WOW FOREVER · PALADIN GUIDE

Holy Paladin

Big heals. Long fights. Never out of mana.

The paladin healer: huge single-target heals on the tank, Holy Shock for emergencies, and new tools in WoW Forever like Oath of Light and Light's Vigil.

Healer | Tank healing | Mana management

THE 30-SECOND VERSION

Three things to remember

Oath on the tank

Oath of Light on your main tank makes every Holy Light, Flash of Light and Holy Shock on them heal more.

Flash of Light is cheap

Flash of Light for steady damage, **Holy Light** for big hits. Use lower ranks to save mana.

Crits give mana back

Illumination refunds mana when your heals crit, so crit is a mana stat for you.

NEW IN WOW FOREVER

What changed for you

Judgement keeps your seal

Judgement **does not use up** your seal in WoW Forever. Keep a seal up and Judge every time it is ready.

Oath of Light

Swear an Oath on one ally for 5 min: your Holy Light, Flash of Light and Holy Shock heal them more.

Light's Vigil

Put a Vigil on a friend: your next Holy Shock on them has no cooldown and heals their **whole party**.

Infusion of Light

Holy Shock and Flash of Light crits make your next Holy Light up to 1 sec faster.

Reverence

15% or 30% of your mana regeneration keeps going while you cast.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- You can heal dungeons from the start: **Holy Light** and **Flash of Light** (level 1).
- Level with a seal and Judgement; switch to healing in groups.
- Stand back from the fight so you can see the whole group.

LEVELS 10–19

- Start the Holy tree: **Healing Light** and **Spiritual Focus** (fewer pushbacks while you cast).
- **Lay on Hands** (10) is a full heal for the tank once in a while.
- Drink between pulls; never start a pull at half mana.

LEVELS 20–39

- Take **Reverence** and **Illumination** for mana.
- Learn **Holy Shock** (talent) for instant heals when someone drops fast.
- **Concentration Aura** (22) helps you keep casting while you are hit.

LEVELS 40–59

- Take **Light's Vigil** and **Oath of Light**.
- Put the Oath on the tank and keep it there for the whole run.
- Learn which rank of Holy Light is enough for each tank, and use that rank.

IN A DUNGEON OR RAID

How to heal at level 60

There is no rotation for healing, but this order keeps the tank alive and your mana up.

1. **Oath of Light** on the main tank before the pull. It lasts 5 minutes.
2. **Light's Vigil** on someone in the group taking the most damage, so a free Holy Shock heals the whole party.
3. **Flash of Light** for steady damage on the tank. Cheap and quick.
4. **Holy Light** for big hits. Pick a rank that heals what was lost, no more.
5. **Holy Shock** when someone needs a heal right now. Crits also speed up your next Holy Light.
6. **Divine Favor, then Holy Light** a guaranteed critical heal when the tank is about to die.
7. **Lay on Hands** the last resort: a full heal, but it drains all your mana.

Talents that matter

TALENT	TREE	WHY TAKE IT
Healing Light	Holy	+12% healing from Holy Light, Flash of Light and Holy Shock.
Spiritual Focus	Holy	Less pushback when you are hit while casting.
Reverence	Holy	Mana regeneration keeps going while you cast.
Illumination	Holy	Crits give back half the spell's base cost.
Holy Power	Holy	Bigger critical heals.
Infusion of Light	Holy	Faster Holy Light after a crit.
Holy Shock	Holy	An instant heal or damage spell.
Divine Favor	Holy	Your next heal is a guaranteed crit.
Light's Vigil	Holy	A free, party-wide Holy Shock.
Oath of Light	Holy	Bigger heals on one sworn ally.
Divine Intellect	Protection	Up to +10% Intellect, so a bigger mana pool.

Best race for this spec

ALLIANCE

HUMAN

The Human Spirit gives +10% Spirit, so more mana comes back between heals.

HORDE

UNDEAD

The only Horde paladin. **Will of the Forsaken** keeps you healing through fears.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Downrank Holy Light

A lower rank of Holy Light heals less but costs much less. Most tank damage does not need your biggest rank.

Crit is a mana stat

With Illumination, each crit gives mana back. Gear with spell crit lasts longer.

Keep the Oath up

Oath of Light lasts 5 minutes. Recast it after a wipe or if the tank changes.

Judge between pulls

Judgement of Wisdom on the boss helps the whole group's mana; Seal of Light helps the tank.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Out of mana before the boss dies	Use lower ranks of Holy Light, take Reverence and Illumination, and stop casting heals that will overheal.
My casts keep getting pushed back	Take Spiritual Focus, use Concentration Aura, and stand where mobs are not hitting you.
Light's Vigil did nothing	The free party heal comes from your **next Holy Shock on that target**. Holy Shock them to use it.
Oath of Light is gone	Only one Oath at a time, and it lasts 5 minutes. Recast it on the tank.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ is built for damage rotations. As a healer, use it while you level and solo, then turn it off or switch to a healing layout in groups.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: Warcraft Tavern: paladin deep dive, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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