a good idea to buff up your shadow resistance with Shadow Resistance Aura or equipment with SR if it is available. If they are a full blown shadow priest you will want to be careful about their Shadowfiend, Silence and the damage reduction from Shadowform. Make sure to kill their Shadowfiend right away to prevent them from gaining mana back. A Discipline priest can also be a threat but won't have the damage dealing power of a shadow priest. They rely heavily on buffing themselves and their abilities instead of getting new ones so

you won't have to worry about healing as much. A Holy priest is mostly about healing and their only way of dealing good DPS is with Smite. Treat them like a Discipline priest and burn them down.

Rogue

Rogues are rather straightforward as long as you follow a few simple steps. Fortunately your high armor rating will reduce their melee damage a good deal so they will not always be able to take you down in one shot like other classes. Also, since they rely on fast weapons Retribution Aura is a god send and will take them down even faster. Unfortunately their poisons go right past your armor and can do significant damage or seriously debuff you. If they have a stacking effect try to Purify them away when possible. A PVP rogue depends entirely on stealth, mobility and high damage abilities with long cool downs. The secret to winning is to outlast his abilities so you can take him down in the cool down. His first tactic will be to try and attack you from behind while stealthed. Your best weapon against this is Consecrate. Its primary function in this situation is destalthing the rogue so use rank one to save mana. Unfortunately rogues

that go deep in the Subtly tree have Shadowstep which puts them right behind you from twenty yards away and Consecrate won't have time to destealth them. If he manages to get through to you he will Ambush you, stun you and then hit you with his powerful abilities. This is known as Stunlock and the only way to beat it is to try and survive it. Once they have used up their stun lock they will either try to finish you off by running behind to backstab you. Or use Vanish to restealth and Ambush you again. At this point your first priority is healing back the damage you took. Use Hammer of Justice to stun him and cast your highest heal on yourself. It is dangerous to heal at any other time because he will use his Kick ability which interrupts your heal and puts all of your heals on a long cooldown. If you are really desperate use one of your bubble spells to gain immunity and heal or if worse comes to worse use Lay on Hands, but that will drain all of your mana so make sure it is a last resort. Start to engage in melee and wear him down as much as you can. When Hammer of Justice becomes useable again you can try to heal yourself again, or if you feel confident stun him and judge him for Command and then use Hammer of Wrath and Holy Shock to try and finish him off. If a

rogue sees this coming though he will try to use Cloak of Shadows to protect himself. All of your spell based attacks will be useless at this time so hold back until it fades.

Warrior

The warrior can be an easy class to beat since they rely on pure melee damage like a rouge, but don't have their sneaky stealth and stun tactics. They have better armor though so they won't fall as quickly. Their strategy will be composed of standing in front of you and hitting you as hard as they can with a few stuns and bleed effects mixed in. As long as you are able to keep yourself near full health they will have very little chance against you. If your health gets to low though they may get off a few critical strikes, Overpowers or Executes and take you down. When fighting a warrior you need to remember that their Rage is constantly regenerating, while your mana is limited. Since they will have plate armor like you melee is not a very viable option. Instead you will want to use Holy since it isn't affected by armor. Seal of Command is good but if you don't have that talent use Seal of Righteousness. Judge them as often as possible for extra burst damage. You may be

tempted to use Hammer of Justice and then Seal of Command for extra damage but I advise against that. Instead, save that to stun the enemy so you have a window to heal. You also may be tempted to use Retribution Aura, but unless they are duel wielding the extra damage from Sanctity aura is not worth it. Instead use either Devotion Aura or Sanctity aura if you are specced retribution. A furry warrior will usually come at you with duel wielded weapons and use heavy hitting abilities that cause massive damage. They are the lowest on defense though so as long as you aren't the victim of a string of critical strikes you can usually heal through them and take him down quickly. Arms warriors are about steady consistent damage. They won't bust as often but they will have Mortal Strike that reduces your healing by half. If your healing is cut in half their damage will add up quickly so you will want to beat them down fast. A protection warrior have very little offensive abilities but will be very resistant to your melee attacks. You best bet is to use pure holy damage to take them down but there is not real time factor.

Paladin

Paladin Vs Paladin fights are some of the longest and duller fights in the game. Both fighters specialize in mitigating damage, both have low damage output and both can heal away any damage they may take. This means that victory will usually go to the one who runs out of mana last. This means that fights are usually decided by the one with the most mana at the start of the duel. But skill will still play an important part. Phase one of the fight will compose of using Blessing of Wisdom and judging your enemy for Wisdom so you can keep your mana up. You will also want to skimp on many mana using abilities like judgments and seals. Try to keep at least one up to cause damage, but don't judge them unless they are about to expire. When healing you should also try to use Flash of Light instead of Holy Light because of its mana efficiency. Save Holy Light for when your HP has really dropped. When choosing an Aura your best options are Devotion and Retribution. Devotion will reduce your damage and save you mana. Retribution will force your foe to heal itself more and waste their mana. If your base mana is lower than your opponents I would go with Devotion. If you have high mana or your opponent has a fast weapon Retribution aura is usually my choice.

Warlocks

Warlocks are perhaps your most difficult fight, but it is very dependant on the other players skill. It is a standard outlast their mana fight with a twist. Warlocks can trade their life for mana which means they never reach a point of being helpless like a mage, but their HP goes down so it can actually make the fight quicker. However, surviving to the point where they have used up their mana is very hard. Their primary tactic is to use fear to render you inoperative then either load you up with Damage over Time spells or hit you with nukes like Shadowbolt. These will usually break you out of Fear. But by then you will have run away from them and by the time you get close they will have cast it again and you will be fleeing once more. About the only way you can beat a warlock is to try and resist or break out of as many fears as possible. Shadow Resistance Aura can help a great deal since Fear is shadow based and can be resisted. You may also want to try and get the PVP reward trinket to help to break you out of fear, but that will only be available maybe once or twice a fight due to its cooldown. Whenever you are not feared you should focus first on Cleansing off any DOTs (you can't get rid of curses though.) They will

add up to significant damage if you leave them alone, and by getting rid of them the warlock is forced to re-apply them and waste mana. But there is a twist to this. If the lock is deep in the affliction tree they will probably have Unstable Affliction which explodes when dispelled and deals damage. In addition it will silence you and prevent you from healing the damage away or buffing yourself. The only way to get around this is to use your Bubble which will remove all DOTS but protect you from the silence and explosion. After you are clean switch to healing. Warlocks can cause insane amounts of damage in short amounts of time so the longer your health is low the less chance you have to survive. If you get really low go ahead and use your bubble shield to heal back to full health. Once they are out of mana and have lifetapped some attack them and take them down with as many Stuns and Judgments as possible.

In addition warlocks will usually have a pet out to help them. If they don't it may mean that they have sacrificed it for a buff but that is only done in group PVP. If it's an Imp or Voidwalker you can rest a bit easy. Imps only have their fireball attack which is pretty weak and you can take them out with an exorcism and melee hit. The void walker has a bit more armor and will take several

hits to take down but you will almost never see one in a fight. Their only use in PVP is for a temporary damage shield and even then good warlocks will use their other pets more often. The first of the truly dangerous pets you must fight is the Succubus. Its damage output is very weak with all of your armor, but they have a powerful ability called Seduce that acts like fear but is instant and keeps you in place. The warlock will try to seduce you and then run away so they can hit you with a shadow bolt. Then when the damage interrupts you they will hit you with another one before seducing you again. Many warlocks prefer to use this tactic because fear can cause you to run out of their line of sight and fizzle their casting. Your best bet is to try and take her down as fast as you can with a judgment, exorcism and as many melee hits as you can manage. She has very low armor and will fall very quickly. The second pet you will have to worry about is the Felhunter. This pet will eat all of your blessings, seals and even your bubbles with Devour Magic and can disable your healing with Spell lock. It is also a little harder to take down because it has a passive ability that lowers your attack power every time you hit it. Usually you will want to take down the warlocks pet as quickly as possible, especially if it is a Succubus or Felhunter. Even if it's a Voidwalker or Imp it is a good

idea to take it down because the warlock may be using it to Soul Link and reduce damage. The final pet you have to worry about is the Felguard. This pet is like a mini warrior in terms of armor and DPS and it has some nasty abilities. Every time it strikes you its attack power will rise so ignoring it isn't a good idea. Its other threat is from Intercept. Every thirty seconds the Warlock can order his pet to stun you, interrupting any heals or spells you may have ready. This is especially annoying when you have just stunned the warlock with HoJ and he stuns you back.

Group PVP

Group PVP is very different from running into a member of the opposite faction while leveling. In group PVP winners are almost always determined by how well your group works as a team. Like in an instance you will have a role to fill depending on what you do best.

Your Primary Role.

When doing battlegrounds, arenas or world PVP objectives you are at your best when you play an offensive support character. You should be right in the fray of the front lines because of your survivability and using your heals and buffs to help your teammates. It is possible for a paladin to be a pure offensive character like a warrior or a rogue, if they have good gear and a specialized talent spec. But warriors and rogues will always do a better job than you and by keeping them alive they can do damage in your place.

Healing and supporting

Healing in PVP is more than just watching health bars and spamming healing spells. You need to focus on your allies health, but you also need to focus on what your enemies are doing. If they start to focus on a specific player and gang up on him start chain healing Flash of Light, even when he still has high health. By the time you finish casting, his health will have dropped a good deal and the heal will save him. If the enemy isn't ganging up on one particular player but spread out over several stand in the middle of your group and cast heals on the one whose health is lowest.

Even though your party members will probably be dying more quickly and more often than in a raid, it is still important to buff your party when you have the chance. While waiting for the match to begin make sure to give your allies appropriate blessings. You will want to almost always give your melee characters Blessing of Might or Blessing of Kings if you don't mind spending money on reagents. Casters are limited because Blessing of Wisdom will rarely have time to be effective. Instead I've found it better to use Blessing of Light on them because they take higher amounts of damage. If one of your party members dies and rezes don't worry about buffing him until things have quieted down. Keep focusing on your healing. Also keep an aura up at all times. If your party is mostly heavy melee characters use Devotion or Retribution Aura, if it is mostly casters use Concentration Aura. If your group is on horseback running to help others or capture something Crusader Aura is wonderful.

Using your bubble and shields

The paladin class is unique because it is the only class in PVP that can make itself invulnerable for up to twelve seconds. During this time you can heal yourself and your comrades back up. You should always

save your shields as a last resort though for when you are very low on health or when the enemy all team up on you. If you have had to shield because you were low on health use this time to heal yourself back up. But if an ally is very close to death focus on saving him first then yourself. Also, don't spam both of your shields right after another. When the enemy sees that you have shielded yourself they will usually stop targeting you and leave to fight your friends. By the time your shield is down they will be busy with your friend and you can save your other shield for when you need it.

Dealing with CC.

One major aspect of PVP is being able to control your opponents. Mages polymorph, Druids use Cyclone and Warlocks use fear. If you are incapacitated you can't help out your team and then the enemy can take you out whenever they want. The simplest way to get around this is to use your PVP trinket to break out of them. But you can only use it once every two minutes. Fortunately nearly all crowd control will break if you take damage and paladins have a special trick for causing damage to themselves. If you cast Blessing of Sanctuary on one of your teammates you will take a little bit of damage every time they get hurt and usually it is

enough to break out of a crowd control spell. When using this tactic though keep in mind that the damage you will be taking for your friend can stack up quickly and kill you if you aren't careful. On the positive side you will be helping a friend stay alive longer.

Gear and talents.

When gearing up for PVP you should load up on Stamina, intellect and +healing gear. Stamina greatly helps with your survivability, but only if you get lots of it. And intellect and +healing give you the most from your healing spells. You will also want to consider putting your points in the healing talents of the Holy tree and the survival talents of the protection three. The standard Illumination/Divine Favor build is usually acceptable.

Battleground Tactics.

Warsong Gulch.

This is the first and most popular battleground out there. It is basic game of capture the flag where the first team to infiltrate the enemy base three times and take their banner back to their base wins. Warsong Gulch is divided into three different battle zones. Your base, which must be defended at all times. The front lines in the

middle of the battleground where most of the fighting will take place. And the enemy base where you will hack and slash through the defense to reach their flag. Each of these zones will require you to take a different role.

The base defense is usually held by classes that can cause havoc to the enemy. The only disruption ability you have is Hammer of Justice which can only be used once every minute so this is not a great place for you. If you stay here your best option of helping is to heal the defenders so they can last longer. Since most disrupters are usually warlocks and priests that fall fast extra healing is very useful.

The frontline between the two bases is where the majority of the battle takes place. It's important for your team to try and control the frontlines because when your team is trying to run the enemy flag back to their base they are incredibly vulnerable. By controlling the middle area and keeping the enemy on the defensive you can safely run the flag back to your base. When fighting on the frontlines you should still try to heal your allies, but in this area you can also engage in fighting the enemy yourself. You'll mostly be

fighting one on one or one or two fights here so the best strategy is to team up with another player and help them with their target.

The final team is the assault team that runs into the enemy's base and steals the flag. The defense here will either beat you down as hard as possible or immobilize you with stuns or fears. If you are in this group healing is once again a must, but there is one other role you must complete first. The moment the flag taker has stolen the flag he will run to the exit while the rest of you try to protect his escape. Your Blessing of Freedom ability is a real lifesaver since most of the enemies will try to stop him with stuns and roots. It will let him sprint ahead and get a head start.

Arathi Basin.

In an Arathi Basin match your team tries to gather a stockpile of resources by controlling up to five resource nodes. To win you have to defend the nodes you control and try to take other nodes away from the enemy. The basic strategy of this battleground is to not get greedy and spread yourself to thin. You can win by keeping control of only three nodes, but it is usually safest to aim for four. After you have captured a node keep a few people behind.

Two or three is usually sufficient and it is best if you have someone who can do lots of damage quickly. After leaving a defense force the rest of your group moves to other nodes until you have three captured. Now the remaining players split into two groups. One is a mobile defense force that can run to the captured nodes if they are attacked by the enemy. The other is a mobile assault force that tries to take away an enemy controlled node.

Starting off your team will want to capture the node closest to their base. If you are Alliance this would be the stables and if you are Horde it's the farm. Leave two or three people here, though a healer is usually not as necessary since these areas generally see less combat than the other nodes. Now your main group will split into two and try to take either the lumber mill, blacksmith shop or gold mine. Only take two of them though and leave a defensive group here. Now your remaining players are part of a mobile defensive squad that will run to one of your captured nodes when it comes under assault and try to assault a nearby node if the enemy is disorganized.

When playing in AB your best bet is to try and stay with either the second defensive groups or the mobile defensive groups. When in a second defensive group you need to try to heal your allies whenever the enemy shows up. Also try to dispel any magical debuffs and crowd control like Polymorph or DOTS. If the enemy does manage to make it to the node and tries to claim it disrupt them as soon as possible. Hammer of Justice and Holy Shock are great for this type of situation. If you are in the mobile defensive force always follow close to the leader so you can jump down and heal right away. There is very little you can do here offensively so try to be a support character. If you are protection specced though it will sometimes help if you charge into the enemies first. They will usually waste a few seconds trying to take you down which will give your allies time to knock them back.

Alterac Valley.

Alterac Valley is the largest and longest of the battlegrounds. The objective here is to drive into the heart of enemy territory and kill their general to win the match. Along the way you need to claim graveyards and towers to weaken the enemy forces at the base and to strengthen your own. But the strategies used in Alterac Valley change more often than in any other battleground. The

primary reason for this is that players can't join as a group and every match is essentially a pick up group. This means that unless you're lucky the leader of the group will usually not be able to give effective orders and more often than not the other players won't listen. Because this is the same for both sides of the game a well placed healer can literally be the deciding factor of who wins and who loses. When playing in AV you are at your most effective when guarding a graveyard before it is capped or healing tanks when they take down commanders.

The matches have currently evolved into a huge race with three fourths heading to the enemies main base and the remainder staying behind to guard their general. Both sides will usually start by going after the opposing side's captains, but this is an old tactic from when you could get extra rep for killing captains. It really has no merit besides slowing you down but you will almost always go kill them first. The captain fight is like a basic PVE boss battle so focus on healing the person main tanking them. Say in chat that you will heal and a warrior will usually step up to tank a lot faster. After that most battles will take place on either the north or south end of the Field of Strife. Players may cap a graveyard here but usually they will ride on to either the Frostwolf or

Stormpike Graveyards. If you are defending a graveyard try to disrupt enemies like you do in AB and put down rank one Consecration to unstealth rogues.

If you are lucky a few team players will stay behind to guard any graveyards you have captured while the rest move towards the enemy base. If there is no healer here you should stay and guard the base till it is capped. This will allow your team to start clearing out the enemy base faster. Move up and help the rest of the group take the relief hut and when that is capped start pulling the marshals or warmasters. It is really important that you focus on healing here like you would in a regular PVE fight because agro is important and many players are not organized enough to avoid taking damage.

When all of the marshals or warmasters are dead have your tank head inside and attack the enemy general. This is a very simple tank and spank fight where the only issue is dealing with agro. Focus once again on healing but if an enemy runs in to cause confusion stun them with Hammer of Justice so the others can take them down. Keep the majority of heals on the tank and if you are all fast enough you will win the game.

Eye of the Storm

Eye of the storm is an upgraded version of Arathi basin resource gathering and Warsong Gulch Flag capturing. In this battleground you win by earning two thousand points before the other team by capturing and holding towers and capturing a flag and bringing it to one of your towers. When you capture a tower you will start to gain points like you gain resources in AB. But if you capture more towers your points will go up exponentially. Controlling one tower will give you one point every two seconds and capturing two will give you two points every two seconds. But when you capture three you get five points per tick and if you have all four you get ten points per tick. You will also want to maintain towers because in the center of the field a flag will spawn and if your team can bring it back to their base they get extra points. If you control several towers you can go to the one with the fewest amount of enemies and take less risk. But you also gain an extra 25 points for each tower you control.

Most of the strategies you use in Arathi Basin and Warsong will come into play here. Your team will be divided into two separate groups, one for tower control and the other for flag control. The tower team should consist of at least ten people spread out

between the four towers. Each one should have about two to three guards depending on how many people are on the tower teams total. Guarding a tower here is especially important because you capture them faster when you have more people inside. If you can keep at least one person inside alive the enemy won't have a chance to capture it and your friends can run back from the graveyard. The flag team is a lot like the assault team from Warsong gulch. Four people should run to the center of the map and fight the other flag team for control. Try to put Blessing of Freedom the flag carrier when they run for a tower and disrupt the enemy carrier with Hammer of Justice or Avenging Shield.

Arenas

The arena focuses on straight up combat with no node capturing or flag running. There is no way to resurrect during an arena match and the first team to eliminate all opponents wins. Matches are very fast and brutal so teamwork and sticking to your assigned role is vital for your teams success. Fortunately, paladins are built for this type of situation. Taking the role as the indestructible supporter you will keep your teammates healed up and protected through out the fight.

2vs2 matches.

In this bracket your team will consist of yourself and hopefully a damage dealer. The paladins supporting abilities are a bit overkill though since you only need to focus on one person at a time. If the enemy attacks your friend you need to keep him healed, but if the enemy attacks you then focus on yourself. In the meantime your friend will do as much damage dealing as he can and hopefully he will take down one player so you can gang up together on the second one.

3vs3 matches.

This is a lot like 2vs2 matches, but you need to spread your attention to another teammate. But if you are a good healer it should be no trouble. If all three of the enemy focus on one teammate with an assist train chain heal him with flash of light as quickly as possible, and if he is in danger of dieing try to shield him with Blessing of Protection. If they spread themselves out to attack each of your teammates individually keep your heals on the ones who will die the fastest. This is mostly light armor classes or classes being targeted by very high DPS enemies. Sometimes all three people will come at you first to try and take you out. In this situation it is usually best to shield

yourself before you are stunned and incapacitated. This will also give your allies time to attack one foe and hopefully take him down.

5vs5 matches.

This is the most intense of the arenas because you have to keep four other peoples health up and watch out for five enemies. A major issue with this arena is the effectiveness of the assist train where all five teammates target one character and beat him down in seconds. If one of your teammates is targeted by an assist train you have to put all of your attention on them, but they also have to increase their survivability on their own. They will need to use abilities like Evasion, Ice Block, Fel Guard's Intercept and such in order to protect themselves. If you are ever the target of a train immediately use your shields so they will disperse to other characters.

WEAPON GUIDE

What Type Of Weapon To Use?



Paladins are able to use one and two handed axes, swords and maces as well as polearms(spears). Some classes like rouses get certain bonuses by using specific weapons like daggers or swords, but paladins are not limited by that restriction. An ax wielder can be just as good as a sword or mace wielder, so your choice will be determined exclusively by the stats and modifiers on the individual weapon. In general I have found that the itemization in the game leans towards maces having slightly less DPS then axes or Swords since other classes like priests and druids are able to use those. But this means that maces will often have stats that benefit your casting like +healing or intelligence. Classes like warriors or hunters won't have any use for these kind of stats and you will have less competition for them.

Two handed or one handed and shield?

This really isn't a choice since you need to use both in different situation. It all boils down to whether you want to cause damage, or avoid taking it. If you want to cause lots of damage then you will want a two handed weapon since they hit a lot harder. They also have a much lower swing speed which sounds bad but is actually a good thing. Attack power is very similar to spell damage since the slower your weapon speed the higher the percentage of AP you will use. Also Seal of Command and weapons with "Chance on Hit" modifiers will only proc a certain number of times per minute. SoC will proc seven times per minute so if your weapon has a low speed you will have a smaller chance of getting a proc then with a slow two hander.

Two handers are great for dealing damage but they offer no defense or damage reduction. One handed swords will cause less damage and only a few of them offer damage reduction abilities. But you will be able to equip a shield in your off hand which will add a great deal to your armor value as well as give you a chance to block an attack and

reduce damage. If you are ever called on to fight on the frontlines to tank or heal, survivability is worth much more then any damage you may be able to dish out.

What stats should I look for in a weapon?

Two handed weapons should be about raw damage output, stats and modifiers. When choosing a two handed weapon it is usually best to look at the minimum and maximum range of damage instead of DPS. If you are trying to melee you will most likely have Seal of Command which does damage based off of your weapons average damage. So to get the most out of it you want a weapon that hits really hard, even if it takes a long time to swing. (more about SoC in the combat section.) Another important factor to consider when choosing a weapon is what stats it has. If you are trying to do pure melee then Strength, Agility are your best friends. To a lesser extent Stamina is also very good. But you will often switch out your weapon for a different one and you will lose the boost, so it is better to get your stamina from armor.

One handed weapons do very little damage so when choosing one DPS is a low priority. Instead you will want to select modifiers that increase your survivability or

support abilities. The best thing you can have is +damage or healing modifier. Usually healing is better because it has higher values. In the lower levels though + healing is hard to come by or very low, so it is better to focus on Stamina and Intelligence instead.

EQUIPMENT

The quality of your equipment will determine how effective you are as a paladin. Since we are a hybrid class that doesn't specialize in one area, we need to rely on our gear to shift us in one direction or another. If you want to be a great healer your gear will need to primarily have intelligence and + healing. If you want to engage in melee you will need to get strength and crit gear. It would be nice if you could have gear that covers all of your stats, but then it would become overpowered so you will usually find gear that only has two or three stats at best. Some people try to split their gear between play styles by having half go to healing and the other half go to fighting. This is generally a bad idea because the game is designed to force you to have your gear go down a particular path. When you fight your enemy will have more strength then you and beat you down faster then you beat him down, and the benefits to your healing or spell damage will be too low to save you. To solve this most players keep different sets of gear with them that they can switch out for different situations. If you need a tank you pull out the plate and stamina gear. But if you need to heal you pull out your Int and healing gear. This is certainly not restricted to paladins alone.

Nearly every class has to go through this but after warriors paladins are probably the second most gear dependant class in the game.

If you want to be a melee damage dealer then your three most important stats are strength, stamina and melee critical strikes. You will also want to put in a few pieces of intelligence gear for extra mana and magic damage when you can find them for your seals.

If you are going for a holy warrior build that deals damage through seals and abilities then you will want as much spell damage as you possible can get. You will also want to load up on intelligence for a bigger mana pool and stamina for survivability. In the upcoming Burning Crusade expansion this type of build will become much more popular so you may want to start saving up those rare +damage drops.

If you are a pure healing character your priority stats are +healing, intelligence and mana regeneration. You can regen mana in two ways, either through spirit or through gear that gives mana every five seconds. Usually the man/5 seconds is better because spirit is a really weak stat and requires you to not be casting for it to work.

Plate, Mail, Leather Or Cloth?

In the game there is a hierarchy for armor. Cloth is the lowest and weakest, then leather, then mail and then plate. Generally you will want to wear the highest armor you can as a paladins because of the increase to your armor rating. Until level forty the highest armor a paladins can wear is mail, at which point they can learn to wear plate from a class trainer. Once problem is that except for class sets and a few special pieces, plate is usually only geared for melee warriors with stats like Strength, stamina and melee modifiers. If you want to be fully armed but still be a good healer or support character you are going to have to do a lot of searching and running through dungeons to get pieces that benefit things besides melee. This has led some paladins to exchange a few of their pieces for other armor types instead of plate.

Mail is just below plate and is the easiest to switch out. Since shamans are reliant on mail this is where you will get most of your spell damage modifiers like spell crit and healing. The more of a support character you are, the more pieces of mail you can get away with. As you level closer to sixty though the difference between the two becomes greater and you will be making a bigger sacrifice.

Leather will rarely have any stats that you will want that you couldn't get on plate. The only exception would be + Healing, but druids will need that more than you. The only time you should be wearing leather is in your first ten levels when mail is harder to come by.

Cloth is a really difficult choice. On one hand it offers you virtually no armor protection. But on the other it makes up for that with huge boosts to caster stats. The only time it is ever good to wear cloth is when you are primarily a healing based paladin in raids. In these situations armor is not worth very much but casting stats are, and since cloth has more opportunities for +healing then any other armor type it is actually a good idea to have some of these. But, you should still try to limit how many of these you wear at a time and make up for them by wearing more plate.

Equipment From 1 To 60

Level 1-15

Until about level fifteen nearly all of the equipment you have access to is either white quality or very weak green quality. There are also no blue quality weapons or mail items till this point either. But because you level up so quickly it would be a waste of money to get expensive blue items at this point.

Level 15-20

Thorbia's Gauntlets

(<http://www.thottbot.com/?i=5255>)

Lavishly Jeweled Ring

(<http://www.thottbot.com/?i=3512>)

Chausses of Westfall

(<http://www.thottbot.com/?i=2444>)

Smite's Mighty Hammer

(<http://www.thottbot.com/?i=4350>)

Prospector's Ax

(<http://www.thottbot.com/?i=6963>)

Level 20-25

Silverlaine's Family Seal

(<http://www.thottbot.com/?i=3749>)

Commanders Crest

(<http://www.thottbot.com/?i=39715>)

Algae Fists

<http://www.thottbot.com/?i=6152>

Shinning Silver Breastplate

<http://www.thottbot.com/?i=3502>

Killmaim

<http://www.thottbot.com/?i=7861>

Level 25-30

Strike of the Hydra

<http://www.thottbot.com/?i=12653>

Pugilist Bracers

<http://www.thottbot.com/?i=10658>

Girdle of Golem Strength

<http://www.thottbot.com/?i=3760>

Deathspeaker Scepter

<http://www.thottbot.com/?i=14142>

Stonefist Girdle

<http://www.thottbot.com/?i=3344>

Corpsemaker

<http://www.thottbot.com/?i=7786>

Level 30-35

Grubbis Paw

<http://www.thottbot.com/?i=10216>

Thermaplug's Left Arm

<http://www.thottbot.com/?i=7180>

Scarlet Chestpeice

<http://www.thottbot.com/?i=9337>

Archon Chestpeice

<http://www.thottbot.com/?i=6323>

Legguards of the Vault

<http://www.thottbot.com/?i=11432>

Level 35-40

Raging Berserker Helm

<http://www.thottbot.com/?i=3797>

Scarlet Leggings

<http://www.thottbot.com/?i=4441>

Herrod's Shoulder

<http://www.thottbot.com/?i=3612>

Hand of Righteousness

<http://www.thottbot.com/?i=7662>

Bonebighter

<http://www.thottbot.com/?i=5821>

Triune Amulet

<http://www.thottbot.com/?i=3205>

Level 40-45

Obsidian Greaves

<http://www.thottbot.com/?i=3546>

Carapace of Tuten'Kash

<http://www.thottbot.com/?i=5703>

Icemetal Barbute

<http://www.thottbot.com/?i=3520>

Golemshard Leggings

<http://www.thottbot.com/?i=3549>

Cragfist

<http://www.thottbot.com/?i=38817>

The Rockpounder

<http://www.thottbot.com/?i=5704>

Level 45-50

Big Bad Pauldrons

(<http://www.thottbot.com/?i=5226>)

Vice Grips

(<http://www.thottbot.com/?i=38543>)

Fist of Stone

(<http://www.thottbot.com/?i=38454>)

Atal'alarion's Tusk ring

(<http://www.thottbot.com/?i=8460>)

Gizlock's Hypertech Buckler

(<http://www.thottbot.com/?i=38455>)

Blackstone ring

(<http://www.thottbot.com/?i=38472>)

Princess Theradras Scepter

(<http://www.thottbot.com/?i=19591>)

Elemental Rockridge Leggings

(<http://www.thottbot.com/?i=38517>)

Runned Golem Shackles

(<http://www.thottbot.com/?i=19981>)

Level 50-55

Earthslag Shoulders

(<http://www.thottbot.com/?i=16246>)

Foreman's Head Protector

(<http://www.thottbot.com/?i=53256>)

Fists of Phalanx

(<http://www.thottbot.com/?i=7366>)

Lavacrest Leggings

(<http://www.thottbot.com/?i=7359>)

Libram of Truth

(<http://www.thottbot.com/?i=53173>)

Lavastone Hammer

(<http://www.thottbot.com/?i=53228>)

Spiderfang Carapace

(<http://www.thottbot.com/?i=17133>)

Entrenching boots

(<http://www.thottbot.com/?i=53292>)

Bloodclot Band

(<http://www.thottbot.com/?i=53284>)

Level 55-60

Plate of the Shaman King

(<http://www.thottbot.com/?i=5324>)

Rombeard Protector

(<http://www.thottbot.com/?i=10451>)

Archivist Cape

(<http://www.thottbot.com/?i=39029>)

Cloak of the Cosmos

(<http://www.thottbot.com/?i=35674>)

Tempest Talisman

(<http://www.thottbot.com/?i=35618>)

Diana's Pearl Necklace

(<http://www.thottbot.com/?i=53177>)

Tooth of Gnar

(<http://www.thottbot.com/?i=20126>)

Animated Chain Necklace

(<http://www.thottbot.com/?i=37252>)

Libram of Divinity

(<http://www.thottbot.com/?i=53616>)

Chitinous Plate Legguards

(<http://www.thottbot.com/?i=37189>)

Deathbone set

(<http://www.thottbot.com/?set=124>)

Energized Chestplate

(<http://www.thottbot.com/?i=35671>)

Band of Ruminatation

(<http://www.thottbot.com/?i=38657>)

Don Mauricio's Band of Domination

(<http://www.thottbot.com/?i=53190>)

Fist of Omokk

(<http://www.thottbot.com/?i=5127>)

The Hammer of Grace

(<http://www.thottbot.com/?i=4931>)

Hammer of the Grand Crusader

(<http://www.thottbot.com/?i=37263>)

Level 60+ Equipment

Paladin Weapons and Shields

60-62

Heart Fire Warhammer

(<http://www.thottbot.com/i24094>)

Hellreaver

(<http://www.thottbot.com/?i=55737>)

Footman's Longsword

(<http://www.thottbot.com/?i=54621>)

Diamond Core Sledgemace

(<http://www.thottbot.com/?i=56165>)

Coilfang Hammer of Renewal

(<http://www.thottbot.com/?i=57109>)

Petrified Lichen Guard

(<http://www.thottbot.com/?i=54832>)

63-64

Hatebringer

(<http://www.thottbot.com/i24461>)

Scimitar of the Nexus Stalkers

(<http://www.thottbot.com/i25952>)

Shaarde the Greater

(<http://www.thottbot.com/i25944>)

Shaarde the Lesser

(<http://www.thottbot.com/i25964>)

Shield of the Void

(<http://www.thottbot.com/?i=57876>)

65-67

Lantresor's Warblade

(<http://www.thottbot.com/i25608>)

Crystalline Kopesh

(<http://www.thottbot.com/?i=57722>)

Mogor's Anointing Club

(<http://www.thottbot.com/i25759>)

Honed Voidaxe

(<http://www.thottbot.com/?i=57702>)

68-70

Terokk's Nightmace

(<http://www.thottbot.com/?i=58966>)

Torn Heart Axe of Battle

(<http://www.thottbot.com/i31062>)

Lightsworn Hammer

(<http://www.thottbot.com/i27538>)

Warmaul of Infused Light

(<http://www.thottbot.com/?i=59822>)

Gavel of Pure Light

(<http://www.thottbot.com/?i=54838>)

The Oath Keeper

(<http://www.thottbot.com/?i=58997>)

Draenei Honor Guard Shield

(<http://www.thottbot.com/?i=59164>)

Netherwing Defenders Shield

(<http://www.thottbot.com/?i=59209>)

Aegis of the Sunbird

(<http://www.thottbot.com/?i=59250>)

Stormshield of Renewal

(<http://www.thottbot.com/i27772>)

Relics and Librams

Librams are the paladin equivalent of a wand. They don't cause any damage but instead give you a small buff to one of your spells or abilities. The effects from librams are small and if you only use on you'll barely notice it. But you can switch them out during combat before using a spell with a macro like this.

```
/equip 'Libram of X';
```

```
/cast 'Flash of Light';
```

So the more librams you have the more well rounded your character will be. Librams also give their effects as soon as the spell is cast. So if you were to use the Librams of Saints Departed to increase the damage from

your Consecrate you could immediately switch to another Libram and the damage boost will stay. You can also do this with the Libram of Souls Redeemed.

Holy Librams

Libram of Souls Redeemed

<http://www.thottbot.com/i28592>

This Libram is very useful for when you have to heal characters that really need Blessing of light, like tanks. Make sure to switch it in when you cast BoL and switch in another Libram later

Libram of the Lightbringer

<http://www.thottbot.com/i28296>

This is the best Libram to use with Holy Light. Make sure you switch it in and out with a macro.

Libram of Justice

<http://www.thottbot.com/i28356>

This is only useful in PVP, and only when you heal.

Blessed Book of Nagrand

<http://www.thottbot.com/i25644>

This is one of the best Librams you can have for casting Flash of Light. It is probably one of the best healing Librams period.

Libram of Wracking

<http://www.thottbot.com/i28065>

This is a reward from a simple quest and only useful when you are going to be doing a lot of grinding against demons or undead.

Protection

Libram of Repentance

<http://www.thottbot.com/i29388>

This is a great Libram to use while tanking. It helps prevent damage and increases your threat.

Libram of Eternal Rest

<http://www.thottbot.com/i27917>

This is primarily for when you tank and need consecrate for extra threat, but it should also be used for the other times you need it.

Retribution

Libram of Righteous Power

<http://www.thottbot.com/i31033>

This is a nice buff for crusader strike, and comes from a simple quest. Definetly get it if you are a ret paladin.

Libram of Avengement

<http://www.thottbot.com/i27484>

This is probably the best Libram a Ret Paladin can get. Switch it in whenever you use Judgment.

Libram of Zeal

<http://www.thottbot.com/i27949>

This is not a very good Libram but can be useful if you do lots and lots of holy damage.

Libram of Saints Departed

<http://www.thottbot.com/i24386>

This is not a terribly useful Libram, but its one of the first ones you can get at level sixty.

Healing Armor

The majority of straight healing items that a paladins can use are either rings, trinkets or capes. Until level seventy you will find very few plate items that have +healing. But this is offset by the number of items that have +damage and healing together.

60-62

Heartblood Prayer Beads

(<http://www.thottbot.com/?i=55574>)

Band of Renewal

(<http://www.thottbot.com/?i=55575>)

Auslese's Light Channeler

(<http://www.thottbot.com/?i=56317>)

Holy Healing Band

(<http://www.thottbot.com/?i=56163>)

63-64

Cloak of Healing Rays

(<http://www.thottbot.com/?i=57444>)

Consortium Plated Legguards

(<http://www.thottbot.com/?i=58069>)

65-66

No healing items worth while.

67-70

Avian Cloak of Feathers

(<http://www.thottbot.com/?i=58519>)

Mask of Penance

(<http://www.thottbot.com/?i=59193>)

Breastplate of Many Graces

(<http://www.thottbot.com/?i=59291>)

Celestial Jewel Ring

(<http://www.thottbot.com/?i=58894>)

Scarab of the Infinite Cycle

(<http://www.thottbot.com/?i=59592>)

Keepers Ring of Piety

(<http://www.thottbot.com/?i=59221>)

Mantle of Vivification

(<http://www.thottbot.com/?i=58842>)

Choker of Fluid Thought

(<http://www.thottbot.com/?i=59585>)

Cosmic Lifeband

(<http://www.thottbot.com/?i=59678>)

Spell Damage Armor

60-62

Crimson Pendant of Clarity

(<http://www.thottbot.com/?i=55913>)

Golden Cenarion Greaves

(<http://www.thottbot.com/?i=56455>)

Gilded Crimson Chestplate

(<http://www.thottbot.com/?i=55551>)

Azureplate Greaves

(<http://www.thottbot.com/?i=56895>)

63-64

Studded Girdle of Virtue

(<http://www.thottbot.com/?i=57209>)

Luminous Pearls of Insight

(<http://www.thottbot.com/?i=56977>)

Necklace of Bloodied Feathers

(<http://www.thottbot.com/i31726>)

Truth Bearer Shouldergaurds

(<http://www.thottbot.com/?i=57448>)

Faith Bearer's Gauntlets

(<http://www.thottbot.com/i25942>)

65-66

Spell Slinger's Protector

(<http://www.thottbot.com/?i=57793>)

Cover of Righteous Fury

(<http://www.thottbot.com/?i=58639>)

Earthen Mark of Power

<http://www.thottbot.com/i25563>)

Leonine Breastplate

<http://www.thottbot.com/i31549>)

Uther's Ceremonial Warboots

<http://www.thottbot.com/?i=58946>)

Burning Blade Cultist Band

<http://www.thottbot.com/i25606>)

67-70

Ornate Boots of the Sanctified

<http://www.thottbot.com/i27884>)

Ornate leggings of the Venerated

<http://www.thottbot.com/?i=59797>)

Legplates of the Righteous

<http://www.thottbot.com/i27839>)

Spaulders of the Righteous

<http://www.thottbot.com/i27739>)

Breastplate of the Righteous

<http://www.thottbot.com/i28203>)

Gauntlets of the Righteous

<http://www.thottbot.com/i27535>)

Helm of the Righteous

<http://www.thottbot.com/i28285>)

Breastplate of Righteous Furry

<http://www.thottbot.com/i28337>)

Melee Armor

60-62

Tenacious Defender

<http://www.thottbot.com/i24091>)

Battlemaster's Breastplate

<http://www.thottbot.com/i31720>)

Jade Warrior Pauldrons

<http://www.thottbot.com/?i=55898>)

Unscarred Breastplate

<http://www.thottbot.com/i24363>)

Perfectly Balanced Cape

<http://www.thottbot.com/?i=55979>)

63-64

Greaves of the Iron Guardian

<http://www.thottbot.com/i24456>)

Nexus Bracers of Vigor

<http://www.thottbot.com/?i=58020>)

65-66

Durotan's Battle Harness

<http://www.thottbot.com/i27427>)

67-70

Deathforge Girdle

<http://www.thottbot.com/i27985>)

Chestplate of A'dal

<http://www.thottbot.com/i30258>)

Sha'tari Wrought Greaves

<http://www.thottbot.com/?i=59335>)

Overlords Helmet of Second Sight

<http://www.thottbot.com/i31105>)

Rubium War Girdle

<http://www.thottbot.com/?i=59677>)

Gauntlets of Cruel Intention

<http://www.thottbot.com/i28324>)

Tanking Armor

60-62

IronBlade Gauntlets

(<http://www.thottbot.com/?i=56546>)

Ironsole Clompers

(<http://www.thottbot.com/?i=55736>)

Bogstrok Scale Cloak

(<http://www.thottbot.com/i24379>)

63-64

Greaves of the Iron Guardian

(<http://www.thottbot.com/i24456>)

Nomad's Woven Cloak

(<http://www.thottbot.com/?i=57544>)

Pauldrons' of Brute Force

(<http://www.thottbot.com/i24463>)

65-66

Blackened Chestplate

(<http://www.thottbot.com/?i=58364>)

Warchief's Mantle

(<http://www.thottbot.com/?i=58686>)

Flesh Beast's Metal Greaves

(<http://www.thottbot.com/i29325>)

Iron Band of the Unbreakable

(<http://www.thottbot.com/?i=58576>)

Breastplate of the Warbringer

(<http://www.thottbot.com/?i=57752>)

67-70

Legguards of the Resolute Defender

(<http://www.thottbot.com/?i=58354>)

Burnoose of Shifting Ages

(<http://www.thottbot.com/?i=59676>)

Andormu's Tear

(<http://www.thottbot.com/i29323>)

Greathelm of the Unbreakable

(<http://www.thottbot.com/i27520>)

Medallion of the valiant Guardian

(<http://www.thottbot.com/?i=58844>)

Tatia's Self Correcting Gauntlets

(<http://www.thottbot.com/?i=59694>)

Myrmidon's Headdress

(<http://www.thottbot.com/i28180>)

Lightwarden's Girdle

(<http://www.thottbot.com/i30371>)

Class Sets

Lightforge

The Lightforge set was created when the game first came out, and since then many more useful armor pieces have come out. It's still a good option for a paladin. But the only reason that this set is still sought after is because of the set bonuses and because it can be upgraded to Soulforge.

Lightforge Belt

(<http://www.thottbot.com/?i=23553>)

Lightforge Boots

(<http://www.thottbot.com/?i=22033>)

Lightforge Bracers

(<http://www.thottbot.com/?i=19651>)

Lightforge Breastplate

(<http://www.thottbot.com/?i=20823>)

Lightforge Gauntlets

(<http://www.thottbot.com/?i=19662>)

Lightforge Helm

(<http://www.thottbot.com/?i=23747>)

Lightforge Legplates

(<http://www.thottbot.com/?i=19639>)

Lightforge Spaulders

(<http://www.thottbot.com/?i=20574>)

Soulforge

The Soulforge set is designed for those who can't spend time raiding major instances like Molten Core. It takes your old Lightforge pieces and through a series of quests upgrades them to much better pieces. Its primary benefit is an increase in spell damage and healing where Lightforge had none.

Soulforge Belt

(<http://www.thottbot.com/?i=53174>)

Soulforge boots

(<http://www.thottbot.com/?i=53179>)

Soulforge Bracers

(<http://www.thottbot.com/?i=53180>)

Soulforge Breastplate

(<http://www.thottbot.com/?i=53181>)

Soulforge Gauntlets

(<http://www.thottbot.com/?i=53175>)

Soulforge Helm

(<http://www.thottbot.com/?i=53182>)

Soulforge Legplates

(<http://www.thottbot.com/?i=53183>)

Soulforge Spaulders

(<http://www.thottbot.com/?i=53184>)

Lawbringer

The Lawbringer set requires multiple forays into Molten Core to complete. It is primarily focused on healing and mana regeneration making it great for raiding. But I would save some other dungeon blues with offensive power for when you want to solo things.

Lawbringer Belt

(<http://www.thottbot.com/?i=27084>)

Lawbringer Boots

(<http://www.thottbot.com/?i=27445>)

Lawbringer Bracers

(<http://www.thottbot.com/?i=26863>)

Lawbringer Chestguard

(<http://www.thottbot.com/?i=37720>)

Lawbringer Gauntlets

(<http://www.thottbot.com/?i=28178>)

Lawbringer Helm

(<http://www.thottbot.com/?i=28234>)

Lawbringer Legplates

(<http://www.thottbot.com/?i=36347>)

Lawbringer Spaulders

(<http://www.thottbot.com/?i=37730>)

Freethinker

The Freethinker set is obtained through several quests in Zul'Gurub. Some of the pieces like the breastplate and belt are easy to obtain and have very good stats. But over all it is a hard set to complete because of the high reputation and hard to get pieces needed. While they may be better then loot from the five man dungeons, they will easily be replaced by Molten Core armor.

Zandalar Freethinker's Armguard

(<http://www.thottbot.com/?i=51629>)

Zandalar Freethinker's Belt

(<http://www.thottbot.com/?i=51586>)

Zandalar Freethinker's Breastplate

(<http://www.thottbot.com/?i=51411>)

Hero's Brand

(<http://www.thottbot.com/?i=51912>)

Gri'lek's Charm of Valor

(<http://www.thottbot.com/?i=51982>)

Judgment

The Judgment set is much better because it includes spell damage as well as healing. It is still meant to be a healing set, but it includes enough melee stats to let you do some moderate DPS.

Judgment Belt

(<http://www.thottbot.com/?i=27163>)

Judgment Bindings

(<http://www.thottbot.com/?i=27492>)

Judgment Breastplate

(<http://www.thottbot.com/?i=37867>)

Judgment Crown

(<http://www.thottbot.com/?i=27290>)

Judgment Gauntlets

(<http://www.thottbot.com/?i=37889>)

Judgment Legplates

(<http://www.thottbot.com/?i=37869>)

Judgment Sabatons

(<http://www.thottbot.com/?i=27927>)

Judgment Spaulders

(<http://www.thottbot.com/?i=37868>)

Avenger

The Avenger set comes from the Ahn'Qiraj raid dungeon and is very hard hitting set, balanced around both magic and melee damage dealing. It is the first set to use the Token system to create set pieces instead of having them drop directly from bosses. But it will still take a long time to create since you have to get a very high reputation with the Brood of Nozdormu.

Avenger's Breastplate

(<http://www.thottbot.com/?i=52871>)

Avenger's Crown

(<http://www.thottbot.com/?i=52869>)

Avenger's Greaves

(<http://www.thottbot.com/?i=52872>)

Avenger's Legguards

(<http://www.thottbot.com/?i=52873>)

Avenger's Pauldrons

(<http://www.thottbot.com/?i=52870>)

Ring of Redemption

(<http://www.thottbot.com/?i=53805>)

Redemption

The redemption set is focused entirely on healing, and spell critical strikes. It is designed around the Illumination/Divine Favor talent build making it the only set centered around a specific talent spec. Because it comes from Naxxramas though it is insanely hard to get so unless you are in a high end raiding guild don't worry about this set.

Redemption Boots

(<http://www.thottbot.com/?i=53793>)

Redemption Girdle

(<http://www.thottbot.com/?i=53795>)

Redemption Handguards

(<http://www.thottbot.com/?i=53794>)

Redemption Headpiece

(<http://www.thottbot.com/?i=53801>)

Redemption Legguards

(<http://www.thottbot.com/?i=53802>)

Redemption Spaulders

(<http://www.thottbot.com/?i=53803>)

Redemption Tunic

(<http://www.thottbot.com/?i=53804>)

Redemption Wristguards

(<http://www.thottbot.com/?i=53783>)

MACROS AND ADDONS

Macros



Macros are small user created programs that let you condense several actions into one button. A macro is basically a list of instructions for your computer to complete one after another so you don't have to click several buttons with your mouse or change your targets. Macros typically follow the following format.

`/command [target or option] action1;
[target or option] action2; ect.`

You can have as many separate actions as you want, but the text field will only hold a set amount of characters so there are limits. You must also be very careful that everything in your macro is spelled correctly or in the right format. The computer can only work if you give it specific instructions and can't read your mind if you have made a mistake. The command section will usually be either `/cast` which casts a single spell. `/castsequence` which will cast a sequence of spells each time you click the button. Or `/use` which will use an item or special ability from a piece of equipment. Target and option will direct the macro to the person that will be receiving the

effect. Option helps narrow down the list of people so you can specify when and on who the macro is used. `[combat]` will only execute the macro when you are in combat. `[harm]` will execute when the target is an enemy. The Target part of this section tells the macro specifically which person or enemy to target. `[target=player]` will target yourself while `[target=mouseover]` will target the person that your mouse cursor is hovering over. (It must be hovering over their portrait in the party window, not their actual character.) The final part of the macro is the actual action. Type in the name of the ability, spell or item you want to use and it will execute it. If you are using several abilities you need to separate them with a `,"` symbol without the quotation marks. If you are trying to separate specific actions from each other you would use `;"` but that is more complicated.

To create a macro type `/macro` in your chat bar to bring up the macro menu then select "new". Next pick the icon that you will click whenever you want to use it and give it a descriptive name. The rest of the creation process requires you to fill in the text box with commands. Here are a few helpful ones for you to copy down.

Cleansing macro (Decursive replacement)

This will be your most important macro in raids and large groups. For a long time palies, priest and druids relied on a mod called Decursive to help purify a raid group of debuffs. But in the 2.0.1 patch Blizzard changed the UI code so auto select programs like Decursive would no longer work. The felt that this was automating too much and removing the challenge from the game. To replace it the community came up with the following macro.

```
/cast [target=mouseover] Cleanse
```

Cleansing fights are still rather hard and require much more organization, but they are still very doable. First, each decurser in your raid will need to have specific targets and stick with them. And second, all of your targets will need to stay close to you if they can so they will be in range of your spells. If they run away and break formation they will most likely die.

Holy Hammer

This macro lets you quickly move through the steps of judging an enemy for Crusader and then buffing yourself with SoC (or SoR) to increase your holy damage. Put an Exorcism at the end for extra holy damage.

```
/castsequence Seal of the Crusader,  
Judgment, Seal of Command, Exorcism
```

Stunning Judgment

This is designed to work with Judgment of Command against an enemy you have stunned with Hammer of Justice. This macro assumes that you have Seal of Command already active. But if you want to you can place Seal of Command, right before Hammer of Justice.

```
/castsequence Hammer of Justice,  
Judgment, Seal of Command
```

Bubble Heal

This lets you bubble yourself and then cast several healing spells with only a few clicks of one button. It is very useful for saving yourself when your about to die.

```
/castsequence [target=player] Divine  
Shield, Holy Light, Holy Light, Holy Light
```

Bubble Bandage

This is similar to the bubble heal except it uses a bandage to restore HP. You can switch Heavy Runecloth Bandage for any other type of bandage you may have, just make sure you spell it right.

```
/castsequence [target=player] Divine  
Shield, Heavy Runecloth Bandage
```


Basic Healing macro

This is a very simple macro that helps with healing in large groups. It uses the "mouseover" targeting system so if you want to use it you will need to move your mouse over the character portrait of the character you want to heal before it will activate.

```
/cast [target=mouseover] Holy light  
or  
/cast [target=mouseover] Flash of Light
```

Addons

One of the things that sets this game apart from other MMOs is that Blizzard actively encourages players to use third party programs with their games. In short, Mods and addons help you legally manipulate the game to your advantage. They can either change the interface so you only have to deal with important information, or help automate and simplify some of the more difficult tasks you'll encounter.

To install an addon first download it to your computer. From there you must extract it to your Addons file which can usually be found in /c:program files/World of Warcraft/interface/Addons. From here you will have to log into the game and at the

character select screen look for the small Addons button in the lower left side. Click on it to open up the addons menu and put a checkmark on the mod you wish to activate.

CT Raid

<http://www.ctmod.net/>

This is absolutely mandatory for anyone that wants to raid. It gives you information on all of your raid members including their current HP and any debuffs they may have. Since you are going to be playing a support role it is vital to have this installed. It also has several other uses like mail management and coordinate system for your map.

Decursive

<http://wow.curse-gaming.com/en/files/details/427/decursive/>

Decursive was an essential mod for raiding paladins and other support classes because it was such a help with removing debuffs. It would automatically target a nearby player with a debuff and then cast Cleanse or some other decursing spell to remove it. It was rendered inoperative in the 2.0.1 patch so players must now use a macro

to decurse their friends. I am only listing this here so that people who have come to rely on this mod will be directed to the macro that replaces it at the top of the macro section.

KLHThreatMeter

<http://wow.curse-gaming.com/en/files/details/4204/klhthreatmeter/>

This is a very useful mod that displays the threat level for every member of a raid. If you see you are gaining too much threat from healing or other activities you will know when to back off or when to go all the way out. The only problem with this is that it only works with people who also have it. So unless all of your raid uses it, it won't be effective.

Theorycraft

<http://wow.curse-gaming.com/en/files/details/5360/theorycraft-2/>

This mod changes your tool tips to display how much damage or healing you do. It takes into account all of your modifiers like +healing or strength as well as things like +crit to show the average amount of damage or healing you will do.

StunAlert

<http://wow.curse-gaming.com/en/files/details/2019/stunalert/>

This mod will display a large "Target Stunned" message on your screen whenever you have stunned the enemy. It is primarily written to help you time Judgment of Command so you can do extra damage. Great for leveling and solo content as well as PVP.

Outfitter

<http://wow.curse-gaming.com/en/files/details/4784/outfitter/>

This mod lets you switch out different pieces of armor with one or two button clicks. It is great for when you need to switch gear for a specific role like healing or DPSing, or when you need to put on all of your resist gear.

Whispercast.

<http://wow.curse-gaming.com/en/files/details/295/whispercast/>

This mod helps automate buffing and other support roles in group situations. It is especially good in raids when you have a lot of people to keep track of. What it does is automatically cast a spell on a person when they whisper its name to you. If they need

"Blessing of Might" they would whisper Might to you. If they needed to be cleansed they would whisper Cleanse to you. Because of the 2.0.1 patch this will only be usable out of combat.

PallyPower

<http://wow.curse-gaming.com/en/files/details/3738/pallypower/>

For a long time I used a mod called Buff Ahoy! in raids and groups, but its creator has stopped updating it for the time being so I moved to this mod instead. It works very similarly to Buff Ahoy! by helping you manage reapplying buffs. It lets you buff every member of a raid with a specific buff, usually with only one button. It also includes a timer that will tell you when your buffs are about to expire.

Healbot

<http://wow.curse-gaming.com/en/files/details/1048/healbot/>

This mod helps a great deal when healing for a raid. It alerts you when a party member's health has dropped below a certain percentage and helps you choose what rank of healing spell to use on them. Definitely worth a download.

HealTargetTarget

<http://wow.curse-gaming.com/en/files/details/3038/healtargettarget/>

This is a simple mod that lets keep targeting an enemy and heal the person it is targeting. It is great for boss fights but also really useful in PVP.

HolyHope

<http://wow.curse-gaming.com/en/files/details/5063/holyhope/>

This mod gives you an extra button dial that displays all of your useful paladin abilities. It helps you time which seals, judgments and blessings to use as well as several other useful functions like mounting and rezzing.

LEVELING GUIDE

When you first start out the majority of your exp will come from quests. So try to fill your log with as many quests as you can. But don't always take the ones that require you to visit a dungeon or kill an elite. These take organization so you won't get to them right away and they'll just sit in your quest log taking up space for other quests. Around halfway to level sixty though quests begin to slack off in terms of experience and you will be forced to do a lot of grinding.

When grinding, or killing mobs repeatedly for exp, always pick your targets carefully. One of the best things to do is try to pick mobs that give some type of reputation gains when killed. You generally don't see these until higher levels, but that's when you'll be doing most of your grinding anyway. Another good idea is to grind on mobs that bring in the most cash. Humanoids drop money and cloth and have a slightly higher chance of dropping green armor and weapons. Beasts will only drop animal parts that don't sell for much. But if you are a skinner you can make money that way, especially off of rugged leather.

Also, paladins are best suited for fighting undead and demon mobs. The primary reason for this is your Exorcism spell because it can be used as a pulling tool and gives you some much needed damage. And at higher levels you can also use your Holy Wrath spell for extra damage. Another good reason is that undead rely on diseasing their foe which you can Cleanse away. Unfortunately undead mobs are somewhat rare in the lower and mid levels except in Horde territory which you'll want to avoid.

You must also use the Rest System to your advantage. It can double the amount of EXP you get so always try to log out at an inn. When I got to level fifty with my paladin I typically let him rest up till he had a full health bar and went and leveled up some of my lower level alts in the mean time. It took more days to reach sixty, but I spent fewer hours grinding.

Finally, many of the areas that I advise you to level in are hard to find unless you have been there before. Here is an atlas site to help you find your way around.

<http://www.worldofwar.net/cartography/worldmap/index.php>

Level 1-5

If you are a human you will start out in Elwyn Forest at Northshire Abbey. Head to the guard with a yellow exclamation mark over his head and get your first quest. Other people around the Abby will give you quests as well the more you level up. You'll be able to finish up all the quests here and reach level five in about one hour so wave goodbye and head through the gates to Goldshire.

If you are a dwarf you'll start out at Coldridge Vally in Dun Morog. Like with the human starting zone get your quests from the locals and explore till you reach level five. Now head north east and travel through the tunnel to reach Kharnos.

If you are a Draenei you will start out by waking up from an escape pod in Azuremyst Isle. Head down to the main wreckage of the ship at Amman Vale and load up on quests. At about level six or when you have run out of quests head west till you find a road leading to the main part of the island.

level seven head to the Eastvale Logging Camp in the east along the road. There are several more quests here to complete that will get you to level nine. Now head all the way west to get some quests from the western guard tower. Once you are done killing gnolls head along the road and cross over into Westfall.

If you are a dwarf load up on quests from the people inside the inn and head out. Dun Morogh is more spread out so if you want to complete all your quests you will need to go to Steelgrille Depot in the north, Brewnall Village in the west and the two guard towers in the east.

If you are a Draenei follow the Road until you get to Azure Watch. Set your Hearthstone here and accept the available quests. When you reach level seven head down to Odesyus Landing in the south and take the quests here. When those are done head back to Azure Watch and get new quests that will take you to level ten. At this point you will have a quest that takes you to Stilpine Hold which will be your next big quest hub.

Level 5-10

If you are a human get more quests from the locals in Goldshire and head out to complete them. They will send you to the two nearby mines and farms. When you reach

Level 10-15.

If you are a human, head deeper into Westfall. Visit the nearby farms to get a few quests from the farmers and then head south to Sentinel Hill. Get more quests and head out to kill Defias mobs.

If you are a Dwarf go through the southern eastern guard tower and into Lock Modan. Because this zone is thin and long it is more efficient to finish all the quests in the bottom half first. Be sure to check inside the guard towers as well since there are a few quest givers hidden inside. Once you have finished up here head north along the road until you reach Theslmar.

If you are a Draenei finish up the quests in Stillpine Hold and when those are done head north from Azuremyst to Bloodmyst. Go through Kessels Crossing and head north to Blood Watch. Reset your Hearthstone and fill up on quests here till level 15.

Level 15-20.

If you are human its time to finish up Westfal. Most of your quests will now have you going into the south part of the zone until you are level seventeen. Be sure to visit the lighthouse along the cost to the far south for some extra quests. One of your quests

will take you to Lakeshire in the Redridge Mountains east of the Eastvile Logging camp and you can level up here while you're at it. Most of the quests here are post level twenty but there are a few from the guards for the beginning of the zone.

If you are a dwarf take all the quests you can in Theslmar and head out to complete them. You will also want to head to the north guard tower and the hunting lodge in the south east for a few more. At about level eighteen the loch will run dry on quests so head out to Redridge as well.

If you are a Draenei keep grinding on the quests from Blood Watch until about level 18. Nearly all of them will be given in Blood Watch, but there are a few on Wyrmscar Island in the North East. When you have done those head to Auberdine and take the ship there to Menthel Harbor. Run east along the road and follow it to Loch Modan. Keep following the road until you reach Ironforge and take the tram to Stormwind. From this point on follow the human portion of the guide.

Level 20-25.

At level twenty leveling gets much easier because you get your Exorcism spell and can start grinding against undead. Dwarf and humans will now be leveling in the same areas so I won't be giving them their own individual sections. For the next ten levels you will be leveling in Duskwood which is thankfully a haven for undead mobs. Start off by getting quests in Darkshire, then go south to the Tranquil Gardens Cemetery and start killing the skeletons there. At level twenty three you can move on to Raven Hill Cemetery. It's a long walk there though from Darkshire I usually take the gryphon over to Sentinel Hill and head east across the river. Once at the cemetery start grinding on the skeletons in the southern half. At level twenty four and five you can move north and start grinding on the ghoul type undead.

Level 25-30

Continue to grind on the ghouls till level twenty seven then move up the hill towards the large house and the crypt and grind on the undead up there. While there watch out for an elite undead called Mor'Ladim that patrols the hill. If he attacks bubble and run away because there is no way for you to win

against him. Eventually work your way down into the crypt and grind on the undead inside. At level twenty eight head back to Duskwood and go to Manor Mistmantle in the north east. There are plenty of ghoul types here to grind on but be careful about the house nearby since the owner is too high level to beat and has a nasty curse.

Level 30-35

At level thirty bid your friends in Duskwood goodbye and hop a boat to Kalimdor. I recommend taking the one from Booty Bay since it will take you directly to the Barrens. Once in the Barrens head west along the road towards the Stonetalon Mountains. This is very deep in Horde territory though so if you are on a PVP server avoid the roads and cut south through the prairie. Once in the Stonetalon mountains follow the road north until you reach Mirkfallen Lake. Head west a ways and then go south through the Charred Vale. Once you are through here go a little more south and then east to find the Alliance camp at Nijel's Point.

Now that you've reached your destination its time to start leveling. Go east towards the Satyr stronghold of Sargerion and grind on the demons there. By level thirty three you

will have pretty much exhausted this area so you will now have to grind on regular mobs. There are some good places like Thunder Ax Fortress to the west or the centaur camps to the south. I personally went and leveled in Stranglethorn Vale and the Arathi Highlands for a bit until I hit level thirty five.

Level 35-40

At about level thirty five or six you can safely begin to kill the demons in the north part of Mannoroc Coven far to the south. At level thirty eight you can grind in any part of the Coven, especially the southern ruins where there are more mobs. At this point though I preferred grinding in the Valley of Bones to the east because the undead were more plentiful and didn't have as many dangerous abilities. By alternating between these two places you can easily get to level forty.

Level 40-45

At level forty the undead and demons dry up so you will have to level off of regular mobs in other zones. There are several options like Feralas, Dustwallow Marsh or the badlands. But I chose Stranglethorn Vale

because it was a port city. You can get a lot of quests from the inn and most of them are right outside of town. When you hit level forty two hop the boat over to Kalimdor and head to Tanaris. Head to Gadgetzan and base yourself there. Now head out and kill the hyenas, scorpions and basilisks outside the city gates for another level. By now you should be level forty three and can start taking on the Wastewander bandits to the south east. These are particularly worth grinding on because they drop water pouches that can be traded to an NPC in Gadgetzan for free food, potions and scrolls.

Level 45-50

Now its time to head back to Kalimdor and north to Azshara. At the western entrance are several camps of Banshee type undead for you to grind on till about level forty eight. An important thing to note about this area though is that there is no inn at this zone to rest in. The nearest one is in Ashenvale so you will have to run all the way there through horde territory. Continue leveling until level forty eight. At this point head up to Felwood through Ashenvale and stop when you find the Emerald Circle base camp. A little off to the left is a camp of Deadwood Furbolgs. Killing these creatures gives

Timbermaw Hold reputation which is necessary to gain access to the tunnel to Moonglade and Winterspring. You will only have to kill enough to get to unfriendly with them before they will let you through the tunnel and be then you should have reached level forty nine. From here head north along the road and then go west to find the Jadenfire Glen. There are loads of Satyr type demons to level on here, though many try to stay in packs and will all come at once if you pull incorrectly. If you have exhausted this area you can move further north to the Ruins of Constelas and Jadenfire Run if you feel particularly daring.

Level 50-55

At level fifty one, give one last wave to Kalimdor and head to northern Azeroth. Start by heading to the Western Plaguelands and basing yourself at Chilwind Camp. You can head east along the road to Sorrow Hill and grind on the undead mobs there, but this is a popular area since it is so close by and usually over crowded. I preferred to grind in Felstone Field, even though it was farther away in the north. At level fifty three you can move east and south to the next farm, the Writhing Haunt. Grind on the zombies and skeletons until level fifty five.

Level 55-60

Now take the road east and head towards the Eastern Plaguelands. Keep following the road until you near an abandoned town Called Corwin's Crossing. You will be grinding against the undead skeletons and banshees here till level fifty seven, but first go around and keep heading east till you get to Lights Hope Chapel. After you have established a base there and loaded up on quests head back to Corwin's Crossing. For your final three levels head west and then north of Lights Hope Chapel to reach the Brownman Lumber mill. Level on the Ghouls, Skeletons but avoid the banshees because they can silence you. At level fifty nine you can start to move up the nearby hill and take on the harder monsters there.

After enough grinding you will have finally reached level sixty. Congratulations!

Leveling 60-70.

The ten levels you spend in Outland are very different from your previous ten. The biggest change is that you don't have to grind as much and most of your experience will come from quests. Each zone has at least

five different quest hubs, some in very remote or hidden locations. So it's advised that you install CTmap from CTmod in the addon section since I use its coordinate system.

Level 60-62

When you first exit the Dark Portal head left and hop a gryphon to Honor Hold. Once there head south through the gates, and then either head west or east. In each of these directions are quest hubs inside broken down watchtowers. The one in the east is probably a little easier at this point so I would head that way. After each hub is exhausted head south to Expedition Point. Load up on quests here but leave the ones that require gryphon riding for last since they take you far away. Once you've finished head back to Honor Hold. Since your reputation with them has risen there will be more quests available with quest givers in the courtyard, inn and keep.

By this point you should either be level 61 or be very close to it so head west to the Temple of Telhamat at 23, 39. After finishing the few quests here you will be directed to the Ruins of Sha'Naar at 14, 58. Look inside the tents here for a hidden quest giver and after finishing up with him head back to the temple. Now head south and west along the

road until you find a small camp of druids. Most of the quests here require you to fight several elites so get in a good group until they are all competed, but doing so nets you a new libram. By this point you should be very close to level 62 so wave Helfire Peninsula goodbye and head west to Zangarmarsh.

Level 62-63

You will only be spending a little bit of time here in Zangarmarsh. Start by loading up on quests at Cenarion Refuge at 78, 65. Nearly all of them will keep you in the eastern part of the marsh but there are much better quest opportunities at the Draenei base further north. Once you have finished up the easy quests here head north up the road to Telredor at 66, 50. Ride the elevator to the top and load up on all the quest here. There are so many you will definitely want to set your hearthstone here and once you're finished you should be very close to level sixty three.

Head west across the zone till you find a small Cenarion outpost. There is only one quest giver here, but she directs you to an area that raises your rep with Sporegggar. Kill the giants and collect spore pods until you reach friendly with Sporegggar and there head to their main town for a few more quests. I personally found little use for

Sporegggar so if you are past 63 already you can skip this part. What ever your decision, head next to Orebor Harborage at 22, 64. When you have finished up the few quests here you should definitely be over 63 and can leave the marsh.

Level 63-65

Follow the road south from Telredor until you enter the Terokkar forest. Keep following the road until you reach Shattrath city. Go inside and look around but there are very few quests here except for a few in Lower City. Your main quest hub for this zone is Allerian Stronghold at 55, 56 so you should put your hearth point there. When you are finished up with the quests here head into the dead grey area around Auchindoun to the refuge camp at 39, 50. Once you are finished with the five or six quests here you should be very close to 64, so to finish it out you should grind for a little bit on reputation mobs for either the Scryers or Aldor in Shattrath city. If you are going for the Scryers go to Firewing point at 70, 36 and kill Firewing mobs for Firewing Signets. Avoid the Bloodwarders though since the have an annoying mana drain ability. If you are going for the Aldor go to the Shadow Tomb at 31, 53 and kill Cabalists for Mark's

of Kil'Jaedin. If you don't want to turn in your signets or marks you can always sell them on the Auction house for one gold a piece.

Level 65-66

Head west along the dead zone of Auchindoun until you leave Terrokkar forest and enter the grasslands of Nagrand. Follow the road west until you reach the alliance town of Telaar at 53, 70. There are lots of quests here but ignore the one that sends you to the Throne of Elements for now. Pay special attention to the ones that have you killing ogres, they lead to a long chain with a good blue reward. After you have done about ten quests here head along the road towards the north west until you reach Nessingwary's Saffari at 71, 41. He wants you to kill mobs found all over Nagrand so it's best to get the quest early. From here head to the Throne of Elements at 66, 22. The shamans and elementals here will give you several more quests, including a very "Interesting" one. You should have leveled up by now so head back to Telaar and get more quests. When you have finished these you will be pretty much done with this zone so now its time to head to the Blade Edge Mountains.

Level 66-68

To reach the Blade Edge Mountains head to Zangarmarsh and go north through one of the tunnels to the mountains. If you go through the one at Orberer Harbor you will be able to get a quick quest to kill some spiders along the way. After going through the cave follow the road north and east until you go up a hill and come across a gnome encampment called Toshley's Station at 59, 68. Set your Hearthstone here and take all of the quests. What is interesting about this location is that the big machine in the center will hurl you to different areas with more quests. After you have finished up the quests here talk to the mechanic to be flung to Sylvanaar at 37, 66. This Night Elf outpost has lots of quests and an inn, so reset your Hearthstone and make this your new base. After you have finished up here head back across the stone bridge to Toshleys station and use the launching machine to fling you to Evergrove at 61, 39. This is your final quest hub in Blade Edge and has the most quests of the three, but unfortunately it doesn't have an inn. The best solution is to keep your hearthpoint at Toshly's station and fly over there with the machine. When you reach level 68 leave any remaining quests here and head north and east to enter Netherstorm.

Level 68-69

Netherstorm is a unique zone and absolutely loaded with quests. Start by exiting from Blade Edge and head southwest along the road to Area 52 at 32, 67. If you have any green quests left over from other zones get rid of them and get more from all of the goblins. I wouldn't recommend taking the quests from the Scryer or Aldor NPCs in the inn though since they are out of the way and are part of a long chain. When you have finished the other Area 52 quests then take the Aldor or Scryer quest chains. When one of them sends you to Manaforge Coruu take a break and go east to Kirrin Var village. Many of the NPCs here will give you quests that have you killing the same mobs around the manaforge so you can save time by doing both at once. When you have done all the easy ones head up to Eco Dome Midrealm at 45, 52 and take up the quests here. Now go and finish up the Scryer/Aldor quests in Netherstorm and head off to Shadowmoon Valley.

Level 69-70

Its time to enter the home stretch. Start by entering Shadowmoon Valley through the south eastern end of Terrokkar and follow the road south east to Wildhammer Stronghold. (36, 57) Set your Hearthpoint here and load up on quests. Focus on the ones that take you to the west for now like Illidari point and Legion Hold. When these are done your next base will be determined by whether you have sided with the Aldor or Scryers. If you are Aldor head to The Alter of Shat'tar at 61, 28; If you are with the Scryers go to the Sanctum of Stars at 56, 59. Set your Hearthstone at the inn at one of these sites and take on all the quests for the eastern half of the zone. By the time you get finished with this area you will have finally reached level seventy. Congratulations!

BLOOD ELF LEVELING GUIDE



Because Blood Elves are part of the horde and will level in different areas I've decided to give them a separate section. After level forty they will mostly be leveling in the same zones as Alliance characters, but there will still be some differences. A thin to note while leveling a blood elf is that they will not have as much access to undead mobs like the Alliance do, so leveling is slightly harder.

Level 1-5

You will start off in Eversong Woods on Sunstrider Isle. Your first quest will teach you how to use your racial abilities Mana Tap and Arcane Torrent and more quests will follow. When you return from your quests in Falthrein Academy head south east to the Ruins of Silver moon.

5-10

Accept the delivery quest from the NPC at the gate and follow the road south towards the inn. Set your Hearthstone here and accept the few quests here. When they are finished follow the road west to the West Sanctum. Do the quests here then follow the road down south to Fairbreeze Village and load up on the quests here.

11-15

Finish up any quests you may have missed in Silvermoon city and head south into the Ghostlands. Your first order of business is to follow the road south until you come to Tranquilian. This town is a separate faction from the Horde with lots of useful reputation rewards. Each quest gives you tons of rep and if you complete them all you will be exalted and be able to buy a rare quality cape.

15-20

Finish up any quests you still have in Tranquilian to get your cape then head to the eastern side of the mountains to Farstrider Enclave. This will be your next big quest hub so load up and finish them off. When you

have finished the quests here head south between Tranquilian and the Enclave to the Sanctum of the Sun. There are a few quest givers here that will round you off to level twenty.

20-25

From this point on you will be leveling in pre expansion areas. To reach them you could go south through the ghost lands into the Eastern Plaguelands, but that would mean traveling through a level sixty zone at level twenty. A safer way is to head back to Silvermoon City and go to Sunfury Spire. At the very top behind the throne is a magical orb that will translocate you to the Undercity.

From here head south along the road into Tirisfall Glades. Halfway down the road there is a path that goes right to a flight point and quest hub called the Sepulcher, but most of the quests here are green or lower. There may be one or two yellow ones here so you may want to take them if you are not yet twenty. Either way, when you are done continue south and then left to Hilsbrad. Follow the road until you get to Tarren Mill. Set this as your new Hearthpoint and do the quests here.

25-30

Tarren Mill will last you till about level twenty seven, at which point I took the blimp from Undercity to Ogrinmar and then hiked over to the Stonetalon Mountains. Halfway up the pass is a horde camp called Sun rock Retreat. Make this your new base and take up any yellow quality quests. There will only be a few since this is another twenty to twenty five zone but some of them have nice mail rewards. When there is nothing left here go south through The Barrens to Thousand needles. Halfway through the zone is Free wind post with more quests for you to take on. This should take you to thirty.

30-35

Keep questing in Thousand Needles until level thirty one. Then fly back to Sunrock Retreat and hike through the mountains to Desolace. Now your leveling will start to take you along a similar path as the Alliance. In the center of Desolace north of the Kodo Graveyard is Ghost Walker Post, a Horde quest hub. Another hub with an inn is Shadowprey Village along the southern coast. At this point quests will not be enough to help you level and a large portion of your experience will start to come from grinding.

A good grinding place is in the north eastern part of Desolace in the Ruins of Sargeron. They will stop being worthwhile at level thirty three so you can then go and quest in the Arathi Highlands or finish up some quests at Booty Bay in Stranglethorn Vale.

35-40

Go back to Freewind Post and take any new quests. By this point you can safely grind on most of the demons in Mannoroc Coven in the south east. By level thirty eight you can grind on any demons here, but I found the skeletons in The Valley of Bones further south east to be easier. When you have a chance, head back to Shadowprey for more quests. The quests here and the undead in the east should get you to level forty easily.

40-45

After you have gotten your shiny red mount you have a few choices on where to level. You could go to Reralas or Dustwallow Marsh, but I went to Stranglethorn Vale. At level forty two head to Gadgetzan in Tanaris and make it your base. Load up on the quests or grind the mobs outside the gate until level forty three. Now go east to the Wastewander

Bandit camps and grind on them. You'll want to grind on them as long as possible because they drop water pouches that can be turned in for free food, potions and scrolls.

45-50

Travel east to Steamwheedle port and take on all the quests in the pirate base to the south. When you are finished, head north through Ashenvale to Azshara. Not far from the entrance are undead highborn for you to grind on. The closest inn is in Ashenvale however so you might want to build up as much Rest as you can. At level forty seven head back through Ashenvale and go north into Felwood. Near the Emerald Circle camp is a Deadwood Furbolg base for you to grind on. At forty eight take the quest from the friendly Furbolg NPC to collect feathers so you will achieve unfriendly reputation with Timbermaw Hold. When that has been completed head north along the road and then west to Jadedfire Glen. Grind on the Satyr type mobs here and be careful since some stealth and travel in packs. This should take you to level fifty, but if you get tired of this place you can head north to the Ruins of Constelas and Jadedfire Run.

50-55

It's finally time to put that undead killing reputation to good use. Head to northern Azeroth and the Western Plaguelands by flying to undercity and going east along the road to The Bulwark. Load up on the quests here, but there is no inn in this zone so you should max out your rest and log out in the open when you need to quit. When you need to start grinding the mobs at Felstone Field are the best of the four farms. At fifty three you can move to the Writhing Haunt and grind there to fifty five.

55-60

Now take the road east and head towards the Eastern Plaguelands. Keep following the road until you near an abandoned town Called Corwin's Crossing. You will be grinding against the undead skeletons and banshees here till level fifty seven, but first go around and keep heading east till you get to Lights Hope Chapel. After you have established a base there and loaded up on quests head back to Corwin's Crossing. For your final three levels head west and then north of Lights Hope Chapel to reach the Brownman Lumber mill. Level on the Ghouls,

Skeletons but avoid the banshees because they can silence you. At level fifty nine you can start to move up the nearby hill and take on the harder monsters there.

After enough grinding you will have finally reached level sixty. Congratulations!

Leveling 60-70.

The ten levels you spend in Outland are very different from your previous ten. The biggest change is that you don't have to grind as much and most of your experience will come from quests. Each zone has at least five different quest hubs, some in very remote or hidden locations. So it's advised that you install CTmap from CTmod in the addon section since I use its coordinate system.

Level 60-62

When you first exit the Dark Portal head right and hop a gryphon to Thrallmar. Once there load up on quests and head out to the nearby areas to finish them. Eventually you will be sent to Spinebreaker Post at 61, 82. When you are finished there head back

to Thrallmar, and when you have finished any new quests head to Falcon Watch at ----. Reset your Hearthstone and take on all the quests they have here.

Now head south and west along the road until you find a small camp of druids. Most of the quests here require you to fight several elites so get in a good group until they are all competed, but doing so nets you a new libram. By this point you should be very close to level 62 so wave Helfire Peninsula goodbye and head west to Zangarmarsh.

Level 62-63

You will only be spending a little bit of time here in Zangarmarsh. Start by loading up on quests at Cenarion Refuge at 78, 65. Nearly all of them will keep you in the eastern part of the marsh so finish them up first. Your next stop is Zabra'jin at 31, 51. There are loads of quests here that will take you nearly to 63.

Head west across the zone till you find a small Cenarion outpost. There is only one quest giver here, but she directs you to an area that raises your rep with Sporegggar. Kill the giants and collect spore pods until you reach friendly with Sporegggar and then head to their main town for a few more quests. I personally found little use for Sporegggar so if you are past 63 already you can skip this

part. What ever your decision, head next to Orebor Harborage at 22, 64. When you have finished up the few quests here you should definitely be over 63 and can leave the marsh.

Level 63-65

Follow the road south from Telredor until you enter the Terokkar forest. Keep following the road until you reach Shattrath city. Go inside and look around but there are very few quests here except for a few in Lower City. Your main quest hub for this zone is Stonebreaker hold at 48, 44 so you should put your hearth point there. When you are finished up with the quests here head into the dead grey area around Auchindoun to the refuge camp at 39, 50. Once you are finished with the five or six quests here you should be very close to 64, so to finish it out you should grind for a little bit on reputation mobs for either the Scryers or Aldor in Shattrath city. If you are going for the Scryers go to Firewing point at 70, 36 and kill Firewing mobs for Firewing Signets. Avoid the Bloodwarders though since they have an annoying mana drain ability. If you are going for the Aldor go to the Shadow Tomb at 31, 53 and kill Cabalists for Mark's

of Kil'Jaedin. If you don't want to turn in your signets or marks you can always sell them on the Auction house for one gold a piece.

Level 65-66

Head west along the dead zone of Auchindoun until you leave Terrokkar forest and enter the grasslands of Nagrand. Follow the road north and west until you reach Garadar at 56, 36. There are lots of quests here but ignore the one that sends you to the Throne of Elements for now. Pay special attention to the ones that have you killing ogres, they lead to a long chain with a good blue reward. After you have done about ten quests here head along the road towards the north west until you reach Nessingwary's Saffari at 71, 41. He wants you to kill mobs found all over Nagrand so it's best to get the quest early. From here head to the Throne of Elements at 66, 22. The shamans and elementals here will give you several more quests, including a very "Interesting" one. You should have leveled up by now so head back to Garadar and get more quests. When you have finished these you will be pretty much done with this zone so now its time to head to the Blade Edge Mountains.

Level 66-68

To reach the Blade Edge Mountains head to Zangarmarsh and go north through one of the tunnels to the mountains. The tunnel at Orberer Harbor is alliance controlled so you will have to use the other one further east. After going through the cave follow the road east through Singing Ridge and then north to Mok’Nathal village at 73, 62. Eventually you will get a quest to Thunderlord Stronghold at 52, 58. Set your Hearthpoint here and finish up the available quests. Don’t forget to check the wanted posters. When you are done here head north to Evergrove at 61, 39. This is your final quest hub in Blade Edge and has the most quests of the three, but unfortunately it doesn’t have an inn. The best solution is to keep your Hearthpoint at Thunderlord and run back and forth. When you reach level 68 leave any remaining quests here and head north and east to enter Netherstorm.

Level 68-69

Netherstorm is a unique zone and absolutely loaded with quests. Start by exiting from Blade Edge and head southwest along the road to Area 52 at 32, 67. If you have any green quests left over from other zones get rid of them and get more from all

of the goblins. I wouldn’t recommend taking the quests from the Scryer or Aldor NPCs in the inn though since they are out of the way and are part of a long chain. When you have finished the other Area 52 quests then take the Aldor or Scryer quest chains. When one of them sends you to Manaforge Coruu take a break and go east to Kirrin Var village. Many of the NPCs here will give you quests that have you killing the same mobs around the manaforge so you can save time by doing both at once. When you have done all the easy ones head up to Eco Dome Midrealm at 45, 52 and take up the quests here. Now go and finish up the Scryer/Aldor quests in Netherstorm and head off to Shadowmoon Valley.

Level 69-70

Its time to enter the home stretch. Start by entering Shadowmoon Valley through the south eastern end of Terrokkar and follow the road north east to Shadowmoon Village at 30, 58. Set your Hearthpoint here and load up on quests. Focus on the ones that take you to the west for now like Illidari point and Legion Hold. When these are done your next base will be determined by whether you have sided with the Aldor or Scryers. If you are Aldor head to The Alter of Shat’tar at 61, 28; If you are with the Scryers go to the Sanctum

of Stars at 56, 59. Set your Hearthstone at the inn at one of these sites and take on all the quests for the eastern half of the zone. By the time you get finished with this area you will have finally reached level seventy. Congratulations!

PALADIN QUESTS.



Each class get specific quests that give you new abilities or class specific weapons. The following sections contains walkthroughs for each quest and advice on which rewards to take. Since the Blood Elves are a separate faction they have their own section.

The Tome Of Divinity.

You obtain this quest from any paladin trainer at level 12 and is very important because it gives you're your spell for resurrecting fallen party members.

Step 1-If you are a human you first goal is to see Duthorian Rall in the left side of the Stormwind Cathedral. Here he will give you a quest to find someone pure of heart that needs aid.

Step 2- After accepting head out towards the Stormwind gates and look around the cross roads near the auction house for a woman named Stephanie Turner.

Step 3- She will ask you for ten pieces of linen cloth which you should easily have left over from your leveling in Elwynn.

Step 4- After you have given her the cloth head back to Rall to continue the quest. He will give you a Symbol of Life and tell you to use it on an injured dwarf near the alter named Gazin Tenorm.

Step 5- To use it target Gazin and the click the symbol in the inventory. Once he has healed he will give you a quest to go and find his friend Henze Faulk in north eastern Elwynn forest.

Step 6- Head to 72, 51 near the Stone Cairn lake and you will find him lying dead on the west bank. Use the symbol of life on him and he will resurrect and give you the next part of your quest.

Step 7- He wants you to kill the Defias Rogue Wizards until one of them drops a Defias Script. You can easily solo the wizards and it will only take a couple before one drops.

Step 8- Take it back to Stormwind cathedral and talk to Gazin again. He will thank you and send you back to Dunthorian Rall where you will get your Redemption spell.

Step 1- If you are a dwarf you will also gain this quest from a paladin trainer and it will send you to Tiza Battleforge in the Ward of Mysteries in Ironforge.

Step 2- She will send you to find a man named John Turner who can be found walking back and forth in front of the auction house asking for aid.

Step 3- Like the human version of this quest he will want ten pieces of linen cloth and once you have brought them to him he sends you back to Tiza.

Step 4- Tiza will then give you a symbol of life and ask you to use it on her wounded husband Muiredon Battleforge.

Step 5- Once you have used it on him he will tell you how he got wounded and ask you to go rescue his friend Narm Faulk.

Step 6- Narm is located at helms bed lake at 78, 58. When you find his body use the symbol of life on him and talk to him to finish the quest.

Step 7- He will ask you to go after the dark iron dwarves that wounded him until one of them drops a dark iron script.

Step 8- After getting one head back to Muiredon in Ironforge and give it to him. He will thank you and send you back to his wife Tiza where you will get your Redemption spell.

The Tome Of Valor

Step 1-At level 20 vist Duthorian Rall again to receive a Tome of Valor. Right click it and then accept the quest to start off.

Step 2- The wife of one of Rall's supporters is living alone in Westfall and he wants you to go and protect her from the Defies gang. Daphne Stillwell is found in the far south section of Westfall. Head down the western coast and past the dagger hills till you near Dermots Place. Head up the hill a little ways until you get past the exit to the Deadmines (It's a little building with a red roof sticking out of the side of the hill.) follow the path down until you see an area with a house and an orchard. Daphne will usually be in the orchard but if she isn't it probably means that someone else tried and failed the quest so you just need to wait for her to respawn. After talking to her and completing the quest she asks you to help protect her from an attack by the Defies.

Step 3- In this fight you will have to face three waves of increasingly difficult enemies. Between each wave there is just enough time for you to drink up and bandage yourself as well as heal Daphne a bit. If you don't start each wave close to full health and mana your chances of winning go down. The first wave is rather easy, usually only two or three level 18's. Daphne is actually pretty helpful when

it comes to damage dealing so focus on her target to drop it quickly and keep her from getting agro. The second wave will have one or two more enemies with a slightly higher level. Use the same strategy as before, assist Daphne and make sure both of your health bars don't drop too much. The final wave is the hardest. It usually has five enemies to deal with which will really test your ability to endure. Save all of your potions and abilities like Lay on Hands for this wave. Avoid using bubble spells on yourself though since all of the enemies will attack Daphne and drop her fast. The best way to ensure success is to simply bring along a friend or two. If you do fail abandon the quest and wait for her to respawn to try it again.

Step 4-There is one final important piece to this quest. A tiny glitch will cause you to fail it if you do not meet her in the orchard after the fight is over. If you don't, the game will assume that Daphne died and you will fail the quest. Once you have protected Daphne from the assault talk to her again when she comes to the orchard for a well deserved thank you and then head back to Stormwind Cathedral. Talk to Duthorian Rall once last time to finish the quest and receive your Bastion of Stormwind, a pretty nice shield which you can use for tanking, and your Sense Undead tracking ability.

The Test Of Righteousness

This is a follow up quest to the Tome of Valor and ends with a really great hammer that you will be able to use for a long time.

Step 1- Start off by talking to Duthorian Rall. He says that Daphne Stillwell's husband Jordan should hear of your brave work so he can thank you properly. To find Jordan head over to the Deeprun Tram and head to Ironforge. Go outside the city gates and up a small hill until you see Jordan standing next to a huge anvil. When he hears how you protected his wife he will show his gratitude by offering to make you a new weapon, but first he is going to need some supplies. You can gain them in any order you choose, but I have tried to list them from easiest to hardest.

Step 2- The first up is the Whitestone Oak Lumber. To get this get a group together and head to the Deadmines. About halfway through kill all the Goblin Woodcarvers you can find until one of them drops it. It has a high drop rate so hopefully you won't need to come back again. You can get it on a normal Deadmines run so just look for a party in the LFG channel.

Step 3- The second item is Jordan's Refined ore shipment. Head over to Theselmar in Lock Modan and talk to a dwarf named Bailor Stonard. He can be

found inside a house in the northwestern part of town in the hills. He will tell you that a group of ogres stole his supplies and he needs you to go get it back. Head to the North east part of the map until you near the Mo'grosh camp with all the elite ogres. The box of supplies is in the top middle of the camp in the open and behind a tree to the left of a big cave. If you are lucky and quick you can usually sneak your way over to it and get it before a patrol shows up. If not, try to bring another person to help kill the elites. They aren't terribly hard, but it would be difficult to solo one without great gear. After you get the ore head back to Theselmar and talk to Bailor again. He'll refine it for you and you're off to your next item.

Step 4- The third item is Jordan's Smithing Hammer. This is easy to get, but hard to get to. It requires that you go to Shadow Fang Keep, deep in Horde territory. On a PVE server you're only problem is getting people to go there, but on a PVP server it is really hard because the entrance usually has horde waiting for the rest of their group to show up. All those things combined mean that few Alliance go to the keep so I wouldn't recommend getting together a full party. The tools you need are really close to the entrance and if you team up with a higher level you can make it easily. Try to get a guild mate to come or if you're desperate,

just hire someone. However you get there, once inside you will need to get into the main square. Kill the mobs in the gate house and then free the alliance prisoner so he can unlock the door for you. Head into the courtyard and carefully clear your way to the stables by hugging the left wall. Inside one of the stalls you will find the hammer sitting on a box.

Step 5- The final item is a purified Kor Gem. To get this head over to Auberdine and talk to a nightelf named Thundris Windreaver inside the north west building facing the sea. He will send you to Black Fathom Depths to get a corrupted Kor Gem off of either a naga or satyr there. Fortunately you don't have to go inside the instance to get the gem since they drop off of the elite mobs outside. Get another person and head to the entrance. If you feel really daring it is possible to solo the naga spellcasters if you can get them alone. I got one on my first kill so I can not say what the drop rate is. Once you have a gem head back to Windreaver and he will purify it for you.

Step 6- Take all of your items back to Stillwell and he will get to work on making your hammer. Wait a little while until he is finished and a yellow question mark appears

over his head. Talk to him and he will give you a Verigan's Fist. You will be using this weapon for a very long time with some people using it till level thirty.

The Tome Of Nobility

This is a very easy quest that will give you your Warhorse. All you have to do is head to Stormwind Cathedral and talk to your good Friend Duthorian Rall. He will give you a little lecture and then give you your mount as well as the basic riding skill. Thank him for the gift horse (not looking it in the mouth) and head out to rub it in the faces of everyone else who has to pay to get theirs.

Forging The Mightstone.

This is your level fifty class quest. At the end you will have a choice between three blue level items and a powerful consumable item called a Mightstone.

Step 1- First head to Stormwind Cathedral and get the first part from Lord Grayson Shadowbreaker. He wants you to travel to Chillwind Point in the Western Plaguelands and talk to a man named Commander Ashlam Valorlist. Technically you can go straight to Valorlist without talking to

Shadowbreaker, but this way will give you extra experience. If you have never been to the Plaugelands before head to the Hillsbrad Foothills and go up the river to the east of Southshore. You can follow it all the way to Lake Caer Dow and then run over to the camp. Or before everything starts to get murky and it says you have entered the plaguelands head left onto the shore until you find a road. Follow it north until it splits and hang a left until you find a small camp and Gryphon Rider.

Step 2- Valorfist is trying to create a new weapon to use against the Scourge and needs your help. Making it will require twenty minions Scourgestones so if you will need an Argent Dawn commission. If you don't have one go talk to the Argent Dawn Quartermaster nearby for a free one. Scourgestones drop from all undead in the plaguelands while you have your commission equipped but I would recommend getting them from the mobs in Sorrow Hill since that will be the next stop in your quest. They have a drop rate of about thirty percent so it will take quite a few kills to get enough.

Step 3- Once you have twenty head up the road from sorrow hill to the tomb of Uther Lightbringer. A night elf priest named Thel'Danis will take them from you and purify them. Once he has given you an Inert Scourgestone head back to Valorfist for the hard part of the quest.

Step 4- Valorfist will now need six Voodoo Feathers in order to complete his new weapon. You will need six in all and they are dropped from six named trolls in The Sunken Temple instance. Once inside you will see that the temple is shaped like a giant wheel and each of the six trolls is powering a shield preventing you from getting into the bottom part. You will need two blue, two green and two amber voodoo feathers. Each troll will drop only two feathers, but you yourself will only be able to loot one. These feathers are used in other classes level fifty quests so unfortunately you may encounter some drama as to who gets one. Groups doing the sunken temple will have to kill these trolls anyway to get access to the final boss so there is no reason to say you need to kill them. It took me two tries to get all of the feathers I needed and just killing the trolls took just a little over one hour.

Step 5- Once you have gathered all of your feathers head back to Valorlist to finish up and get your reward. Of the three rewards you can choose from is a two handed sword called a Lightforged Blade with some resistances and spell damage as its strengths. A ring called a Chivalrous Signet with +7 strength, stamina and intellect and + healing. And a trinket called a Sanctified Orb which will increase your melee critical strike chance and strike chance with holy spells by 3% for 25 seconds. In addition you will also get a Holy Mightstone that will increase your melee attack power by 300 and your spell damage with Holy spells by 400 for ten minutes. Unfortunately it is consumable like a potion so you will only be able to use it once. Of the three rewards the sword is considered the worst option because it will have to be replaced so quickly and easily. For its level it is a very nice sword but pretty soon you'll find something better and have to replace it. The ring is what I chose and I don't regret it. It has a balanced mixture of melee and healing stats and lasted me for a very long time. The trinket is probably the best choice though in terms of overall usefulness because there is nothing else like it out there for paladins. It is nice for melee,

but it is great for a healing paladin because of Illumination. If you get it you'll find it very useful for raids and parties well into your sixties.

Paladin Epic Mount Quest

The quest for your epic mount is a bit harder then the one for your regular mount. It is no longer free but requires you to buy several expensive components and gather some rare items before you will even be able to accept the quest to get your mount. It is still cheaper then going out and buying a regular epic mount and it looks a whole lot cooler.

When you hit level sixty go and talk to Lord Grayson Shadowbreaker again to start the first step. He will offer you two different quests.

Step 1- The first part has you go to Ironforge and buy an exorcism censer from a dwarf in the back of the Mystics Ward named High Priest Rohan. Get ready to bite the bullet because it costs a whopping 150 gold. Take your censor back to Lord Grayson who will then send you off to the Eastern Plaugelands.

Step 2- Your job is to go to Terrordale which can be reached by going west down the road from the entrance to Strathholme. When you get to a small abandoned town start looking around for pillars of green mist. When you've found one and made sure that there are no nearby monsters use the censor to summon a Spirit of Terrordale. You may summon between one or three spirits so it may be helpful to bring a friend, but it is not impossible to solo them. Once you have killed twenty five of them return to Lord Grason for the next quest.

Step 3- Your next step is a quick hop over to the Dwarvin district of Stormwind and talk to a dwarf named Grimand Elmore. He can be found in the north western corner of the district inside of an armory shop.

Step 4-He will agree to make your horses saddle and gear in exchange for 150 gold and the materials needed. The first item is forty pieces of Runecloth. This is incredibly easy to get as a level sixty, just farm for high level humanoids. The second and most expensive item is six arcanite bars. I would recommend just buying them from the auction house. If you have several arcane crystals lying around though you can usually find an alchemist to make them into bars for a small fee. Third up are ten Arthas's Tears. This herb is usually pretty cheap since it has very few uses so just buy them from the

Auction house. The final and hardest to get item is five Stratholme Holy Water. This is found in the Strathholme instance inside of supply crates. Since it is Bind on Pickup let your party know that you have a priority on chests and you should be able to get all five in one run. Once you have collected all the items and gold turn them in to Elmore to receive your horses barding. Take it back to Lord Grayson for the next step of your quest.

Step 5- Your next destination is Southshore in Hillsbrad and the stable women Meredith Carlson. She offers to make you some special horse feed necessary to summon the spirit of your warhorse, but she will require sixty Enriched Mana Biscuits which are sold by Argent Dawn Quartermasters. She also has some bad history with paladins so she also demands that you pay her fifty gold. Give her the biscuits and gold to get your Mana Enriched Horse Feed and head back to Lord Grayson.

Step 6- Now you must head to Dire Maul west and kill the boss Tendris Warpwood. He is close to the entrance of this wing of Dire Maul and can be downed by a normal group. Once he has died an Ancient Equine Spirit will appear with a yellow question mark over it. Talk to it like a normal quest giver to have your Barding blessed. Finish up Dire Maul if your party wants and then head back to Lord Grayson.

Step 7- Now you will need to bring Grayson a pristine black diamond and an azerothian diamond to make a divination scryer. Each diamond will cost a few gold each and can easily be bought on the Auction House.

Step 8- Your final step in this quest is to form a party and descend into Scholomance. Your party should include as many paladins as you can for reasons that will be explained in a bit. Clear your way down through to the Great Ossuary (the basement where you fight Rattlegore) and prepare yourself. Once you and your party are ready use your Divination Scryer in the middle and get ready for a fight. Make sure that your party is in the right corner near the door when you use the scryer so you don't pull all the mobs at once. Once the scryer is used it will spawn the first of four waves of undead. Each wave will contain an elite leader and several lesser minions. Once you have killed the leader it spawns the next wave so you need to kill his minions first before you kill him. It is important that you bring a priest along that can Shackle Undead the leader so you can deal with his minions. Now here is the most important part of these fights. Each wave of mobs has a huge weakness to a specific seal and judgment. This is why you want as many

paladins in your party as possible because they will be able to each out DPS a mage. Wait in your corner and the ghosts will slowly come to you.

The first wave contains spirits of Banality and you need to use Judgment of Wisdom.

The second wave contains spirits of Malice and you need to use judgment of Justice.


The third wave contains spirits of Corruption and you need to use Judgment of righteousness. Make sure your group has shadow protection auras and prayers.

The fourth and final wave contains spirits of Shadow and you need to use Judgment of Light. This final wave is important because as soon as you kill the last leader you will spawn the final boss. Make sure your priest shackles the last boss and don't engage him until you have cleared all of its minions and you have had time to rest and regain mana. Once everyone is ready take him down like the other bosses and prepare for the final fight against the Death Knight Darkreaver. He is a pretty simple fight with his only real abilities being a mind control spell, fear and a small healing ability. Once you have killed him loot the chargers soul and purify it by clicking on it. His charger will appear and you will need to talk to it to finish your quest.

Congratulation! You now have your mount!

BLOOD ELF QUESTS

The First Trial.

our first major quest as a Blood Elf Paladin will be to learn your Redemption spell. Start by visiting Blood Knight Bloodvalor in the Farstrider Square inside Silvermoon City. He will send you to the Island of Trials in the north eastern most part of The Ghostlands. The island is directly east of Suncrown village and you will know you are there when you see lots of cryptfiends. Go inside the cave in the center and click on the brazier to light it. Doing so will summon a blood elf named Sangrius Stillblade who will yell and then attack you. The fight is very simple so once he is dead head back to Lord Bloodvalor.

Back in Silvermoon Bloodvalor will tell you that he sent Stillblade to attack you as a test. Now that you have passed however he wants his servant back. He will send you to talk to Astalor Bloodsworn, the mage in charge of keeping the Naru M'uru restrained. The quickest way to get there is to simply jump through the hole in the middle of the room, Bloodsworn will be off to one side. Talk to him to receive an empty vessel and then move close to the Naru in the middle of the room before clicking it. Take the filled

vessel back to Bloodvalor to finish up this stage of the quest. Finally it is time to revive Stillblade. Head to the Silvermoon City Inn and find his body upstairs. (There are two inns in Silvermoon so make sure you ask the guard for the right one.) Click on Stillblade then click on the vial to resurrect him. Go back to Bloodvalor to finish up the questline and get your Redemption spell.

The Second Trial

Now its time for your second major quest and your class weapon. Start by going back to Bloodvalor and accepting the first stage. Next, travel through the ruins of Silvermoon and right after going through the gate head right along a small path. Eventually you will come to a big pavilion and a elf named Bloodmourn. The next stage of the trial will require you to fight four blood knights one at a time. After talking to Bloodmourn a large crystal will appear in the pavilion. Buff up and then click it to start the event. The fight is pretty simple but it can sometimes bug out and the enemies will disappear. Also, if you don't return to Bloodmourn quickly enough you may fail, in which case you will have to wait for him to reappear. After finishing the enemies off, quickly head back to Bloodmourn to start the next stage. Head

back to Silvermoon and talk to Bloodvalor to receive your Sense Undead Skill. Now your quest will break into four different parts to collect items for your weapon..

The first is a insignia from a fallen Bloodknight in Deathholme. Head south through the Ghostlands and when you enter Deathholme bear left. Follow the road until you see a giant cauldron on top of a large pedestal. The bloodknights body is lying on the ground next to it so click on him for the insignia. All of the mobs here are regular level 18 mobs so you should be able to solo this part.

The other parts are more difficult. The second item you need, the Kor Gem, is found from the naga in Black Fathom Depths. Take the blimp from Undercity to Duratar, then travel west through the barrens and into Ashenvale. Keep traveling west until you reach the western Coastline. The elite naga females have the gem you need and if you are skilled, well equipped, and can get them alone you can solo them.

The third item is the Bloodforged Ingots. They are located inside a crate in the stables of Shadow Fang Keep. A normal group can reach it very quickly but you won't be able to solo it.

The final item is Blood of the Wrathful. This is dropped from a mob at the end of Rage Fire Chasm. When you get to the final room on the back wall is a blood filled orb. Click it to summon a level twenty demon and when he is dead he will drop your blood. If you are a very well geared player you might be able to solo this part. But lots of people need to go here to finish quests, so it would be smart to bring some friends.

Once you have collected all of your items bring them back to Bloodvalor. He will send you to a blacksmith named Bemarrin across from Farstrider square. Give him your materials and after waiting a little bit he will give you your new weapon. Congratulations on your new Blood Tempered Ranseur

Blood Knight Warhorse

The Alliance have a quick quest where they talk to a paladin in the Stormwind Chapel, but Blood Elves don't get such a quest. Instead you learn your mount and riding skill for one gold from one of your class trainers.

Scourge Bane

This is your level fifty class quest. Start by going to The Bulwark between Tirisfal and the Western Plaguelands and talking to Mehlar Dawnblade. He will ask you to bring him twenty minion's scourge stones so he can form them into a weapon for you. After you have brought them to him he will send you to Sylvanas Windrunner for some advice. You will find the banshee queen in the royal quarter of the Undercity. In order to fix the stones you will need a vine from a boss in the Sunken Temple.

When you first enter the sunken temple follow the hallway until you can go right and then down. Follow this path and clear the mobs until you reach the Hall of Serpents. In here you will need to activate the serpent statues around the room in a particular order. You will know what the order is when you click on the alter. After activating the serpent statues you will summon the boss, Atal'alarion. Kill him and loot his vine before taking it back to Mehlar. He will use it to craft your new trinket, Scourgebane. It's uses are somewhat limited, but it's a nice trinket for its level.

Blood Knight Epic Mount

The quest for the Blood Knight epic mount is a good bit easier than its Alliance counterpart. To begin, go and talk to Lady Liadrin in Farstrider Square. She is in the secret basement holding the Naru. Your first step is to collect some regents the blood knights need to keep the Naru contained. You will need forty Runecloth, six Arcanite Bars, ten Sungrass, five Dark Runes and one hundred and fifty gold. All of these can be bought from the auction house, but the arcanite bars and dark runes might be hard to find because of the expansion.

Your next task from Liadrin is to destroy some scourge forces in the eastern plaguelands. Leave the Ghostlands through the portal and follow the road south a bit until you find a large camp of Scourge. Your goal here is to destroy three meat wagons and fifteen engineers. The engineers are very easy to kill and you can pull them with Exorcism. The wagons are also pretty easy and can be soloed.

The third part takes you into an area with elites, so you probably want to take a friend. Head to Tyr's Hand in the south eastern part of the Eastern Plaguelands and clear your way to the small chapel. Clear your way through to the left until you find an area

with three mobs and a large table. When you have cleared the room look for a large glowing bowl on the table and get some Tyr's Hand Holy Water.

Your final step is the hardest, but still very easy. Your mission is to infiltrate Statholme and burn down the Alonsus Chapel. Before you go though you need to prepare some reagents. Your first two Items are Crepuscular Powder and an Arcane Catalyst. The powder is sold by a poison vendor in the rogue trainer district and the catalyst is sold by a reagent vendor in the middle of the side of the bazaar facing the dead scar. You should brace yourself though. The powder costs 150 gold and the catalyst costs 50. The last two reagents can be purchased from the auction house. A Pristine Black Diamond and an Azerothian Diamond. Gather all of these reagents and bring them back to Liadrin.

For your final stage of the quest gather together a group and head to Stratholme in the Eastern Plaguelands. Try to go through the back door entrance (sometimes called the dead entrance) because the chapel you need to burn down is right in front. After clearing the first few waves of skeletons look for a small building to the right. You'll know you are in the right place if you see a human named Arius. Buff yourself up and when the group is ready douse the flame in the back. Arius will immediately become hostile and

call out for help. Burn him down quickly because very soon five other paladins will come to protect the flame. The five paladins are very easy to take down since they rarely heal and don't deal very much damage. They do stun a lot so you should make sure your healers are as far away as possible. In terms of a group you will probably not need five people. If you have a level seventy then there should be no problem. But three level sixties could also do it. Once the flame has been put out return to Lady Liadrin to receive your new mount and Blood Knight tabard!

TALENTS



he talent system is designed to allow you to customize your character by giving you new abilities or enhances your old ones. Every time you level up you receive a talent point which can then be used to buy a new ability in one of the three talent trees. Holy, Protection and Retribution. Each tree is broken into tiers stacked on top of each other. In order to put points into tier two of a tree you must have first spent at least five points in that tree. In order to put points in tier three you must spend at least ten points. Also, some talents also require that before you spend point in that talent you have to spend points in another, usually in a lower tier.

All of this is important because you will only have a maximum of fifty points to spend and must choose carefully which talents you want to invest in. The most powerful ones are lowest down in the trees because of their requirements and prerequisites. But this also means you will be mostly limited to that one trees specialty and it will severally influence and limit your play style. If you spec mostly holy you will be a great healer, but if you spec retribution you will get a large boost to your DPS. Since some talents are not very worthwhile or even worthless, talent builds were developed to make sure that your sixty points are spent as efficiently as possible.

Holy

The Holy tree focuses on healing and increasing your healing, especially in the lowest tiers. But it can also enhance some of your offensive abilities too. Of the three trees this one is the most balanced and not surprisingly tends to be the most popular.

Divine Strength

Description:

your strength by a set percentage.

Ranks:

Rank 1- 2%

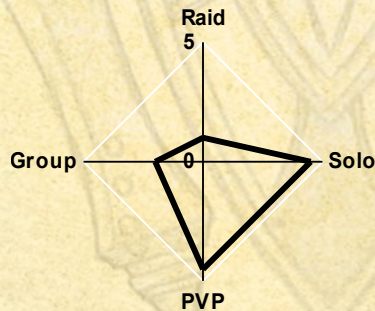
Rank 2- 4%

Rank 3- 6%

Rank 4- 8%

Rank 5- 10%

Usefulness:



Commentary:

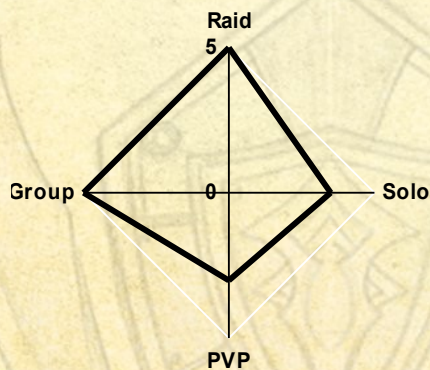
A great talent for those who have just started leveling and also those who wish to increase their melee DPS. Since it is so low in the holy tree you can put this in nearly all DPS builds.

Divine Intellect

Description: Increases your intellect by a set percentage.

Ranks:
Rank 1- 2%
Rank 2- 4%
Rank 3- 6%
Rank 4- 8%
Rank 5- 10%

Usefulness:



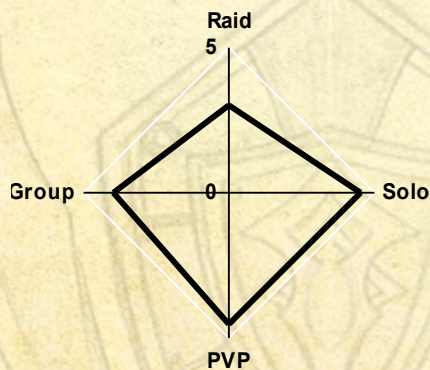
Commentary: Nearly all support and healing builds try to put this in. It increases your mana pool as well as your chance to critically strike with spells. If your build requires a lot of casting then definitely get this.

Spiritual Focus

Description: Decreases the chance your healing spells will lose casting time when hit.

Ranks:
Rank 1- 14%
Rank 2- 28%
Rank 3- 42%
Rank 4- 56%
Rank 5- 70%

Usefulness:



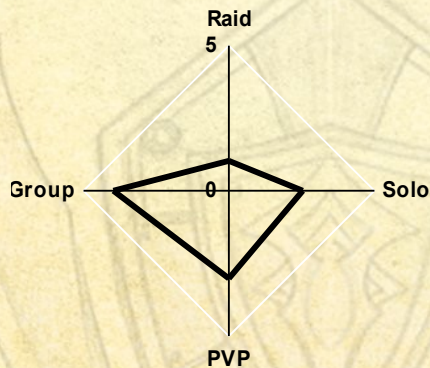
Commentary: Nearly all builds that involve healing need this. One of the problems with healing is that when you get hit your casting bar goes back and it takes longer to cast a spell. So a seventy percent reduction is incredible when you are being hit over and over. This is especially helpful in PVP, but also great for soloing.

Improved Seal of Righteousness

Description: Increases the damage dealt by your Seal of Righteousness.

Ranks:
Rank 1- 3%
Rank 2- 6%
Rank 3- 9%
Rank 4- 12%
Rank 5- 15%

Usefulness:



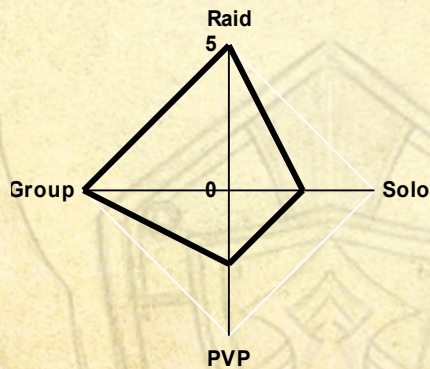
Commentary: This is not a very worthwhile talent. Righteousness hits for such a little amount that such a small percentage increase will only amount to a few extra points at best. If you are going to do a lot of tanking an need the extra holy damage it might be worth it. But even then that's a stretch. Avoid it all together.

Healing Light

Description: Increases the base amount your healing spells heal.

Ranks:
Rank 1- 4%
Rank 2- 8%
Rank 3- 12%

Usefulness:



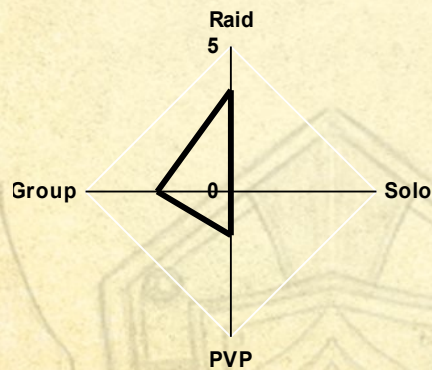
Commentary: A requirement for those who are focusing on healing. At level sixty your Holy Light spell heals for 1388 points. So with a 12% increase to that get another 165 points added on. Essentially giving you over two hundred points of +healing gear.

Aura Mastery

Description: Increases the radius of your Auras to 40 yards.

Ranks:

Usefulness:



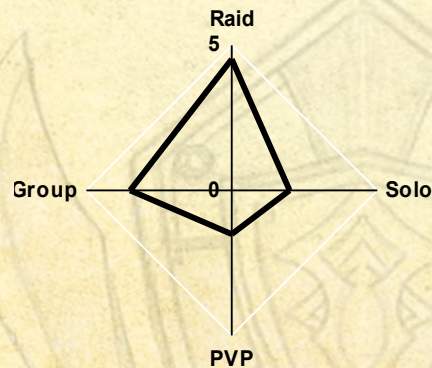
Commentary:

The only time this will be really useful is when you are in a raid environment and your group gets spread out. Solo it is worthless because you are in the center of your aura and in small groups you will usually be in a tight formation. One thing to consider though is that there aren't very many other really good talents in this tier.

Improved Lay on Hands.

Description: Reduces the cooldown of Lay on Hands and gives the target an armor bonus.
Ranks: Rank 1- Reduces the cool down by 10 minutes. The target also gets a 15% bonus to their armor value.
Rank 2- Reduces the cool down by 20 minutes. The target also gets a 30% bonus

Usefulness:



Commentary:

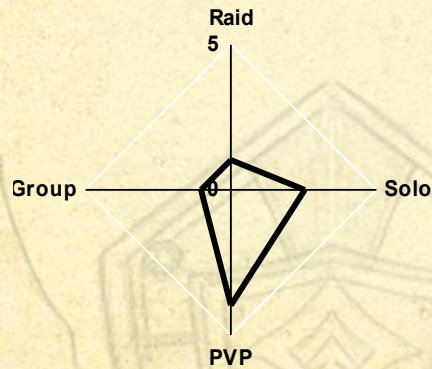
The cool down reduction is good, but it means that instead of using your LoH once an hour you can use it every forty minutes. That still doesn't make it incredibly useful since that is still a very long cool down. The Armor bonus is also very nice but again, you can only use this every 40 minutes. In short, your LoH ability is only used in emergencies anyway and this makes it even better. Some raid groups require their paladins to spec in this because it can help in a raid environment. But if you are more interested in soloing there is no justification for spending two points in it. You would get better mileage out of putting those two points into either Divine Intellect or Strength.

Unyielding Faith

Description: This increases your chance to resist fear and disorient effects.

Ranks: Rank 1- 5% increase to resist.
Rank 2- 10% increase to resist.

Usefulness:



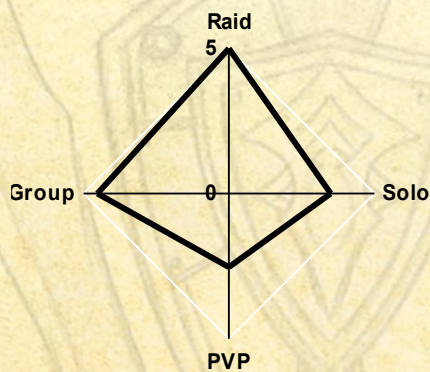
Commentary: This is only really useful for PVP where stuns and fear is a much more important. For PVE and raiding it is really not worth it. However, most people specing holy will have four points tier three from Healing Light and Consecration so you can put one point in hear to gain access to tier four.

Illumination

Description. Gives a chance for your critical strikes from your healing spells or Holy Shock cost no mana.

Ranks:
Rank 1- 20%
Rank 2- 40%
Rank 3- 60%
Rank 4- 80%
Rank 5- 100%

Usefulness.



Commentary. This is arguably the best talent in the entire Holy tree. It means that all of your crit heals are free, which increases your mana efficiency and lets you heal longer. It is especially powerful when combined with the Divine Favor talent in tier 5. While it has been pretty heavily nerfed in patch 2.1, it is still the core of paladin healing.

Improved Blessing of Wisdom

Description:

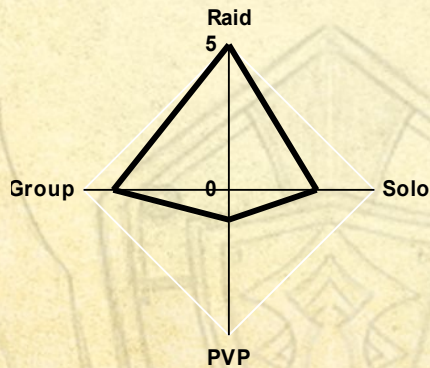
Increases the amount of mana returned by Blessing of Wisdom.

Ranks:

Rank 1- Increases mana generated by 10%

Rank 2- Increases mana generated by 20%

Usefulness:



Commentary:

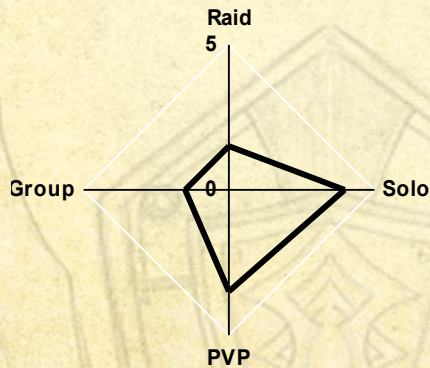
This is really only useful for those who raid where you need all the mana you can get. Even then well structured raids will only need one paladin to add points to this. Since you will most likely have points in Illumination you will already have access to tier five and putting points in this is not really necessary, though it is helpful.

Pure of Heart

Description: Increases your resistance to Curse and Disease effects by a percentage.

Ranks:
Rank one- 5%
Rank two- 10%
Rank three- 15%

Usefulness:



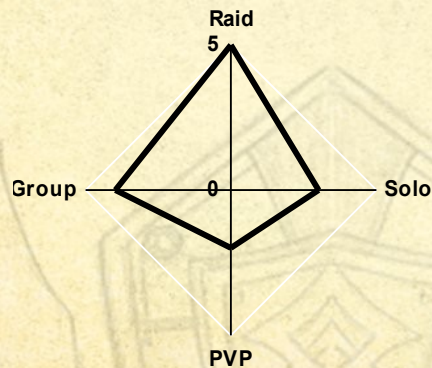
Commentary: Since we have a cleanse spell this is really pretty worthless in my opinion. The only way it is really useful is if you put three points in it and that is three points you could spend in other more useful talents.

Divine Favor

Description: Gives your next flash of light, Holy light, or Holy Shock spell a guaranteed critical strike chance.

Ranks: Rank 1- No rank increases.

Usefulness:



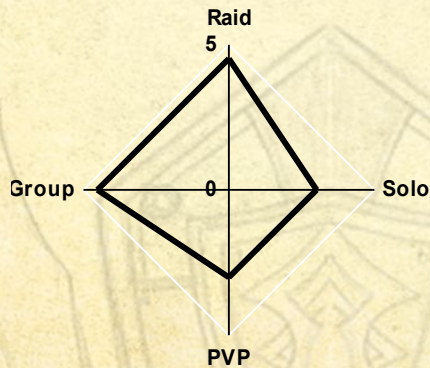
Commentary: You can probably see that with Illumination this gives you a mana free heal every two minutes. This can go a long way towards increasing your mana efficiency in raids where fights can last several minutes and mana is a precious resource. It is also great for soloing when you are low on mana and health and are in desperate need of a critical heal.

Sanctified Light

Description: Increases the critical strike chance of your Holy Light spells by a percentage.

Ranks:
Rank one- 2%
Rank two- 4%
Rank three- 6%

Usefulness:



Commentary: For healing builds this is great, for raiding builds this is great and if you have Illumination this is really great. Since you only have three talent choices in this tier there is no reason not to get it.

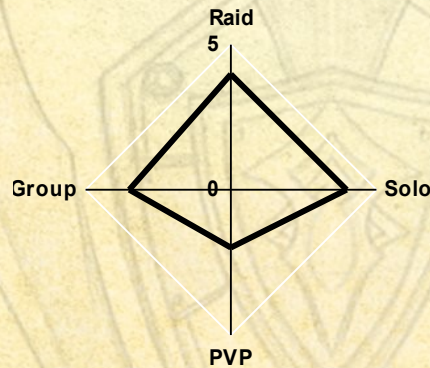
Purifying Power

Description: Reduces the mana cost of your Cleanse and Consecration spells by a percentage and increases the critical strike chance of your Exorcism and Holy Wrath spells by a percentage.

Ranks: Rank one- Cleanse and Consecration mana reduction by 5%. Exorcism and Holy wrath by 10%.

Rank two- Cleanse and Consecration mana reduction by 10%.
Exorcism and Holy Wrath by 20%

Usefulness:



Commentary: This is really good for raiding where mana efficiency is vital. Many fights have you cleansing every member in the raid and Consecrate has a very high mana cost that prevents you from using it all the time in a raid or party. The crit on Holy Wrath is nice but you won't use it that often. But the improvements to Exorcism is incredible and great for grinding against undead. I would probably put some points in this regardless of build to give myself a little extra fighting and staying power.

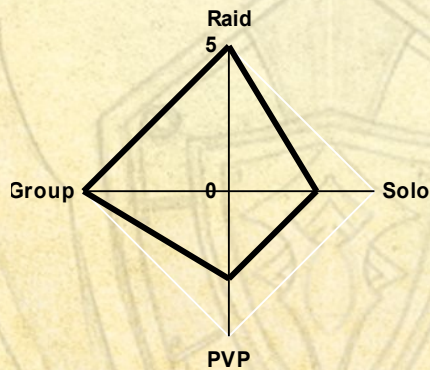
Holy Power

Description: Increases your critical strike chance with holy spells by a percentage

Ranks:

- Rank 1- 1% increase.
- Rank 2- 2% increase.
- Rank 3- 3% increase.
- Rank 4- 4% increase.
- Rank 5- 5% increase.

Usefulness:



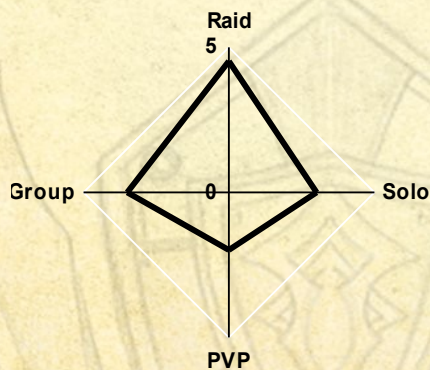
Commentary: Those who have made it this far in the holy tree should definitely fill out these points. It increases your healing and enhances Illumination but also your holy damage spells like judgments.

Light's Grace

Description: Gives your Holy Light spell a chance to reduce the cast time of your next Holy Light spell by .5 seconds. This effect lasts for 15 seconds.

Ranks: Rank one- 33%
Rank two- 66%
Rank three- 100%

Usefulness:



Commentary:

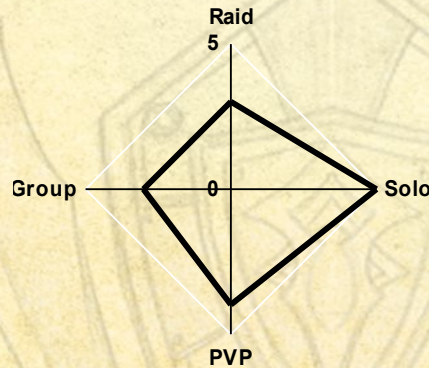
This is another raid/healing talent. Half a second may not seem like much but it will actually greatly increase the amount you heal over a long period of time. A complicated part of this talent is that unless you are a one hundred percent designated healer you can probably get by with only putting two talents in this instead of three. This way you can put one point into Holy Shock and have access to the next tier.

Holy Shock

Description: Causes an instant burst of holy damage to an enemy or heal to an ally.

Ranks:
Rank 1- 204-220 damage and healing.
Rank 2- 279-302 damage and healing.
Rank 3- 365-396 damage and healing.
Rank 4- 452-488 damage and healing.
Rank 5- 640 damage and healing.

Usefulness:



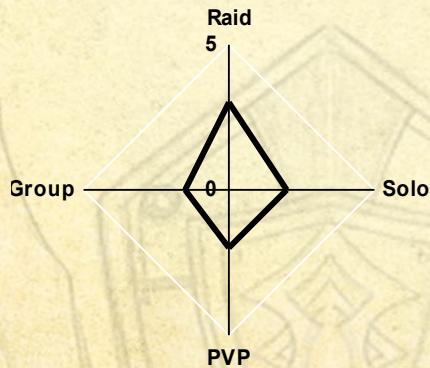
Commentary: Many people don't like this because it costs a lot of mana. But it can be a good heal because it is our only instant heal, even if it is for only a little bit. Its damage component is also not that great, but it is a ranged attack and one of its weaknesses is a lack of those. It can be great for pulling purposes as well as finishing off a running enemy. If you have come this far in the holy tree you might as well get it. If you don't you would be able to get Blessing of Sanctuary or one point of Reckoning in the protection tree. Or Sanctity Aura in the Retribution tree. Of the three I believe Holy Shock is the best all around ability and the one you will use the most.

Blessed Life

Description: All attacks against you have a chance of causing half damage.

Ranks:
Rank one- 4%
Rank two- 7%
Rank three- 10%

Usefulness:



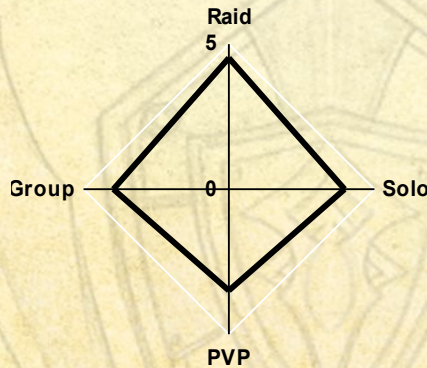
Commentary: This give you more survivability for if you are on the front lines. But I haven't found the effect incredibly useful. Considering the other talents in this tier I would put my talents in Holy Shock and Light's Grace instead.

Holy Guidance

Description: Increases your spell damage and healing by a percentage of your total intellect.

Ranks:
Rank one- 7%
Rank two- 14%
Rank three-21%
Rank four-28%
Rank five- 35%

Usefulness:



Commentary: Fully talented this can be really nice, but it depends on how much Intellect you have. If you have good gear with a lot of int then your healing will pop up a good deal and you'll have more damage from spells like Holy Shock or Seal of Command. It is another talent best used in a raid environment for healing. But it can give you a much needed boost for other activities since most of this tree is centered around playing a supporting role. If you have already gone down deep into the holy tree then you should definitely try to pick this up.

Divine Illumination

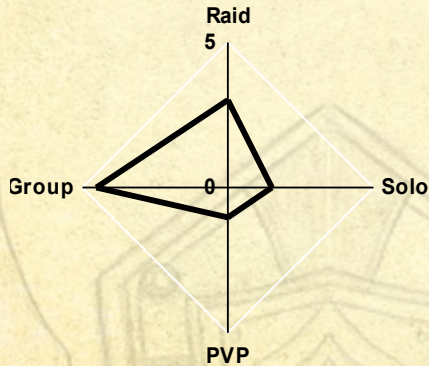
Description:

Reduces the mana cost of all spells by 50% for fifteen seconds.

Ranks:

One rank.

Usefulness:



Commentary:

Frankly, this is not very good for the final talent in the tree. If the cooldown was shorter or the duration longer it would be better. But as it stands it is only useful for those who focus entirely on healing. Another problem with this talent is that until you reach level 61 you won't have enough points to get Seal of Command. With the nerf to pally mana efficiency in patch 2.1 this is a little more useful, but still rather weak.

Protection.

The Protection tree is focused almost entirely on increasing your survivability, but it also has some usefully support and tanking abilities as well.

Improved Devotion Aura

Description:

Increases the armor bonus of your Devotion Aura by a percentage.

Ranks:

Rank 1- 8%

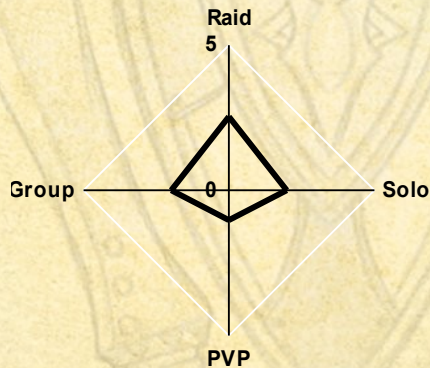
Rank 2- 16%

Rank 3- 24%

Rank 4- 32%

Rank 5- 40%

Usefulness:



Commentary:

This definitely deserves to be in the lowest tier. It was recently buffed to give more armor but it is still not that great. There is no reason to put points in this unless your raid asks you.

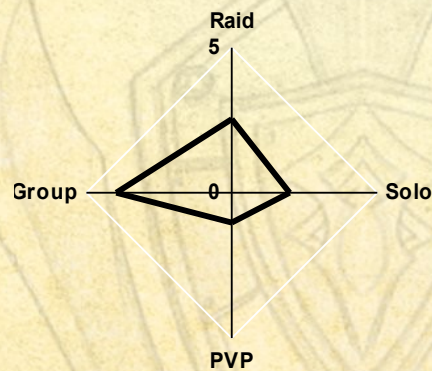
Redoubt

Description: Increases your chance to block with your shield by a percentage after being hit by a critical strike.

Ranks:

- Rank 1- 6%
- Rank 2- 12%
- Rank 3- 18%
- Rank 4- 24%
- Rank 5- 30%

Usefulness:



Commentary: Since improved devotion aura is so worthless you really have no option but to put points in this, but that doesn't mean it's bad. If you are tanking it is actually really good, and it can be somewhat useful in a raid if you are healing on the front lines.

Precision

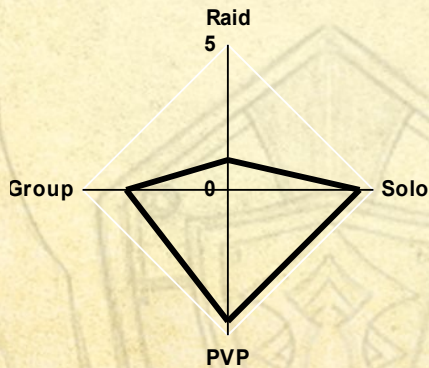
Description: Increases your chance to hit with melee weapons.

Ranks: Rank 1- 1%

Rank 2- 2%

Rank 3- 3%

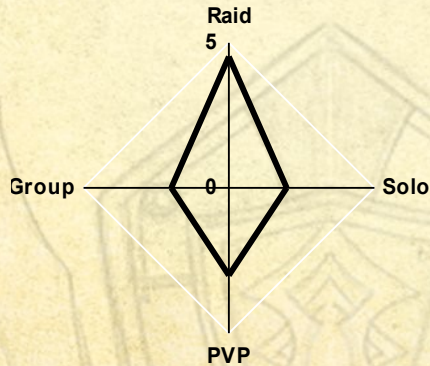
Usefulness:



Commentary: Against an even level enemy you have a four percent chance of missing. So with these talents you will only miss once out of every one hundred swings. An all around good talent to get.

Guardian's Favor

- Description: Reduces the cooldown of your Blessing of Protection and increase the duration of your Blessing of Freedom.
- Ranks: Rank 1- Protection cooldown- 60 sec. Freedom duration- 3 sec.
Rank 2- Protection cooldown- 120 sec. Freedom duration- 6 sec.
- Usefulness:



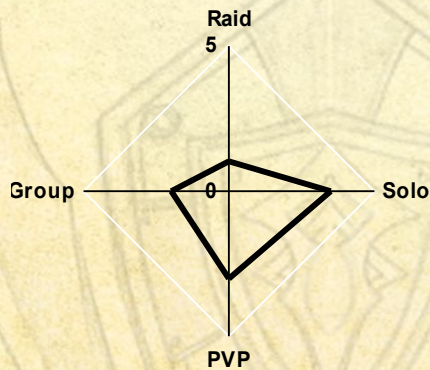
- Commentary: This is great, especially for a raid and party environment. Cutting down on the cooldown of Protection means you can cast it nearly twice as many times. Increasing the duration of Freedom is also important in some boss fights where characters like tanks need to move quickly. The increase to the duration brings it closer to the cooldown and your target will only go unblest for four seconds instead of ten.

Toughness

Description: Increases your armor value from items by a percentage.

Ranks:
Rank 1- 2%
Rank 2- 4%
Rank 3- 6%
Rank 4- 8%
Rank 5- 10%

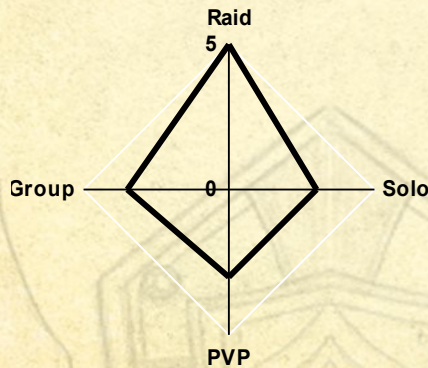
Usefulness:



Commentary: This is ok, but really not that great since we aren't as focused on damage mitigation as warriors. I would wait and put points in it to gain access to tier 5.

Blessing of Kings

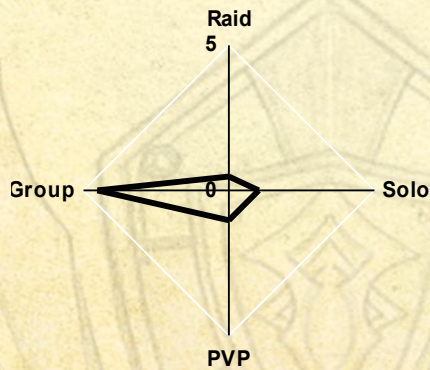
Description: Increases a target's stats by 10% for 5 minutes.
Ranks: Rank 1- One rank.
Usefulness:



Commentary: Most raids have their paladins spec this far in the protection tree just so they have access to this. Since it is so well rounded nearly every class will benefit from it, which adds up when your group is nearly forty people. Definitely worth a point.

Improved Righteous Fury

- Description: Increases the amount of threat generated by your Righteous Fury spell by a percentage.
- Ranks: Rank 1- 16% increase.
Rank 2- 33% increase.
Rank 3- 50% increase.
- Usefulness:



- Commentary: This is only useful for when you are tanking. But it will make your job so much easier if you do. Since it is a percent of a percent the amount of threat you will gain from holy spells will be increased by 90% instead of its original 60%. Even if you don't plan on tanking that much it would still be worth putting points into this since the rest of the Protection tree up to this point is rather sparse and you need to get to the next tier.

Shield Specialization

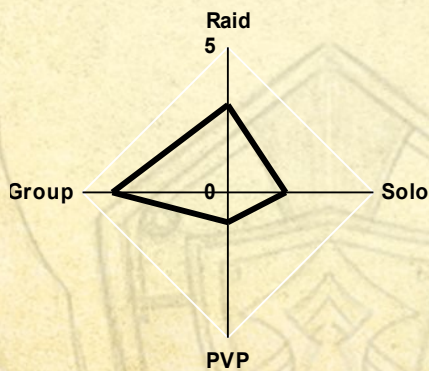
Description: Increases the damage absorbed by your shield.

Ranks: Rank 1- 10%

Rank 2- 20%

Rank 3- 30%

Usefulness:



Commentary:

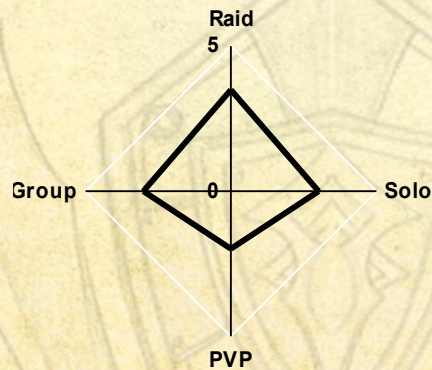
When I have to fight with a shield I find this incredibly useful. Combined with Redoubt you will block attacks more often then most classes and take less damage because of it. Its situational though like most of the talents in the protection tree and limited to defensive fighting.

Anticipation

Description: Increases your defense skill.

Ranks:
Rank 1- 4
Rank 2- 8
Rank 3- 12
Rank 4- 16
Rank 5- 20

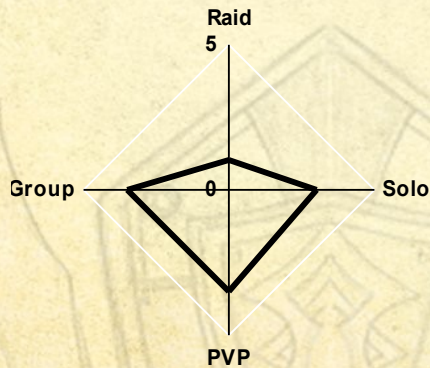
Usefulness:



Commentary: An extra ten defense are nice, but there are far to many other skills that are much better. It was recently buffed to make it more useful, but even then I would only put points in this if I need to fill points in to reach a new tier.

Stoicism

- Description: Increases your resistance to Stun effects by an additional percentage and reduces the chance your spells will be dispelled by an additional percentage.
- Ranks: Rank one- 5% stun resist, 15% dispel resist.
Rank two- 10% stun resist, 30% dispel resist.
- Usefulness:

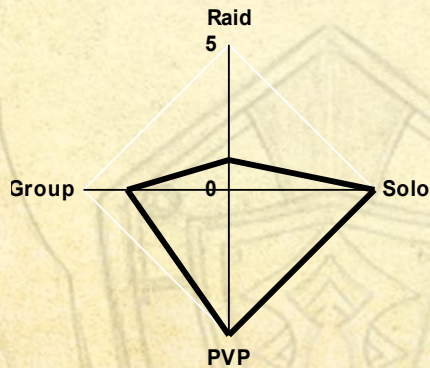


- Commentary: This is a somewhat average talent and there are enough better talents that will get you to the next tier. It would be very useful for tanking and some PVP situations but that is its main selling point.

Improved Hammer of Justice

Description: Reduces the cooldown of Hammer of Justice.
Ranks: Rank 1- 5 second reduction.
Rank 2- 10 second reduction.
Rank 3- 15 second reduction.

Usefulness:

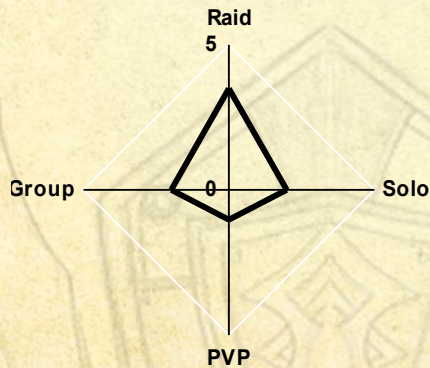


Commentary: Hammer of justice is one of my favorite abilities to keep targets from running away and by reducing the cooldown I found that I could use it almost every fight. It is a great talent for both PVE and PVP.

Improved Concentration Aura

Description: Reduces the duration of interrupt and silence effects by a percentage.
Ranks: Rank 1- 10% chance to not lose casting time and resist silence.
Rank 2- 20 % chance to not lose casting time and resist silence.
Rank 3- 30% chance to not lose casting time and resist silence.

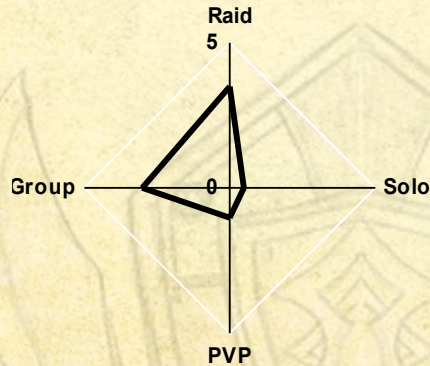
Usefulness:



Commentary: I don't find this talent worth three talent points. Concentration aura is very situational and the extra thirty percent is nice, but not worthwhile. There are also very few situations outside of boss fights where silence is ever a factor so that is negligible as well.

Improved Resistance Auras

- Description: Your Resistances Auras also reduce spell damage of the appropriate type taken by an extra percentage.
- Ranks: Rank one- 3% damage reduction
Rank two- 6% damage reduction.
- Usefulness:

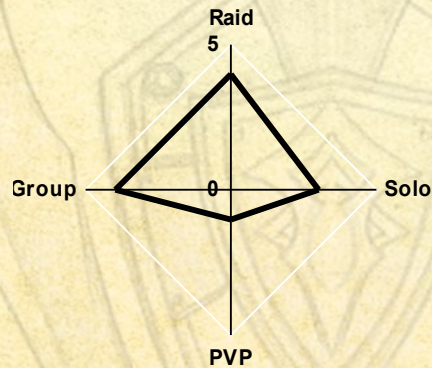


- Commentary: This is pure support talent that only reaches its full potential in groups. In a raid environment it increases the survivability of the tanks and frontline fighters, especially over long periods of time. The only thing against it is that there are some other talents that you will personally find more useful like Reckoning. The only reason to put points in this is if your want your focus in Protection tree to be centered around group support.

Blessing of Sanctuary

- Description: The targeted party member has all damage done to them reduced by 10. They also deal holy damage when they block an attack.
- Ranks:
- Rank 1- 10 damage reduction. 14 holy damage on block.
 - Rank 2- 14 damage reduction. 21 holy damage on block.
 - Rank 3- 19 damage reduction. 28 holy damage on block.
 - Rank 4- 24 damage reduction. 35 holy damage on block.
 - Rank 5- 30 damage reduction. 42 holy damage on block.

Usefulness:



- Commentary: This is only really useful when tanking as a paladin. When you do use it is really good because it reduces damage and increases threat at the same time. But in a group environment tanks and other defenders would usually be better off with a different blessing.

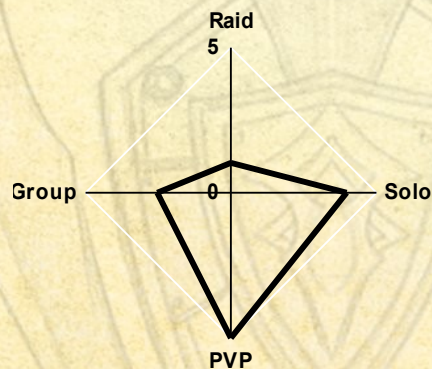
Reckoning

Description: Gives you a chance after being hit by any damaging attack that the next 4 weapon swings within 8 seconds will generate an additional attack.

Ranks:

- Rank 1- 2% chance.
- Rank 2- 4% chance.
- Rank 3- 6% chance.
- Rank 4- 8% chance.
- Rank 5- 10% chance.

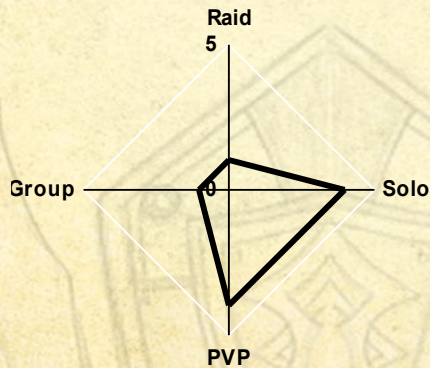
Usefulness:



Commentary: Reckoning was drastically changed in the 2.0.1 patch. Before, it would let you get an extra attack when you were hit with a critical strike. This was deemed as being overpowered because many people made it the central focus of their build. Now Reckoning is designed to be a piece of your play style and not the most important part. Before it was mostly only viable in PVP, now it is more balanced to go with any style of play. In PVP and solo it gives you some extra DPS which the Protection tree lacks, and it is great for tanking and keeping agro.

Improved Divine Shield

- Description: Reduces the cooldown of your Divine Shield spell and reduces the attack speed penalty by a percentage.
- Ranks: Rank one- Cooldown reduced by 30 seconds. Attack speed penalty reduced by 50%.
Rank two- Cooldown reduced by 1 minute. Attack speed penalty reduced by 100%.
- Usefulness:



- Commentary: This is a great PVP talent that works very well with a reckoning build. If you don't want to fill out One Handed Weapon Specialization then put two points in here.

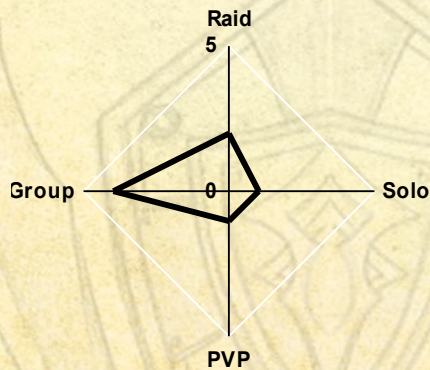
One Handed Weapon Specialization

Description: Increases the damage you deal with one handed weapons.

Ranks:

- Rank 1- 1% increase.
- Rank 2- 2% increase.
- Rank 3- 3% increase.
- Rank 4- 4% increase.
- Rank 5- 5% increase.

Usefulness:

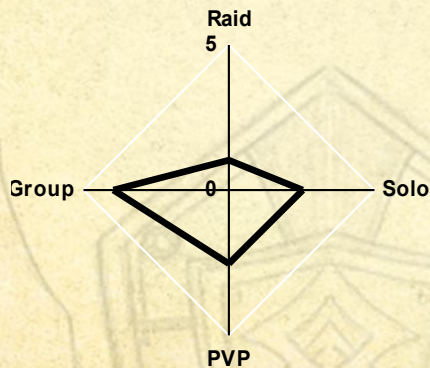


Commentary:

The whole point of the Protection tree is increasing your effectiveness with a shield, so its only natural that since you will be forced to use a one hand you should enhance that as well. Since one handers don't deal a great amount of damage this is a welcome addition and increases Seal of Righteousness as well. It recived a fifty percent damage nerf in 2.1, so it is not quite as useful. But there are very few talents left getting that will give you access to the final tier so you may as well put points in this if you are going after Holy Shield.

Improved Holy Shield

Description: Increases damage by Holy Shield by a percent and increases the number of charges.
Ranks: Rank 1- 10% damage increase, 2 extra charges.
Rank 2- 20% damage increase, 4 extra charges.
Usefulness:



Commentary: This is primarily used for tanking where you need the holy damage for threat. Other than that it can be used for farming as protection spec.

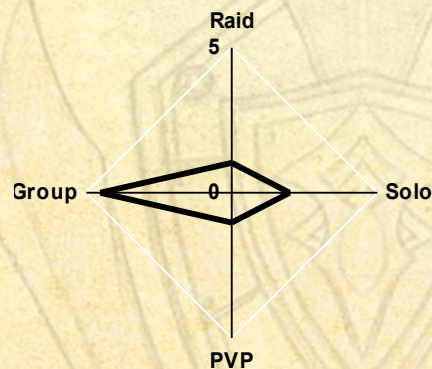
Holy Shield

Description. Increases your chance to block by 30% and deals damage with each attack blocked. Damaged caused by Holy Shield causes 35% additional threat. Lasts for four blocks.

Ranks.

- Rank 1- 59 damage dealt on block.
- Rank 2- 86 damage dealt on block.
- Rank 3- 117 damage dealt on block.
- Rank 4- 185 damage dealt on block.

Usefulness.



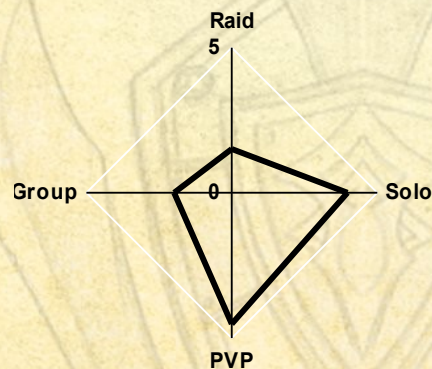
Commentary. This is the ultimate Paladin tanking ability. Like Blessing of Sanctuary it decreases the damage you take and increases your threat. But it does a much much better job.

Ardent Defender

Description: When you have less than 35% health all damage you take is reduced by a percentage.

Ranks:
Rank one- 6%
Rank two- 12%
Rank three- 18%
Rank four- 24%
Rank five- 30%

Usefulness:



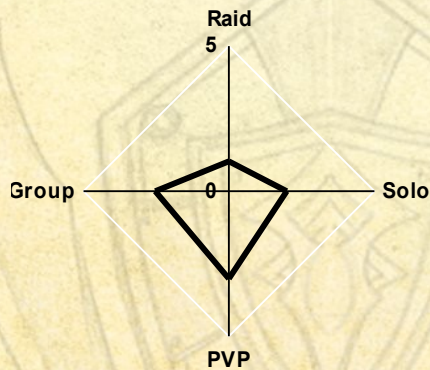
Commentary: This is another talent that excels in increasing your survivability. Unlike Blessed Life the effect is predictable and will basically double the amount of time you have to pull off a saving heal. If your goal is ultimate survivability seriously consider this.

Weapon Expertise

Description: Increases your weapon skill with all weapons by a set amount.

Ranks:
Rank one- +2 skill
Rank two- +4 skill
Rank three- +6 skill
Rank four- +8 skill
Rank five- +10 skill

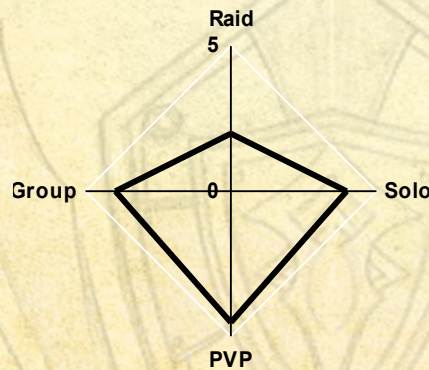
Usefulness:



Commentary: This is a good talent, but it shouldn't be this low in the tree. It will help nearly all builds out as weapon skill will be a more important stat in the Burning Crusade, but you really have no choice but to take it if you are going for Avengers Shield.

Avenger's Shield

Name:	Avenger's Shield
Description:	Hurls a holy shield at the enemy dealing holy damage, dazing them and then jumping to three nearby enemies.
Ranks:	Rank one- 270-330 holy damage. Rank two- 370-452 holy damage. Rank three- 581- 709 holy damage.
Usefulness:	



Commentary:	This talent has many uses, the first and foremost being that it gives you a ranged attack. It is also great for tanking paladins since it gives you a burst of holy damage to gain agro. And finally it is good in PVP because it is able to stun several enemies at once. Its largest flaw is that it costs a great deal of mana and can't be spammed. But if you have gone this far into Protection then you deserve to get this.
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Retribution.

The retribution tree is focused exclusively on increasing your damage. Those who wish to engage in PVP or any other type of melee will want to spec very deeply in this tree. Unfortunately, it is so focused on fighting that your other roles like healing or supporting will be weakened.

Tier 1

Name:

Improved Blessing of Might

Description:

Increases the attack power from Blessing of Might by a percentage.

Ranks:

Rank 1- 4%

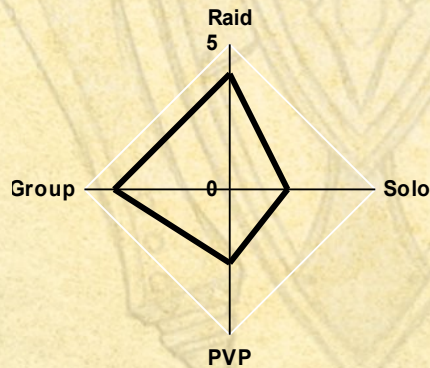
Rank 2- 8%

Rank 3- 12%

Rank 4- 16%

Rank 5- 20%

Usefulness:



Commentary:

Since this is a tier one talent it is rather weak. Some raids have their paladins fill this talent out for buffing the entire party because every bit helps. It can also be useful when leveling if you are going to be relying heavily on melee.

Benediction

Description:

Reduces the mana cost of your Judgment and Seals by a percentage.

Ranks:

Rank 1- 3%

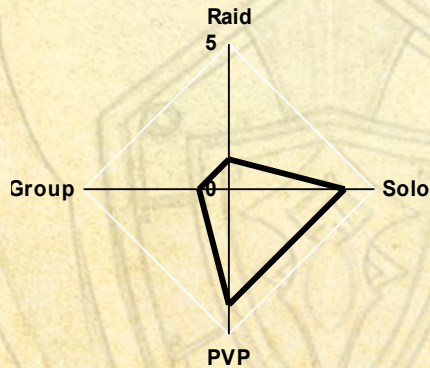
Rank 2- 6%

Rank 3- 9%

Rank 4- 12%

Rank 5- 15%

Usefulness:



Commentary:

One method of damage dealing for paladins is to juggle seals and judgments, but this costs more mana then simply swinging your mace. I prefer this style of combat and found that over a long session of grinding mana efficiency is worth more then a boost to attack power.

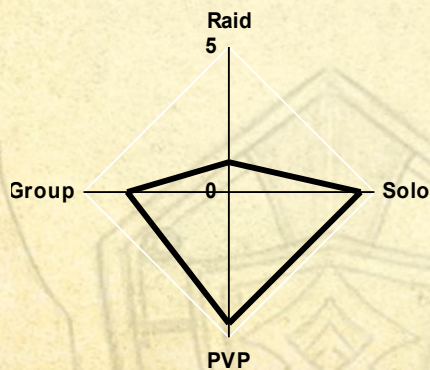
Improved Judgment

Description: Decreases the cooldown of your Judgment ability.

Ranks: Rank 1- Decreases cooldown by 1 second.

Rank 2- Decreases cooldown by 2 seconds.

Usefulness:



Commentary:

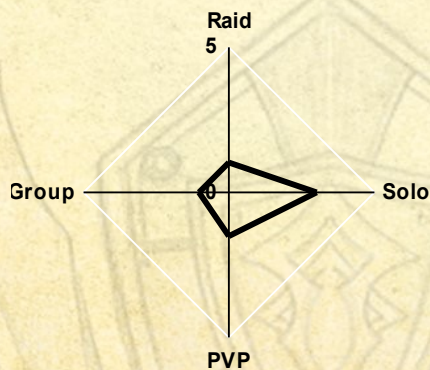
This may not seem like much but this is a really great talent, especially in PVP or when you are fighting multiple mobs.

Improved Seal of the Crusader

Description: Increase the attack power of your seal of the Crusader and the holy damage bonus by a percentage.

Ranks: Rank 1- 5%
Rank 2- 10%
Rank 3- 15%

Usefulness:



Commentary:

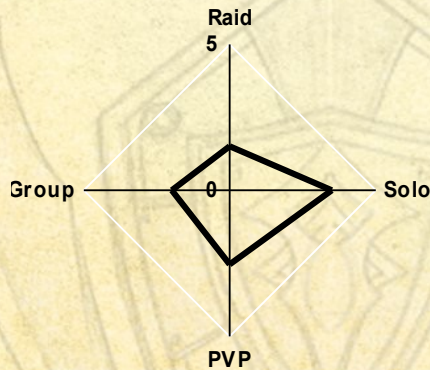
About the only reason people use Crusader is as a judgment for the holy damage increase, so the attack power increase is negligible. The holy damage increase is the only useful piece of this talent. Even then its only by a little bit so unless you like to juggle seals and rely heavily on holy damage it won't be very worthwhile.

Deflection

Description: Increases your parry chance by a percentage.

Ranks:
Rank 1- 1% increase to parry.
Rank 2- 2% increase to parry.
Rank 3- 3% increase to parry.
Rank 4- 4% increase to parry.
Rank 5- 5% increase to parry.

Usefulness:

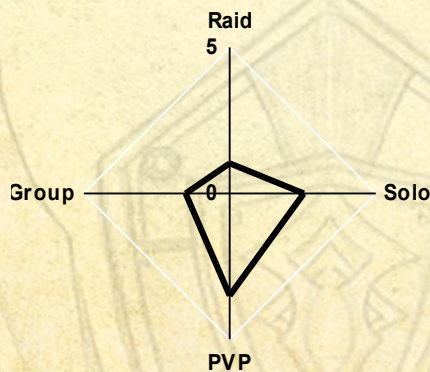


Commentary:

This is a nice talent, but I don't care for the fact that it takes one point for one percentage. It seems rather costly when I could put points into other talents. It is also oriented to increasing your defense, not your offensive abilities which could be a good thing or bad thing depending on your skill and gear. If I do put points in this it is only to gain access to tier 3.

Vindication

- Description: Gives a chance when you land a critical strike to decrease your enemies strength and agility by a percentage.
- Ranks: Rank 1- 5% decrease to strength and agility.
Rank 2- 10% decrease to strength and agility.
Rank 3- 15 % decrease to strength and agility.
- Usefulness:



- Commentary: This is primarily a PVP talent as its uses in PVE are somewhat limited. It will hinder your enemy a bit though which can bring them down to your level. But I usually don't bother with it because there are other better talents in tier 3.

Conviction

Description: Increases your chance to land a critical strike by a percentage.

Ranks: Rank 1- 1% increase.

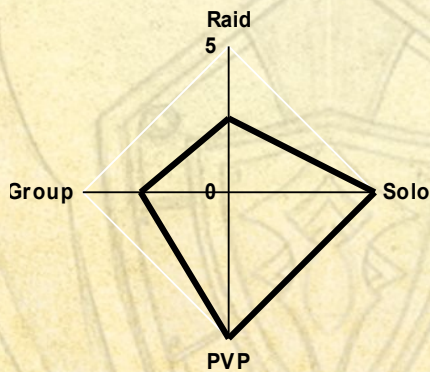
Rank 2- 2% increase.

Rank 3- 3% increase.

Rank 4- 4% increase.

Rank 5- 5% increase.

Usefulness:



Commentary:

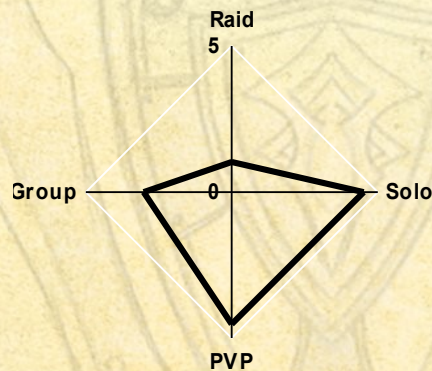
There is nothing to dislike about this talent. It is a must for melee centered fighters and still very useful for holy based fighters. It is also a requirement for Vengeance so if you spec deep into the Retribution tree you'll need this.

Seal of Command.

Description: Gives the paladin a chance to deal additional holy damage equal to 70% of normal weapon damage. Judging this seal will blast the target with holy damage, double if the target is stunned.

Ranks:
Rank 1- 68-74 holy damage when judged. 137-147 against stunned.
Rank 2- 64-70 holy damage when judged. 194-210 against stunned
Rank 3- 82-90 holy damage when judged. 248-270 against stunned
Rank 4- 85-95 holy damage when judged. 257-284 against stunned
Rank 5- 105-126 holy damage when judged. 315-348 against stunned
Rank 6- 289-320 holy damage when judged. 579-639 against stunned

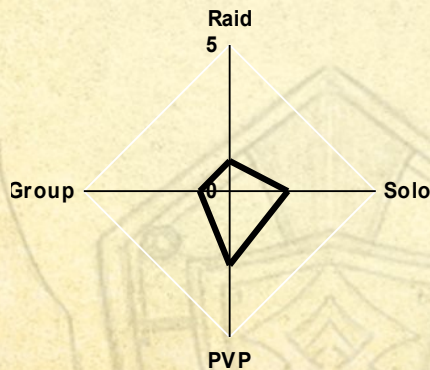
Usefulness:



Commentary: This is the most important tool a paladin can have for DPSing and without this your damage will be severely limited. It has a proc per minute chance of 7. So over the course of one minute you will get seven command strikes. It is also dependant on your weapons damage so it is best to use a heavy and slow two hander. Unleashing it will deal about the same damage as an equal ranked Judgment of Righteousness, so you will want to only to judge it when the enemy is stunned, usually from your Hammer of Justice.

Pursuit of Justice

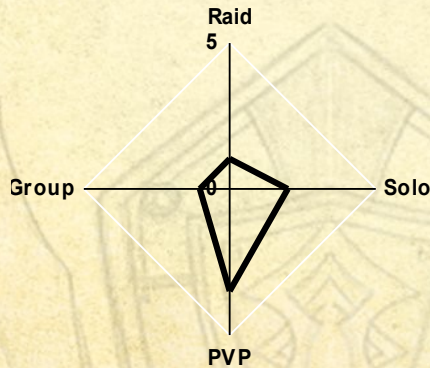
Description: Increases your movement speed by a small amount.
Ranks: Rank 1- movement speed increased by 4%
Rank 2- movement speed increased by 8%
Usefulness:



Commentary: I absolutely hate wasting time running so I usually put two points in this just to save time. In all honesty it is only moderately useful, but it also has a low cost. Ironically enough, one of its best uses is not pursuing justice but running away from enemies. It will often give you just enough of a buffer so that you will be out of attack range while fleeing.

Eye for an Eye.

- Description: When you are hit by a critical spell strike a portion of the damage you take will be returned to the caster. The damage won't exceed 50% of your health.
- Ranks: Rank 1- 15% damage return.
Rank 2- 30% damage return.
- Usefulness:

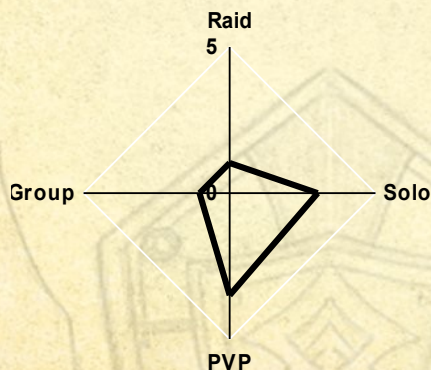


- Commentary: In PVP this is a casters worst nightmare. Like Reckoning it is entirely dependant on being hit by critical strikes, so it more of a defensive ability then an offensive one and you have no control over it. Its mainly useful in PVP where casters depend heavily on critical strikes, but it is not very useful in PVE or leveling.

Improved Retribution Aura

Description: Increases the damage done by Retribution Aura.
Ranks: Rank 1- Damage increased by 25%
Rank 2- Damage increased by 50%.

Usefulness:



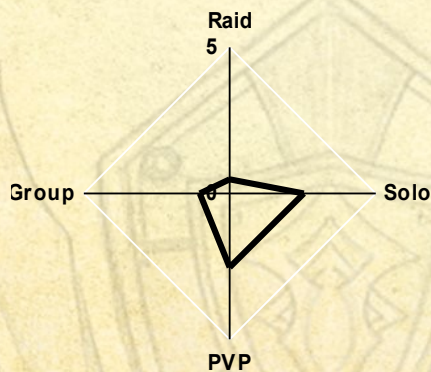
Commentary: Retribution Aura is one of our best Auras and especially useful for fighting fast hitting melee characters. While it truly shines in PVP, I found that when soloing or grinding it is still very useful. It also only costs two points, and its one of the few talents worth getting to gain access to tier 5.

Crusade

Description: Increases all damage caused against humanoids, demons, undead and elementals by a percentage.

Ranks: Rank one- 1%
Rank two- 2%
Rank three- 3%

Usefulness:



Commentary: The amount of damage you gain from this is not worth the investment of three talent points. The only reason to put points in this is to have access to the next tier, but I would personally put those points in something like Eye for an Eye.

Two Handed Weapon Specialization.

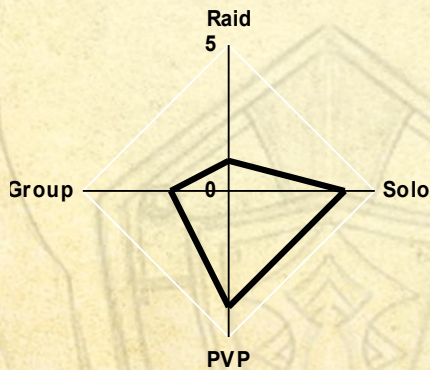
Description: Increases the damage you deal with two handed weapons by a percentage.

Ranks: Rank 1- Damage increase of 2%.

Rank 2- Damage increase of 4%.

Rank 3- Damage increase of 6%.

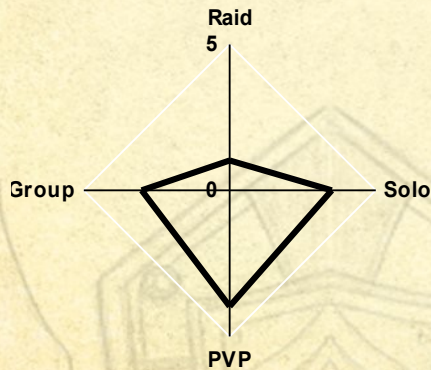
Usefulness:



Commentary: If you want to DPS you will need to use a two hander, so this is perfect for increasing your damage. I would highly recommend it.

Sanctity Aura

Description: Increases all damage done by all party members by 1/2%
Ranks: One Rank
Usefulness:



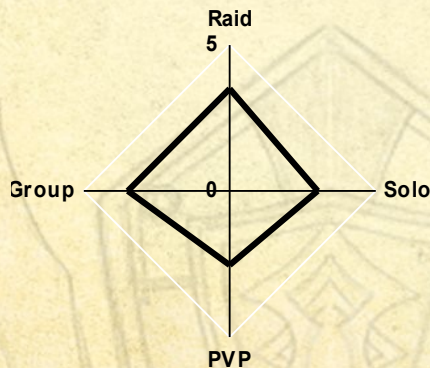
Commentary: This has drastically changed in 2.1 It no longer gives you a ten percent increase to holy damage but makes it more useful to other classes.

Improved Sanctity Aura.

Description: The amount of healing done to targets affected by sanctity Aura is increased by a percentage.

Ranks: Rank one- 3%
Rank two 6%

Usefulness:

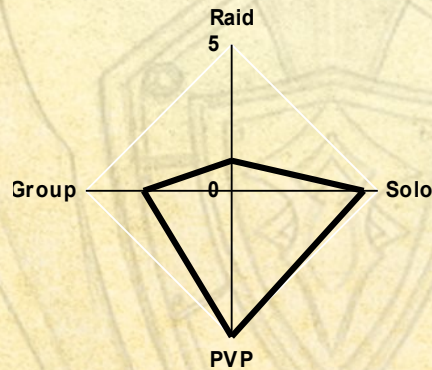


Commentary: The primary purpose of this talent is to give retribution speced paladins a more useful spot in a group environment. Keeping this aura on a main tank means that every healer in the group doesn't have to heal as much and saves more mana. It also is useful when alone since paladins speced for damage dealing will rarely have +healing gear or healing talents.

Vengeance

- Description: Gives you a bonus to Physical and Holy damage for 15 seconds after dealing a critical strike from a weapon strike, spell or ability. Can stack up to three times.
- Ranks:
- Rank 1- 1% damage increase.
 - Rank 2- 2% damage increase.
 - Rank 3- 3% damage increase.
 - Rank 4- 4% damage increase.
 - Rank 5- 5% damage increase.

Usefulness:



- Commentary: After making such a huge investment in such a focused tree its nice to see a big payout like this. Many paladins spec Retribution just for this and then focus on increasing their critical strike gear. If it is available to you definitely get it.

Sanctified Judgement

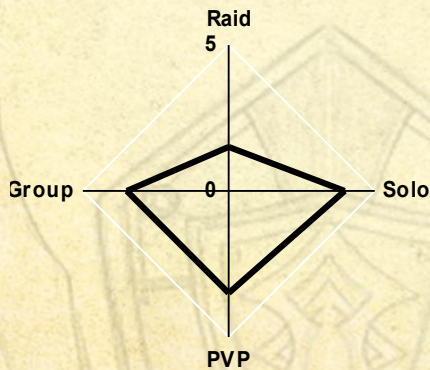
Description: Gives your Judgment spell a chance of returning 50% of its mana cost.

Ranks: Rank one- 33% chance

Rank two- 66% chance

Rank three- 100%

Usefulness:



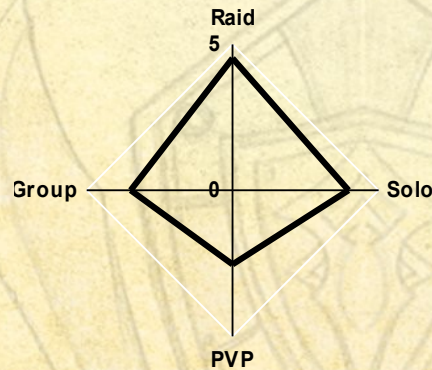
Commentary: Those who spec to cause damage will rarely have a great deal of mana. This gives you much more mana efficiency, but it is only useful if you like to judge every eight seconds. At this point you also have access to Vengeance which is a better talent in my opinion.

Sanctified Crusader

Description: In addition to the normal effect, your Judgment of the Crusader spell will also increase the critical strike chance of all attacks made against the target by an additional percentage.

Ranks: Rank one- 1%
Rank two- 2%
Rank three- 3%

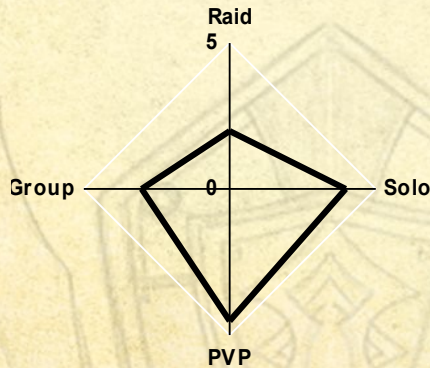
Usefulness:



Commentary: This is a really good talent. It is obviously great for solo and PVP, but it is also great for raids as well. A major focus during the remaking of the retribution tree was to give ret specced paladins a role in group play. An extra three percent crit chance for every member of a group or raid is incredible and my guild has already selected designated ret paladins for this alone.

Repentance

Name:	Repentance
Description:	Incapacitates the target for six seconds. Any damage caused will awaken them and works only on humanoids.
Ranks:	One rank
Usefulness:	



Commentary:	This is one of the best crowd controls in the game, especially since it is an instant cast. In PVP where everyone is a humanoid it can be used to escape a pursuing enemy, give you six seconds to heal yourself to full health and it also increases the damage you deal with Judgment of Command. If you have gone all the way up to Vengeance you should strongly consider getting this.
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Divine Purpose

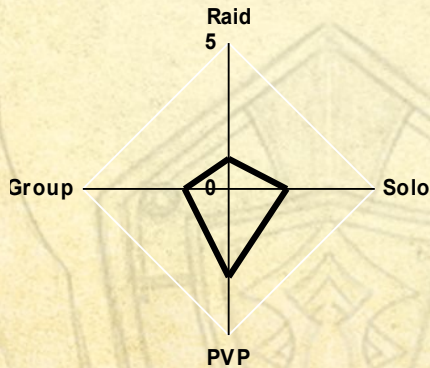
Description: Melee and ranged critical strikes against you cause less damage.

Ranks: Rank one- 4% less damage.

Rank two- 7% less damage.

Rank three- 10% less damage.

Usefulness:



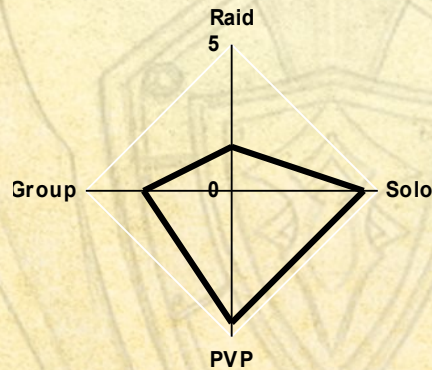
Commentary: This is designed to give you more survivability, but it's really not that great right now. It is primarily designed to work with the new Resilience system in The Burning Crusade expansion and even then its not that great. At this point you should already have enough points to get to the next tier so I would avoid this.

Fanaticism

Description: Increases the critical strike chance of all Judgments capable of a critical hit by a percentage.

Ranks:
Rank one- 3% increase.
Rank two- 6% increase.
Rank three- 9% increase.
Rank four- 12% increase.
Rank five- 15% increase.

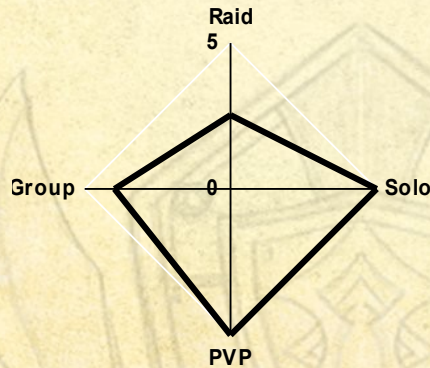
Usefulness:



Commentary: This is designed to work together with Crusader Strike to cause large amounts of holy damage. Right now the only seals that will crit from this are Seal of Righteousness and Seal of Command, but it is still a huge increase. Since it is added on to your existing critical strike chance your damage output will rise dramatically. Definitely get this if you want to maximize your damage.

Crusader Strike

Name:	Crusader Strike
Description:	An instant strike that causes weapon damage plus 40% of your Holy spell damage and refreshes all judgments on the target.
Ranks:	One rank.
Usefulness:	



Commentary:	This is an incredible ability. It gives us an extra powered up attack every ten seconds which works well with our other abilities like Seal of Command or and Hammer of Justice. The holy damage boost come from all +spell damage you have, not just holy damage which helps paladins get away from needing pure melee gear. The boost is only a minor addition though. Its real strength is the way it can give you an extra attack. The ability to refresh your judgments is another great bonus designed to make ret specced paladins more viable in raids.
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TALENT BUILDS



Putting points into each of the talents trees will generally improve that trees area of expertise. Paladins that put points in Holy will become much better healers, while paladins who put points in Retribution will deal more damage. But you should not just focus on one tree. Because some talents are not worth getting putting some of your points in other trees will make you more powerful and more well rounded. Putting every last one of your points in Retribution will increase your DPS. But if you took some points out of weak talents like Vindication and put them into Holy talents like Divine Strength your DPS would go up. While many people try to go as far down into a tree as they can there is also a balancing game of going as deeply as you can into the other trees. This juggling of talents has led to the rise of "Builds". Tested patterns of talents that players have found are the most effective at increasing one or more styles of play. But in the end, the skill of the player determines a characters success more then their build.

Holy Builds

The Ultimate Healer.

This build specializes on healing and then backing up that healing with survivability. It is the build most favored by raids because it combines all the healing of the Holy tree with the support abilities of the Protection tree. The only downside is that it is limited for activities besides raiding.

Holy	Protection	Retribution
Divine Intellect	Redoubt	
Spiritual Focus	Guardian's Favor	
Healing Light	Precision	
Aura Mastery	Blessing of Kings	
Improved Lay on Hands	Shield Specialization	
Illumination	Anticipation 3/5	
Imp. Blessing of Wisdom		
Divine Favor		
Sanctified Light		
Purifying Power		
Holy Power		
Light's Grace		
Holy Shock		
Holy Guidance		
Divine Illumination		

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?05503120520132531051053201033000000000000000000000000000000000>

The Healing Shield

This build focuses on the basics of healing and then spends the rest of the points in the Protection tree to increase your survivability.

Holy	Protection	Retribution
Divine Intellect	Redoubt	
Spiritual Focus	Precision	
Healing Light	Guardian's Favor	
Aura Mastery	Blessing of Kings	
Imp Lay on Hands	Shield Specialization	
Illumination	Anticipation (1/5)	
Divine Favor	Imp Hammer of Justice	
Sactified Light	Imp Concentration Aura	
Holy Power	Stoicism 1/2	
Holy Shock	Spell Wardking	
Light's Grace	Blessing of Sanctuary	
	Sacred Duty	

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?05503120500130531000053201031133210200000000000000000000000000>

Protection Builds

The Tankadin

This build is all about tanking. It gives you the necessary tools for agro management as well as damage mitigation and healing. As you've probably read in the Tanking section part of your tanking ability is being able to generate a lot of holy damage.

Holy	Protection	Retribution
<div>Divine Strength</div> <div>Spiritual Focus</div> <div>Imp Seal of Righteousness</div> <div>Healing Light</div> <div>Unyielding Faith</div>	<div>Redoubt</div> <div>Precision</div> <div>Guardian's Favor</div> <div>Blessing of Kings</div> <div>Imp Righteous Fury</div> <div>Shield Specialization</div> <div>Anticipation (4/5)</div> <div>Stoicism</div> <div>Imp Hammer of Justice</div> <div>Blessing of Sanctuary</div> <div>Reckoning</div> <div>One hand specializatio(2/5)</div> <div>Holy Shield</div> <div>Ardent Defender</div> <div>Avengers Shield</div>	

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?5055300200000000000000532013342300150215010000000000000000000000>

Ultimate Survivor

This build is all about lasting as long as possible. It takes all of the defensive talents in the protection tree and makes it so that no normal foe will ever be able to beat you. The downside is that you will have very little offensive power.

Holy	Protection	Retribution
Divine Intellect Spiritual Focus Healing Light Imp Lay on Hands	Redoubt Precision Toughness 4/5 Blessing of Kings Shield Specialization Anticipation Imp Hammer of Justice Spell Warding Blessing of Sanctuary Reckoning Sacred Duty Holy Shield Ardent Defender Weapon Expertise Avengers Shield	

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Retribution Builds.

Hammer of the Crusader.

This build is based entirely on damage output. Many consider this the best build for battling in PVP because of its relative high damage output and survivability through healing. The core of this build is Seal of Command and Crusader Strike which are enhanced by things like Sanctity Aura and Conviction.

Holy	Protection	Retribution
Divine Strength Spiritual Focus Healing Light		Benediction Improved Judgement Deflection (3/5) Conviction Seal of Command Pursuit of Justice Eye for an Eye Imp Retribution Aura Crusade Two handed Specialization Sanctity Aura Imp Sanctity Aura Vengeance Sanctified Judgement 2/3 Sanctified Crusader Reptentance Fanaticism Crusader Strike

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?505030000000000000>

Holy	Protection	Retribution
Divine Strength		Benediction
Spiritual Focus		Improved Judgement
Healing Light		Deflection 3/5
Aura Mastery		Conviction
Imp Lay on Hands		Seal of Command
Illumination		Pursuit of Justice
Divine Favor		Eye for an Eye
Sanctified Light		Imp Retribution Aura
		Two Hand Specialization
		Vengeance
		Sanctified Judgement 2/3
		Sanctified Crusader
		Repentance

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Leveling Build.

Most of the builds above require you to be level sixty in order to gain their full benefits. For the big grind to sixty it is often more beneficial not to aim for powerful low tier talents and slowly crawl through the tree to reach it. Instead you should try to gather as many useful high tiered talents as possible. As you will see in the guide. Seal of Command is a great ability for leveling, but until you can get the 11 talent points to use it you will grind through those levels much more efficiently with Divine strength and Spiritual focus instead of Benediction. Once you have reached level twenty and have enough points to use SoC you then head back to your trainer and have him reset your talents for gold.

Level 10- Divine Strength 1
Level 11- Divine Strength 2
Level 12- Divine Strength 3
Level 13- Divine Strength 4
Level 14- Divine Strength 5
Level 15- Spiritual Focus 1
Level 16- Spiritual Focus 2
Level 17- Spiritual Focus 3
Level 18- Spiritual Focus 4
Level 19- Spiritual Focus 5

Respec Number 1.

Benediction 5/5
Improved Judgment. 2/2
Deflection 3/5
Seal of Command.

[illegible]

Level 20 Seal of Command

Level 21 Conviction 1

Level 22 Conviction 2

Level 23 Conviction 3

Level 24 Conviction 4

Level 25 Conviction 5

Level 26 Divine Strength 1

Level 27 Divine Strength 2

Level 28 Divine Strength 3

Level 29 Divine Strength 4

Level 30 Divine strength 5

Level 31 Spiritual Focus 1

Level 32 Spiritual Focus 2

Level 33 Spiritual Focus 3

Level 34 Spiritual Focus 4

Level 35 Spiritual Focus 5

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?50500000000000000000000000000000520305100000000000000>

Split number one

At this point you have to make a decision on what your play style will be. If you intend to do a large amount of instancing and group PVE activities then I would suggest you follow the first route. If you intend to do a great deal of PVP, or you intend to solo grind your way up you will want to go the second route.

Route one- Holy and Healing.

Level 36 Aura Mastery
Level 37 Healing Light 1
Level 38 Healing Light 2
Level 39 Healing Light 3
Level 40 Divine Intellect 1
Level 41 Illumination 1
Level 42 Illumination 2
Level 43 Illumination 3
Level 44 Illumination 4
Level 45 Illumination 5
Level 46 Divine Favor

End route one and put points in Retribution like route two.

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?5150310050010000000000000000000000000000000520305100000000000000>

Route two- Retribution

Level 47 Improved Retribution Aura 1
Level 48 Improved Retribution Aura 2
Level 49 Eye for an Eye 1
Level 50 Pursuit of Justice
Level 51 Two Handed weapon specialization 1
Level 52 Two Handed 2
Level 53 Two Handed 3
Level 54 Sanctity Aura
Level 55 Vengeance 1
Level 56 Vengeance 2
Level 57 Vengeance 3
Level 58 Vengeance 4
Level 59 Vengeance 5
Level 60 Repentance (If you don't want Divine Favor)

End route two and put points in Holy like route one.

<http://www.worldofwarcraft.com/info/classes/paladin/talents.html?5150310050010000000000000000000000000000000520305121203105001000>

Respec 3

Go back and respec your talents to the following build so you can use Crusader Strike. From here on the best bet is to put your remaining points in Holy to help with your healing, since there are few good Retribution talents left.

[illegible]

Level 61 Healing Light
Level 62 Healing Light
Level 63 Healing Light
Level 64 Divine Intellect
Level 65 Divine Intellect
Level 66 Illumination
Level 67 Illumination
Level 68 Illumination
Level 69 Illumination
Level 70 Illumination

Your Final build should eventually look like this.

[illegible]

PALADIN

MONEYMAKING

There are two sources of money in WOW. You can either get it from NPCs, or you can get it from other players. NPCs will give you money when you defeat them or sell them items or services like completing quests. The amount of money you can make this way is static and reliable, but very very low. If you really want to make money you need to sell game items to other players. The rarer or harder to get the item is the more valuable it is and the more you'll make from it.

In general there are two types of items people will buy, the first and foremost are crafting materials. Ore, herbs, leather, cloth and enchanting supplies are the most consumed items in the game so they are in constant demand. Because resource gathering is the most profitable source of income in game it is recommended that early on you take two gathering skills like mining and skinning. This means that you won't be able to take a crafting skill like blacksmithing or alchemy, but prior to the high levels those skills are really not worth the money they

cost. Crafting skills only really shine in the very high levels with rare patterns and recipes so it is much better to spend this time gathering materials and selling them.

The second category are specialty items like recipes and patterns, specialty crafting supplies like elemental essences and special armor drops. All of these require you to research which items drop where or sell from what vendor. Usually these are not from a steady source and your profit at the end of the day will vary tremendously.

Level 1-10

You will blow through these levels so fast that there is no real way to make any serious money. Fortunately you don't really need a great deal at this point anyway. All of your gear will come from quests or cost a few copper from a vendor so farming for money is not necessary. It's always nice to have a bulging purse though so here are some tips for making some quick cash to pay your trainer.

Nearly all humanoids past level five will drop linen cloth which sells well in stacks at the Auction house.

At level five you can gain a gathering skill like Mining or skinning and then sell the stacks of resources on the auction house.

Invest in getting an extra bag or two early on, even if it only has four slots. Nearly everything you kill will drop grey quality items that can be sold to a vendor. The investment will pay for itself quicker then you think.

Level 10-20.

You'll still be leveling up to fast for any real cash gathering, but at this point you will have more opportunity to sell items on the auction house. Save every piece of cloth and crafting material you can and save them in your bank. When you have a full stack sell them on the auction house. Also be sure to save all the grey junk drops and sell them to a vendor.

At this point there aren't that many good farming areas but at level eighteen you can go into the area before the Deadmines and farm the stripminers there. They have a high drop rate of wool cloth and there are lots of copper veins and a few tin veins. The only thing you need to look out for are the occasional elite taskmasters.

Level 20-30

In Westfall the abandoned town of Moonbrook is a great farming location. The Defias mobs here are plentiful and respawn very fast and all drop linen cloth nearly every other kill as well as lots of grey items. There are also three chest spawn locations inside each of the three major buildings. The best reason for farming in this place though is that upstairs in the abandoned inn is a merchant that you can sell all your grey items and junk to. This way you don't have to throw away things to make space or waste time running back to sentinel hill.

In the southern western part of Ashenvale is Silverwind Refuge with a vendor named Harklan Moongrove. He sells a recipe for Shadow Protection Potions that cost ten silver each, but can be sold on the AH for up to two gold. Since it is a rather isolated area it is rarely ever sold out and respawns every thirty minutes.

At post level twenty five you can go to the Wetlands and mine lots of tin in the cave west of Mosshide Fen. There is also a special type of ore here called Incendicite that sells for a little, but is very plentiful. And finally there is a silver elite spider in the way back of the cave that drops a special shield and

ring. This area is full of level twenty to twenty two spiders but you can cleanse away their poison and take them out in one or two hits.

Level 30-40

In your early thirties you can go to the south western corner of the Swamp of Sorrows and hunt Dreaming Whelps. Each one has a low chance of dropping a Tiny Emerald Whelping pet. These often go for over one hundred gold on the Auction house because they are so rare.

If you have the mining tradeskill go to the Arathi highlands to mine iron. Start at the Boulderfist Ogre mound in the south and follow the edge of the zone east and north. When you have passed Witherbark village stop and head back. All along this area there are lots of Iron deposits and several Mithril ones as well. By doing this mining run I was able to get nearly a full stack of bars and stones each trip. When I was trying to get the money for my epic mount quest I mostly came here because it was so easy.

When you reach the high thirties head to northern Stranglethorn and grind on the Bloodscalp trolls in the Kalia, Zuuldaia and Balal ruins. These areas are packed with mobs that die quickly and have a high drop rate of silk cloth. An hours worth of grinding here will bring in several stacks that can be sold for nearly one gold a piece as well as money drops, green items and vender trash. When grinding here though try to work your way around the edges instead of rushing inside since if you die and have to rez inside you will be attacked by multiple mobs.

If you have Herbalism you can make loads of money in the Stonetalon mountains. Because the zone is mostly narrow canyons you can run through the middle and avoid missing any spawns. Steelbloom and Kingsblood are the best moneymakers here, especially in the southern part.

Level 40-50

If you have mining head to Tanaris and walk around the edge of the zone. If you follow the mountains on the edge of the map you will have a very good chance of finding Mithril and Truesilver deposits. By the time

you have made it all the way around most of the points will have respawned and you can mine them again. All of the Mithril bars and stones sell for several gold per stack.

At level forty five the Southsea Pirate base in Tanaris is a great place to load up on cash and Mageweave cloth. This area has lots of mobs close together that drop cash and Mageweave but also occasionally drop a Pirate's Footlocker. Usually the chest contains junk, but sometimes it has a treasure key that can be used to open a chest in one of the ships. This chest has a high chance of having a BOE blue item inside that can be sold for several gold.

In your late forties you can go to The Stockades in Stormwind and safely fight the elite mobs inside. Avoid the mobs inside the cells since they come in threes and only fight the ones in the hallways. They all drop lots of wool cloth but have a higher than average chance to drop green and blue items as well as cash.

Level 50-60

At level 52 a great grinding place is Felstone Field and Dalsons Tears in the western plaguelands. These areas are loaded with undead mobs that spawn quickly and drop Runecloth. The reason this area is special is because you will be able to grind reputation with the Argent Dawn and collect Scourge stones at the same time. And since it is filled with undead you'll have an easier time fighting.

Another good place to farm in the low fifties are the satyr camps in Felwood. I would suggest heading to Jadefire Glen and killing the demons here for Felcloth, regular cloth and cash. You will want to hunt the Jadefire Rouges especially since they are one of only two mobs that drop the recipe for Elixir of the Mongoose.

In the northern part of the Western Plaugelands is a Scarlet Crusade stronghold. The normal mobs here drop Runecloth and cash. But the real reason you're here is to kill the Scarlet Spellbinders. They have a very low chance of dropping the formula for the Crusader Weapon enchant. This formula usually goes for a minimum of two hundred gold and upwards of three fifty. It is VERY

dependant on luck though because the drop rate is so very low. So unless you have a lot of patience you may want to try somewhere else.

If you have both skinning and mining leveled to three hundred you can make an incredible amount of money in the Ice Thistle Hills in Winterspring. East and south of Everlook you will find a large gathering of Yetis with a giant cave at the top of the hill. Inside the cave are Icethistle Patriarchs and Matriarchs that when skinned have a ninety percent chance of dropping Rugged leather. I have been to many areas with skinable mobs and this would have to be the best because of the close grouping and fast respawns. The other reason this cave is great is that it have lots of thorium spawns, including four rich ones. During the course of an hour and a half I would normally walk away with four stacks of thorium ore and dense stones and sometimes an arcane crystal.

Level 60-70

Level 61

At the Expedition Armory south of Honor Hold are lots of Unyielding undead. The Unyielding Footmen along the outer edges are some of the weakest here and have a chance of dropping Runecloth and Netherweave as well as silver and other miscellaneous drops. This is one of the few areas in outland with a consistent supply of undead monsters and they are about the lowest level undead in outland. So if you come back here at seventy you can kill them even faster.

Level 63

Marks and Signets

At Level sixty three you can farm Firewing Blood Elves at 70, 36 for Firewing Signets or Shadow Council Cabalists at 31, 53 for Marks of Kil'jaedin in Terrokkar. They die quickly enough and have a thirty percent drop rate for signets and marks. Stacks of ten often go for fifteen gold and you get cloth, silver and vendor trash as well.

Level 65

As soon as you reach level sixty five go to the Auction House and buy thirty six Pairs of Ivory Tusks. Head to Nagrand and follow the western road to Aeris Landing. When you get here turn them all in to Shadrek and you will achieve friendly status with the Consortium. This means that every month you will get a bag of gems as payment which usually contains a blue gem worth up to sixty gold, more then making up for your initial investment. Now you can just forget about them and get free money every month, but don't go and sell them right away. At the beginning of the month everyone gets their gems and the prices drop. Wait till the middle of the month to clean up.

Murkblood Scavengers

In Nagrand the ruined village of Firespring is overrun with Murkblood Broken. Most of these are just regular mobs, but there are packs of Murkblood Scavengers which are special. They have low attack, unbelievably low HP and can be taken down with two or three swings of your weapon. I've had some kill themselves on my Retribution Aura and nothing else. Besides dropping silver and vendor trash they have a chance of dropping valuable Netherweave cloth.

Level 67+

Motes of Fire

In the north east corner of Blade Edge Mountains is a volcanic area called Skald. There are lots of fire elementals here that have a 25% chance of dropping motes of fire. Ten motes can be turned into a Primal fire which can then be sold for twenty gold. In addition you will have Elemental Fragments and Primordial Essences which drop nearly every kill and vendor for a good bit of silver. The enemies in this area only use fire based attacks so if you can stock up on a lot of fire resist gear you can grind this area nonstop.

Level 68

Manaforge Farming

Between level 68 and 69 you can farm Sunfury mobs at mana forge B'naar. They have a thirty percent chance of dropping Sunfury Signets which go for about one and a half gold and a two percent chance of dropping an Arcane Tome which usually goes for twenty. They drop between fifteen and twenty five silver per kill in addition to regular loot. The best mobs to farm are the Sunfury Geologists and Warp Engineers because of their low physical attack power.

Forge camp Farming.

The alternative to Sunfury farming is legion farming at Forge Camp Anger in the Blade's Edge Mountains. Instead of signets they drop Marks of Sargarus and instead of Arcane Tomes they drop Fel Armaments. The best mobs here are the Mo-arg workers, especially the smaller ones.

Level 70

Questing of money.

This is actually a very easy way to earn money with very little effort. At level seventy the experience you would normally get from quests is converted into gold so the cash rewards you receive will increase dramatically. At level seventy most quests have a ten gold reward minimum and are no more difficult than quests at sixty nine. If you get your quests from a large hub like a town or outpost they will usually all be in the same area and you can finish several at once. Five quests in one hour is very easily done and gives you 50 to 60 gold. In addition most level 70 mobs drop between 15 to 25 silver as well as vender trash, and most quests will give you a piece of armor or weapon that can be sold for several gold.

The best places to do quests at level seventy are in Netherstorm and Shadowmoon Valley. In Netherstorm the Protectorate Base camp north of Manaforge Ultriss, The Stormspire, and Kirin Var village all have lots of quests that can be completed nearby. You may also want to go back to Area 52 and gather any unfinished quests there. In Shadowmoon valley your quest hubs depend on if you are with the Scryers or Aldor. If you are Scryer go to the Sanctum of the Stars and if you are Aldor go to the Alter of Shatar. You should also check out Wildhammer Stronghold and Netherwing fields.

Motes of Fire II

At level sixty seven you can farm motes of fire at Skald in the Blade's Edge Mountains, but that place can be very crowded sometimes. I have found a better alternative farming area at Forge Camp Terror and Wrath in the western most part of the Blade's Edge Mountains. Each camp is at opposite ends of a long ally that can only be reached with a flying mount, so there is almost never any competition. Each camp has a group of fire elementals which have a slightly higher drop rate for motes than the ones at Skald. Forge Camp Wrath in the north has six elementals and Forge Camp Terror in the

south has eight elementals with a few demons in the center. I farm at Terror because I can kill the nearby demons easily while waiting for the elementals to respawn.

