



DPS / PALADIN

RETRIBUTION PALADIN

Black Temple + Hyjal Carrier Handbook

PHASE 3

ONE DEFINITIVE DPS BUILD

SEAL-TWIST SPECIALIST

5/11/45 raid build - faction seals - swing-window execution - Phase 3 gear states - every Hyjal and Black Temple 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 Retribution Paladin

One build, one melee support slot, and a damage engine that lives inside the last 0.4 seconds of every swing.

Definitive answer

Use the 5/11/45 PvE build, keep Sanctity Aura active, and perform one-way Command into Blood/Martyr seal twists. Alliance uses Seal of the Martyr; Horde uses Seal of Blood. These are faction-named versions of the same raid role. The no-Kings and Improved Might allocations are roster notes inside this handbook, not separate specs.

What earns the raid slot

Improved Sanctity Aura gives the party 2% damage, Improved Judgement of the Crusader amplifies holy damage, Crusader Strike refreshes all active Paladin Judgements, and blessings/cleanses prevent wipes.

What destroys output

Missing Windfury, attacking from the front, clipping the 0.4-second twist window, overcapping hit/expertise, changing haste without retraining cadence, or greeding a swing through lethal movement.

Layer	Carrier standard	Output payoff
Auto-attacks	Behind the boss; Blood/Martyr active at impact; no unnecessary swing resets.	Your largest damage lane remains intact.
Twist	Rank 1 Command at swing start; Blood/Martyr in the final 0.4 sec.	Both seals proc from one white swing.
Judgements	JotC applied on pull; Crusader Strike refreshes the raid's assigned Judgements.	Personal holy damage and raid mana remain stable.
Support	Sanctity Aura, blessing sheet, cleanse/BoP/Freedom ownership.	The Ret slot adds damage without becoming a liability.



Seal of Command R1
The preparation seal



Blood / Martyr
The impact seal



Crusader Strike
Damage plus Judgement refresh



Sanctity Aura
Party holy damage and 2% damage

02 / CHARACTER FOUNDATION

Race, professions, and the melee group

The race edge is faction-specific; the profession plan changes once Torch of the Damned is equipped.

Faction	Best race	Why	Verdict
Alliance	Human	Sword and Mace Specialization reduce the expertise burden. Phase 3's best weapon, Torch of the Damned, is a mace.	Best personal Phase 3 damage choice.
Alliance	Draenei	Heroic Presence gives the physical party 1% hit and can unlock stronger gear swaps for several players.	Roster choice when the group needs hit.
Alliance	Dwarf	Stoneform is a useful defensive cleanse/armor cooldown but has no matching DPS racial.	Survival alternative.
Horde	Blood Elf	The only Horde Paladin race. Arcane Torrent adds silence utility and a small mana return.	Automatic Horde best.

 Human Mace Specialization Pairs perfectly with Torch	 Draenei Heroic Presence +1% physical hit to the party
 Dwarf Stoneform Defensive progression value	 Blood Elf Arcane Torrent Silence plus mana utility

Gear state	Profession plan	Reason
Before Torch	Blacksmithing + Engineering	Retain Lionheart Executioner while engineering supplies Sappers, Flame Turret and encounter tools.
After Torch	Engineering + Enchanting	Torch replaces the crafted weapon; Enchanting adds +4 all stats to each ring.
Party drummer	Engineering + Leatherworking	Use only if your melee group requires your Drums of Battle coverage; Tinnitus prevents chain-stacking.

Ideal group

Enhancement Shaman for Windfury and Unleashed Rage is the keystone. Add Arms/Fury Warrior, Feral Druid, and another physical DPS such as a Beast Mastery Hunter. Battle Shout, Leader of the Pack, Blood Frenzy, Ferocious Inspiration and Windfury multiply the value of every clean swing.

03 / TALENTS

5 / 11 / 45 - default PvE build

Kings is included because current three-Paladin raid coverage commonly assigns Improved Might elsewhere.

Tree	Points	Required allocation	Purpose
Holy	5	Divine Strength 5/5	+10% Strength; the cleanest damage investment.
Protection	11	Redoubt 5/5; Precision 3/3; Guardian's Favor 2/2; Blessing of Kings 1/1	3% melee hit, shorter BoP/Freedom cooldowns, and full blessing coverage.
Retribution	45	Benediction 5/5; Improved Judgement 2/2; Improved SotC 3/3; Conviction 5/5; Seal of Command 1/1; Pursuit 2/3; Crusade 3/3; Sanctity 1/1; Improved Sanctity 2/2; 2H Spec 3/3; Vengeance 5/5; Sanctified Judgement 3/3; Sanctified Seals 3/3; Repentance 1/1; Fanaticism 5/5; Crusader Strike 1/1	Complete seal-twist engine, raid debuff, party aura, crit scaling and threat reduction.

 Divine Strength 5/5 Holy	 Precision 3/3 Protection
 Blessing of Kings 1/1 Protection	 Improved SotC 3/3 Retribution
 Seal of Command 1/1 Retribution	 Improved Sanctity Aura 2/2 Retribution
 Sanctified Seals 3/3 Retribution	 Crusader Strike 1/1 Retribution

Roster condition	Allowed change	Cost / rule
Kings covered by another Paladin	Move Kings and its filler routing to finish 3/3 Pursuit of Justice.	Small mobility gain; do not lose raid Kings.
You must supply Improved Might	Use the published Improved Might variant and reduce Benediction/filler points.	More seal mana pressure; only do this from an explicit blessing sheet.
PvP Reckoning idea	Do not use it for the raid build.	Unreliable PvE value and sacrifices the stable damage/support core.

Talent calculator

Open the [current 5/11/45 Wowhead calculator](#). Verify every rank against the allocation above before paying the respec cost.

04 / RAID UTILITY

Judgements, aura, blessings, and emergency tools

The support layer is part of your DPS slot; agree ownership before the pull.

Tool	Default owner/action	Failure to avoid
Judgement of the Crusader	Ret applies it on pull after sealing Crusader; keep it refreshed with Crusader Strike.	Never let the holy-vulnerability debuff fall during stable uptime.
Other Judgements	Crusader Strike refreshes all Paladin Judgements already on the target. Holy/Prot may own Wisdom or Light.	Do not overwrite the blessing/judgement sheet by improvising.
Sanctity Aura	Default aura at all times; Improved Sanctity adds 2% damage to the party.	Swap only for an assigned resistance window, then return immediately.
Blessings	Usually Kings or Might according to roster. Rebuff a player after BoP/Sacrifice changes their blessing.	Do not leave a carry or tank unbuffed after utility.
Cleanse / Freedom / BoP	Use mouseover binds and named encounter assignments.	A late utility GCD loses more raid damage than a delayed filler.



Judgement of the Crusader
Pull debuff



Judgement of Wisdom
Usually another Paladin's assignment



Blessing of Protection
Physical immunity; rebuff afterward



Blessing of Freedom
Root/snare removal



Cleanse
Magic, poison and disease



Divine Shield
Emergency survival, not a damage cooldown

Bubble cost

Divine Shield carries a severe attack-speed penalty for this build. Use it to prevent a death or execute an assigned immunity, then cancel it when safe. A living Paladin beats a perfect parse; an unnecessary bubble is a major output loss.

Pre-pull support contract

- + Name your blessing, aura, primary Judgement, Cleanse lane, and the players allowed to request BoP/Freedom.
- + Apply Seal of the Crusader, judge at the pull, switch into the damage seals, then let Crusader Strike maintain the stack.
- + If target swaps last longer than a few swings, re-establish JotC; for short-lived adds, preserve swing uptime instead.
- + Repentance, Hammer of Justice, Turn Evil and Holy Wrath are control tools on trash; use them when survival exceeds the lost GCD/swing value.

05 / SEAL TWISTING

The 0.4-second damage window

TBC Anniversary uses a one-way twist: Command can linger into Blood/Martyr, but the reverse direction does not work.

Core mechanic

Cast Rank 1 Seal of Command early in the current weapon swing. During the final 0.4 seconds before the white hit lands, cast Seal of Blood (Horde) or Seal of the Martyr (Alliance). Command's short linger window and the active impact seal both trigger from the same swing.

Swing moment	Action	Why
Immediately after impact	Confirm Blood/Martyr is active; use Crusader Strike here when ready.	CS does not steal the late twist window and starts the cycle cleanly.
Early/middle swing	Cast Rank 1 Command.	Command rank only changes its Judgement damage; you do not judge Command in the standard cycle.
Last 0.4 sec	Cast Blood/Martyr once.	This is the valid overlap. Too early loses Command; too late misses the white hit.
Impact	Both seal effects fire; the next swing begins with Blood/Martyr active.	The cycle repeats without an extra recovery cast.



1. Prepare Command R1
Cast near the start of the swing



2A. Alliance: Martyr
Cast inside the final 0.4 sec



2B. Horde: Blood
Cast inside the final 0.4 sec



3. Crusader Strike
Use at the start of a swing

Symptom	Diagnosis	Correction
Only Blood/Martyr procs	Impact seal was cast too early or Command was never prepared.	Move Command earlier; move the impact seal later.
Only Command procs	Blood/Martyr landed after the auto-attack.	Increase timer visibility and press slightly earlier.
White swing delayed	A cast, target change, movement, or attack toggle reset/paused the timer.	Use /startattack, protect uptime, and relearn the actual timer state.
Works unbuffed, fails under Lust	Haste shortened the swing and changed the available GCD pattern.	Practice a separate Bloodlust/DST cadence.

Output stake

Current Wowhead rotation guidance estimates roughly a 13% loss from not twisting. Treat seal-twist accuracy like hit cap: it is a prerequisite, not an optional trick.

06 / ROTATION

Priority, cadence, and haste states

Do not memorize a timeline without understanding which swing and GCD it protects.

Priority	Action	Execution rule
1	Maximize Blood/Martyr auto-attacks	Do not reset, clip, face, or range the white swing.
2	Crusader Strike when ready	Cast at the start of an auto swing so the late twist remains available.
3	Command into Blood/Martyr twist	Fill swing cycles where Crusader Strike is not the opening GCD.
4	Judgement	Cast immediately before the Command preparation GCD when off cooldown.
5	Exorcism / Consecration	Only when CS is unavailable and there is not enough time to complete a twist.
6	Wait	A protected white swing is worth more than a filler that breaks cadence.

Haste state	Common cadence	Meaning
Normal 3.0+ weapon	1 / 2	Crusader Strike, one full seal twist, repeat.
Bloodlust / strong haste	2 / 3	Crusader Strike, two twists, repeat.
DST + stacked haste	Possible 2 / 4	Only when live swing speed and latency truly fit the GCDs; verify in logs.
Movement / target swap	Recovery state	Prepare Command while approaching; impact seal and /startattack on re-entry.

 Avenging Wrath Align with stable uptime, Lust and trinkets	 Exorcism Demon/Undead filler only
 Consecration R3/R4 Mana-efficient filler	 Hammer of Wrath Usually skip; it resets the swing

Cooldown rule

Use Avenging Wrath, Haste Potion and trinkets only when the boss will remain attackable and threat is secure. Haste changes the twist cadence immediately. Track the buff and execute the trained haste pattern; do not continue the unbuffered rhythm by habit.

- + Max-rank Consecration is the AoE/trash tool; downrank on single targets when mana is the limiting resource.
- + Exorcism is excellent on Hyjal and many Demon/Undead BT targets, but it never outranks a protected CS/twist swing.
- + Hammer of Wrath is normally a trap because its cast resets the swing timer and scales poorly for this build.
- + Spiritual Attunement rewards effective incoming healing; do not stand in avoidable damage to manufacture mana.

07 / STATS AND POSITIONING

Cap the losses, then stack Strength

Expertise and hit prevent catastrophic missed swings; both lose value immediately after their caps.

Priority	Target / conversion	Decision rule
Expertise	26 expertise / 103 rating; Human sword or mace needs about 83 rating	Highest value before cap because dodged white swings also lose seal and Windfury events.
Melee hit	9% / 142 rating baseline	Precision supplies 3%; raid debuffs/racials can lower gear required.
Strength	1 Strength = 2 AP; about 2.4 AP with Divine Strength + Kings	Best uncapped primary stat after hit/expertise are solved.
Attack Power	Direct physical scaling	Strong, but generally behind Strength when buffs multiply Strength.
Crit / Agility	Crit sustains Vengeance	Valuable set stats; compare whole gear states rather than isolated rating.
Haste	No fixed cap	Changes swing/GCD alignment; simulate the equipped set and train every proc state.

Hit required from gear

Raid support	Gear hit needed	Rating
No support	9%	142
Precision 3/3	6%	95
Precision + Draenei	5%	79
Precision + Improved Faerie Fire	3%	48
Precision + Draenei + Improved Faerie Fire	2%	32

Position pass

Attack from behind. Bosses cannot parry attacks from the rear, and expertise reduces the remaining dodge chance. Stay inside the hit box without drifting into front-cone mechanics.

Set pass

Recalculate caps whenever race, Draenei group, Balance Druid, boots, rings, food, trinket or weapon changes. A printed BiS list cannot know your live raid support.

Carrier rule

Build named gear states for the support you actually receive: 6% HIT, 5% HIT, 3% HIT, and 2% HIT. Log the equipped state and reject every version that crosses hit or expertise cap without buying a stronger swap elsewhere.

08 / PHASE 3 GEAR

Armor, jewelry, and progression states

These are current Wowhead Phase 3 anchors; your exact winning set depends on support and expertise/hit caps.

Slot	Primary Phase 3 target	High-value alternatives / state rule
Head	Cursed Vision of Sargeras	Forest Prowler's Helm; Helm of the Illidari Shatterer; Lightbringer War-Helm.
Shoulders	Shoulderpads of the Stranger	Swiftstrike Shoulders when expertise is solved; Lightbringer Shoulderbraces for tier state.
Back	Cloak of Darkness	Razor-Scale Battlecloak.
Chest	Midnight Chestguard	Lightbringer Breastplate when the T6 2pc mana state wins.
Wrists	Bindings of Lightning Reflexes	Swiftsteel Bracers; Bladespire Warbands.
Hands	Gloves of Searing Grip	Grips of Damnation; Gauntlets of Deftness.
Waist	Belt of One-Hundred Deaths	Belt of Seething Fury / Girdle of the Lightbearer as haste-state candidates.
Legs	Bow-Stitched Leggings	Lightbringer Greaves for 2pc T6 and mana sustain.
Feet	Shadowmaster's Boots	Dreadboots of the Legion when hit is required.
Neck	Pendant of Perilous	Choker of Endless Nightmares for hit.
Rings	Shapeshifter's Signet + Band of Devastation	Band of the Ranger-General for hit; Unstoppable Aggressor's Ring.

Saved set	Use	Non-negotiable validation
BOSS-DEFAULT	Normal raid support and stable uptime	Hit/expertise caps, Torch swing cadence, Relentless meta active.
LOW-HIT	Draenei and/or Improved Faerie Fire present	Replace surplus hit with Strength/crit/haste; never assume support without roster proof.
T6-MANA	Long fights or low incoming healing	2pc Battlegear provides a 20% proc chance for 50 mana on melee attacks.
SHADOW	Mother Shahraz	Meet raid-buffed shadow-resistance and health targets before optimizing damage.
TRASH-AOE	Hyjal waves / selected BT packs	Engineering kit, max Consecration mana, optional Ravager only if the raid permits the swap.

BiS means a state

Do not copy every first-ranked item into one bag slot and call it finished. Hit support, Human expertise, T6 mana, Mother resistance, haste procs and encounter length can each change the winning equipped set.

09 / WEAPONS, TRINKETS, TIER, AND LIBRAM

Torch is the Phase 3 endpoint

The two-handed weapon defines both damage and the timing problem you must solve.



Torch of the Damned
Essence of Anger - Phase 3 BiS



Cataclysm's Edge
Illidan - excellent fallback



Lionheart Executioner
Blacksmithing bridge until Torch



Libram of Avengement
Heroic Blood Furnace - remains best

Slot	Default	Encounter / acquisition state
Weapon	Torch of the Damned	Current Phase 3 guide rates it far ahead of Phase 2; Cataclysm's Edge is the next raid option. Retire Blacksmithing only after Torch is actually equipped.
Trinket 1	Dragonspine Trophy	Exceptional haste proc; the proc changes twist cadence, so track it visibly.
Trinket 2	Bloodlust Brooch	Reliable on-use attack power for stable burn windows.
Creature swap	Mark of the Champion	Use against eligible Undead/Demons: all Hyjal and current guide targets including Supremus, Teron, Mother and Illidan.
No DST	Abacus of Violent Odds	Functional haste fallback; relearn its active cadence.
Libram	Libram of Avengement	Crusader Strike crit proc remains the standard relic.



Dragonspine Trophy
Track the proc swing speed



Bloodlust Brooch
Align with Wings / Lust



Mark of the Champion
Creature-type damage swap



T6 2pc mana lane
20% chance for 50 mana on melee

Tier 6 bonus	Value	Verdict
2pc Battlegear	Melee attacks have a 20% chance to grant 50 mana.	Useful sustain state; compare the two chosen tier pieces against stronger off-pieces.
4pc Battlegear	+10% Hammer of Wrath damage.	Low priority because Hammer resets the swing and is normally omitted from the core rotation.

Weapon practice

Equip Torch, stand at a training target, and record 100 normal twists, 50 Bloodlust-speed twists, and 50 DST-proc twists. The item is not an upgrade until its new swing states are executable.

10 / ENCHANTS AND GEMS

Cap-aware permanent power

Activate Relentless Earthstorm Diamond with the fewest weak sockets, then fill the rest with Strength.

Slot	Best raid enchant	Adjustment
Head	Glyph of Ferocity	Use Glyph of the Outcast only when hit is already solved and the total set wins.
Shoulders	Greater Inscription of Vengeance	Aldor is slightly ahead; Scryer is close enough to keep an already-developed character.
Back	Greater Agility	Subtlety is a threat fallback, not the default.
Chest	Exceptional Stats	No alternative for the damage set.
Wrists	Brawn	Strength scales with Divine Strength and Kings.
Hands	Major Strength	Use hit only to repair a real cap state.
Legs	Nethercobra Leg Armor	Primary physical DPS leg enchant.
Feet	Dexterity	Surefooted is a hit-state tool; 2/3 Pursuit of Justice already supplies movement.
Weapon	Mongoose	Savagery is the budget bridge.
Rings	Stats +4 x2	Only if Enchanting; +8 Strength and +8 Agility total before multipliers.



Relentless Earthstorm Diamond
Meta: 2 red + 2 yellow + 2 blue



Human expertise state
Recalculate cap around Torch

Socket	Gem	Rule
Meta	Relentless Earthstorm Diamond	Activate with at least 2 red, 2 yellow, and 2 blue gems.
Red	Bold Crimson Spinel	Default once caps and meta are solved.
Yellow	Inscribed Noble Topaz	Use for a worthwhile bonus; Rigid/Glinting repair hit states.
Blue	Sovereign Nightseye	Use only the minimum needed to activate the meta unless the socket bonus truly wins.

Do not gem the paper list

Gem the equipped support state. If a Draenei or Improved Faerie Fire lowers your hit requirement, convert surplus hit into Strength/crit. If that support is absent on raid night, switch the entire saved set, not one emergency gem.

11 / CONSUMABLES AND COOLDOWN MAP

Every pull prepared, every haste window trained

Demonslaying is a target-type swap; Windfury forbids temporary weapon coatings.

 Flask of Relentless Assault Default progression flask	 Elixir of Demonslaying 5-minute Demon target elixir
 Major Mageblood Guardian elixir with Demonslaying	 Roasted Clefthoof +20 Strength food
 Spicy Hot Talbuk +20 hit food when the set needs it	 Haste Potion Default damage potion
 Dark / Demonic Rune Long-fight mana tool	 Super Sapper Charge Engineering burst for assigned packs

Layer	Default	Swap / warning
Battle elixir	Flask of Relentless Assault	On eligible Demon targets, Demonslaying + Major Mageblood can win; refresh the short elixir deliberately.
Food	+20 Strength	Use Spicy Hot Talbuk only when 20 hit unlocks a stronger whole set.
Potion	Haste Potion	Use Super Mana only if the fight length and mana state would otherwise cost more damage.
Shared cooldown	Healthstone for survival	Flame Cap shares a cooldown; the tiny gain never outranks surviving a planned danger.
Mana	Dark/Demonic Rune	Schedule around incoming damage and health; do not kill yourself with Martyr/Blood recoil.
Engineering	Super Sapper / Goblin Sapper	Use only on assigned AoE windows and never at unsafe health.
Leatherworking	Drums of Battle	Use by the group's rotation; Tinnitus prevents stacking.

Windfury rule

Do not apply sharpening stones, wizard oils, or any temporary weapon coating. A temporary enchant blocks Windfury Totem, one of your largest damage sources. Permanent Mongoose is correct and does not block Windfury.

Time	Cooldown action
Before pull	Demonslaying/Flask, food, scrolls, Drums assignment, Mark/Brooch trinket, correct saved set.
First stable burn	Avenging Wrath + trinket; Haste Potion only if the trained haste state fits and threat is secure.
Long fight	Rune at a safe missing-mana/health window; second potion when available.
Final burn	Second Wings if encounter length allows; never hold a usable cooldown for a phase that will not occur.

12 / MACROS AND UI

Make the swing visible and the utility instant

A Ret UI is a timing instrument: swing, GCD, seal, haste, threat, Judgements, and target all need one glance.

```
#showtooltip Seal of Command  
/cast Seal of Command(Rank 1)  
/startattack
```

```
#showtooltip Seal of Blood  
/cast Seal of Blood  
/startattack
```

Alliance: replace with Seal of the Martyr

```
#showtooltip Crusader Strike  
/cast Crusader Strike  
/startattack
```

```
#showtooltip Judgement  
/cast Judgement  
/startattack
```

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

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

UI element	Must show	Pass condition
Swing timer	Exact auto impact plus the final 0.4-sec window	You can twist at normal, Lust and DST speed without watching the action bar.
Seal tracker	Command preparation and Blood/Martyr active state	No pull begins with the wrong faction seal or rank.
Haste	Bloodlust, Dragonspine Trophy, potion and Drums	Cadence changes on the first affected swing.
Judgements	JotC, JoW, JoL duration and target	Crusader Strike refresh failures are caught before expiry.
Threat	Tank lead and threat reset events	Wings and swaps never create an avoidable death.
Debuffs	Front/behind cues, movement danger, Doom/Fatal Attraction/Bloodboil	Mechanics interrupt the parse before they kill the pull.

Recommended controls

- + Use a reliable TBC swing timer such as SwedgeTimer or a verified WeakAura with a visible twist region.
- + Bind Command, Blood/Martyr, Crusader Strike and Judgement on four independent keys; castsequence hides real timing state.
- + Create a /stopattack Command recovery key for planned disengages, but never press it during normal uptime.
- + Log every raid. Review missed swings, seal proc pairs, CS uses, front attacks, JotC uptime, threat stops and consumable timing.

13 / MOUNT HYJAL

Eight waves are the first boss

Protect healer mana, delete priority casters, and enter each boss with cooldowns and consumables ready.

Wave job	Retribution execution	Tools
Priority target	Assist skull; stay behind durable elites; judge Crusader only when the target will live long enough for the debuff to pay back.	CS refresh, Exorcism on Undead/Demons
Packed AoE	Max-rank Consecration and assigned Sappers when the tank has control. Do not front-load before threat exists.	Consecration, Super/Goblin Sapper
Caster control	Hammer of Justice, Repentance, Arcane Torrent, Turn Evil or Holy Wrath by assignment.	Control beats one more twist when a healer would die.
Abominations	Use Free Action Potion for planned stun immunity if the raid calls it; otherwise accept lost swings and survive.	FAP, Freedom where valid
Necromancers / Banshees	Interrupt/control priority, Cleanse assigned debuffs, and avoid loose adds.	Cleanse, HoJ, Repentance
Between waves	Drink immediately, refresh 5-minute Demonslaying, rebuff, repair the target macro, and move before the timer expires.	Water, runes only in combat

 Consecration R6 Packed-wave damage	 Holy Wrath Assigned stun/control, not rotation filler
 Turn Evil Emergency Undead/Demon control	 Free Action Potion Planned Abomination-stun immunity
 Super Sapper Tank-secured AoE window	 Mark of the Champion Valid throughout Hyjal

Wave-to-boss transition

Mark of the Champion is live across the instance's Undead/Demon targets. Before the final wave dies, confirm boss trinket, potion cooldown, Demonslaying timer, mana, blessing, aura and JotC pull assignment. A carrier raid cannot wait for one melee player to rebuild their bars.

AoE restraint

- + Ret AoE is mana-expensive. A second max Consecration that empties the mana bar may cost more boss damage than it adds to the wave.
- + Never stand in cleaves or frontal cones to reach an extra target. Pick one safe rear arc and let the tank move the pack into it.
- + If Ravager weapon-swapping is permitted, isolate it in TRASH-AOE and understand the swap/timer cost; Torch remains the boss weapon.

14 / MOUNT HYJAL

Five boss assignments

Every boss rewards rear uptime, but each has a different reason to break the twist.

Boss	Loadout	Retribution playbook
Rage Winterchill	Mark; Flask or Undead-eligible damage plan	Open JotC, attack from rear, leave Death and Decay immediately, Cleanse assigned Frost Nova, and never greed a twist through an Icebolt danger. Wings after the first clean position.
Anetheron	Mark + Demonslaying	Stay behind and spread for Carrion Swarm. Exorcism is valid. Swap to an Infernal only if assigned; preserve boss JotC and do not drag Carrion through the melee group.
Kaz'rogal	Mark + Demonslaying; mana state	Use Arcane Torrent/rune early enough to matter. As Mark of Kaz'rogal drains mana, cut Consecration and excess twists before reaching zero; an empty bar can explode the raid.
Azgalor	Mark + Demonslaying	Fire-resistance aura only if assigned, then return to Sanctity. Move from Rain of Fire; silence windows can block seals, so enter them with Blood/Martyr active and preserve white swings.
Archimonde	Mark + Demonslaying; PvP trinket if raid plan	Doomfire, Fear and Air Burst outrank damage. Re-enter with a recovery twist, use Tears correctly, and keep JotC refreshed only during safe uptime. Do not bubble a mistake that still kills nearby players.

Boss	Best Wings / potion window	Hard stop
Winterchill	After first movement; align with Lust if used.	Death and Decay or Icebolt danger.
Anetheron	Stable boss uptime outside Infernal assignment.	Carrion positioning or Infernal duty.
Kaz'rogal	Early, while mana can sustain the haste cadence.	Never drive mana to zero for one more twist.
Azgalor	After first Rain reposition / silence cycle.	Rain of Fire and Doom movement.
Archimonde	Only in a verified safe ground phase.	Doomfire, Fear, Air Burst, bad tank positioning.

Hyjal carrier standard

Enter every boss with Mark of the Champion, the correct elixir plan, full mana, Sanctity Aura, assigned blessing, JotC pull sequence, and a known wipe-safety position. Wave damage never justifies compromising the boss kit.

15 / BLACK TEMPLE

Naj'entus through Teron

The early wing tests stop/start discipline, threat resets, target swaps, and personal mechanics.

Boss	Loadout	Retribution playbook
High Warlord Naj'entus	Default trinkets; health consumable ready	Stay behind, spread correctly, and save Healthstone for the raid's shield-break damage. Stop expensive attacks during Tidal Shield and resume with /startattack plus the recovery twist after the spine break.
Supremus	Mark of the Champion; Demon consumables	Phase 1: rear uptime, watch hateful positioning and threat. Phase 2: kite first; Exorcism is a safe instant only when range/pathing allows. Wait for threat on re-entry, then rebuild the twist.
Shade of Akama	TRASH-AOE then boss burn	Consecration/Sapper on controlled adds; obey the kill order. Enter the Shade burn with mana, Wings and the boss weapon equipped. Do not carry a Ravager/trash state into the damage window.
Teron Gorefiend	Mark of the Champion	A near-static rear-uptime check. Align Wings/potion/Lust, maintain JotC, and execute Shadow of Death correctly if selected. Leaving early for the ghost job beats dying inside melee.

 Master Healthstone Naj'entus shield-break safety	 Exorcism Supremus kite-phase instant
 Sapper Shade add control	 Avenging Wrath Teron static burn

Transition	Recovery script
Boss becomes attackable	Target, move behind, wait for tank lead, Blood/Martyr + /startattack, prepare Command, resume CS priority.
Forced disengage	Do not /stopattack unless needed; prepare Rank 1 Command while moving if the swing will not land.
New add	Confirm creature type, hit box, facing, threat and expected lifetime before spending JotC setup GCDs.
Threat reset	Stop damage, preserve seal state, watch threat meter, and resume only after the tank's lead is visible.

Teron rule

No parse is worth failing the ghost mechanic. If Shadow of Death chooses you, leave the melee stack at the raid's assigned time and execute constructs flawlessly. Your living raid contributes more damage than your final two swings.

16 / BLACK TEMPLE

Gurtogg and Reliquary

These encounters punish automatic Blood/Martyr use: self-damage and reflected damage can become lethal.

Encounter	Phase / assignment	Retribution playbook
Gurtogg Bloodboil	Normal tank phases	Stay behind, honor Bloodboil group rotations, move for Fel Acid, and watch threat swaps. Divine Shield may clear assigned physical stacks, but cancel when safe and restore the normal blessing.
Gurtogg Bloodboil	Fel Rage	If targeted, prioritize survival and positioning; use personal cooldowns/health consumables. If not targeted, respect the threat/damage plan and never chase the boss through the raid.
Reliquary P1	Essence of Suffering - healing disabled	Blood/Martyr recoil cannot be repaired normally. Use Command-only if the raid's kill speed and your health make twisting unsafe; avoid Consecration/fillers that add no survival value.
Reliquary P2	Essence of Desire - damage reflected, mana shrinking	Reflected damage plus Blood/Martyr recoil is dangerous. Follow the raid's stop-damage/interrupt plan and use Command-only as the survival override. Budget mana before maximum mana collapses.
Reliquary P3	Essence of Anger - escalating raid damage	Full burn. Re-enable normal twisting only while healers can cover the recoil, align Wings/potion, interrupt if assigned, and spend remaining mana before the raid damage wins.

Command-only override

Keep Rank 1 Command active through the swing and skip the Blood/Martyr impact seal. You lose twist damage but remove its self-damage. This is correct when the alternative is death or healer collapse.

Bubble override

Divine Shield is an emergency, not a way to ignore the encounter. The attack-speed penalty destroys normal output; cancel it after the lethal event and rebuild your seal state.



Command-only
Reliquary survival state



Blood/Martyr
Return only when healing permits



Divine Shield
Emergency stack / death prevention



Rune
Use only at safe health

Reliquary is three rotations

Phase 1 removes healing, Phase 2 reflects damage and compresses mana, Phase 3 escalates raid damage. The correct Ret plan changes at every Essence. A single memorized seal cycle is actively dangerous here.

17 / BLACK TEMPLE

Mother Shahraz and Illidari Council

Resistance survival and long-fight movement discipline decide whether the Ret slot reaches Illidan.

Boss	Loadout / assignment	Retribution playbook
Mother Shahraz	SHADOW set; Mark + Demonslaying	Meet the raid's fully buffed shadow-resistance and health target. Attack from the safe rear/side lane, move Fatal Attraction away instantly, and never greed a twist while linked. Return to Sanctity after any assigned resistance-aura window.
Mother Shahraz	Saber Lash awareness	Do not stand in the tank cleave geometry. Blood/Martyr recoil adds healer load, so use Command-only if health becomes unsafe during Fatal Attraction recovery or raid damage.
Illidari Council	Default trinkets; long-fight mana	Focus the assigned target, usually Gathios; stay behind as the tank moves him out of Consecration. Move early from Flamestrike/Blizzard, Cleanse only by assignment, and avoid frontal/parry exposure.
Illidari Council	Judgement maintenance	Crusader Strike refreshes Judgements only on the target you strike. Confirm the raid's focus and do not swap to meter-padding targets that break the debuff plan.

Saved set	Mother	Council
BOSS-DEFAULT	Only after shadow resistance and health are satisfied.	Default when caps and mana are correct.
SHADOW	Mandatory progression state; validate every resistance piece.	Not required.
T6-MANA	Can help if the pieces preserve resistance.	Strong comparison state for the long encounter.
LOW-HIT	Use only with real raid support.	Support may change by group assignment; verify at pull.

Late-wing discipline

- + Mother: survival threshold first, hit/expertise second, Strength third. A dead high-EP set has zero value.
- + Council: pre-position the next safe rear arc before the boss moves. One early step preserves more swings than a late panic run.
- + On both fights, use potion/rune early enough to gain a second use; long fights punish consumables held for an imaginary emergency.
- + A Cleanse or Freedom that prevents a death is raid DPS. Bind it so the utility GCD does not become a targeting mistake.

Resistance aura rule

Sanctity Aura is the default damage aura. Swap to Shadow Resistance Aura only when the raid leader assigns your party coverage and the aura materially changes survival; return to Sanctity the moment that window ends.

18 / ILLIDAN + READINESS

Five phases, five twist decisions

Target availability, threat, range and demon-phase positioning matter more than a single perfect rotation.

Phase	Retribution assignment	Execution
P1 ground	Illidan rear damage	Apply JotC, wait for tank threat, attack from rear, and leave Flame Crash/Parasites immediately. Use Mark + Demonslaying and align the first safe burn.
P2 Flames	Assigned Flame of Azzinoth	Wait for Flame-tank threat, stay out of Blaze and Eye Beam, and rebuild JotC only if target lifetime warrants it. Preserve movement; do not drag a Flame.
P3 ground	Illidan after threat reset	Stop until the tank lead is visible, then resume normal twisting. Move Agonizing Flames correctly and protect Parasite control.
P4 Demon	Ranged-out survival / permitted Exorcism	Stay outside Aura of Dread and spread for Shadow Blast. Exorcism from safe range only if it does not violate positioning; melee uptime is not available here.
P5 final	Illidan burn around traps and Frenzy	Wait for every threat/phase transition, then spend Wings, potion and remaining mana in a stable trapped/burn window. Movement and tank survival beat the final twist.

Pull-ready checklist

Check	Pass condition
Build	5/11/45 trained; Alliance Martyr or Horde Blood bar verified; Rank 1 Command bound.
Sets	BOSS-DEFAULT, LOW-HIT, T6-MANA, SHADOW and TRASH-AOE saved, enchanted and meta-active.
Caps	Current group support produces the intended hit and expertise values; no accidental overcap.
Timing	Normal, Bloodlust, DST and potion/Drums twist states practiced with the equipped weapon.
Support	Blessing, aura, JotC, Cleanse, BoP/Freedom, drums and interrupt ownership named.
Bag	Two extra wipe cycles, Demonslaying refreshes, Strength/hit food, potions, runes, Sappers and resistance set.
Logs	Swing misses, twist pairs, CS uses, JotC uptime, front attacks, threat stops and consumable timings reviewed.

Final carrier standard

Correct race state and profession stage; correct faction seal; rear uptime; 0.4-second twist accuracy; caps solved for the live party; cooldown cadence trained; JotC refreshed; utility executed without hesitation; every boss mechanic allowed to interrupt damage before it interrupts the raid.

19 / SOURCES + VERIFICATION

Current research and clickable references

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

Reference	Link
Wowhead - Retribution Paladin Phase 3 BiS (11 Feb 2026)	Open source
Wowhead - Retribution talents (13 May 2026)	Open source
Wowhead - Retribution rotation and seal twisting (10 Feb 2026)	Open source
Wowhead - Retribution stats (20 Apr 2026)	Open source
Wowhead - Overview, races and professions (19 Feb 2026)	Open source
Wowhead - Gems and enchants (10 Feb 2026)	Open source
Wowhead - Buffs and consumables (10 Feb 2026)	Open source
Wowhead - Retribution macros	Open source
Wowhead - Lightbringer Battlegear set bonuses	Open source
Wowhead - Seal of the Martyr spell	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 78 class, talent, ability, racial, item 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.

 Seal of Command R1 Wowhead TBC spell 20375	 Seal of the Martyr Wowhead TBC spell 348700	 Seal of Blood Wowhead TBC spell 31892
 Crusader Strike Wowhead TBC spell 35395	 Avenging Wrath Wowhead TBC spell 31884	 Paladin Wowhead TBC class page

Live-version note
TBC Anniversary can receive hotfixes. Recheck live tooltips, raid access, encounter timings and roster assignments. The build is definitive for the raid role; gear, hit support, seal name and encounter overrides remain state-dependent.

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