



TANK / PALADIN

PROTECTION PALADIN

Black Temple + Hyjal Carrier Handbook

PHASE 3

ONE DEFINITIVE RAID BUILD

THREAT + SURVIVAL

Sanctity Aura boss-tank core • Hyjal wave control • Illidan Shear table • Phase 3 gear states • full encounter assignments

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 Protection Paladin

One PDF, one tank role, one default raid lane. Variants exist only where the assignment changes.

Definitive answer

For Black Temple and Hyjal boss tanking, use the 0/40/21 Sanctity Aura archetype: it keeps Improved Holy Shield and Combat Expertise while gaining 10% Holy damage and Pursuit of Justice. It is the sustained-threat raid build. Avenger's Shield is an internal trash/pull swap, not a second handbook.

What you are best at

Unmatched large-pack control through Consecration, Holy Shield and reflected Holy threat; powerful blessings, auras and cleanses; excellent spell-power threat scaling.

What kills you

A broken combat table, Holy Shield downtime, casting while a crush-capable boss swings, mana starvation, unplanned immunity use, or wearing a new item without recalculating the set.

Carrier standard

Layer	Non-negotiable	Output payoff
Survival	Crit immune; 102.4% normal boss table with Holy Shield; assignment-specific resistance.	Healers and DPS can execute without random tank deaths.
Threat	Righteous Fury, Sanctity Aura, spell-power weapon, controlled Wings opener.	Less throttling; safer Misdirection handoffs and phase resets.
Control	Marks, LoS, Consecration landing point, taunt macro, HoJ/FAP plan.	Hyjal waves collapse into stable AoE windows.
Utility	Blessing/aura sheet, Cleanse ownership, BoP/Freedom targets, no surprise bubble.	The Paladin slot creates raid value beyond TPS.

**Righteous Fury**

Always active; recast after every death

**Holy Shield**

100% uptime on crush-capable bosses

**Consecration**

Primary AoE and sustained threat

**Sanctity Aura**

+10% Holy damage in the default boss build

02 / CHARACTER FOUNDATION

Race, professions, access

Race matters less than execution, but a min-max handbook still makes the choice explicit.

Faction	Best race	Why	Verdict
Alliance	Human	Sword and Mace Specialization reduce boss dodge/parry with the weapons that matter; this is both threat and a small parry-haste reduction.	Best raid-output choice.
Alliance alt	Dwarf	Stoneform is a real emergency armor/bleed/poison/disease tool, but no useful tank weapon racial.	Best defensive flavor.
Alliance alt	Draenei	Heroic Presence gives the physical-hit party aura; Gift of the Naaru is minor while actively tanking.	Good roster utility.
Horde	Blood Elf	Only Horde Paladin race; Arcane Torrent adds an instant AoE silence and mana return.	Automatic best/only choice.

 Human weapon expertise Best Alliance raid-output racial	 Stoneform Emergency armor and cleanse
 Heroic Presence Draenei physical-hit party aura	 Arcane Torrent Blood Elf AoE silence + mana

- + Engineering: Super Sapper Charge gives immediate pack threat; bombs and utility solve awkward pulls.
- + Enchanting: two Ring - Spellpower enchants total +24 spell power.
- + Jewelcrafting is the practical alternative for unique stamina/defense/threat gems and trinkets.
- + Complete Hyjal attunement (Vials of Eternity) and Black Temple chain/Medallion requirements used by the live Anniversary rules.
- + Bring repaired armor, shield, librams, six saved gear states and spare consumes for at least two extra wipe cycles.
- + Preferred pair: Engineering + Enchanting.

Aldor or Scryer?

Phase 3 differences are small. Scryer's Knight inscription slightly wins for defensive coverage; Aldor's Discipline inscription is the cleaner threat option. Do not reroll an established character for this alone.

03 / TALENTS

Default raid build: Sanctity Aura

The sustained-threat boss lane; all key mitigation tools remain intact.

0 / 40 / 21

[Open the interactive TBC Wowhead talent calculator](#)

This reference build assumes another Paladin provides Blessing of Kings. It keeps Improved Holy Shield, Combat Expertise, Precision, Pursuit of Justice, Crusade and Sanctity Aura.

Protection core

 Redoubt — 5/5 Excellent on packs; not counted for boss cap	 Precision — 3/3 +3% physical and spell hit
 Toughness — 5/5 Armor from items	 Anticipation — 5/5 +20 Defense skill; adjustable only after set math
 Improved Righteous Fury — 3/3 +threat and 6% damage reduction	 Shield Specialization — 2/3 Pack mitigation and pathing point
 Blessing of Sanctuary — 1/1 Required path to Holy Shield	 Reckoning — 1/5 Efficient optional threat point
 Sacred Duty — 2/2 +6% total Stamina	 One-Handed Spec — 5/5 +5% all damage
 Holy Shield — 1/1 Core block/threat/coverage button	 Improved Holy Shield — 2/2 Eight charges; mandatory progression safety
 Combat Expertise — 5/5 +10% Stamina and 5 expertise	

Roster dependency

If nobody else can cast Kings, move one flexible Protection point into Blessing of Kings and communicate the exact sacrifice. Never discover missing Kings after the pull timer.

04 / TALENTS

Retribution engine + only relevant swap

Sanctity Aura wins sustained raid TPS; Avenger's Shield wins range and snap control.

 Benediction — 5/5 Cheaper seals and Judgements	 Deflection — 5/5 +5% parry: defense plus uptime
 Conviction — 4/5 Filler that still raises threat	 Pursuit of Justice — 3/3 +15% movement; positioning is tank output
 Crusade — 3/3 +3% damage to most BT/Hyjäl targets	 Sanctity Aura — 1/1 +10% Holy damage

Lane	Use when	Do not forget
Default: Sanctity Aura	Boss tanking, progression, threat-sensitive kills, any fight where a ranged pull is not the limiting problem.	No Avenger's Shield. Kings must be assigned elsewhere unless you move a point.
Assignment swap: Avenger's Shield	Hyjäl/trash leadership, awkward ranged pulls, caster grouping, or when another Paladin supplies Sanctity Aura.	One-second cast suppresses dodge/parry/block. Never cast through a crush-capable boss swing.
Rejected default: Vengeance	Only farm content where healer/tank risk is explicitly accepted.	Loses Improved Holy Shield charges and major Stamina talents; not a carrier/progression recommendation.

Why SA wins raids

Sanctity Aura contributes throughout the fight and is roughly twice the averaged TPS contribution of Avenger's Shield in the current Wowhead analysis.

Why AS still exists

A ranged, three-target opening can be the correct tool when the assignment is control rather than boss TPS. This is a respec decision, not a second character guide.

05 / COMBAT TABLE

Caps before cosmetics

A tank set is valid only when its exact equipped and raid-buffed state meets the assignment.

Check	Target	How to calculate	Failure mode
Boss crit immunity	490 Defense skill versus level 73, or an exact defense+resilience solution.	2.3654 Defense rating = 1 skill; resilience can remove crit but adds no avoidance.	Random 200% physical crit.
Normal crush table	102.4% total coverage with Holy Shield active.	Miss + dodge + parry + block. Use buffed values; never count Redoubt proc.	Crushing blows return when Holy Shield falls or charges exhaust.
Illidan Shear table	101.8% dodge + parry + block while Holy Shield is active.	Shear cannot miss, so do not include miss. Validate the Shear set separately.	60% max-health reduction if Shear lands.
Spell hit	13% / 164 rating after 3/3 Precision versus bosses.	12%/151 with a caster Draenei aura; 10%/126 with Totem of Wrath; 9%/114 with both.	Judgement, Exorcism or Righteous Defense resists.
Melee hit	6% / about 95 rating after Precision.	5% / about 79 with Heroic Presence.	White hits and Seal delivery miss.

Rating conversions at level 70

Stat	Conversion	Interpretation
Defense	2.3654 rating = 1 skill	Each skill adds 0.04% miss, dodge, parry and block and reduces crit chance by 0.04%.
Dodge	18.9 rating = 1%	Hard avoidance; still valuable beyond 102.4%.
Parry	23.6538 rating = 1%	Hard avoidance plus parry-haste benefit.
Block	7.9 rating = 1%	Cheapest table coverage, but no value above cap against a single swing table.
Expertise	3.9423 rating = 1 skill	Reduces dodge and parry by 0.25% per whole skill; secondary for spell-heavy Paladin threat.

Do not say 'defense capped'

490 is the crit-immunity checkpoint, not a hard cap. Defense still adds avoidance above it. The real error is adding a BIS item that breaks crit immunity or combat-table coverage in the finished set.

06 / GEAR ARCHITECTURE

Six saved sets, not one BiS costume

Phase 3 Paladin gearing is a state machine: survival, threat, adds, Shear, fire and shadow.

Saved set	Required checks	Where it goes
BOSS	Crit immune; 102.4% with Holy Shield; high effective health.	Default crush-capable boss set; Archimonde calibration target.
THREAT	Keep mandatory survival; add spell power/hit only after checks pass.	Teron, Shade burn, stable farm bosses, clean phase resets.
ADDS	Block value, spell power, mana, 4pc T6; cap rules based on enemy level.	Hyjal waves, Shade adds, BT trash.
SHEAR	101.8% dodge+parry+block with Holy Shield; crit immune; eight charges tracked.	Illidan phases 1/3/5 only.
FIRE	Raid-assigned fire resistance target, crit immunity if melee-tanked, sufficient HP/threat.	Flames of Azzinoth or Giant Infernals if assigned.
SHADOW	Raid-assigned shadow resistance, HP and role-specific table.	Mother Shahraz soak/tank plan and selected shadow-heavy work.

- + Write the unbuffed and raid-buffed table beside every set.
- + Keep older avoidance pieces; a nominal upgrade can create a coverage hole.
- + Use Libram of Repentance for boss/Shear coverage; Tome of the Lightbringer for large-pack mitigation.
- + Swap only out of combat and verify shield/libram after every set change.
- + Build around Archimonde for the general BOSS set; current Phase 3 guidance calls him the fastest/hardest hitter outside Illidan.
- + Resistance targets are raid-plan inputs, not universal item lists.

Gear decision order

1) role-specific immunity/coverage → 2) enough HP and armor for the spike → 3) threat to prevent throttling → 4) block value and mana for packs. Never reverse this order because a simulator calls one item 'BiS.'

07 / PHASE 3 ENDPOINT

Black Temple + Hyjal gear map

A flexible endpoint with explicit mitigation/threat alternatives; keep 4-piece Lightbringer for elite AoE value.

Slot	Primary endpoint	Purpose / alternative
Head	Faceplate of the Impenetrable	Mitigation; Lightbringer Faceguard is the threat/tier route.
Shoulders	Lightbringer Shoulderguards	Clear Phase 3 best; Tier 6.
Back	Pepe's Shroud of Pacification	Balanced; Ruby Drape single-target threat; Royal Cloak multi-target threat.
Chest	Lightbringer Chestguard	Tier 6 core; Glory of the Defender is mitigation alternative.
Wrist	The Seeker's Wristguards	Balanced spell-power tanking; Eternium Shell for mitigation.
Hands	Lightbringer Handguards	Stat-dense Tier 6; long-term anchor.
Waist	Girdle of Mighty Resolve	Balanced; Girdle of Stability for block-heavy Hyjal waves.
Legs	Lightbringer Legguards	Balanced Tier 6; Praetorian's Legguards for heaviest physical hits.
Feet	Tide-Stomper's Greaves	Avoidance plus spell power.
Neck	Pendant of Titans	Best overall; Darkener's Grasp is high-avoidance and flexible.
Rings	Ring of Sundered Souls + Ashyen's Gift	Mitigation plus threat; keep extra spell-hit rings.
Trinkets	Shadowmoon Insignia + pull-specific slot	DMC: Vengeance for stamina; Icon of Silver Crescent for threat.
Weapon	Tempest of Chaos	Best threat but caster-contested; Hammer of Judgement is excellent.
Shield	Bulwark of Azzinoth	Best overall; Antonidas' Aegis for threat; Kaz'rogal's Heart mitigation.
Libram	Libram of Repentance	Boss/Shear avoidance; Tome of the Lightbringer for pack mitigation.

Tier rule

Lightbringer 4-piece materially improves the already dominant AoE profile. Treat the bonus as a Hyjal/pack endpoint, then solve the off-piece slot around your exact coverage state.

08 / ITEM FINISHING

Gems, enchants, and set repair

Socket for the role state; a single gem policy cannot optimize all six sets.

Socket / meta	Default	When to change
Meta	Powerful Earthstorm Diamond	+18 Stamina; progression default. Chaotic Skyfire only for safe threat sets.
Blue	Solid Star of Elune	Default stamina filler; meet the meta naturally.
Red	Brilliant Living Ruby	Spell-power threat when survival checks already pass; Timeless Nightseye for hybrid.
Yellow	Veiled Nightseye	Spell hit + spell power; Regal Talasite when Defense/coverage needs repair.

Slot	Progression / balanced	Threat swap
Head	Arcanum of the Defender	Arcanum of Power once caps are stable
Shoulder	Knight/Warding; Fortitude of the Scourge if owned	Discipline/Orb
Back	Dodge	Keep Dodge unless coverage surplus is proven
Chest	+150 Health	+6 All Stats
Bracer	+12 Stamina	Spellpower
Gloves	+2% Threat	Major Spellpower only if threat enchant value is modeled
Legs	Netherclef Leg Armor	Runic Spellthread
Boots	Fortitude	Boar's Speed only without Pursuit of Justice
Weapon	Major Spellpower	Same: mandatory threat enchant
Shield	+18 Stamina	Parry/coverage repair as needed
Rings	Ring - Spellpower x2 (Enchanter)	Same

Socket discipline

Ignore weak socket bonuses. First activate the meta, then repair crit/coverage, then choose stamina or threat according to the saved set's job. Recalculate after every gem or enchant change.

09 / CONSUMABLES

Pull-ready bag and buff plan

Elixir pairing is stronger than a flask; the potion slot changes by encounter.

 Greater Arcane Elixir Threat battle elixir	 Gift of Arthas Best all-round guardian elixir + raid DPS debuff
 Superior Wizard Oil Default weapon temporary	 Fisherman's Feast Progression stamina food
 Blackened Basilisk Threat food	 Ironshield Potion Physical survival; near-continuous uptime
 Super Mana Potion Long/low-damage fight sustain	 Nightmare Seed Pre-spike temporary health
 Master Healthstone Recovery after the spike	 Super Sapper Charge Engineering snap threat
 Free Action Potion Hyjal Abomination stun protection	

Situation	Package	Reason
Progression boss	Greater Arcane Elixir + Gift of Arthas; stamina food; Ironshield; Seed + Healthstone.	Threat without giving up the survival emergency layer.
Threat farm	Same elixirs; Basilisk; mana/destruction only when damage intake is safe.	Turn surplus survival into TPS deliberately.
Hyjal waves	Sapper, FAP, Wizard Oil, water, spare mana potions.	Snap the pack, remain block-capable, drinkwalk between waves.
Flask fallback	Blinking Light for threat or Fortification for survival.	Convenience/persistence, but weaker than optimal elixir pairing.

Buff that causes the most wipes

Righteous Fury is a 30-minute buff and disappears on death. Put it in your pull-check WeakAura; no other consumable compensates for forgetting it.

10 / THREAT ENGINE

Boss opener and priority

Protection Paladin uses a priority, not a fixed dance; crush risk changes the order.

Timing	Action	Rule
-10 to -4	Seal of Righteousness; confirm Righteous Fury, aura, blessing, Holy Shield charges.	Do not begin a boss pull with a missing persistent buff.
-3	Avenging Wrath + on-use threat trinket if the encounter permits.	Never Wings into a scripted threat wipe without a second plan.
Pull	Exorcism for Demon/Undead and/or Judgement while closing; AS only if talented and safe.	Misdirection should land into your first GCD window.
Contact	Holy Shield before the first swing; pre-place Consecration if the boss runs to you.	Coverage first, then threat.
Loop	Holy Shield → Consecration → Exorcism → Judgement → seal maintenance.	On crush bosses, Holy Shield can never wait behind Judgement.
Execute	Hammer of Wrath only in a cast-safe window.	Casting suppresses dodge/parry/block.

 1. Holy Shield Eight charges; refresh before expiry/exhaustion	 2. Consecration Primary sustained threat
 3. Exorcism High priority on Demon/Undead	 4. Judgement Do not GCD-lock Holy Shield
 5. Seal of Righteousness Maintain for threat	 6. Hammer of Wrath Execute only when casting is safe

Cast-bar danger

While casting Avenger's Shield, Holy Wrath or Hammer of Wrath you cannot dodge, parry or block. Against a crush-capable boss, cast only between known swings—or do not cast at all.

11 / AOE CONTROL

Hyjal wave operating procedure

The Paladin is the center of the kill zone, but Abomination stuns and casters require a team plan.

 Consecration Land the wave on its full area	 Holy Shield Second-best pack tool and mitigation
 Judgement of Wisdom Durable target when threat is stable	 Holy Wrath Undead/Demon AoE stun; cast only when safe
 Hammer of Justice Necromancer/priority stop	 Turn Evil Emergency Demon/Undead control; avoid bad fear paths

Wave step	Paladin action	Raid contract
Stage	Mark kill/CC, choose LoS corner, preselect Abomination and caster owners.	Nobody tags before Consecration/Misdirection.
Catch	Consecration at landing point; Sapper after bodies stack; tab Seal/Judgement.	Hunters redirect side spawns; ranged waits for visible pack compression.
Compress	LoS Necromancers/Banshees; HoJ dangerous casts; keep front arc controlled.	Interrupt/CC Necromancers; physical DPS kills Banshee through Anti-Magic Shell.
Survive	FAP before Abomination contact if stun danger is high; never rely on block while stunned.	Off-tanks peel Abominations; roots/slows create safe kiting space.
Reset	Drinkwalk immediately; refresh Righteous Fury/aura; confirm next wave timer.	No late loot, no uncontrolled NPC chase.

Wave-specific hazards

Gargoyles and Frost Wyrms need ranged ownership; Giant Infernals may require fire resistance; Fel Stalkers burn mana; Abomination Knockdown removes your block response. One Paladin cannot solve these alone by standing still.

12 / UTILITY

Blessings, immunities, and macros

Every support button is powerful enough to save a pull—or wipe it when used without an assignment.

 Righteous Defense Spell-hit based rescue; follow with threat	 Blessing of Protection Drop physical threat from a healer/DPS
 Blessing of Freedom Remove movement impairment	 Cleanse Poison, disease, magic ownership
 Divine Shield Immunity drops boss interest; only planned cancel use	 Lay on Hands Emergency full heal; creates Forbearance

```
#showtooltip Righteous Defense  
/cast [@mouseover,help,nodead][@targettarget,help,nodead][@target,help,nodead] Righteous Defense
```

```
#showtooltip Blessing of Protection  
/cast [@mouseover,help,nodead][@target,help,nodead] Blessing of Protection
```

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

```
#showtooltip Divine Shield  
/cancelaura Divine Shield  
/cast Divine Shield
```

Aura	Default use	Override
Sanctity	Default SA build threat aura.	Devotion when physical survival is the limiter.
Retribution	Large low-risk packs for reflected threat.	Do not give up required resistance.
Fire Resistance	Flames of Azzinoth / Giant Infernal assignment.	Coordinate with resistance gear and buffs.
Shadow Resistance	Mother, Teron raid damage, Kaz'rogal/Azgalor plan.	Priest Shadow Protection may cover the buff; confirm stacking rules.

Immunity warning

Divine Shield and Blessing of Protection can make enemies immediately choose another target. The cancel-aura macro is an advanced, preassigned tool—not a panic button while main-tanking.

13 / MOUNT HYJAL

Rage, Anetheron, Kaz'rogal

Three bosses that test movement, add pickup and mana discipline after repeated wave sets.

Encounter	Best Paladin assignment	Execution
Rage Winterchill	Main tank or stable boss tank after wave 8.	Face away; move cleanly out of Death and Decay; Cleanse Frost Nova roots. Do not bubble Icebolt while holding the boss unless the raid explicitly plans the threat drop.
Anetheron	Main tank or Towering Infernal off-tank.	Infernal is taunt immune: establish spawn ownership, accept Misdirection, pull it away from Anetheron's Vampiric Aura and toward the planned NPC/kill zone. Fire aura if assigned.
Kaz'rogal	Main tank with a mana survival plan.	Face cleave away; stabilize after War Stomp; use Shadow Resistance Aura when assigned. Mark pressure accelerates—Super Mana Potion/Dark Rune plan and short kill matter more than greed.

Pre-boss reset after wave 8

- + Swap from ADDS to the validated BOSS set; check shield, libram, Defense and 102.4% table.
- + Refresh Righteous Fury, seals, assigned aura and blessings; call mana before the NPC engages the boss.
- + Move leftover mobs/NPCs out of the boss path; never enter the boss with Holy Shield on cooldown from careless cleanup.
- + Confirm who owns Infernal/Doomguard pickups and which hunter supplies the first Misdirection.

Hyjal carrier rule

A clean boss pull begins during the previous wave: enough mana, the correct saved set, and no loose mob. Treat wave 8 cleanup as part of the boss opener.

14 / MOUNT HYJAL

Azgalor and Archimonde

Fear control and add ownership are the difference between a stable pull and a chain wipe.

Encounter	Assignment	Paladin playbook
Azgalor	Main tank or Lesser Doomguard off-tank.	Face cleave away; step out of Rain of Fire without rotating the boss. Shadow aura can help Howl resistance. Doomguard pickup begins when Doom resolves; Consecration the planned death area and secure it immediately.
Archimonde	Validated BOSS-set main tank when roster assigns it.	Never leave melee range (Finger of Death protection). Keep Holy Shield/table active; avoid Doomfire paths. Paladin cannot stance-dance Fear: preassign Fear Ward, Tremor and PvP-trinket coverage.

Archimonde pull

Position so Doomfire has room; use Wings only after the boss is fixed; maintain melee contact through every movement; never chase a minor positional gain across a Doomfire lane.

Fear schedule

Track the roughly 40-second cadence. Tank survival coverage must continue through every Fear: Fear Ward/Tremor/PvP trinket and healer trinket rotation are assigned before pull.

Archimonde failure review

Failure	Question	Fix
Tank moved too far	Did melee range ever break?	Use smaller lateral steps; keep boss contact to avoid Finger of Death.
Fear into Doomfire	Was the tank fear removal scheduled?	Assign the next Fear to a named source; do not rely on reaction.
Crush spike	Was Holy Shield late or were charges exhausted?	Review aura/charge timeline and table state, not only healer casts.
Threat loss	Did Wings/opener align with Misdirection?	Precast seal, call MD, secure two GCDs before full burn.

Calibration boss

The current Phase 3 BiS guide models general sets around Archimonde because his fast, heavy swings create a strong non-Illidan validation target. Passing Archimonde does not validate the separate Shear set.

15 / BLACK TEMPLE

Naj'entus through Teron Gorefiend

Early BT alternates between pure boss stability and the Paladin's strongest add-control assignment.

Boss	Assignment	Execution focus
High Warlord Naj'entus	Main tank.	Stable position; save emergency health for shield-break raid burst overlap. Keep the boss fixed so spine and shield timings remain clean.
Supremus	Main tank or Hateful Strike soak.	Use high-EHP BOSS set. Move out of Molten Flame without rotating into melee; threat resets after kite phase, so call Misdirection and rebuild before DPS resumes.
Shade of Akama	Primary add tank—one of your best assignments.	Consecration the doorway/merge, own Defenders or the mixed add lane per marks, stun/CC Spiritbinders/Rogues/Elementalists, then swap to threat gear for the 60-second burn.
Teron Gorefiend	Main tank.	Front-load threat and remain still; Shadow Resistance Aura can reduce raid Shadow Bolt damage. Never use an immunity to avoid Shadow of Death while holding the boss unless the raid planned the threat consequence.

Transition discipline

 Avenging Wrath Naj/Teron opener; respect threat resets	 Righteous Defense Shade loose-add recovery
 Hammer of Justice Stop priority Shade casters	 Shadow Resistance Aura Teron raid-damage option

Supremus handoff

Phase 2 has no normal threat table, and threat resets when Phase 1 returns. Your second Phase 1 is a new pull: Holy Shield, Misdirection, Consecration/Judgement, then DPS release.

16 / BLACK TEMPLE

Bloodboil, Reliquary, Mother, Council

These fights punish weak taunt reliability, resistance shortcuts and unclear multi-tank ownership.

Boss	Paladin assignment	Execution focus
Gurtogg Bloodboil	Tank rotation in Phase 1.	Swap after Bewildering Strike according to the raid order. Righteous Defense uses spell hit and can resist—pair taunt with immediate Judgement/Consecration and a backup call. Fel Rage target tanks Phase 2.
Reliquary of Souls	Assigned tank segment; utility in Phase 1.	Phase 1 has no normal healing: follow the tank alternation, avoid greed, and use Blessing of Sacrifice only as assigned. Phase 3 face Essence of Anger away and respect Seethe threat.
Mother Shahrzad	One of three Saber Lash tanks.	Equip the raid's shadow-resistance target without losing the physical survival required for Lash. Stack precisely with the other tanks; Shadow aura/Protection assignment must be explicit.
Illidari Council	Gathios main tank or Malande/Veras off-tank.	Gathios is the DPS target; move him out of Consecration. Keep bosses separated, accept Misdirection, and coordinate Malande interrupts through physical/spell immunities.

Taunt reliability

Spell hit reduces Righteous Defense resists. A resisted tank swap is an announced event: backup taunt, Blessing of Protection, Misdirection, and burst Holy threat are the recovery stack.

Resistance discipline

Do not chase a resistance number by silently breaking crit immunity or table coverage. Mother and Illidan flame sets are separate validated loadouts with named buff assumptions.

Council positioning

Your output is clean movement. A perfectly geared Gathios tank who leaves him in Consecration or drags him through the raid is not min-maxed.

17 / ILLIDAN

Shear tank or Flame tank

Illidan has two different Paladin tank jobs; validate the set and movement for the one you actually receive.

Shear formula

During Illidan's ground phases, maintain 101.8% dodge + parry + block with Holy Shield active. Shear cannot miss, so miss does not count. Libram of Repentance is especially useful. A defensive cooldown does not replace this table.

Phase	Main-tank job	Flame-tank job / transition
P1 to 65%	Face Illidan away for Draw Soul; avoid Flame Crash; never miss Holy Shield before Shear.	Stand ready in fire set with aura/buffs confirmed.
P2 Flames	No Illidan melee tanking.	Pick one Flame of Azzinoth, face Flame Blast away, stay close enough to its glaive to avoid Uncaged Wrath, and lay Blaze in a controlled path. Common plans aim for resistance cap; use the raid's exact buffed target.
P3 ground	Threat resets: receive Misdirection, re-establish position/table, handle Shear, spread for Agonizing Flames.	Exit fire set only if reassigned; be ready for adds/backup.
P4 Demon	Warlock shadow-resistance tank owns Illidan; stay clear of Aura of Dread.	Help with Shadow Demons/utility; prepare the next ground reset.
P5 <30%	Same Shear table plus Frenzy; use planned cooldowns and trap movement without dropping the boss across the raid.	Backup ownership and clean transition; never improvise a taunt during Frenzy.



Holy Shield

Shear protection is charge- and uptime-dependent



Fire Resistance Aura

Flame of Azzinoth assignment



Avenging Wrath

Use after each ground-phase threat reset



Righteous Defense

Backup tool, not a Shear solution

Three Illidan wipes to review first

1) Holy Shield late/exhausted before Shear; 2) Flame crossed the glaive tether or painted Blaze into the raid; 3) DPS resumed before the ground-phase threat reset was rebuilt.

18 / READINESS

Fourteen-day carrier conversion

Turn a newly prepared Paladin into a predictable raid tank through exact checkpoints.

Days	Work	Exit criterion
1-2	Level 70 spell ranks, 0/40/21, Human/Blood Elf racial plan, Engineering/Enchanting path, attunements.	All spell ranks trained; calculator link and roster blessing dependency confirmed.
3-4	Build BOSS and ADDS sets; enchant/gem; create table worksheet.	490 Defense or exact resilience solution; 102.4% buffed with Holy Shield.
5-6	Create THREAT, SHEAR, FIRE and SHADOW sets.	Each set has written assumptions and passes its own role formula.
7-8	Dummy threat opener; heroic/raid-trash LoS, Sapper, RD and stun practice.	No missed RF; marked pack reaches the kill zone together.
9-10	Consumable bag, aura/blessing sheet, macros, nameplates, Holy Shield charge/timer WeakAura.	Pull checklist can be completed in under 15 seconds.
11-12	Hyjal wave rehearsal and boss handoff calls with tanks/hunters.	Every pickup and Misdirection has a name and backup.
13-14	Review logs: death, opener, Holy Shield, taunt, mana and threat resets.	One measurable correction is chosen for the next raid.

Log review dashboard

Question	Evidence	Correction
Was Holy Shield truly 100%?	Buff uptime, charge exhaustion, cast timeline before crushing spike/Shear.	Move the alert; reduce competing GCDs; fix pull timing.
Was threat limiting?	DPS throttles, phase-reset deaths, Judgement/Exorcism misses.	Add hit/spell power only after survival state passes.
Did Righteous Defense resist?	Cast/result and target history.	Raise spell hit, call backup taunt, bind mouseover.
Did mana control output?	Potion/rune use, Spiritual Attunement income, downtime drinking.	Downrank/skip excess casts; drinkwalk; assign Wisdom.
Did a saved set break rules?	Exact equipped items at death.	Repair the set; never evaluate the item in isolation.

Final carrier standard

Correct set; Righteous Fury active; table validated; pull and Misdirection called; Holy Shield protected; no unsafe cast through a boss swing; every add/taunt/immunity has an owner and backup.

19 / SOURCES + VERIFICATION

Current research and clickable references

Class guidance and Phase 3 recommendations were checked against live 2026 TBC updates and encounter references.

Reference	Link
Wowhead — Protection Paladin Phase 3 BiS (10 Feb 2026)	Open source
Wowhead — Protection Paladin talents (13 May 2026)	Open source
Wowhead — Protection Paladin stats (10 Jun 2026)	Open source
Wowhead — Rotation and abilities (10 Feb 2026)	Open source
Wowhead — Gems and enchants (10 Feb 2026)	Open source
Wowhead — Buffs and consumables (10 Feb 2026)	Open source
Wowhead — Protection Paladin overview/races/professions	Open source
Wowhead — Hyjal trash strategy (3 Jan 2026)	Open source
Wowhead — Archimonde strategy	Open source
Wowhead — Black Temple raid overview (7 Jan 2026)	Open source
WOWTBC.GG — Black Temple boss mechanics	Open source
WOWTBC.GG — Mount Hyjal boss mechanics	Open source

Wowhead icon index

All 69 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. Each label links to its TBC Wowhead page.

 Righteous Fury Wowhead TBC spell 25780	 Holy Shield Wowhead TBC spell 27179	 Consecration Wowhead TBC spell 27173
 Sanctity Aura Wowhead TBC spell 20218	 Righteous Defense Wowhead TBC spell 31789	 Paladin Wowhead TBC class page

Live-version note

TBC Anniversary can receive hotfixes. Recheck live tooltips, attunement rules, raid calendar and roster assignments. Combat-table and resistance checks must be recalculated from the equipped character—not copied from this document as a static item list.

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