

HEALING PALADIN

33 HOLY

18 PROTECTION

Also known as the "Healadin", this spec is a pure support role, meant for parties and raiding.

HOLY TREE



DIVINE INTELLECT 5/5



Divine Intellect, simply put, allows you to heal longer and stronger due to the higher mana pool it provides.

REQUIRES 5 POINTS IN HOLY TALENTS

SPIRITUAL FOCUS 5/5



Spiritual Focus allows you a 70% chance to avoid any interruption from damage while casting your Holy Light and Flash of Light spells. This talent makes you a better caster in the heat of a battle.

REQUIRES 10 POINTS IN HOLY TALENTS

UNYIELDING FAITH 2/2



Many raid battles have a fear aspect to them, in which the boss attempts to fear the entire raid group. Unyielding Faith not only grants you a 10% chance to avoid fear, but also an equal chance to resist disorient effects which helps a good bit in PVP.

IMPROVED LAY ON HANDS 2/2



This talent is simply invaluable to any raid group. Lay on Hands is a tank saver, bringing back allies from the brink of death to safety instantly. Not only does this talent decrease the cool down your ability by a gigantic 20 minutes, but it also grants the target of your Lay on Hands a bonus 30% armor from their items, boosting their survivability even further.

CONSECRATION 1/1



Even though this spec is meant purely for support during raids, there may be encounters where you are needed to obtain the threat of many enemies at once, and Consecration does just that. It applies a small field to the area of your choice on the ground, and any enemy that stands in it or walks through it takes holy damage. This is also a great way to force players out of stealth during PVP.

HEALING LIGHT 3/3



Healing Light increases the amount of health restored by your Healing Light and Flash of Light spells by 12%. Since this spec is all about support and healing, this talent really shines.

REQUIRES 15 POINTS IN HOLY TALENTS

ILLUMINATION 5/5



This talent is great for the encounters that last longer than usual. Anytime your Flash of Light or Holy Lights lands critically, this talent refunds the entire base mana cost of the spell back to you, allowing you to heal longer.

REQUIRES 20 POINTS IN HOLY TALENTS

DIVINE FAVOR 1/1



Divine Favor is great for those emergency situations where you need a big heal. Activating this guarantees your next Holy Shock, Holy Light, or Flash of Light spell will land critically.

LASTING JUDGMENT 3/3



This talent is a great support talent that allows your Judgment of Light and Judgment of Wisdom spells to stay on your target an extra 30 seconds. This grants those classes extra time to heal up or gain some mana back without you having to recast the Judgment.

REQUIRES 25 POINTS IN HOLY TALENTS

HOLY POWER 5/5



Holy Power increases your chance to score a critical strike with holy spells by 5%. This is an invaluable talent, as it allows you to land bigger heals on your target more often and gain the benefit of Illumination.

REQUIRES 30 POINTS IN HOLY TALENTS

HOLY SHOCK 1/1



Holy Shock is an instant cast spell that either deals holy damage to your enemy or instantly heals for a small to an ally. This is a great way to save a comrade or deal some burst damage to an enemy.

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PROTECTION TREE



REDOUBT

5/5



With this amazing talent, anytime you are the victim of a critical strike, your chance to block with a shield is increased by 30% for either five blocks or ten seconds. This is a fantastic talent for healing in PVP and smaller dungeons.

REQUIRES 5 POINTS IN PROTECTION TALENTS

TOUGHNESS

4/5



Four points in Toughness increases the armor of your worn items by 8%, making you a little harder to take down by physical attacks.

GUARDIAN'S FAVOR

2/2



Guardian's Favor's benefit is two-fold. The first thing it does is reduce the cool down on your Blessing of Protection spell by 120 seconds, granting you an edge on protecting your fellow casters from physical damage, especially if they pull aggro. The second benefit you receive is an increase of six seconds on your Blessing of Freedom, which is an immense boon in PVP.

REQUIRES 10 POINTS IN PROTECTION TALENTS

BLESSING OF KINGS

1/1



This blessing makes you a very popular person to have in raids. A favored buff amongst all classes, Blessing of Kings increases the all stats of a player by 10%.

REQUIRES 15 POINTS IN PROTECTION TALENTS

IMPROVED CONCENTRATION AURA

3/3



Placing points in this talent not only increases the benefit of Concentration by 15%, but also increases your party member's resistance to Silence and Interrupt effects by an additional 15%. This aura is great for PVP and hectic battles where your party is taking damage.

THE HEALING PALADIN



STRENGTHS OF THIS TEMPLATE

This build makes you a healing and support machine. No other class can come close to the survivability and support you provide. It also makes you a valuable and needed asset in any raid group or party.

ROOM FOR FLEXIBILITY

There is really not much room for flexibility with this spec. If you decide to go any other direction you lose much of your healing and support ability granted by these talents.

EQUIPMENT

Seek out plate with plus healing and critical strike to spells. These two stats make your heals stronger and provide the ability to heal critically, activating Illumination.

There are many pieces of plate like this scattered throughout dungeons, but the best are the tiered sets from the 40 man dungeons in the endgame content.

FINAL NOTES

The Paladin is a unique class, excelling in both high survival and the ability to heal and support like none other. It takes a special player to forgo swinging his or her weapon at the enemy while keeping their party alive and buffed, and that's just what this spec is about.

