



HEALER / PALADIN

HOLY PALADIN

Black Temple + Hyjal Carrier Handbook

PHASE 3

ONE DEFINITIVE HEALING BUILD

TANK-HEAL SPECIALIST

45/11/5 raid build - rank ladder - Phase 3 loadout states - every Hyjal and Black Temple healing assignment

TBC Anniversary - live-guide research through 21 July 2026

Talent and ability art resolved from TBC Wowhead spell IDs; labels are clickable.

01 / ROLE VERDICT

The raid-ready Holy Paladin

One build, one primary lane: keep a priority target alive while the raid executes.

Definitive answer

Use the 45/11/5 full-utility Holy build. Your highest-value assignment is sustained tank or dangerous single-target healing. Holy Light is the progression engine; Flash of Light is the efficient filler; Holy Shock covers movement and emergencies. The composition-only 40/10/21 Sanctity Aura healer stays a roster note, not a second guide.

What you are best at

Stable, efficient single-target healing; excellent cooldowns; Blessing of Light scaling; armor, auras, cleanses and emergency blessings that change encounters.

What exposes you

Heavy simultaneous raid damage, movement, a lost Light's Grace buff, Holy Shock range, late mana consumables, or leaving the assigned tank to chase the meter.

Layer	Carrier standard	Output payoff
Assignment	A named tank/target, backup healer, movement lane and dispel owner.	No lethal gaps while raid healers solve the room.
Cast model	Light's Grace active; Holy Light ranks bound; Flash and Holy Shock used deliberately.	Right heal size at the right speed and cost.
Mana	Potion early, rune planned, Divine Illumination mapped to a damage window.	Full output still available in the final minute.
Utility	Blessing sheet, aura plan, Cleanse ownership, BoP/Freedom/LoH rules.	The Paladin slot saves pulls beyond raw HPS.



Holy Light
Primary Phase 3 progression heal



Flash of Light
Efficient filler and 4pc T6 lane



Light's Grace
Keep the 15-second cast-speed buff



Holy Shock
20-yard movement/emergency heal

02 / CHARACTER FOUNDATION

Race, professions, and raid access

Alliance racials barely change healing; choose the small edge that helps the whole preparation path.

Faction	Best race	Why	Verdict
Alliance	Human	Diplomacy accelerates the many reputation unlocks behind head, shoulder and other raid preparation. The Human Spirit is only a minor benefit because Spirit is weak while casting.	Best current all-round recommendation.
Alliance alt	Dwarf	Stoneform removes poison, disease and bleed effects and adds armor. It is a genuine personal survival button, not a throughput racial.	Best defensive flavor.
Alliance alt	Draenei	Heroic Presence helps physical-hit party members; Gift of the Naaru is a slow supplemental heal. Neither raises core Holy throughput.	Good fixed-roster utility.
Horde	Blood Elf	Only Horde Paladin race. Arcane Torrent is an instant AoE silence and mana-return utility button.	Automatic best/only choice.



Human: Diplomacy
Fast reputation progression



Dwarf: Stoneform
Cleanse and survival cooldown



Draenei: Heroic Presence
Physical-hit party aura



Blood Elf: Arcane Torrent
Silence plus mana utility

- + Enchanting is the personal-output anchor: Ring - Healing Power on both rings for +40 healing total.
- + Use Leatherworking only when your party needs its drummer; Tinnitus means the roster needs one, not five.
- + If the party already has drums, Jewelcrafting is the clean second personal-gain option.
- + Complete Vials of Eternity/Hyjäl and the live Black Temple access chain required by the Anniversary rules.
- + Carry Symbols of Kings, water, spare shield/librams, resistance pieces and two extra wipe cycles of consumes.
- + Preferred min-max answer: Enchanting + roster-needed Leatherworking; otherwise Enchanting + Jewelcrafting.

Race reality

No Alliance racial is a direct Holy Light throughput multiplier. Human wins preparation efficiency in the current guide; Draenei can be the better roster choice only if its physical-hit party aura completes a planned group.

03 / TALENTS

Default raid build: 45 / 11 / 5

All healing throughput and mana talents, Kings, improved Wisdom and improved Might in one universal framework.

45 / 11 / 5

Open the build in the [TBC Wowhead calculator](#)

Core points do not move. The few filler points can shift between Unyielding Faith, Pure of Heart, Purifying Power or Blessed Life without creating a second raid role.

 Divine Intellect - 5/5 +10% total Intellect	 Spiritual Focus - 5/5 70% pushback resistance for core heals
 Healing Light - 3/3 +12% Holy Light and Flash healing	 Illumination - 5/5 Crits refund 60% of base mana cost
 Improved Wisdom - 2/2 Best raid Wisdom blessing	 Divine Favor - 1/1 Guaranteed critical heal every 2 minutes
 Sanctified Light - 3/3 +6% Holy Light crit	 Holy Power - 5/5 +5% spell crit
 Light's Grace - 3/3 Holy Light cast reduced by 0.5 seconds	 Holy Shock - 1/1 Instant heal for movement and spikes
 Holy Guidance - 5/5 35% of Intellect becomes healing	 Divine Illumination - 1/1 50% spell-cost reduction for 15 seconds

Roster-only alternative

40/10/21 Sanctity Aura Holy exists only when you are grouped with the Protection Paladin to buff Holy threat and another Paladin supplies Kings. It sacrifices personal healing utility and is never the default carrier recommendation.

 Aura Mastery - 1/1 Ten extra aura yards	 Improved Lay on Hands - 2/2 Armor utility and shorter cooldown	 Unyielding Faith - 1/2 Flexible fear/disorient resistance point
 Purifying Power - 2/2 Cheaper Cleanse, Exorcism and Holy Wrath	 Improved Devotion - 5/5 Protection support path	 Guardian's Favor - 2/2 Better BoP and Freedom
 Toughness - 3/5 Path to Kings plus armor	 Blessing of Kings - 1/1 Full raid utility	 Improved Might - 5/5 Retribution support allocation

04 / HEALING ENGINE

Rank ladder and Light's Grace

Healing is a size-and-speed decision, not one spell copied to every key.

Button	Job	Carrier rule
Holy Light (Rank 5)	Cheap Light's Grace refresh and small steady damage.	Cast before the 15-second buff expires; do not let it create a tank gap.
Holy Light (Rank 9)	Medium heal when max rank would overheal or drain the fight.	Bind separately; choose from incoming damage, not current missing health alone.
Holy Light (Rank 11)	Maximum throughput for tank spikes and danger phases.	Default progression response when the next swing can kill.
Flash of Light (Rank 7)	Fast, cheap filler for low-to-moderate damage and 4pc T6 value.	Do not substitute it for the heal size the assignment needs.
Holy Shock (Rank 5)	Instant emergency or movement heal at only 20 yards.	Use when a cast cannot complete; watch range and high mana cost.



Holy Light Rank 5
Grace maintenance / low damage



Holy Light Rank 9
Middle heal size



Holy Light Rank 11
Maximum progression throughput



Flash of Light Rank 7
Efficient filler

Cast-speed model

Light's Grace changes Holy Light from 2.5 to 2.0 seconds. Haste then divides cast time by $1 + \text{haste percentage}$. Keep Grace first; haste never excuses losing the buff.

Cancel-cast model

Begin the next predictive heal and stop it only when the target is safe and the next swing is covered. Do not wait for health to fall before starting a 2-second cast.

Assignment beats HPS

A smaller completed heal before the lethal swing is more valuable than a large late heal. Choose the rank from the damage timeline, healing already inbound and your remaining mana budget.

05 / STATS AND SETS

Build for the assignment, not a universal BiS

Phase 3 supports Holy Light sustain and fast-cast/Flash configurations; neither is correct everywhere.

Priority	What it gives	How to use it
1. Healing Power	Largest direct increase to each heal.	Compare similar items by healing first, then Intellect and sustain.
2. Intellect	15 mana per point; about 80 Intellect per 1% spell crit; 35% converts to healing through Holy Guidance.	Excellent combined throughput and fight-length stat; never stack it without context.
3. Spell Crit	1.5x heal and Illumination mana return.	Strong Holy Light sustain; valuable bonus, not an exclusive gem rule.
4. MP5	Reliable mana while casting.	Best when fight length and cast density make the final minute the limiter.
5. Stamina	10 health per point.	Carry enough to survive raid mechanics; dead healers have zero output.
Haste	About 15.77 rating per 1% at level 70; lowers cast time and GCD.	No universal cap. Use selected haste when speed matters more than the lost sustain.

Saved set	Stat shape	Use
HL-SUSTAIN	Healing + Intellect + crit + MP5; 2pc T6.	Default progression tank healing, long Council/Illidan, uncertain kill time.
FAST-CAST	Selected haste without sacrificing safe mana/health.	Shorter reaction window, planned burst phases, fast boss swings.
FLASH	High healing; 4pc T6 if the assignment truly supports repeated Flash.	Stable moderate tank damage and farm lanes.
MOVEMENT	Stamina plus instant-heal planning; movement speed enchant remains mandatory.	Archimonde, Supremus, Illidan transitions.
SHADOW	Raid-assigned shadow resistance plus enough healing/mana/health.	Mother Shahraz and any explicit raid resistance plan.

No fake haste cap

Haste value depends on assignment, latency, overheal, mana and encounter timing. Save a haste set and prove it in logs; do not turn one Phase 3 item list into a universal number.

06 / PHASE 3 GEAR

Black Temple + Hyjal endpoint map

A slot guide with explicit sustain and haste alternatives; loot priority still belongs to the raid.

Slot	Primary endpoint	Assignment alternative
Head	Lightbringer Greathelm	Archimonde; Tier 6 anchor.
Neck	Nadina's Pendant of Purity	Mother Shahrz; strong healing/sustain profile.
Shoulders	Lightbringer Pauldrons	Mother Shahrz; Tier 6 anchor.
Back	Shroud of the Highborne	Illidan haste route; Shroud of the Final Stand for non-haste sustain.
Chest	Lightbringer Chestpiece	Illidan; Tier 6 anchor.
Wrists	Blessed Adamantite Bracers	Rage Winterchill; Dawnsteel Bracers for haste route.
Hands	Glorious Gauntlets of Crestfall	Lady Vashj; use Lightbringer Gloves when completing 4pc.
Waist	Girdle of Hope	Azgalor; strong Phase 3 healing belt.
Legs	Lightbringer Leggings	Council; Leggings of Eternity for off-set optimization.
Feet	Pearl Inlaid Boots	Naj'entus; keep Boar's Speed on the equipped pair.

Slot	Endpoint choices	Decision
Rings	Blessed Band of Karabor; Ring of Calming Waves; Band of the Eternal Restorer.	Haste, sustain and reputation progression are all valid lanes.
Trinkets	Memento of Tyrande + Essence of the Martyr.	Keep Scarab Brooch or Pendant of the Violet Eye for the assignment they solve.
Weapon	Crystal Spire of Karabor; Hammer of Atonement; Lightfathom Scepter.	Crystal Spire is powerful and contested; raid value beats personal list order.
Off-hand	Felstone Bulwark; Bastion of Light; Scepter of Purification.	Shield is the safe Phase 3 default; caster off-hand is a deliberate output swap.

Loot policy

A definitive handbook is not a claim that every listed item should go to the Holy Paladin first. Use the endpoint to plan complete sets, then award contested healing weapons and trinkets by total raid gain.

07 / TIER AND RELICS

Two-piece first; four-piece by cast profile

Tier bonuses are tools. Equip them only when the spell they enhance is part of the actual assignment.

Bonus / relic	Effect on the plan	Use
Lightbringer 2pc	+5% Holy Light critical strike chance.	High-value default for Holy Light throughput and Illumination sustain.
Lightbringer 4pc	+5% Flash of Light healing.	Strong only when repeated Flash casts make up a meaningful part of the assignment.
Libram of Souls Redeemed	Improves Blessing of Light's effect.	Excellent when you own Blessing of Light and the tank-heal lane.
Libram of Absolute Truth	Holy Light-focused relic.	Use for sustained Holy Light when it wins against the blessing relic.
Libram of Light	Flash of Light-focused relic.	Equip with the FLASH set, not by habit.
Libram of the Lightbringer	Alternative Holy Light throughput relic.	Keep available and compare in the exact set.

Set decision tree

Question	Yes	No
Will Holy Light carry the dangerous windows?	Lock 2pc T6 before evaluating off-pieces.	Model the actual Flash/healing profile first.
Will Flash of Light dominate safe, repeatable damage?	Test 4pc T6 and Libram of Light.	Do not give up stronger off-pieces only for the 4pc label.
Is cast speed the wipe limiter?	Load FAST-CAST and protect enough mana/health.	Remain in HL-SUSTAIN.
Does the raid need Blessing of Light?	Use it and test Souls Redeemed.	Use the assigned blessing and a spell-specific libram.

Measure casts, not opinions

Review spell count, rank mix, overheal, crit mana and time-to-heal. If a supposed Flash set still spends every dangerous window on Holy Light, the set name is lying.

08 / ITEM FINISHING

Gems and enchants

Current Wowhead favors Intellect-heavy finishing for Holy Light while retaining healing-power alternatives.

Socket	Default	Alternative
Meta	Insightful Earthstorm Diamond	Mandatory mana-proc meta for the raid set.
Red	Teardrop Crimson Spinel / Living Ruby	Maximum healing power.
Yellow	Brilliant Lionseye / Dawnstone	Intellect-heavy Holy Light route.
Orange	Luminous Pyrestone / Noble Topaz	Healing plus Intellect hybrid.
Blue	Royal Shadowsong Amethyst / Nightseye	Healing plus MP5 and meta activation.
Green	Dazzling Seaspray Emerald / Talasite	Intellect plus MP5 hybrid.

Slot	Current default	Output alternative
Head	Glyph of Renewal	None for general healing.
Shoulders	Greater Inscription of Faith	Oracle if already Scryer; do not reroll solely for the small gap.
Back	Major Resistance	Major Armor or Subtlety by encounter.
Chest	Exceptional Stats	Restore Mana Prime for a pure sustain choice.
Bracers	Major Intellect	Superior Healing for raw heal size.
Gloves	Major Healing	No meaningful raid-output alternative.
Legs	Golden Spellthread	Silver Spellthread only as temporary economy.
Boots	Boar's Speed	Vitality only when movement speed is supplied another way.
Weapon	Major Intellect	Major Healing for raw heal size.
Shield	Intellect	Major Stamina for a survival-only resistance set.
Rings	Healing Power x2	Enchanter-only; +40 healing total.

Socket discipline
Activate Insightful, take strong socket bonuses, then choose Intellect for Holy Light sustain or healing power for spell size. Do not mix strategies until neither one is measurable in the finished set.

09 / CONSUMABLES

Mana is scheduled before the pull

Use the first potion when enough mana is missing, not when the bar is already empty.

 Flask of Distilled Wisdom Default progression flask	 Elixir of Healing Power Battle elixir alternative
 Elixir of Draenic Wisdom Guardian elixir alternative	 Brilliant Mana Oil Healing plus MP5 weapon oil
 Skullfish Soup Crit-oriented healer food	 Super Mana Potion Use early enough for another
 Dark Rune Independent mana cooldown; costs health	 Purified Draenic Water Drink between Hyjal waves
 Symbol of Kings Greater blessing reagent	 Drums of Restoration Only when you are the party drummer

Situation	Package	Rule
Progression	Distilled Wisdom, Brilliant Mana Oil, Skullfish Soup, Super Mana Potion, Dark Rune.	Safest long-fight baseline.
Raw healing	Healing Power + Draenic Wisdom elixirs, oil, healing/crit food.	Use only when flask persistence is not needed.
Hyjal waves	Water, extra potions/runes, Symbols of Kings, bandages.	Drinkwalk after every safe wave; rebuff deaths immediately.
Resistance fight	Same mana package plus the raid's resistance consumables.	Never sacrifice enough health to die to the mechanic.

Best party
A Restoration Shaman and Shadow Priest are the dream sustain/support partners when composition allows. If the Paladin is placed with the Protection tank for aura coverage, plan the lost mana support before the pull.

10 / COOLDOWNS AND INTERFACE

Turn reactions into bindings

Raid frames must show your assignment, incoming heals, aggro, range, debuffs and temporary blessings.

 Divine Favor Guaranteed crit; 2-minute cooldown	 Divine Illumination Half mana cost for 15 seconds
 Lay on Hands Wipe-prevention heal; consumes nearly all mana	 Holy Shock Movement/emergency; 20-yard range

```
#showtooltip Holy Light
/cast [@mouseover,help,nodead][@target,help,nodead][@player]
Holy Light(Rank 11)
```

```
#showtooltip Holy Light
/cast [@mouseover,help,nodead][@target,help,nodead][@player]
Holy Light(Rank 5)
```

```
#showtooltip Flash of Light
/cast [@mouseover,help,nodead][@target,help,nodead][@player]
Flash of Light(Rank 7)
```

```
#showtooltip Cleanse
/cast [@mouseover,help,nodead][@target,help,nodead][@player]
Cleanse
```

```
#showtooltip Divine Favor
/cast Divine Favor
/cast [@mouseover,help,nodead][@target,help,nodead] Holy
Light(Rank 11)
```

```
#showtooltip Lay on Hands
/cast [@mouseover,help,nodead][@target,help,nodead] Lay on
Hands
```

- + Track Light's Grace at 15 seconds with an audible warning before expiry.
- + Show Divine Illumination, Divine Favor, potion and rune availability beside the assignment frame.
- + Use a click-cast setup or equivalent mouseover binds; no target swapping for routine heals.
- + Recommended information stack: compact raid frames, boss timers, WeakAuras, Details and Method Raid Tools.

Do not macro both mana cooldowns together

Divine Favor and Divine Illumination solve different problems. Keep them separate so a guaranteed crit is not wasted when only cost reduction is needed.

11 / UTILITY

Blessings, auras, dispels, and immunities

Every temporary blessing overwrites the normal blessing. Rebuff after the emergency.

 Greater Blessing of Light Tank-healing multiplier when assigned	 Greater Blessing of Wisdom Improved raid mana blessing
 Greater Blessing of Kings Full-utility 45/11/5 access	 Greater Blessing of Might Improved in the default build
 Cleanse Magic, poison and disease	 Blessing of Protection Physical immunity and threat drop
 Blessing of Freedom Movement-impairment removal	 Divine Shield Personal immunity; use to keep healing

Aura	Default	Encounter override
Concentration	Cast pushback protection when no stronger assignment exists.	Excellent when raid damage hits healers during casting.
Devotion	Tank group armor when the Protection Paladin is not providing it.	Physical-heavy tank assignment.
Fire Resistance	Never by habit.	Anetheron Infernals, Azgalor fire overlap, Illidan Flames if assigned.
Frost Resistance	Rare raid default.	Winterchill plan if the raid values it over other auras.
Shadow Resistance	Shadow-heavy encounter plan.	Kaz'rogal, Azgalor, Teron, Mother and Demon Illidan as assigned.

Paladin utility rules

BoP can redirect physical enemies; Divine Shield can keep you casting but does not make bad positioning correct; Lay on Hands consumes nearly all remaining mana; Cleanse cannot remove curses. Assign each tool and its backup before the pull.

12 / MOUNT HYJAL

Wave healing operating procedure

Holy Paladin owns the wave tank or another priority target; raid healers own the broad damage pattern.

Moment	Paladin action	Reason
Before spawn	Full mana, Light's Grace ready, tank frame focused, aura/blessing sheet checked.	Hyjal gives little recovery time after a messy wave.
Pack lands	Pre-cast Holy Light on the wave tank; hold your position outside caster cones and mana burns.	The first Abomination stun or caster volley is the lethal window.
Stable pack	Use the smallest safe rank; Flash only when damage pattern supports it; Cleanse assigned magic/poison/disease.	Save mana without abandoning the tank.
Priority hazard	Spot-heal Icebolt/Infernal or loose-add targets only when the tank has another completed heal inbound.	One good save cannot create a tank death.
Last mob	Refresh Light's Grace if useful, stop expensive casts, drink immediately and rebuff deaths.	The next wave begins during cleanup.

Mob hazards

Mob	Healing threat	Response
Abomination	Knockdown removes tank avoidance and creates a spike.	Pre-cast Holy Light; do not rely on Flash reacting after the stun.
Necromancer / Banshee	Shadow volleys, anti-magic utility and curses.	Spread, use Shadow aura if assigned; Paladin cannot remove curses.
Fel Stalker	Mana burn can remove the final-minute budget.	Stay at safe range and kill priority; do not donate mana.
Infernal	Immolation and fire damage on its tank/group.	Named Infernal-tank assignment and Fire aura if required.
Frost Wurm / Gargoyle	Ranged damage away from the main pack.	Keep line of sight; do not chase out of tank-heal range.

Wave carrier rule

The tank's incoming damage is predictive and repeatable. Start the cast before the stun/volley, cancel only when covered, and drink before someone asks whether you need mana.

13 / MOUNT HYJAL

Winterchill, Anetheron, Kaz'rogal

Movement, healer positioning and mana discipline define the first three boss assignments.

Boss	Best assignment	Holy Paladin playbook
Rage Winterchill	Main-tank healer.	Pre-cast through Frost Armor attack slow; step out of Death and Decay without outranging the tank. Cleanse Frost Nova roots. Holy Shock an Icebolt victim only after tank coverage is secure.
Anetheron	Boss tank or Infernal-tank healer.	Spread so Carrion Swarm does not suppress multiple healers' output. If Swarm hits you, communicate the 75% healing-done reduction and let the backup cover. Keep the Infernal tank in range without standing in Immolation.
Kaz'rogal	Main-tank healer with a mana plan.	Mark drains mana and explodes at zero. Potion/rune early, avoid unnecessary overheal, and enter the last minute with a reserve. Pre-cast through War Stomp and use Shadow aura only if assigned.

Winterchill movement

Move laterally, keep the tank within 40 yards, and use Holy Shock only during the step. Divine Shield can save you from a personal emergency, but positioning remains the output gain.

Kaz'rogal budget

Set a minimum mana reserve for the final Marks. A first potion used at high missing mana creates another potion later; waiting until 10% mana removes that option.

Post-wave boss reset

- + Drink to full while the last mob dies; swap from wave gear before the boss engages.
- + Reconfirm Blessing of Light ownership, aura, tank assignment and backup healer.
- + Refresh Greater Blessings after deaths and count Symbols of Kings.
- + Start Light's Grace with a safe low-rank Holy Light before the first dangerous boss swing.

Anetheron failure call

Say 'Swarm - reduced healing' immediately. The debuff reduces your healing done, so trying to brute-force the same assignment silently is the wrong response.

14 / MOUNT HYJAL

Azgalor and Archimonde

Silence, Fear and movement are healer-coverage problems solved before the pull.

Boss	Assignment	Holy Paladin playbook
Azgalor	Main-tank or Doomguard-tank healer.	Howl of Azgalor silences: pre-cast and coordinate healers at different timings/positions. Step out of Rain of Fire; never chase a doomed player and lose the tank. Cover the Doomguard tank immediately when Doom resolves.
Archimonde	Dedicated main-tank healer.	Preassign Fear coverage with Fear Ward, Tremor and PvP trinkets. Maintain 40-yard range through Doomfire movement, use Tears correctly after Air Burst, and never run across the raid to pad a Grip target. Paladin cannot remove curses.

Danger window	Pre-pull answer	Your action
Azgalor silence	At least two tank healers with staggered cast coverage.	Begin Holy Light before Howl; Holy Shock after if movement or timing requires.
Doom resolves	Named Doomguard tank and healer.	Acquire the tank frame immediately; do not wait for the add to reach camp.
Archimonde Fear	Named removal for each Fear cycle.	Stand in Tremor range or use the assigned trinket; continue tank casts immediately.
Doomfire movement	Personal escape lane, no crossing through camp.	Use short steps and Holy Shock; resume Holy Light before the next swing.
Air Burst	Tears of the Goddess bound and tested.	Land safely, reacquire range and restore Light's Grace if it fell.

 Concentration Aura Use when pushback coverage wins	 Shadow Resistance Aura Azgalor plan if assigned
 Divine Shield Personal emergency while keeping casts	 Holy Shock Movement bridge, not full rotation

Archimonde carrier standard

Your tank never experiences an unplanned Fear gap, Doomfire movement preserves range, Tears is bound, and no optional rescue pulls you out of the main assignment.

15 / BLACK TEMPLE

Naj'entus through Teron Gorefiend

Early BT tests burst-cycle timing, movement and dispel ownership.

Boss	Best assignment	Execution focus
High Warlord Naj'entus	Main-tank healer.	Keep raid health high before Tidal Shield breaks, then use Divine Illumination for the post-break healing surge. Tank coverage never stops while the raid recovers.
Supremus	Current boss or Hateful Strike tank healer.	Use Holy Light while stationary; during kite phase, move early and bridge with Holy Shock. Reacquire the correct tank immediately when Phase 1 returns.
Shade of Akama	Add-tank healer, then burn support.	Pre-cast on the add tank as waves merge; Cleanse assigned debuffs and keep line of sight near the doors. During the burn, use the smallest rank that keeps the tank safe.
Teron Gorefiend	Main-tank healer and Incinerate dispel backup.	Stable Holy Light lane. Cleanse Incinerate only if assigned and without clipping tank coverage. If targeted by Shadow of Death, move to the designated area early and hand off the tank.

Cooldown map

Encounter	Divine Illumination	Divine Favor
Naj'entus	Shield-break recovery cycle.	A max-rank Holy Light when tank and raid burst overlap.
Supremus	Sustained Phase 1 damage if mana allows a second use later.	Hateful/tank spike after movement.
Shade	Only if add-tank damage is sustained enough to justify it.	Loose-add or add-tank emergency.
Teron	On cooldown if it returns; otherwise final burn reserve.	Tank spike or after returning from movement.

Teron handoff

Shadow of Death is a role change. Announce it, move early and let the backup healer own the tank. A late heroic cast can kill the raid when your construct phase starts in the wrong place.

16 / BLACK TEMPLE

Gurtogg and Reliquary

One fight is a single-target healer showcase; the other changes the healing rules every phase.

Boss / phase	Assignment	Holy Paladin playbook
Gurtogg P1	Current tank in the rotation.	Track tank swaps, Acidic Wound stacks and Bewildering Strike. Heal the active tank, not the threat leader from three seconds ago.
Gurtogg Fel Rage	Primary Fel Rage target healer.	This is the ideal Paladin lane: max-rank Holy Light with Light's Grace, Divine Illumination and Divine Favor. The target gains health but also takes extreme damage; begin casting immediately.
Reliquary P1 - Suffering	No normal healing.	Aura of Suffering prevents healing. Stop wasting mana, follow positioning, and prepare to recover during the transition/adds.
Reliquary P2 - Desire	Tank plus reflected-damage support.	Maximum mana shrinks over time; use mana early and cast decisively. Interrupt coverage is more important than padding; never feed an unsafe Spirit Shock cast.
Reliquary P3 - Anger	Tank healer through escalating raid damage.	Front-load Divine Illumination, potion/rune and maximum Holy Light. The phase is a race; preserve the tank while raid healers handle the rising aura.

 Divine Illumination Fel Rage / Anger sustained output	 Divine Favor Guaranteed critical spike heal
 Holy Light Rank 11 Default danger-phase cast	 Lay on Hands Fel Rage wipe prevention only

Reliquary rule

Phase 1 healing is disabled, Phase 2 removes maximum mana, and Phase 3 escalates damage. One static 'rotation' is wrong three times. Change your cast and cooldown plan at each essence.

17 / BLACK TEMPLE

Mother Shahraz and Illidari Council

Resistance survival and long-fight assignment discipline decide the late-instance healing check.

Boss	Assignment	Holy Paladin playbook
Mother Shahraz	One of the Saber Lash tank healers.	Wear the raid's shadow-resistance target while preserving enough healing, mana and health. Pre-cast Holy Light into Saber Lash. Fatal Attraction players move away; do not chase them and abandon the tanks.
Illidari Council	Gathios tank or another named tank healer.	Stay with the assignment through Consecration, Flamestrike and Blizzard movement. Cleanse magic/poison effects only by plan. Save mana for the late overlap; Council is long enough to punish a late first potion.

Saved set	Mother	Council
HL-SUSTAIN	Only if the raid's shadow-resistance requirement is already met.	Default; long encounter and repeated tank danger.
FAST-CAST	Useful only if survival and mana remain safe.	Selected for fast movement recovery or tank spike coverage.
FLASH	Risky if Saber Lash requires larger heals.	Can work on a lower-damage assignment, not automatically on Gathios.
SHADOW	Primary saved set; validate fully buffed resistance and health.	Not required unless the raid uses an unusual strategy.

Council movement rule

- + Choose a standing lane that keeps your tank in range as Gathios moves out of Consecration.
- + Start moving before Blizzard/Flamestrike covers the cast point; bridge with Holy Shock only if needed.
- + Potion at the first high missing-mana window so another is available late.
- + Do not Cleanse every visible icon if it creates a tank-heal gap; honor the dispel assignment.

Mother gearing rule

Resistance is a survival threshold, not a reason to wear an unusable healing set. Confirm the raid-buffed number, maximum health and healing/mana before the pull, then test the exact equipped state.

18 / ILLIDAN + READINESS

Five phases, one protected assignment

Every transition names a new damage pattern, tank and cooldown question.

Phase	Holy Paladin assignment	Execution
P1 ground	Illidan main-tank healer.	Pre-cast through Shear windows and Draw Soul; move from Flame Crash with short steps. Keep the tank in range while positioning for Parasites.
P2 Flames	Dedicated Flame tank healer.	Follow one Flame of Azzinoth lane, avoid Blaze and Eye Beam, and keep the fire-resistance tank in range. Use Holy Shock only for movement; Holy Light carries Flame Blast.
P3 ground	Main tank plus Agonizing Flames spot support.	Reacquire after the threat reset, keep the tank covered, and only help the debuffed raid target when another tank heal is inbound.
P4 Demon	Warlock shadow-tank healer.	Equip/activate the raid's shadow plan, spread for Shadow Blast, stay outside dangerous Aura of Dread positioning and maintain range through movement.
P5 final	Main-tank healer through Frenzy and trap movement.	Spend the remaining mana: Divine Illumination, potion/rune, max Holy Light and planned Lay on Hands. Movement must preserve the tank cast lane.

Pull-ready checklist

Check	Pass condition
Build	45/11/5 trained; every heal rank and utility spell learned.
Sets	HL-SUSTAIN, FAST-CAST, FLASH, MOVEMENT and SHADOW saved and enchanted.
Bindings	Ranks 5/9/11 Holy Light, Flash, Holy Shock, Cleanse, BoP, Freedom, LoH and bubble are mouseover-ready.
Timers	Light's Grace, potion/rune, Divine Illumination/Favor and boss danger windows visible.
Roster	Tank, backup, aura, blessing, dispel and movement lane named for every phase.
Bag	Two extra wipe cycles, Symbols of Kings, water, oils, resistance pieces and repaired gear.

Final carrier standard

Correct set and aura; Light's Grace active; predictive rank choice; potion used early; cooldowns mapped; assignment never abandoned without a handoff; emergency blessing followed by the normal rebuff.

19 / SOURCES + VERIFICATION

Current research and clickable references

Class guidance was cross-checked against live 2026 TBC updates and encounter references.

Reference	Link
Wowhead - Holy Paladin Phase 3 BiS (19 Feb 2026)	Open source
Wowhead - Holy Paladin talents (13 May 2026)	Open source
Wowhead - Holy Paladin rotation (10 Feb 2026)	Open source
Wowhead - Holy Paladin stats (10 Feb 2026)	Open source
Wowhead - Gems and enchants (24 Mar 2026)	Open source
Wowhead - Buffs and consumables (28 Jan 2026)	Open source
Wowhead - Overview, races and professions (11 Feb 2026)	Open source
Icy Veins - Holy Paladin talents (12 Jan 2026)	Open source
Icy Veins - Holy Paladin guide (12 Jan 2026)	Open source
Wowhead - Hyjal trash strategy	Open source
WOWTBC.GG - Mount Hyjal mechanics	Open source
Wowhead - Black Temple raid overview	Open source
WOWTBC.GG - Black Temple mechanics	Open source

Wowhead icon index

All 75 class, talent, ability, racial and consumable assets were resolved by TBC spell/item ID through Wowhead tooltip metadata and downloaded from the Wowhead icon CDN. Every icon label links to its TBC Wowhead page.

 Holy Light Wowhead TBC spell 27136	 Flash of Light Wowhead TBC spell 27137	 Divine Illumination Wowhead TBC spell 31842
 Light's Grace Wowhead TBC spell 31836	 Cleanse Wowhead TBC spell 4987	 Paladin Wowhead TBC class page

Live-version note

TBC Anniversary can receive hotfixes. Recheck live tooltips, raid access, encounter timings and roster assignments. Phase 3 gearing has no universal one-list answer; verify the equipped set in logs and against the live client.

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