Protection Paladin

Shield up. Threat on everything.

The paladin tank: Righteous Fury, Seal of Fury, Holy Shield and Consecration to hold whole packs, with new tools in WoW Forever like Shieldsworn and Templar's Bulwark.

Tank | Shield and one-hander | Great at packs

THE 30-SECOND VERSION

Three things to remember

Righteous Fury on

Without it you will not hold threat. Turn it on before every pull; it lasts 30 minutes.

Seal of Fury

Extra Holy damage on every swing and, with a shield, a small absorb shield. A fast weapon suits it.

Judge to taunt

Judging Seal of Fury **taunts the target for 3 seconds**: your taunt.

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.

Holy Strike at level 6

An instant strike for half your weapon damage plus Holy damage. Every paladin uses it, and talents change it for each spec.

Seal of Fury at level 10

A new seal: extra Holy damage on every swing, and with a shield, each hit also gives you a small absorb shield. Judging it taunts for 3 seconds.

Shieldsworn

Holy Strike strikes with your **shield**: it triggers Holy Shield without using a charge, comes back 4 sec sooner, and lets you block spells for 6 sec.

Templar's Bulwark

A shield that absorbs damage equal to **100% of your maximum health** for 8 sec. Your big emergency button.

Iron Creed

More threat from Holy Strike, and while Righteous Fury is on, Holy Strike cuts your damage taken.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Turn on **Righteous Fury** as soon as you have it when you tank dungeons.
- Use a one-handed weapon and a shield. **Devotion Aura** for armor.
- Judge, then **Holy Strike** (level 6). From level 20, **Consecration** holds whole packs.

LEVELS 10–19

- Swap to **Seal of Fury** at level 10 and Judge it to pull mobs off healers.
- Start the Protection tree: **Toughness** and **Redoubt**.
- Lay on Hands (10) saves a run once in a while.

LEVELS 20–39

- Take **Improved Righteous Fury** (up to 9% less damage taken).
- Learn **Holy Shield** (talent, 30) and keep it up whenever you are being hit.
- Precision (+3% hit) helps your threat land.

LEVELS 40–59

- Take **Shieldsworn**, **Iron Creed** and **Shield Specialization**.
- Save **Templar's Bulwark** for big hits; it puts Forbearance on you for a minute.
- Consecration on every pack, then Holy Strike and Judgement on the target you care about.

AT LEVEL 60

What to press at level 60

The order the WoW Forever simulator uses for a Protection tank. Righteous Fury and your aura go on before the pull.

1. **Judgement** whenever it is ready (it keeps your seal). Judging Seal of Fury taunts for 3 sec.
2. **Swift Judgement** if you took the talent: a second Judgement on its own 60 sec cooldown.
3. **Seal of Fury** whenever it has run out.
4. **Consecration** on every pack, and on a single target too.
5. **Holy Shield** whenever it is down and you are being hit.
6. **Holy Strike** on cooldown. With Shieldsworn it also triggers Holy Shield and lets you block spells.
7. **Exorcism** against Undead and Demons, when nothing above is ready.

TALENTS

Talents that matter

TALENT	TREE	WHY TAKE IT
Toughness	Protection	Up to +10% armor from items.
Redoubt	Protection	More blocks after you are hit.
Improved Righteous Fury	Protection	Up to 9% less damage taken while Righteous Fury is on.
Holy Shield	Protection	+30% block for 10 sec and Holy damage on every block.
Shield Specialization	Protection	Bigger blocks, and blocks give mana back.
Sacred Duty	Protection	Shorter cooldowns on Divine Shield, Divine Protection and Templar's Bulwark.
Iron Creed	Protection	More Holy Strike threat and less damage taken.
Shieldsworn	Protection	Holy Strike with your shield; spell blocking for 6 sec.
Reckoning	Protection	Extra attacks after blocks and crits taken.
Precision	Protection	+3% hit so your threat lands.

Best race for this spec

ALLIANCE

DWARF

Stoneform cuts physical damage taken by 10% for 8 sec, an extra cooldown for big hits, and +1% hit keeps your threat steady.

HORDE

UNDEAD

The only Horde paladin. **Will of the Forsaken** breaks fears that would make you drop the boss.

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

Fast weapon, Seal of Fury

Seal of Fury adds the same damage to every swing, so faster swings mean more threat and more absorb shields.

Mana comes from blocks

Shield Specialization gives mana back on blocks, so keep Holy Shield up even on easy pulls.

Bulwark, then Forbearance

Templar's Bulwark puts Forbearance on you for a minute, which also blocks Divine Shield. Plan which one you need.

Judge the runner

A mob going for your healer? Judge Seal of Fury on it for a 3-second taunt.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Losing threat at the start	Is **Righteous Fury** on? Open with Judgement, Consecration and Holy Strike before the DPS start.
Running out of mana	Keep Holy Shield up for Shield Specialization mana, and ask for Judgement of Wisdom.
Templar's Bulwark will not cast	Forbearance is on you, from Bulwark, Divine Shield or a Blessing of Protection. Wait it out.
No absorb shield from Seal of Fury	You need a shield equipped for the absorb part.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ lists your next button, follows your seal and Holy Shield from your casts, and shows your defensive cooldowns. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

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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