

SOLO PALADIN

21 HOLY

30 RETRIBUTION

The Paladin is a Holy Warrior, and this spec treats the class as such, providing not only adequate survivability, but also enough DPS to defeat enemies quickly enough to grind to 60 in a reasonable amount of time.

HOLY TREE



DIVINE STRENGTH 1/5



One point spent here is used more as a stepping-stone for later, but an additional 2% added to your strength slightly increases your attack power.

DIVINE INTELLECT 5/5



Divine Intellect increases your total intellect by 10%, granting you a higher mana pool, which allows you to grind mobs longer and have less down time.

REQUIRES 5 POINTS IN HOLY TALENTS

SPIRITUAL FOCUS 5/5



This talent gives you the ability to heal yourself or others in the thick of battle, or while an enemy is beating on you. Five points allow you a 70% chance to avoid interruption caused by damage when casting your Flash of Light or Holy Light spells.

REQUIRES 10 POINTS IN HOLY TALENTS

HEALING LIGHT 3/3



Healing Light gives you an extra 12% to your Holy Light and Flash of Light healing spells, which provides a little more bang for your buck when you stop to heal yourself.

CONSECRATION 1/1



Consecration is a useful talent that causes damage to all targets in a small radius you that you place on the ground. This is especially useful for groups of enemies or players, which are in stealth.

REQUIRES 15 POINTS IN HOLY TALENTS

ILLUMINATION 5/5



Whenever your Flash of Light, Holy Light, or Holy Shock spells land critically, you are refunded the entire amount of the base mana cost of the spell, which gives you a little more mana efficiency while soloing or healing others.

REQUIRES 20 POINTS IN HOLY TALENTS

DIVINE FAVOR 1/1



Divine Favor, which is on a two minute cool down timer, grants you a free critical with your Holy Shock, Holy Light, or Flash of Light spells. This is especially useful in emergency situations when you need a big heal and you need it fast.



RETRIBUTION TREE



SEAL OF COMMAND

1/1



Seal of Command is truly the bread and butter of Retribution. When applied, it gives you a chance to deal an extra attack every time you swing, that causes 70% of your weapon damage to your enemy. Should you choose to unleash this seal upon the enemy, it will cause high damage, even more so if they are stunned.

REQUIRES 15 POINTS IN RETRIBUTION TALENTS

EYE FOR AN EYE

2/2



Eye for an Eye is a very situational talent, but incredibly strong when used. Any time a spell from your enemy strikes you critically, the caster takes direct damage equal to 30% of the spell they cast upon you, which turns a battle in your favor. However, the amount of damage returned cannot exceed half of your total life.

REQUIRES 20 POINTS IN RETRIBUTION TALENTS

TWO-HANDED WEAPON SPECIALIZATION

3/3



Two-handed Weapon Specialization is a simple talent that increases the damage you deal with all two-handed weapons by 6%, allowing you to solo a bit faster and dispatch your enemies faster.

SANCTITY AURA

1/1



This aura grants your holy attacks a bonus 10% damage. This is especially useful with Seal of Command.

REQUIRES 25 POINTS IN RETRIBUTION TALENTS

VENGEANCE

5/5



Five points in Vengeance gives you an amazing 15% boost to all physical and holy damage you deal for eight seconds after you deal any kind of critical strike, physical or spell. Should you have a high enough critical strike rate, you can keep this active almost constantly.



BENEDICTION

5/5



Benediction reduces the mana cost on all of your Judgment and Seals by 15%. This is incredibly useful while soloing, meaning you have less down time, and more mana to spend on other things.

IMPROVED BLESSING OF MIGHT

5/5



This talent provides a bonus 20% attack power to your Blessing of Might spell, giving you, and your party member's melee attacks a little more strength.

REQUIRES 10 POINTS IN RETRIBUTION TALENTS

VINDICATION

3/3



Three points in Vindication gives your attacks a chance to reduce your enemy's strength and agility by 15%, reducing their chance to dodge or land a critical strike on you, while causing them to hit for less.

CONVICTION

5/5



Conviction grants you an extra 5% chance to score a critical strike with your weapon. Extra crit is always good for any melee class, allowing you to occasionally deal double damage.

STRENGTHS OF THIS TEMPLATE

This build provides not only a fair amount of DPS abilities that increase the physical and spell damage you deal, but it also grants you a boost in healing power, allowing you to survive and defeat your enemies while soloing to 60.

ROOM FOR FLEXIBILITY

There is plenty of room for flexibility here, although you want to keep the Retribution talents about the same, since they provide what you need to defeat your enemies faster. Should you wish, you can allocate the Holy Talents over to the Protection Tree if those seem a little more attractive to you, but you lose quite a bit of healing power.

EQUIPMENT

On your way to level 60, you want to seek out mail and plate with a wide variety of stats.

Find a happy medium between strength, stamina, and intellect, not neglecting any of them entirely. Keep your attack power and critical strike ratings fairly high, but also keep an eye on your mana pool. A Paladin with zero mana is a sitting duck.

FINAL NOTES

Above all else, remember that while this spec grants many bonuses to the damage you deal, should you decide to group with a party for quests, you are still the best support class in the entire game. Ignoring that fact is ignoring a crucial part of your class. A Paladin that not only deals damage, but also supports his or her comrades via Blessings and Heals is a truly sought after player.

THE SOLO ROAD TO LEVEL 60

The talents suggested here, and covered in greater detail in this document, are designed to get you through levels as quickly as possible, and assume no outside help. Most of your time in the game would be spent either grinding through rest experience or completing quests outside of world dungeons. While characters with these specs could function in a group (that's a function of the player as much as any spec), talent points are allocated for solo work.

TALENTS TAKEN BY LEVEL 20

5/5 Improved Blessing of Might
5/5 Benediction
1/1 Seal of Command

TALENTS TAKEN LEVELS 21-30

1/5 Divine Strength
5/5 Divine Intellect
4/5 Spiritual Focus

TALENTS TAKEN LEVELS 31-40

5/5 Spiritual Focus (1 Point)
3/3 Healing Light
1/1 Consecration
5/5 Illumination

TALENTS TAKEN LEVELS 41-50

1/1 Divine Favor
5/5 Conviction
3/3 Vindication
1/2 Eye for an Eye

TALENTS TAKEN BY LEVELS 51-60

2/2 Eye for an Eye (1 Point)
3/3 Two-handed Weapon Specialization
1/1 Sanctity Aura
5/5 Vengeance

