

Introduction

What is this guide?

Welcome to this full equipment guide for Ret Paladins. In this guide, I will talk about all items relevant to Ret Paladins and give you my opinion on them. As there are so many variables in the game and so many Stats which are good for Ret Paladins, I don't think there is an absolute list like there is for other classes. There is always some variance and this guide is supposed to help you wade through the choices and make your own decision on what gear you wish to pursue. We will wade through over 250 items in total as well as talk about enchantments and consumables.

This guide will also include less good items, I've often seen floating around in paladin gear lists and explain why those items are not a good choice.

What are the Ret Paladin specializations?

Ret Paladin has four basic specializations: AP/SP-hybrid, which I call AP ret further in this guide, Spelladin, Nightfaller and pure AP.

Pure AP is the classic Ret Paladin, who pretty much uses exclusively Fury Warrior gear for big white hits and SoC crits. It is universally the weakest variant of Ret Paladin and I strongly recommend against following this ideal. It's boring as only your auto attacks do any real dmg, it's weak and you heavily compete with fury warriors and rogues for gear. I won't go into any detail about this variant in the guide, but if you want to pursue this, orient yourself on the orange colored items.

Spelladin is a new build developed several months before classics launch on private servers developed by Despotus, Dexterbravo, Theloras and Holyfrog. You can find a guide [here](#). In a nutshell this build focuses heavily on Spelldmg and fast attacks with SoR to maximize the amount of additional procs. It's been shown to be quite strong, but it's unproven on real classic servers.

AP/SP hybrid, which will be called AP-Ret for the rest of this guide tries to blends those two playstyles. Your gear is a mix of AP and Spelldmg items, but you retain using a slow two-hander with SoC. You also adopt some Spelladin features like using Shadow Oil on your weapon. It'll likely end up a bit behind Spelladin, but for those who enjoy the original class fantasy of Ret Paladin, this is closer to it than Spelladin.

Finally, there is the Nightfaller, which is a support oriented specialization. The Nightfaller wants to use the T1 set or AP-Ret gear, uses the Nightfall axe and spends their mana mostly on cleanse instead of dps while using SoR. Their main objective is to support the raid with passive heals from JoL and the 8 piece T1 proc and the raids damage by proccing Nightfall. Nightfallers will have less personal dps than any other spec, but make up for in their support capability. In fact nightfalling is the optimal thing you can do, if you want to maximize raid dps. But whether this more supportive role is something you want to play is up to you. I won't

go into detail about Nightfaller gearing, as it's pretty much identical to AP ret. Just remember, that you need 6% hit on gear instead of 3% and you can maximize your support potential by going 3/8 or even 8/8 T1.

How should I use the guide?

The items are divided by Slot and then by phase. Note, that I don't only look at the new top dogs released in each phase, but also weaker items. So, if you start playing in phase 5, feel free to check out that phase first, as there may be items there which supersede the best pre-raid items from phase 1. A description of how the information is presented can be found in the Legend section.

What are the phases?

Wow classic will be released in six phases, each roughly corresponding to two patches. Item releases will occur along those patch divides, so the phases are important.

- Phase 1 is the initial release with Molten Core, Onyxia and all dungeons except Dire Maul
- Phase 2 adds Dire Maul and PVP
- Phase 3 adds Blackwing Lair
- Phase 4 adds Zul'Gurub and some questing in Silithus
- Phase 5 adds Ahn'Qiraj and the T0.5 questline
- Phase 6 adds Naxxramas

In general Phase 3, 5 and 6 are the big new releases, whereas Phase 2 is mostly sidegrades (Except for the pvp gear, but this will be hard to get before phase 3). Phase 4 is mostly catch up.

The items aren't set in stone though. The entire MC itemization was released in phase 1 instead as initially thought over phases 1-3. Additionally dire Maul released before Phase 2, but I'll keep the items on Phase 2.

Stats

Let's begin with an overview of the stats useful to Ret Paladins.

Spelldmg: A primary stat for both Ret variants. Spelldamage increases the damage of all your abilities. Scalings are: 20% SoC, 10% SoR (1h), 12.5% SoR (2h), 43% JoC, 50% SoR, 33% consecration (~4% per tick), 43% exorcism and HoW, 56% shadow oil and 100% Chili.

Strength/AP: Strength increases your AP, which increases your white damage as well as your Seal of Command procs. For AP Ret, Strength is a primary stat and slightly better than Spelldmg, for spelladin strength is secondary, it helps some, but isn't really needed. There are also items granting just straight AP. 1 Strength is worth 2.2 or 2.4 (with Kings) AP.

Hit: Reaching Hitcap is an absolute priority for AP Ret, for Spelladins it's very good as well, but not essential. Hitcap is **3%** for humans with talent and a mace or sword, **6%** for dwarves with talent, human with talent and polearm or axe and human without talent and sword or mace and **9%** for dwarf without talent and human without talent and polearm or axe.

Agility/Crit: The last primary stat. Crit increases the chance of white attacks, SoC Procs and JoC to crit, which not only doubles the damage but also activates Vengeance. A high vengeance uptime is paramount for your dps. An AP ret should generally aim for roughly 22-25% crit in the char screen unbuffed. For spelladin it's not as important, as they attack much quicker, but also don't have SoC and JoC to crit, so a value of 12-15% unbuffed is what you should aim for. 20 Agility equals 1% crit, so in raids it's basically 18 Agi, because of Kings. If things are even prefer Agility, as it also adds dodge, which is helpful outside of raids.

Attack Speed: A very important stat for Spelladins only. Higher attack speed means more hits, means more SoR procs and chances to proc your items.

Spellhit: Increases the chance of JoR, Exorcism, Hammer of Wrath (maybe melee hit, must be tested) and Shadow Oil to hit. It's a nice secondary stat to pick up, but nothing you should aim for. More important for Spelladin.

Spellcrit: Increases the chance of JoR, Exorcism, Hammer of Wrath and Shadow Oil to crit. Spellcrits only deal 50% more damage. It's a nice secondary stat to pick up, but nothing you should aim for. More important for Spelladin.

Spell Penetration: This stat is a complete unknown. We know, that boss level mobs will get partial resists against our holy dmg. If Spell Pen helps alleviate that, the items with it could be insanely good. If it doesn't, they are useless. Preliminary, it looks like Spellpen will be useless, but this can only be confirmed in phase 5. You will find all items with Spellpen marked red.

Intellect: Increases Mana capacity by 15 per point and slightly increases spellcrit. Important to let you dps longer in fights, though a big mana pool is generally more relevant in PVP than in PVE. It's a good secondary stat to pick up.

Stamina: Increases HP by 10 per point. Helps you survive, but is mostly irrelevant in PVE, but important in PVP

Mp5: More mana regeneration helps you keep your dps up for longer. It's not much though, so don't aim for the stat

Spirit: Helps your mana regeneration once you've gone oom and go to auto attacks.

Legend

Itemname (with wowhead link)

Source: drops from x in y

Key stats:

Rating: my personal item rating

Competition: none, low, medium, high

Why it's good: A short reasoning

Color of the item name indicates who the item is for:

Purple means it's good for both AP Ret and Spelladin

Orange means it's good for AP Ret

Blue is for Spelladin

Red is an unknown. The item might be good if something (usually a proc) performs very well (eg scales well with Spell dmg).

Rating:

Excellent: Top notch item for the phase

Good: A good alternative, weaker, but usually easy to get

Decent: a sub-par item, may be useful in pvp or if you don't have anything better.

Catchup: A less powerful item introduced in a later phase, it's a good beginning choice if you start in this phase

Unknown: For all red items

Competition levels:

None: Nobody but you can even use this item or it's crafted or a quest reward

Low: Nobody needs this item for their main spec, you should get priority

Medium: This item is interesting to one or two other specs.

High: This is a high priority item for several other specs.

In general, you should pass on medium and high competition items the first couple times, as the other specs can get more out of those than you.

Chapter 1 - Leveling Gear

I won't go into too much detail in leveling gear, as the items are often replaced very quickly and not so important. I'll talk about the suffixes, a few choice items, which stand out and about the weapon progression, as this is the most important piece of gear.

Suffixes

Suffixes provide attribute bonuses and are the main part of the gear you'll wear while leveling. Spelldmg is not an option, so you'll be stuck with strength and agility. Strength provides consistent damage, while agility is more bursty and less reliable, but also adds a nice bonus once you get Vengeance. The choice is ultimately up to you. Stamina and Intellect are also useful stats, especially on PVP Server. Spirit has a minor benefit when regenerating, but shouldn't be needed, if you play smart. Finally, there is holy wrath, which is an exceedingly rare suffix, but if you manage to find an item with it, it would also be very strong.

Excellent: Tiger (Str+Agi), Holy Wrath

Good: Bear (Str+Stam), Monkey (Agi+Stam), Gorilla (Str+Int), Falcon (Agi+Int)

Decent: Eagle (Int+Stam), Boar (Str+Spirit), Wolf (Agi+Spirit)

Avoid: Owl (Int + Spirit), Whale (Stam+Spirit)

Weapon progression

Many credits go to Judgement, I took this mostly from his leveling guide.

Level 9 - [Coldridge Hammer](#) - From an Elite quest in Dun Morogh

Level 10 - [Giant Mace](#) - Buy this, if you didn't get a comparable weapon

Level 13 - [Ironwood Maul](#) - Worse option, only buy this, if the other one isn't available

Level 14 - [Heavy spiked Mace](#) - Available from the same vendors as the previous weapon and much better

Level 14 - [Heavy Copper Broadsword](#) - a crafted weapon, if you are among the first levelers, it's likely not available, but if you have a buddy crafting it for you or you level your paladin as an alt, this is a good alternative to the vendor maces above.

Level 15 - [Edge of the Peoples Militia](#) - From a quest in Westfall, an alternative, if you didn't get one of the three previous weapons

Level 18 - [Smite's Mighty Hammer](#) - Very powerful, but rare drop. Pass on it, if you plan to get Verigans Fist and somebody else in your group can use it.

Level 19 - [Executioner's Sword](#) - Vendor weapon, only get it, when you don't have smite's and don't plan to go for Verigans.

Level 20 - [Verigan's Fist](#) - Reward from the lvl 20 Paladin quest. Very powerful weapon for its level. You can skip the next two upgrades, if you get this.

Level 23 - [Orc Crusher](#) - From an elite quest in Redridge

Level 29/30 - [Archeus](#) - From an elite quest in Duskwood

Level 35 - [Rock Pulverizer](#) - From a quest in badlands. The mob is lvl 42, so you will need help.

Level 36 - [Ravager](#) - Drop from Herod, Scarlet Monastery

Level 38 - [Bonebiter](#) - from the Scarlet Monastery quest

Level 44 - Get one of the following 4 weapons. The Uldaman drops are so good, you might even want to run it multiple times to get them. All of those weapons can last you till lvl 60.

[Executioner's Cleaver](#) - world drop

[Blade of the Titans](#) - world drop

[Rockpounder](#) - Archaedas in Uldaman

[Stoneslayer](#) - Archaedas in Uldaman

Level 55 - [Dreadforge Retaliator](#) - Emperor in Blackrock Depths

Level 59 - [Warblade of Caer Darrow](#) - Ras Frostwhisper quest in Scholomance. This weapon is good enough to serve as decent entry level raid weapon.

Interesting pieces of gear

This includes only bop drops, as you are almost always better off to just sell good boe drops.

Level 21 - [Silverlaine's Family Seal](#) - Baron Silverlaine, Shadowfang Keep. One of the earliest rings. If you go there for Verigans, you might give it a shot (the boss is close to the start). It's a good ring.

Level 26 - [Seal of Wrynn](#) - Quest, starts with the dropped letter from Van Cleef. Excellent ring for a paladin, lasts a very long time.

Level 30 - [Kaleidoscope Chain](#) - The one BoE exception. It's Seal of Wrynn in necklace form. Very strong for Paladin, but not very interesting for most other classes, so this item isn't very valuable. Highly recommended, you can usually buy it for 3-5g and wear it till 60.

Level 37 - [Raging Berserker's Helm](#) - Herod in Scarlet Monastery - Amazing stats for the level

Level 40 - [Carapace of Tuten'kash](#) - Tuten'kash in Razorfen Downs. RFD isn't exactly a common dungeon to run for Alliance, but if you find yourself there, this chestpiece can last you till 60

Level 40 - [Ornate Mithril Helm and Gloves](#) - crafted. If you are or know an armorsmith, who makes those to level anyway, good choice.

Level 45 - [Mason's Fraternity Ring](#) - Quest in Zul'fararak

Level 46 - [Mark of the Chosen](#) - Quest Maraudon

Level 49 - [Elemental Rockridge Leggings](#) - Theradras in Maraudon. Good stats and also has nature resist for AQ40.

Level 53 - [Gearforge Girdle](#) - Quest in Felwood

Chapter 2 - Helmets

Enchantments

Librams

Source: Librams are world/dire maul drops, which start quests

Effect: [8 Agility](#) or [8 Strength](#) or [8 Spell dmg](#) or [1% haste](#)

Phase: 1 (Str/Agi), 2(Spell dmg,Haste)

Rating: Excellent

Why it's good:

Those librams are the only dps increasing choice. Consider Agility, if you feel you need more crit. Otherwise pick Strength as AP and haste or Spell dmg as Spelladin. This choice is mostly up to you.

Syncretists Sigil

Source: Zul'Gurub quest

Effect: 10 Stamina, 7 Defense, +24 healing

Phase: 4

Rating: Decent

Why it's good:

While totally useless in PVE, this enchantment is pretty good for pvp as it helps your defenses a lot.

Phase 0 (preraid)

Eye of Rend

Source: Warchief Rend, UBRS

Key stats: 13 Str, 2% crit

Rating: excellent (my prebis pick)

Competition: low (only feral druids care about it)

Why it's good:

2% crit is massive and a good amount of AP to boot. Excellent pre-raid item. It's also great for spelladin, simply due to the lack of alternatives. You can also get [its little brother](#) from BRD as an alternative.

Mask of the Unforgiven

Source: The Unforgiven, Stratholme UD

Key stats: 2% hit, 1% crit

Rating: good

Competition: high (fury and rogues will want this)

Why it's good:

2% hit is a huge chunk, but remember, you should only need 3%. It's much worse stat wise than Eye of Rend and a highly competed drop. Consider this only, if you plan to go for Lionheart Helm.

Crimson Felt Hat

Source: Barthilas, Stratholme undead

Key stats: 30 Spell dmg

Rating: excellent (prebis for Spelladin)

Competition: high (highly wanted by casters)

Why it's good:

A fairly easy to obtain and by far the most powerful Spell dmg hat before raids, great for the aspiring Spelladin.

Spellpower Goggles Xtreme Plus

Source: Crafted, engineering bop

Key stats: 27 Spell dmg

Rating: decent

Competition: none

Why it's good:

The only Spell dmg option besides [Dreamweave Circlet](#) and [Postmaster Band](#). It's an option for spelladin, if you want to go for pure Spell dmg, but you lose so much compared to Eye of Rend, it's not worth it. Since Crimson Felt is available in Phase 1, this item loses much value.

Phase 1

Judgement Crown

Source: Onyxia, Onyxia's Lair

Key stats: 17 Strength, 32 spell dmg, 23 Intellect

Rating: Excellent (my bis pick until Phase 5)

Competition: low (holy paladins may want it)

Why it's good:

The T2 headpiece is simply the king of primary stats. With 17 Str it's only 1 behind the top Str in phase 1 and with 32 Spell dmg it's the undisputed king of all items. Not to mention the high amount of Mana due to 23 int. This makes the T2 head an incredibly strong and fairly easy to acquire helmet.

Lionheart Helm

Source: Crafted, armorsmith, very rare recipe

Key stats: 18 Str, 2% hit, 2% crit

Rating: excellent

Competition: none, but pricey, expect to pay a high fee.

Why it's good:

Pure statwise, this is insanely good with Str, crit and hit, it edges out T2 for AP ret, but not for spelladin. It's a viable option to use until you get T2.5. I still prefer T2, because T2 is the best Spell dmg item you can get for a long time and since T2.5 doesn't have hit as well, you don't need to reshuffle your gear after getting it, which you must do when you replace Lionheart.

Crown of Destruction

Source: Ragnaros, Molten Core

Key stats: 44 AP, 2% crit

Rating: good

Competition: low (some warriors may want it)

Why it's good:

It's an improved version of Eye of Rend with some intellect to boot. It's a good stepping stone, if you don't have T2 or Lionheart.

Phase 2

Field Marshal's Lamellar Faceguard

Source: PVP Rank 13

Key stats: 21 Str, 1% crit, 25 Spell dmg

Rating: excellent (bis until phase 5)

Competition: extreme (high rank pvp item)

Why it's good:

This item is just beautiful. It's a masterpiece of ret paladin item design offering all the stats you want and is on par with the best ret paladin helm in the game. Unfortunately it's locked behind rank 13, which is an insane effort to achieve.

Lieutenant Commander's Lamellar Headguard

Source: PVP Rank 10

Key stats: 18 Str, 26 Spell dmg

Rating: good

Competition: high (quite high pvp rank)

Why it's good:

It's a worse version of T2. You get +1 Str and Stam, but lose out on a lot of int and 6 Spell dmg. But besides the R13 helm, this is the best helmet you can get without raiding. Note, that there is also [the alternate version](#). We don't know for sure, which version we will get, but expect the Spell dmg one, not the old set. If the old item pops up in Phase 2, it's crap.

Phase 3

Helm of Endless Rage

Source: Vaelastrasz, Blackwing Lair

Key stats: 26 Str, 26 Agi, 29 Stam

Rating: decent

Competition: low

Why it's good:

For PvE this helm is very unimpressive and quite far behind Lionheart or T2. But if you are using Lionheart, this is a very good pvp helm due to the good chunk of Stamina on it. Note: In Phase 4, you can get [Gurubashi Helm](#), which is a smaller version of this one.

Phase 4

Foror's Eyepatch

Source: Gahz'ranka, Zul'Gurub

Key stats: 2% crit, 44 AP

Rating: catchup, good

Competition: medium (rogues, ferals, hunters, rare drop)

Why it's good:

It's a slightly improved version of Eye of Rend (~13 AP more). I recommend passing on it, it's a much bigger upgrade for rogues and hunters and it's a rare drop. [Bloodstained Coif](#) from Jin'do is an easier to get alternative, which is basically identical to Eye of Rend apart from some additional Intellect.

The Hexxer's Cover

Source: Jin'do, Zul'Gurub

Key stats: 41 Spell dmg

Rating: catchup, excellent

Competition: high (casters want it)

Why it's good:

This is an excellent item for Spelladins who don't have T2 and nearly equal to the Judgement Crown. A very good pickup, which is also sought after by the caster classes.

Phase 5

Avenger's Crown

Source: Twin Emperors, Temple of Ahn'Qiraj

Key stats: 20 Str, 12 Agi, 23 Spell dmg, 1% crit

Rating: excellent (Bis forever)

Competition: low (rogues)

Why it's good:

Here we go, the best Ret Paladin helmet in the game. Individually it's about the same as the R13 helmet (you lose a small amount of Str, Spell dmg and mana regen, but gain 0.7% crit). But it's not just the individual power, which makes Avenger the best set, but also the 71 Spell dmg 5-piece bonus. Once your guild starts in AQ40, you should aim to complete this set asap. Especially for AP ret this is a big boost to DPS, Spelladin doesn't get as much out of it.

Soulforge Helm

Source: T0.5 Quest, final step

Key stats: 16 Str, 14 Spell dmg, 1% Spell crit

Rating: catchup, good

Competition: none

Why it's good:

A hybrid itemized helm, it's a good choice, if you don't raid and prefer the hybrid stats, but otherwise pretty lackluster. Spell crit is a nice to have stat, but far behind melee crit. If it was melee crit, this would be the best pre-raid helm.

Foreman's Head Protector

Source: Darkvire, BRD

Key stats: 15 Str, 13 Spell dmg

Rating: catchup, decent

Competition: none

Why it's good:

In their effort to provide items with Ret Pala itemizations, this is a new one added. It's a decent entry level helm, but even compared to Eye of Rend it doesn't fare that well, as you sacrifice 2% crit for some Mana and 13 Spell dmg. It's also worse than Soulforge in every regard.

Southwind Helm

Source: Moam, Ruins of Ahn'Qiraj

Key stats: 21 Str, 24 Agi, 1% hit

Rating: catchup, good

Competition: medium (Ferals, rogues)

Why it's good:

It's a smaller version of Lionheart helm. So, if you plan on that, but lack the mats, it's good stepping stone. It's also a strong improvement over the ZG drops and Eye of Rend, so this is among the best helms you can get without setting foot in a 40 raid.

Helm of the Holy Avenger

Source: world drop

Key stats: 1% crit, 20 Spell dmg

Rating: catchup, decent

Competition: none

Why it's good:

It's a weird stat allocation of melee crit and Spell dmg, which is actually not bad for Spelladins. If you are newly leveled and you see it cheap on the AH, this helm is a good pickup, but the overall stat budget is quite small, so it's quickly replaced.

Phase 6

Preceptor's Hat

Source: Heigan, Naxxramas

Key stats: 51 Spell dmg

Rating: excellent

Competition: low (Casters generally prefer T3, so only shadow priests)

Why it's good:

The highest Spell dmg hat in the game. If you want to go for a pure Spell dmg set, this the helmet of choice, as it alone already makes up almost half the Avenger set bonus. Beyond T2 and T2.5, this is the best Spelladin helm in the game.

Chapter 3 - Necklaces

Enchantments

No enchantments available.

Phase 0 (preraid)

Mark of Fordring

Source: Tirion fordring Questline

Key stats: 26 AP, 1% crit

Rating: excellent

Competition: none, quest reward

Why it's good:

It's by far the best offensive necklace you can get before raids.

Phase 1

Choker of Enlightenment

Source: Lucifron, Molten Core

Key stats: 18 Spell dmg

Rating: good

Competition: medium to high

Why it's good:

It's the only necklace with Spell dmg in the game in phase 1 besides Choker of the firelord, which makes it very good for Spelladin and all casters alike. I'd recommend passing on it to get priority on Choker of the Firelord later on.

Choker of the Firelord

Source: Ragnaros, Molten Core

Key stats: 34 Spell dmg

Rating: excellent (Bis forever)

Competition: high (caster will want it, but it's forever bis for you, not for them)

Why it's good:

The highest amount of Spell dmg on a necklace. This is an amazing item, you can wear forever as later necklaces generally emphasize stats not that important to you.

Onyxia Tooth Pendant

Source: Onyxias Head

Key stats: 1.6% crit, 1% hit

Rating: excellent

Competition: high

Why it's good:

This is an amazing item to shore up your hit and crit chances and generally great to have. While it's a guaranteed drop, many people in the raid will want it. I recommend passing. While it's great, it's not a bis item and would only be useful in phases 3 and 4 for AP ret, when crit is harder to come by.

Phase 2

Nothing new in this Phase.

Phase 3

[Orb of the Darkmoon](#)

Source: 1200 Darkmoon Tickets

Key stats: 22 Spell dmg

Rating: catchup, good

Competition: none

Why it's good:

The best pre-raid necklace for Spelladins, for AP the stats are too low. If you don't have Firelord or Choker of Enlightenment, this is a good pickup.

Phase 4

[The Eye of Hakkar](#)

Source: Hakkar, Zul'Gurub

Key stats: 40 AP, 1% crit

Rating: catchup, good

Competition: high (Every physical wants it)

Why it's good:

This is an improved version of Mark of Fordring. It's relatively easily obtained, so if you still use Mark of Fordring at this point, get it. Otherwise, there are better options.

[Jeklik's Opaline Talisman](#)

Source: Jeklik, Zul'Gurub

Key stats: 22 Spell dmg

Rating: catchup, good

Competition: medium

Why it's good:

22 Spell dmg, it's the best you can get without raiding MC. If you didn't get Orb of Darkmoon in the previous phase, this is the best early Spell dmg necklace you can get.

[Hero's Brand](#)

Source: Zul'Gurub reputation, exalted

Key stats: +0.5 HoJ duration

Rating: pvp only

Competition: none

Why it's good:

This item is crap in pve and is even beaten by Mark of Fordring. But the extra 0.5sec on HoJ maybe of interest to you for pvp, which is why it finds its way here. The stat allocation is decent for PvP, it just lacks crit.

Phase 5

Barbed Choker

Source: Fankriss, Temple of Ahn'Qiraj

Key stats: 44 AP, 1% crit

Rating: good

Competition: medium

Why it's good:

Next in the series of Mark of Fordring likes, this has barely more AP than Eye of Hakkar, but complements it with 10 stamina. Only consider it, when you go pure AP. Charm of the Shifting Sands beats this.

Charm of the Shifting Sands

Source: Ruins of Ahn'qiraj Quest

Key stats: 25 Spell dmg

Rating: catchup, excellent

Competition: none, quest reward

Why it's good:

If Choker of the Firelord eluded you, this is the next best option. You lose quite a bit of Spell dmg, but it's obtained from Ossirians Head and you should get this pretty quickly.

Beads of Ogre Might

Source: Quest, Dire Maul

Key stats: 24 AP, 1% hit

Rating: catchup, good

Competition: none, quest reward

Why it's good:

This is Mark of Fordring with hit instead of crit. May be exceptionally interesting to Spelladins, though this quest also rewards a rather weak Spell dmg necklace. A good choice for new players to get.

Phase 6

Stormrage's Talisman of Seething

Source: Kel'Thuzad, Naxxramas

Key stats: 2% crit, 26 AP

Rating: excellent

Competition: high (most physical will want it)

Why it's good:

The only necklace, which can compete with Choker of the Firelord. And it's yet again Mark of Fordring, with an additional % crit. I'd just pass on it, it's a very good necklace, but it's highly sought after and drops off the final boss in the game. Pick it up, when nobody else needs it.

Malice Stone Pendant

Source: Faerlina, Naxxramas

Key stats: 28 Spell dmg, 13 Spell Penetration

Rating: unknown

Competition: low

Why it's good:

This necklace basically trades 6 Spell dmg for 13 Spellpen compared to Choker of the Firelord. It's unknown whether this is a good trade. We know, that boss mobs will resist holy spells partially or completely. We don't know whether spellpen helps against this at all and if it does by how much.

Chapter 4 - Shoulder

Enchantments

Argent Dawn Mantle

Source: Argent Dawn Reputation

Effect: [+5 Fire Resistance \(revered\)](#) or [+5 All Resistances \(exalted\)](#)

Phase: 1

Rating: decent

Why it's good:

It's the only option till Phase 4. The effect is quite small, but it helps a little. Pick fire resistance if revered.

Zandalari Signet of Mojo

Source: Zul'gurub reputation exalted

Effect: 18 Spell dmg

Phase: 4

Rating: Excellent

Why it's good:

It's a decent bunch of stats and easily obtained, once you've finished the ZG rep grind. There is also a 30 AP enchant, but 18 Spell dmg is better even for an AP ret.

Sapphiron Drops

Source: Sapphiron, Naxxramas

Effect: [26 AP + 1% crit](#) or [15 Spell dmg + 1% spellcrit](#)

Phase: 6

Rating: Excellent

Why it's good:

The best enchantments. AP should go for the AP variant here as the melee crit elevates above Spell dmg. For spelladin the Spell dmg enchant is slightly better than the ZG enchant.

However, keep in mind that those enchantments are direct drops, so the competition to get them will be high.

Phase 0 (preraid)

Earthslag Shoulders

Source: Rocco, BRD

Key stats: 13 Str, 9 Spell dmg

Rating: excellent (till phase 2)

Competition: none, only useful for Rets.

Why it's good:

This is one of the very few items actually designed for Ret paladins as it combines Strength and Spell damage. It should be your go to choice regardless whether you are AP or Spelladin. There are also [Splintide Shoulders](#), a slightly worse version (-2 str and leather instead of plate).

Truestrike Shoulders

Source: Emberseer, UBR

Key stats: 2% hit, 24 AP

Rating: good

Competition: high

Why it's good:

Yet another good source of hit. I don't see much point pursuing it though. you can get the hit from Devilsaur set or Lionheart, which are also really good items in their slot. This piece has nothing to offer besides the hit and is a highly contested item. [Wyrmhide Spaulders](#) is an easy to get alternative with nothing but hit.

Death's Clutch

Source: Ras Frostwhisper, Scholomance

Key stats: +10 to all stats

Rating: good

Competition: low (maybe feral druids)

Why it's good:

Universally statted items are always a welcome sight. This item helps your white damage, crit chance, health and mana pool. A good alternative, if you can't get Earthslag.

Lead Surveyor's Mantle

Source: Darkvire, BRD

Key stats: 15 Spell dmg

Rating: decent

Competition: none (nobody needs Spell dmg mail)

Why it's good:

It's the highest Spell dmg item you can get in Phase 1, but I feel it's not worth it. It has 6 Spell dmg and 6 int more than Earthslag, but heavily loses out on Strength, Stamina and Armor.

Black Dragonscale Shoulders

Source: Crafted, leatherworker

Key stats: 40 AP

Rating: decent

Competition: none, crafted

Why it's good:

On its own, absolutely terrible, but the set bonuses of 1% hit and 2% crit with 2 and 3 pieces are very good. It's also incredibly easy to get, especially if you can skin yourself. Still, I'd not consider this item. The stats are really bad and you have to collect several upgrades before you can tear the set apart. Worst part about it, is that the only piece, which has some merit on its own, the boots, require MC materials. The fire Resistance is nice though.

Phase 1

Nothing new in this phase.

Phase 2

Field Marshal's Lamellar Pauldrons

Source: PVP Rank 13

Key stats: 16 Str, 19 Spell dmg

Rating: excellent (bis until phase 5)

Competition: extreme (high rank pvp item)

Why it's good:

Simply the best possible shoulders with a good mix of Strength and Spell dmg. Unless you go for 8/8 T2 set, you'll wear those till Avenger's, if you can get them. Remember R13 is an insane grind.

Lieutenant Commander's Lamellar Shoulders

Source: PVP Rank 10

Key stats: 14 Str, 20 Spell dmg

Rating: excellent (bis until phase 5)

Competition: high (quite high rank pvp item)

Why it's good:

The blue shoulders can keep up with the epic variant. You only lose 2 Strength and gain 1 Spell dmg. The biggest loss is the 6mp5 the R13 shoulders have. Those shoulders are great and also bis until Avengers unless you go for 8/8 T2. [The old version](#) is also not bad, but not suited for Spelladin. Note, that the 2 piece set bonus of the blue pvp set is very good and using this + the boots is a great choice.

Flamescarred Shoulders

Source: Kalendris, Dire Maul West

Key stats: 12 Str, 12 Agi, 10 fire res

Rating: catchup - decent

Competition: low

Why it's good:

Decent physical stats and some fire resistance make those shoulders a good entry level item. If you need crit, you can prefer those over Earthslag, otherwise you can use them, when you need fire res.

Phase 3

Judgement Spaulders

Source: Chromaggus, Blackwing Lair

Key stats: 13 Str, 13 Spell dmg

Rating: excellent (bis for Spelladin until phase 5)

Competition: none

Why it's good:

A bit worse than the blue pvp shoulders, which make these a possible skip for Spelladin in a 5/8 T2 build. AP ret going for that would likely take the T2 shoulders and rather skip the gauntlets if JotC is allowed or the belt if it isn't. Overall these are the best shoulders till phase 5 if you don't do pvp.

Drake Talon Pauldrons

Source: Firemaw, Ebonroc, Flamegor, Blackwing Lair

Key stats: 20 Str, 20 Agi

Rating: good

Competition: medium (warriors will want it)

Why it's good:

Best pure physical dps shoulders. A good chunk of AP and 1% crit, but also wastes budget on 1% dodge. Pass on these in favor of the warriors.

Mantle of the Blackwing Cabal

Source: Razorgore, Blackwing Lair

Key stats: 34 spell dmg

Rating: good

Competition: medium (some casters may want it)

Why it's good:

The best pure Spell dmg shoulders you can get it in phase 3 and quite far ahead of T2 and PVP. But by going for these you enter competition with the casters and if you add in the set bonuses, T2 and PvP set forge ahead.

Phase 4

Abyssal Plate Epaulets

Source: Abyssal Dukes, Silithus

Key stats: of striking has 13 str, 13 agi, 1% hit

Rating: catchup - excellent

Competition: medium (warriors will want them)

Why it's good:

Very good pre-raid shoulders. Nice amount of crit, AP and hit. The best you can get without raiding as long as you can make use of the hit. But also very rare. The bosses aren't done that often and it needs the correct suffix.

Highlander's Lamellar Spaulders

Source: Arathi basin rep, exalted

Key stats: 18 Str, 17 Agi

Rating: catchup, excellent

Competition: none, rep reward

Why it's good:

Also very good shoulders for AP rets. Highest amount of Str/Agi you can get pre-raid and some int make those on par with Drake Talon. If you use the full set, you also get another % crit and the other set pieces are also very good pre-raid.

Phase 5

Avenger's Pauldrons

Source: Huhuran, Viscidus, Temple of Ahn'Qiraj

Key stats: 18 Str, 14 Agi, 14 Spell dmg

Rating: excellent (Bis forever)

Competition: low

Why it's good:

The bis shoulders forever! Compared to PvP or T2, you mainly gain a nice bunch of crit due to the Agi. Get them asap.

Mantle of the Horusath

Source: Ossirian, Ruins of Ahn'Qiraj

Key stats: 12 Str, 14 Spell dmg

Rating: catchup, excellent

Competition: none

Why it's good:

Pretty much equivalent to T2, you get a bit more int, but no mp5. Good choice, if you don't do pvp and can't raid BWL.

Soulforge Spaulders

Source: T0.5 quest

Key stats: 10 Str, 12 Spell dmg

Rating: catchup, excellent

Competition: none

Why it's good:

Slightly worse than Horusath and T2. A good choice, if you never plan to raid or do pvp.

Phase 6

Spaulders of the Grand Crusader

Source: Naxxramas trash mobs

Key stats: 18 Str, 1% crt, 20 Spell dmg

Rating: excellent

Competition: none

Why it's good:

Technically, these are the bis shoulders. You gain 0.25% crit, 6 Spell dmg, 1 mp5, 4 Int and 3 Stam over Avenger. But unfortunately that can't compete with the Avengers setbonus, which makes those great shoulders rather wasted. Get them, if you don't have 5/5 Avenger.

Rime Covered Mantle

Source: Gluth, Naxxramas

Key stats: 39 Spell dmg

Rating: good

Competition: medium

Why it's good:

Another item in the max Spell dmg category. This one beats Avenger by 25 and Grand Crusader by 19

Chapter 5 - Cloak

Enchantments

Lesser Agility

Source: Midlevel recipe, every enchanter should know it

Effect: +3 Agility

Phase: 1

Rating: excellent

Why it's good:

The only dps increasing choice. It's pretty bad, but it's the best we get. The threat decreasing enchantment isn't relevant for ret paladins, so just stick with this.

Greater Resistance

Source: world drop recipe, most enchanters should know this

Effect: +5 all resistances

Phase: 1

Rating: good

Why it's good:

It's a good defensive enchant. Consider it for resistance gear and pvp.

Phase 0 (preraid)

Cape of the Black Baron

Source: Baron rivendare, Strat UD

Key stats: 15 Agi, 20 AP

Rating: excellent (bis till Phase 3)

Competition: high

Why it's good:

Lot of crit and some AP. This is by far the best AP cloak you can get and you should compete for it, despite the high competition rating. [Stoneskin Gargoyle Cape](#) is a decent replacement, until you get it and less competed for, but it's worse in every regard.

[Spritecaster Cape](#)

Source: High Interrogator Gershan

Key stats: 14 Spell dmg

Rating: excellent

Competition: high

Why it's good:

The only Cloak with Spell dmg except for an Archivists Cape with the right suffix. Highly contested again and again you should fight for it. For spelladin prebis, for AP a good alternative, if you feel you have enough crit.

Phase 1

[Sapphiron Drape](#)

Source: Onyxia

Key stats: 14 Spell dmg

Rating: excellent

Competition: medium

Why it's good:

Same amount of Spell dmg, but much more Intellect and Stamina than Spritcaster help your staying power. It's a fairly low priority item as it isn't much better than Spritecaster.

Phase 2

[Puissant Cape](#)

Source: Azuregos, Azshara

Key stats: 40 AP, 1% hit

Rating: good

Competition: high (interesting to other physical dps)

Why it's good:

It's a cloak with hit and good stats. If you want to use the lost to shore up your hit, it's a very good choice. But as a world boss drop it's very hard to get.

[Sergeant Major's Cape](#)

Source: PVP, rank 5

Key stats: 7 all stats

Rating: decent

Competition: none, easy pvp rank

Why it's good:

Bonus to all stats is always nice and it's very easy to obtain. But do prefer any other cloak on here before this.

Phase 3

Cloak of the Brood Lord

Source: Nefarian, Blackwing Lair

Key stats: 28 Spell dmg

Rating: excellent (Bis until phase 5 for Spelladin)

Competition: medium (casters may want it, but they'll replace it fairly quickly)

Why it's good:

Highest Spell dmg cloak until Phase 5. If you don't need crit, this is also a great cloak for AP rets as it's by far the highest amount of primary stats. You might actually want to fight for this. Cloak of the Devoured in phase 5 is not a big upgrade for you, but it's big for the casters.

Cloak of Draconic Might

Source: Blackwing Lair trash

Key stats: 16 Str, 16 Agi

Rating: excellent

Competition: medium (warriors and ferals)

Why it's good:

It's a straight upgrade over Black Baron. Slightly more crit and nearly twice the AP. Pick this cloak over Brood Lord, if you feel you need more crit. [Cloak of Firemaw](#) is the other physical dmg cloak. Stay away from it, 50 AP and nothing else is bad, it serves rogues and hunters much better.

Stormpike Sage's Cloak

Source: Alterac Valley Rep, honored

Key stats: 14 Spell dmg

Rating: catchup - good

Competition: none, rep reward

Why it's good:

This is very comparable to Spritecaster and easier to obtain. If you are leveling in phase 3, get this cloak asap. As AP, you may want to go for Black Baron afterwards, but as spelladin you can keep it as pre-raid bis.

Phase 4

Windshear Cape

Source: Whirlaxis, summoned raidboss in Silithus

Key stats: 8 Str, 15 Agi

Rating: catchup - good

Competition: low

Why it's good:

It's basically Black Baron Cape, 19 AP and 15 Agi. But you also get 7 Int and 14 Stam. It's a good cape, but considering the difficulty to get it, it's not worth farming. You must summon an elemental raidboss, which needs several tasks before that. Then that boss must be Whirlaxis and then he must drop this cloak.

Zulian Tigerhide Cloak

Source: Venoxis, Zul'Gurub

Key stats: 13 Agi, 1% hit

Rating: catchup, good

Competition: high

Why it's good:

You basically trade the 20AP of Black Baron for 1% hit. A good pre-raid choice if you need to collect hit, though 20 AP and 2 Agi is a fairly high price to pay.

Crystalline Threaded Cape

Source: boe drop from the silitus quests

Key stats: 20 Spell dmg

Rating: catchup -excellent

Competition: high

Why it's good:

This is the 2nd best cloak in the game at this point behind Brood Lord. so, try to get it if you don't have Brood Lord or Sapphiron Drape.

Phase 5

Cloak of the Devoured

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 30 Spell dmg, 1% Spell hit

Rating: excellent (Bis forever for Spelladin and also a top choice for AP ret)

Competition: high (Every caster wants it)

Why it's good:

Highest Spell dmg cloak in the game. It's not a big improvement over Brood Lord though. This is a great final cloak for both specializations, but will be pretty hard to get.

Cloak of Concentrated Hatred

Source: Skeram, Temple of Ahn'Qiraj

Key stats: 11 Str, 16 Agi, 1% hit

Rating: excellent (possible bis forever for AP ret)

Competition: high (rogue, warrior, feral)

Why it's good:

Compared to Draconic Might, you trade 5 Str for 1% hit. A pretty good trade making this cloak a very good choice to pick up your hit %. Quite hard to get though. This the best cloak if you don't use Ashbringer or don't Annihilation Gauntlets.

Cloak of the Fallen God

Source: C'thun Quest

Key stats: 11 Str, 26 Agi

Rating: decent

Competition: high

Why it's good:

You get 10 Agi instead of 1% hit compared to Concentrated hatred. This trade is definitely not worth it and the ring is much better pick. Do not get this cloak.

Phase 6

Shroud of Dominion

Source: Sapphiron, Naxxramas

Key stats: 1% crit, 50 AP

Rating: excellent

Competition: medium

Why it's good:

An improved version of Black Baron. A bit more crit and a lot more AP. Considering the AP/Spelldmg ratio on cloaks is fairly bad for Spelldmg, this is a possible bis pick for AP rets who use Gauntlets of Annihilation and Ashbringer to get all their hit from those.

Cloak of the Necropolis

Source: Sapphiron, Naxxramas

Key stats: 26 Spelldmg 1% Spellhit, 1% spellcrit

Rating: excellent

Competition: high

Why it's good:

The best caster cloak. Compared to Devoured you lose 4 Spelldmg, but gain 1% Spellcrit. It's pretty much even For Spelladin here, but casters really prefer this one. Pick it up, if you can and don't have Devoured. [Veil of Eclipse](#) is the Spellpen option.

Chapter 6 - Chestpiece

Enchantments

Greater Stats

Source: world drop recipe, most enchanters should know this

Effect: +4 All Stats

Phase: 1

Rating: excellent

Why it's good:

The only real choice and it's a very strong enchantment. It may be somewhat rare early on and it's expensive, so feel free to use +3 instead for items, you won't wear for too long.

Phase 0 (preraid)

Plate of the Shaman King

Source: Omokk, LBRS

Key stats: 12 Strength, 18 Spelldmg

Rating: good (possible bis for Spelladin until phase 2)

Competition: none

Why it's good:

Another item designed for Rets! It's a shame, that it's far outshone by the Savage Gladiator Chain. While this item is absolutely gorgeous, it just can't keep up. A spelladin might reasonably use this as prebis, but even for them Savage Glad might be better. The biggest advantage of this item is that it's easy to get with no competition. It also has a [little brother](#), which also drops in the brd arena.

Savage Gladiator Chain

Source: Gorosh, BRD Arena

Key stats: 2.7% crit (!!!), 13 Str

Rating: excellent (bis till phase 5 for AP ret)

Competition: medium (warriors and some hunters will want it)

Why it's good:

This is one of the most overbudgetted items in the game and as such is obviously excellent. The massive crit chance is even something for Spelladins to consider to help their Vengeance going. It's a pain to farm, but I highly recommend you get to it asap (~Level 52) and preferably without a warrior in the party. There's also [Deathdealer Breastplate](#) available. It's a bit worse (-5 str, -14 Agi), but much easier to get.

Black Dragonscale Breastplate

Source: Crafted, Leatherworker

Key stats: 50 AP, 12 fire resistance

Rating: decent

Competition: none, crafted

Why it's good:

The chestpiece itself is terrible, compared to Savage gladiator you sacrifice a lot of crit for 20 AP. But the set bonus is what you want, check the shoulders and boots for more info about the set.

Cadaverous Armor

Source: rare boss drop in Scholomance

Key stats: 8 str, 8 agi, 60 AP

Rating: good

Competition: high (hunters, feral druids, rogues and possibly warriors)

Why it's good:

It has a ton of AP and beats the other items here by a mile in this regard. It's a good item, but I'd advise against it. For one, the crit from Savage Glad is more important. Secondly, this is a very rare boss drop in Scholo and probably even harder to farm than Savage Glad and finally this is bis for several classes, who should get priority on this item.

Phase 1

Robe of Volatile Power

Source: Gehennas, Shazzrah, Lucifron

Key stats: 23 spell dmg, 2% spellcrit

Rating: good

Competition: medium (holy paladins, some casters)

Why it's good:

Good Spell dmg and 2% spellcrit is quite nice, but pass on it for everybody else, they can make much more out of Spellcrit than you.

Phase 2

Field Marshal's Lamellar Chestplate

Source: PVP Rank 13

Key stats: 21 Str, 1% crit, 25 Spell dmg

Rating: excellent (bis until phase 5)

Competition: extreme (high rank pvp item)

Why it's good:

This is an exact copy of the the R13 helmet and as such also great. One of the few items, which even manages to beat Savage Gladiator. If you get R13, enjoy this fine breastplate until you can get full avengers.

Knight-Captain's Lamellar Breastplate

Source: PVP, Rank 8

Key stats: 17 Str, 25 Spell dmg

Rating: excellent (bis for Spelladin until phase 3)

Competition: medium (mid rank pvp item)

Why it's good:

A strong chestpiece, which beats out the Shaman King Plate and is a good choice for Spelladins who don't need the crit from Savage Gladiator. For AP this item can't keep up with Savage Glad. [The old version](#) is quite crap again. A worse version of Savage Glad.

Ogre forged Hauberk

Source: Dire Maul North Tribute run

Key stats: 8 Str, 20 Agi, 1% crit

Rating: catchup - good

Competition: low (some warriors and hunters may want it)

Why it's good:

It's Savage Glads little brother. You lose 0.7% crit and 5 Str to gain a bit of Int. It's easier to get than Savage Glad and an alternative for AP rets, who didn't get it.

Phase 3

Judgement Breastplate

Source: Nefarian, Blackwing Lair

Key stats: 16 Str, 25 Spell dmg

Rating: excellent (Bis until phase 5 for spelladin)

Competition: none

Why it's good:

DPS stat wise this is about the same as the rank 8 chest, one strength less, but offers much more in terms of int, stamina and mana regen. For Spelladin this is an easy bis choice and for AP ret this is also good if you are missing Savage Gladiator. Certainly one of the five in any 5/8 T2 build

Malfurion's Blessed Bulwark

Source: Ebonroc, Blackwing Lair

Key stats: 40 Str

Rating: decent

Competition: low (feral druids)

Why it's good:

It's a big bunch of primary stats, but honestly I can't see any situation where you enter BWL with a chestpiece worse than this. R13 and Savage Glad are better, R8 and Ogre Forged are about equal. Only consider this, if you come into BWL with Shaman King or worse.

Phase 4

Jade Inlaid Vestments

Source: Ysondre, world boss

Key stats: 44 Spell dmg

Rating: excellent

Competition: low

Why it's good:

A lot of Spell dmg, Second highest you can get in the game. If you want to for max Spell dmg this is a good choice, also when you are still missing T2 pieces.

Zandalar Freethinker's Breastplate

Source: Various zul'Gurub bosses

Key stats: 19 Str, 16 Int, 1% crit

Rating: decent

Competition: low

Why it's good:

Not an inspiring item, but it's a good pvp choice if you don't have T2 chest. You have some good basic stats on it as well as some int to help your sustain in pvp.

Spitfire Breastplate

Source: crafted, leatherworker, cenarion circle rep reward

Key stats: 16 Agi, 16 Int, 15 Spell dmg

Rating: catchup -good

Competition: none, crafted

Why it's good:

It's basically Shaman King with Agi instead of Str. So a good choice if you are lacking crit or just started playing and don't want to farm lbrs or brd.

Phase 5

Avenger's Breastplate

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 23 Str, 12 Agi, 18 Spell dmg, 1% crit, 1% spell crit

Rating: excellent (Bis forever)

Competition: low

Why it's good:

A monster of a chestpiece, this item has every stat you could want. It's only a little low on the Spell dmg but comes with a big chunk of crit. This piece of Avenger's is good enough to stand on its own as the best ret paladin chestpiece in the game without needing the help of the set bonus.

Breastplate of Annihilation

Source: Skeram, Temple of Ahn'Qiraj

Key stats: 37 Str, 1% hit, 1% crit

Rating: excellent

Competition: medium (all furies want it)

Why it's good:

Lots of Strength with crit and hit. This is the first clear upgrade over Savage Glad. It's a good chestpiece, but I recommend you pass on it, as Avenger exists and warriors really want this one.

Soulforge Breastplate

Source: T0.5 quest, last quest

Key stats: 16 Str, 14 Spell dmg, 1% crit

Rating: catchup - excellent

Competition: none

Why it's good:

This is beautifully designed chestpiece that can somewhat keep up with Savage Gladiator, you lose 1.7% crit for 14 Spell dmg, 17 Int and 3 Str. If you don't raid or pvp, this is among the best chestpieces you can get.

Robes of the Battleguard

Source: Sartura, Temple of Ahn'Qiraj

Key stats: 36 Spell dmg, 20 Spell pen

Rating: unknown

Competition: low

Why it's good:

As with the other spell pen items, you sacrifice stats to get it and we know, that boss mobs will resist holy spells partially or completely. We don't know whether spell pen helps against this at all and if it does by how much.

Phase 6

Plated Abomination Ribcage

Source: Thaddius, Naxxramas

Key stats: 45 Str, 1% crit, 1% hit

Rating: excellent

Competition: medium (furies want it)

Why it's good:

The best physical dps chestpiece in the game, offering 8 more Strength than Annihilation.

You should have Avenger by then, which is better and it's the best chestpiece for fury warriors. So, pass on it. [Ghoul Skin Tunic](#) is also a decent alternative if you don't need hit as you trade the hit and 5 Str for 1% crit. And also only have to contest with ferals.

[Crystal Webbed Robe](#)

Source: Maexxna, Naxxramas

Key stats: 53 Spell dmg

Rating: good

Competition: low

Why it's good:

The highest Spell dmg robe in the game. If you are at this point, you likely have full T2 or T2.5, so only consider it for the max Spell dmg set.

Chapter 7 - Bracers

Enchantments

[Superior Strength](#)

Source: Recipe drops off the ogres in Deadwind pass, fairly rare

Effect: +9 Strength

Phase: 1

Rating: excellent

Why it's good:

Yet again the only real choice. A high amount of primary stats serves both AP and Spelladin. The alternatives of 4mp5 and 7 int just can't get close.

Phase 0 (preraid)

[Battleborn Armbraces](#)

Source: Blackhand, UBRS

Key stats: 1% hit and 1% crit

Rating: excellent (prebis)

Competition: medium (fury warriors will want it)

Why it's good:

Bracers are fairly desolate early on and this is the best option. It has 1% hit, so brings you to 3% with whatever item you chose to provide the other 2%. It's wanted by fury as well, but I'd say you can roll on it despite that. also best choice for spelladin as there is nothing with Spell dmg early on.

[Vambraces of the Sadist](#)

Source: Timmy the Cruel, Strat undead

Key stats: 6 str, 1% crit

Rating: excellent

Competition: low (arms warriors)

Why it's good:

It's the alternative to battleborn, if you don't need the hit. You trade it for 6 str and 7 Stam. If you dislike shuffling gear around, this is also a good long term option for AP Ret as the better bracers pretty much only offer more strength.

Phase 1

Wristguards of True Flight

Source: Majordomo, Molten Core

Key stats: 19 Agi, 1% hit

Rating: excellent (bis until phase 3 for spelladin or 3 or 5 for AP ret)

Competition: low (some hunters may want it, but they usually prefer T1)

Why it's good:

It's a slight upgrade over Battleborn. 19 Agi is 1.05% crit with Kings and it has a bit of Stam and int. Certainly pass, if a hunter wants it, but don't say no to the extra HP and Mana if you can get it. These are the best bracers with hit till phase 5.

Wristguards of Stability

Source: Gehennas, Sulfuron, Molten Core

Key stats: 24 Str

Rating: good

Competition: medium (warriors, ferals)

Why it's good:

I often see these as bis bracers for AP rets until Phase 5 and I really don't see why. Compared to berserker you gain 5 Str and lose 8 Agi. Compared to forest stalker you gain 13 Str and lose 19 Agi. Especially when you come from a slot, which provided you with hit & crit before going for just pure AP seems a strange choice to me. With these bracers being available in phase 1, their value increases massively as 24 Str is a very large amount on this slot, this early.

Lawbringer Bracers

Source: Molten Core trash

Key stats: 10 Str, 11 int, 4mp5

Rating: decent

Competition: low (perhaps a holy wants them)

Why it's good:

High amount of base stats and mana sustain. The preraid bracers are still better, but if you feel you have enough crit and hit, but go oom too quickly, these aren't a bad choice.

Phase 2

Nothing new in this phase.

Phase 3

[Judgement Bindings](#)

Source: Razorgore, Blackwing Lair

Key stats: 9 Str, 7 Spell dmg

Rating: good

Competition: none

Why it's good:

One of the worst T2 pieces. For spelladin it's actually the first Spell dmg bracers at all, so still good, but AP should give it a pass in a 5/8 T2 build. Same goes for Spelladin. Only use these in an 8/8 T2 build.

[Bracers of Arcane Accuracy](#)

Source: Lashlayer, Blackwing Lair

Key stats: 21 Spell dmg, 1% Spell hit

Rating: excellent

Competition: medium (some casters may want it)

Why it's good:

Very high Spell dmg on bracers and 1% Spell hit. Those things are good enough to wear for a long time, but you will have to contest with competition. [Dryad's wrist Bindings](#) from Warsong rep are pretty much the same, just without the hit though. So you can go for these instead. Bracers of choice in 5/8 Spelladin T2 builds.

[Berserker Bracers](#)

Source: Warsong rep, exalted

Key stats: 19 Str, 8 Agi

Rating: excellent (Bis till phase 5)

Competition: none, rep reward

Why it's good:

Really strong AP value and a decent amount of crit. Very good bracers and just need time invest to secure. You can also consider using [Forest Stalker Bracers](#) from the same rep reward instead, you trade in 8 Str to get 11 Agi, so a good choice, if you want to maintain your crit chance after switching from battleborn or true flight. [Deeprock Bracers](#) from Phase 5 cenarion circle quests are pretty much identical.

Phase 4

[Black Bark Wristguards](#)

Source: Lethon, World Boss

Key stats: 25 Spell dmg

Rating: good

Competition: low

Why it's good:

Just pure Spell dmg, nothing else. The best bracers you can get in this phase, but locked behind a world boss.

[Spitfire Bracers](#)

Source: crafted, leatherworker, cenarion circle friendly

Key stats: 8 Agi, 8 Spell dmg

Rating: catchup - good

Competition: none, crafted

Why it's good:

A great pair of entry level bracers for Spelladin, almost as good as T2 in terms of offensive stats.

Phase 5

Qiraji Execution Bracers

Source: Twin Emperors, Temple of Ahn'qiraj

Key stats: 15 Str, 16 Agi, 1% hit

Rating: excellent (Bis, if you need the hit)

Competition: medium (rogues, ferals)

Why it's good:

It's a wholesome deal of stats. good AP, good crit and hit. If you have to get another hit % from somewhere this item is the best possible option. You'll notice, that this item is purple, despite having only physical stats. I do feel, this is also a potential item for Spelladins, because bracers are really lackluster in the Spell dmg department. The best Spelladin bracers only have 27 or 28 Spell dmg, while these offer 36 AP, 0.85% crit and 1% hit. These bracers are an excellent source of hit for Spelladins, who sacrifice very little to get it.

Hive Defiler Wristguards

Source: Huhuran, Temple of Ahn'Qiraj

Key stats: 23 Str, 18 Agi

Rating: excellent

Competition: medium (fury warriors)

Why it's good:

The best option, if you don't need hit. It's 8 more Str and 2 more Agi, but you lose the hit and the Stamina from Qiraji execution.

Rockfury Bracers

Source: Cenarion Circle quest, requires revered

Key stats: 27 Spell dmg, 1% Spell hit

Rating: excellent

Competition: none

Why it's good:

The best pure Spell dmg bracer in the game and it's not that impressive. 27 Spell dmg isn't a whole lot. [Burrower Bracers](#) from Ouro offer 28 Spell dmg, but no Spell hit, [Shackles of the Unscarred](#) from Ossirian offer spellpen with all its unknowns. On a slot, where you can get 36 AP, 0.85% crit and 1% hit from Qiraji Execution Bracers, I have a hard time justifying any of these bracers even for a Spelladin.

Soulforge Bracers

Source: T0.5 quest

Key stats: 9 Str, 8 Spell dmg

Rating: catchup - good

Competition: none

Why it's good:

Almost identical to T2, just much less Stamina. A nicely designed bracer, but it lacks secondary stats (crit/hit), which you usually pick up with bracers. Also, you can get spitfire a phase earlier.

Bracers of Brutality

Source: Ossirian, Ruins of Ahn'Qiraj

Key stats: 21 Str, 12 Agi

Rating: catchup, excellent

Competition: medium (fury)

Why it's good:

It's a slightly improved version of Berserker Bracers and quite easy to obtain. If you don't raid AQ40, those are a great choice.

Phase 6

Wristguards of Vengeance

Source: Anub'Rekhan, Naxxramas

Key stats: 24 Str, 1% crit

Rating: excellent (Bis, if you don't need hit)

Competition: medium (furies)

Why it's good:

It's an extremely small upgrade over Hive Defiler. 18 Agi is essentially 1% crit with kings. Without kings these are +0.1% and +1 Str as well as +10 Stam. If you passed on Hive Defiler, you should actually have a good shot getting those first, as they are barely an upgrade.

Chapter 8 - Gloves

Enchantments

Greater Agility

Source: Legashi Satyr, very common recipe

Effect: + 7 Agility

Phase: 1

Rating: good

Why it's good:

Extra crit. Pick this one, if you need the crit, otherwise go for one of the other two.

Greater Strength

Source: Recipe drops in LBRS

Effect: + 7 Strength

Phase: 1

Rating: excellent

Why it's good:

Go to enchantment for AP ret, if you don't need the crit from Agi. Just a nice bunch of primary stats.

Minor Haste

Source: trainer recipe

Effect: +1% attack speed

Phase: 1

Rating: excellent

Why it's good:

The enchantment of choice for Spelladins as faster attacks mean more procchances. This may even compete with the ultimate gloves enchant.

Superior Agility

Source: Recipe drops in AQ40

Effect: +15 Agility

Phase: 5

Rating: excellent

Why it's good:

Incredibly powerful enchantment providing about 0.825% crit chance. Use it as soon you can get it.

Phase 0 (preraid)

Gargoyle Slashers

Source: Kirtonos, Scholomance

Key stats: 10 Str, 5 Agi, 1% crit

Rating: excellent

Competition: medium (devilsaur is generally preferred by other classes)

Why it's good:

The best choice for an AP who doesn't go for devilsaur. Overall very good stat distribution and easy to obtain. If you prefer to wear plate [Reiver Claws](#) are a slightly worse version (-1 str, -5 Agi), which you can use in PVP

Devilsaur Gauntlets

Source: Crafted, leatherworker

Key stats: 28 AP, 1% crit

Rating: excellent (bis until phase 2 or 3)

Competition: low, demand for devilsaur items will be high in the beginning

Why it's good:

The Devilsaur set has amazing stats. The biggest difference between Devilsaur and dragonscale is that the devilsaur items have merit on their own. Compared to Gargoyle

slashers you trade 0.25% crit for 4 AP. Add to that the massive hit bonus from the set and you are set for a long while.

Hands of Power

Source: Zigris, lbrs

Key stats: 26 Spell dmg

Rating: excellent (bis until p3 for spelladin)

Competition: high, every caster wants it and the boss is a rare

Why it's good:

By far the highest amount of Spell dmg you can get preraid. It's so high, that the item is even good for AP rets. But it will be fairly hard to get unless you make an lbrs group without casters.

Dracorian Gauntlets

Source: Baron rivendare, Strat Undead

Key stats: 16 Spell dmg

Rating: good

Competition: none

Why it's good:

It's a worse version of Hands of Power, but it's a fairly common drop from Rivendare and nobody else needs it, so a good alternative, if Hands of Power are out of reach.

Phase 1

Flameguard Gauntlets

Source: Magmadar, Garr, Geddon, Golemagg, Molten Core

Key stats: 54 AP, 1% crit

Rating: excellent

Competition: low (warriors may want it)

Why it's good:

It's beyond me why plate gauntlets have pure AP instead of Strength. They are an upgrade over Devilsaur, so if you don't go for the set, these are the best gauntlets in phase 1. If you destroyed the set due to taking Fallen Crusader or Sentinels Legguards in phase 3, Flameguard is what you want in the gloves slot instead. If your raid allows you to use JotC, then the PVP gauntlets are the better choice.

Phase 2

Marshal's Lamellar Gloves

Source: PVP, rank 12

Key stats: 18 Str, 1% crit, 20 spell dmg

Rating: excellent (bis till phase 5)

Competition: extreme (very high pvp rank)

Why it's good:

The usual problems for an epic pvp item. Very good, but extremely hard to get. The gauntlets are the weakest part of the set, especially because the 20 Spell dmg are conditioned behind judging crusader. But they are still by far the best gauntlets you can get before phase 5.

Knight-Lieutenant's Lamellar Gauntlets

Source: PVP, rank 7

Key stats: 12 Str, 1% crit, 20 Spell dmg

Rating: excellent

Competition: medium (mid pvp rank)

Why it's good:

Same reason as above. The blue gauntlets aren't actually that much worse. You only lose 6 Str in terms of raw dmg, the main weakness is the missing int. If you can use JotC in raid, these gauntlets are very good, if you can't they lose much value and you should stay with Devilsaur or Hands of Power.

Gordok's Handguards

Source: quest, Dire Maul North

Key stats: 10 Str, 1% crit

Rating: catchup - decent

Competition: none, quest reward

Why it's good:

A slightly worse version of Gargoyle Slashers but as plate. Since it's a quest reward, these make great entry level item, but are the worst of the gauntlets on this list.

Death Grips

Source: Magistrate, Stratholme undead

Key stats: 22 Str, disarm immunity

Rating: decent

Competition: low

Why it's good:

This is basically an honorable mention. These gauntlets are a good choice to use, when you fight something, that can disarm you. But crap in any other case.

Phase 3

Judgement Gauntlets

Source: Firemaw, Ebonroc, Flamegor, Blackwing Lair

Key stats: 6 Str, 15 Spell dmg

Rating: excellent (Bis until phase 5 for Spelladin), decent for AP ret

Competition: none

Why it's good:

One of the weakest T2 items, which you only want to wear because of the set bonus. For AP they are an option, because most gloves are not that great either, but only for a 5 / 8 T2 build.

Phase 4

Primal Batskin Gloves

Source: crafted, leatherworking, recipe from Zul'Gurub

Key stats: 2% hit, 10 Agi

Rating: catchup, excellent

Competition: none, crafted

Why it's good:

These are great catchup gauntlets you can get, if you are newly levelled and don't want devilsaur. They provide the 2% hit on their own, which is 2/3rd of your requirement and 0.5% crit is also not bad. Those gauntlets can be replaced easily, but they make for a great starting point.

Phase 5

Gauntlets of Annihilation

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 35 Str, 1% hit, 15 crit

Rating: excellent (Bis for AP ret)

Competition: medium (furies)

Why it's good:

The best AP gauntlets, they are essentially identical to the Breastplate and they are on a weaker slot. Tons of AP combined with crit and hit leave nothing to be desired and even beat out the Paladin designed Righteous Champion. [Gloves of Enforcement](#) are a possible alternative. You lose 7 Str and gain 0.1% crit with kings. So certainly weaker. But those are also sought after by rogues and Ferals.

Gauntlets of the Righteous Champion

Source: Viscidus, Temple of Ahn'Qiraj

Key stats: 15 Str, 16 spell dmg, 1% crit

Rating: excellent

Competition: none

Why it's good:

While these gauntlets are very good, they do have some weaknesses. Overall they are barely better than the rank 7 gloves, you only gain 3 Str and lose 4 Spell dmg. Just without the condition of having to judge crusader. They also have big trouble competing with Annihilation due to the massive strength difference. I feel considering their item level, they are quite underbudgeted, but they still are the 2nd best gauntlets you can get as AP ret and best or 2nd best for Spelladin. Their biggest advantage is having no competition when they drop. [Gloves of the Swarm](#) are a weaker version dropping in AQ20.

Dark Storm Gauntlets

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 37 Spell dmg, 1% Spell hit

Rating: excellent

Competition: high (Casters want them)

Why it's good:

The best Spell dmg gloves in the game. Very good for Spelladins, but as with Bracers, the difference between AP and Spell dmg is not very big on this slot. I recommend passing on these, as they are highly sought after and you have two easily obtained options.

Black Grasp of the Destroyer

Source: crafted, blacksmithing, recipe from AQ20

Key stats: 8 mana per attack

Rating: good

Competition: none, crafted

Why it's good:

Dmg-wise these gloves are atrocious, but the mana gain is massive. It's 8 for every single melee attack. A Spelladin will do 3 of those in 5 sec, so this equals 24 mp5. An AP ret will only do 1.5-2 (depending on whether JoC triggers it), which is still 12-16 mp5. This is a significant amount of mana regen making those gloves a good choice on long fights.

Soulforge Gauntlets

Source: T0.5 quest

Key stats: 9 Str, 1% crit, 11 Spell dmg

Rating: catchup, excellent

Competition: none

Why it's good:

The best pre-raid gloves you can get. These are basically Reiver Claws with 11 Spell dmg on them. Great stuff for young ret paladins.

Phase 6

Sacrificial Gauntlets

Source: High Priests, Zul'Gurub

Key stats: 19 Str, 1% hit, 1% crit

Rating: catchup, excellent

Competition: medium (fury warriors)

Why it's good:

The only phase 6 gloves are a catchup item from Zg. These are Annihilations little brothers, you lose out on 16 Str and 15 Stam. Absolutely gorgeous, relatively easy to obtain gloves, which can hold their own against Flameguard.

Chapter 9 - Belt

Enchantments

No enchantments available.

Phase 0 (preraid)

Omokk's Girth Restrainer

Source: Quest, lbrs bosses

Key stats: 15 Str, 1% crit

Rating: excellent (one bis choice until Onslaught for AP ret)

Competition: none, quest reward

Why it's good:

The baseline belt every other one has to go up against, because it's an easy guaranteed reward. Omokk's has great stats all around and should be your belt of choice if you don't need hit or can't get Ban'thok as spelladin.

Brigam Girdle

Source: Drakkisath, ubrs

Key stats: 16 Str, 1% hit

Rating: excellent (the other bis choice until Onslaught)

Competition: medium (warrior wants it)

Why it's good:

It's basically the same as Omokk's, just with hit instead of crit. It's good to just have this one in your arsenal, so you have a hit piece ready when you need it. and Belt will be a hit slot for the entire game for AP ret once Onslaught girdle arrives.

Barrage Girdle

Source: Wiley, Stratholme living

Key stats: 23 spell dmg

Rating: excellent (bis for Spelladin till Phase 3)

Competition: none

Why it's good:

Best Spell dmg belt you can get before phase 3 and as it's mail you have zero competition on it as well. Get that asap if you are a Spelladin.

Rainbow Girdle

Source: Hearthsinger forresten (rare mob in strat)

Key stats: 10 all stats

Rating: decent (AP), good (Spelladin)

Competition: none

Why it's good:

10 to all stats (well Agi is only 9) is always good, but compared to Omokk's you basically trade 5 Str and 0.5% crit for 10 Int. Generally not worth it. There is also the world drop [Girdle of Uther](#) with nearly the same stats.

Ban'thok Sash

Source: Ok'thor, BRD Arena

Key stats: 12 spell dmg, 1% Spellhit

Rating: good

Competition: high (Every caster wants it)

Why it's good:

The best pre raid Spell dmg belt. Still, I have trouble recommending it. For one, it's a hard farm due to being an arena drop, secondly you get a better belt from Strat living and third,

this belt is highly sought after by casters. Due to the fairly low amount of Spell dmg on it, you also don't get that much out of hit, even though the spell hit is nice.

Phase 1

Onslaught Girdle

Source: Ragnaros, Molten Core

Key stats: 31 Str, 1% crit, 1% hit

Rating: excellent (bis until phase 6/forever)

Competition: medium (bis forever for fury warriors)

Why it's good:

Just excellent stats on this item. It's basically Omokk's and Brigams merged into one item. You can wear this belt until the end of the game. Try to get it asap, but keep in mind, the warriors get more out of it than you.

Phase 2

Warpwood Binding

Source: Tendris Warpwood, Dire Maul West

Key stats: 14 Agi, 1% crit

Rating: good

Competition: low (hunters may want it)

Why it's good:

This belt completes the trifecta of Omokk's and Brigam. Warpwood focuses heavily on crit and is an item to consider, when you feel you lack crit, but in most cases, you are better off with one of the other belts.

Phase 3

Judgement Belt

Source: Vaelastrasz, Blackwing Lair

Key stats: 8 Str, 23 Spell dmg

Rating: excellent, bis until phase 5

Competition: none

Why it's good:

Not a great set item, compared to barrage you only gain the 8 Str. Only used to obtain set bonuses.

Firemaw's Clutch

Source: Firemaw, Blackwing Lair

Key stats: 35 Spell dmg

Rating: excellent

Competition: medium (some casters want it)

Why it's good:

The best pure Spell dmg belt you can get, if T2 isn't your thing. [Mana igniting cord](#) is an alternative with less Spell dmg but some crit.

Therazane's Link

Source: Nefarian, Blackwing Lair

Key stats: 44 AP, 1% crit

Rating: decent

Competition: none

Why it's good:

No competition. That's about it. I've seen this belt in several bis lists and it's a mystery as to why. It's clearly much worse than Onslaught and the only reason to take it is no competition in my opinion. It's a bit better than Omokk's. (+8 AP and some mana from the int)

Girdle of the Fallen Crusader

Source: Chromaggus, Blackwing Lair

Key stats: 20 Str, 10 Agi, 17 Int

Rating: decent

Competition: none

Why it's good:

Another subpar belt with no competition. Compared to Omokk's you get 5 Str, which is about 12 AP and 17 Int, but lose 0.45% crit. Not inspiring considering this is a T2 level epic compared to dungeon quest reward.

Primalist's Linked Waistguard

Source: Chromaggus, Blackwing Lair

Key stats: 16 Str, 20 Spell dmg

Rating: good

Competition: none

Why it's good:

A nice hybrid belt, which lacks crit. It's hard to fit due to Spelladin having a similar option with T2 belt and Onslaught being so good for AP. It's also questionable whether this even drops on Alliance side, as this may be declared as pure shaman loot.

Phase 4

Belt of Preserved Heads

Source: Quest, Zul'Gurub

Key stats: 14 Str, 15 Agi, 1% hit

Rating: catchup, excellent

Competition: none, quest reward

Why it's good:

Note, that this quest also rewards a plate, which is much worse. This belt is an amazing item to get, if Onslaught eludes you. It has a little less crit than Omokk, but has 1% hit and nearly the same strength. So compared to mighty Onslaught, you mostly just lose 17 Str and this is an easy quest reward. Get it asap, if you don't have Onslaught.

Highlander's Lamellar Girdle

Source: arathi rep, honored

Key stats: 15 Str, 1% crit

Rating: catchup, good

Competition: none

Why it's good:

It's Omokk's with some int on it. Slightly better, but not by much. It's hard to justify this belt, as Preserved Heads is easier to obtain and much better even when you add in the Highlanders set bonus making this belt mostly a pvp choice.

Phase 5

Eyestalk Waist Cord

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 41 Spell dmg

Rating: excellent (Bis forever for Spelladin)

Competition: high (Casters want it)

Why it's good:

The best Spell dmg belt in the game and what a beast it is. Aim to get this one as a Spelladin, nothing really comes close to it.

Ossirian's Binding

Source: Ossirian, Ruins of Ahn'Qiraj

Key stats: 20 Agi, 1% hit, 1% crit

Rating: good

Competition: low (hunters)

Why it's good:

1% hit and 1% crit with another crit from agi. You also get some int, but no AP at all. This makes the belt actually quite decent for Spelladins, but it's mostly only interesting when you don't have Onslaught or desperately need more crit.

Note, at this point, you may wonder: "Where the heck is [Grasp of the Fallen Emperor](#)? IT's a really good belt!". I agree, it is really good. But it also is a horde only drop. We get [Belt of the Fallen Emperor](#), which is one of those weird physical dps items with +heal, which are quite nice for pvp, but crap in PvE unless you Nightfall.

Verek's Leash

Source: Verek, Blackrock Depths

Key stats: 8 all stats, 11 Spell dmg

Rating: catchup, excellent

Competition: none

Why it's good:

Amazing pre-raid belt. You get a little from every stat you need and can use this belt with both specs. But you have to remember, it's a trade off. AP ret loses 7 Str and ~0.55% crit for 11 Spell dmg and 8 int compared to Omokk's. Spelladin loses 12 Spell dmg to get 8 Str and 8 Agi.

Soulforge Belt

Source: T0.5 quest

Key stats: 10 Str, 12 Spell dmg

Rating: catchup - good

Competition: none

Why it's good:

One of the weaker T0.5 pieces. Belts are a great source for secondary stats and this one lacks it. It's just worse than Verek's as you lose 8 agi for 2 Str, 1 Spell dmg and 4 mp5.

Phase 6

Girdle of the Mentor

Source: Razuvius, Naxxramas

Key stats: 21 Str, 20 Agi, 1% hit, 1% crit

Rating: excellent (Bis for AP ret)

Competition: low (furies usually prefer Onslaught)

Why it's good:

You trade 10 Str for 20 Agi compared to Onslaught. In my opinion that's a trade I'd take any day. I think a big reason why fury warriors prefer Onslaught is that they are nearly crit capped anyway at this point, but crit cap for a Paladin is way higher. You have to decide for yourself, whether you prefer this or Onslaught, but you should get this belt easily.

Belt of the Grand Crusader

Source: Naxxramas trash

Key stats: 18 Str, 21 Spell dmg, 7 mp5

Rating: good

Competition: none

Why it's good:

The only Grand Crusader piece not overlapping with Avengers and also the least impressive. I just don't see how this belt can compete with the alternatives. Against Mentor you gain 21 Spell dmg and 7 mp5, but lose more than 2% crit and 1% hit. Against Eyestalk you lose 20 Spell dmg for 18 Str and some mana. It's a good choice for Spelladins who don't have Eyestalk yet. AP should have something better at this point. If this belt had 1% hit or 1% crit instead of the mp5, it might have been great. Like this, it basically ends up being the 2nd or 3rd best belt.

Chapter 10 - Leggings

Enchantments

See Head, same enchantments for legs.

Phase 0 (preraid)

Devilsaur Leggings

Source: crafted, leatherworker

Key stats: 46 AP, 1% crit

Rating: excellent (bis until phase 3)

Competition: low, demand for devilsaur items will be high in the beginning

Why it's good:

Very good legpiece on its own and the set bonus pulls it ahead of everything else. I recommend using the Devilsaur set. Combined the two pieces are 74 AP, 2% crit and 2% hit.

Cloudkeeper Legplates

Source: world drop

Key stats: 20 Str, 20 Agi

Rating: excellent

Competition: low (some warriors may want it)

Why it's good:

The best choice if you don't go for devilsaur, but I don't really feel it. It's great for PVP due to being plate, but compared to the devilsaur leggings alone you only get +2 AP and 0.1% crit as well the on use. Gargoyle Slashers + Cloudkeeper are -2 AP, +0.35% and -2% hit compared to the devilsaur set.

Skyshroud Leggings

Source: Omokk, lbrs

Key stats: 34 SpellDmg

Rating: excellent (bis until p3)

Competition: high (Every caster wants it)

Why it's good:

By far the best SpellDmg leggings available early on. Next best would be [Luminary Kilt](#), where you only have to contend with Moonkins, but is quite a bit worse. I strongly recommend trying to get these leggings as a spelladin.

Lightforge Legplates

Source: Baron rivendare, strat undead

Key stats: 20 str, 8 Agi, 12 Int

Rating: good

Competition: none

Why it's good:

the only actually decent piece of the T0 set, it's a good starting item, if you need some time to collect any of the above leggings.

Black Dragonscale Leggings

Source: crafted, leatherworker

Key stats: 54 AP

Rating: decent

Competition: none, crafted

Why it's good:

The leggings are one the better pieces of the set, but compared to Devilsaur you still sacrifice 1% crit for 8 AP. But the set bonus is what you want, check the shoulders and boots for more info about the set.

Phase 1

Judgement Legplates

Source: Ragnaros, Molten Core

Key stats: 10 Str, 20 Spell dmg

Rating: good (bis for spelladin until phase 5)

Competition: none

Why it's good:

This is one of the less impressive T2 pieces as most of its budget is on int and Stam. A spelladin only wants to use them to activate the 5 or 8 piece set bonus. For AP ret this item is an unknown, as we don't know how a 5-piece T2 AP ret performs and the leggings would be among the 5 items used.

Phase 2

Marshal's Lamellar Legplates

Source: PVP, rank 12

Key stats: 20 Str, 27 Spell dmg, 1% crit

Rating: excellent (Bis till phase 5)

Competition: extreme (very high pvp rank)

Why it's good:

At this point, you should know the drill. Absolutely amazing item, but extremely hard to obtain. If you get it, it's easy bis till Avengers. But at this point a general word of advice on the PVP set. If you manage to get this high, do use 2 pieces of the blue PVP set unless you use the full 6/6 of the epic set. The 23 Spell dmg set bonus is 2 piece on the blue one and 6 piece on the epic one. The best spots to use the blue set instead of epic are shoulders, gauntlets and boots.

Knight-Captain's Lamellar Leggings

Source: PVP, rank 8

Key stats: 18 Str, 25 Spell dmg

Rating: excellent

Competition: medium (mid pvp rank)

Why it's good:

As the other blue pvp items, it's pretty good, but lacks crit. For Spelladin this item is a wash with Skyshroud, you gain 18 Str, but lose 9 Spell dmg. It's up to you what you prefer. For AP ret, you will have to compensate for 1% crit lost and if you wear devilsaur also 2% hit lost if you use this item. [The old version](#) has 2% crit and nothing much else. They'd be a good choice, if you need to get a strong crit item.

Eldritch Reinforced Legplates

Source: Prince Tortheldrin, Dire Maul West

Key stats: 15 Str, 9 Agi, 1% crit

Rating: good

Competition: low

Why it's good:

1.5% crit and good strength. These leggings are the easiest obtained pre raid leggings you can get and beat out every other one except for Devilsaur. A similar option are [Leggings of Destruction](#), where you get a little bit more crit and some int, but lose the Str.

Phase 3

Legguards of the Fallen Crusader

Source: Firemaw, Blackwing Lair

Key stats: 28 Str, 22 Agi, 17 Int

Rating: excellent (Bis till phase 5)

Competition: low (warriors want it despite the int)

Why it's good:

Good overall Stats for an AP ret, high strength and Agi and the mana is welcome as well. These are a good upgrade over Devilsaur (+20 AP, +0.2% crit) and if you the items to compensate the hit loss, get them.

Flarecore Leggings

Source: Crafted, Tailoring, Thorium Brotherhood

Key stats: 43 SpellDmg

Rating: good

Competition: none, crafted

Why it's good:

The highest SpellDmg leggings available. Normally a spelladin would shift to T2 in this phase, but if you care about maximizing your SpellDmg, these leggings are what you want.

Sentinels Lamellar Legguards

Source: Warsong rep, exalted

Key stats: 21 Str, 1% crit, 1% hit, 25 SpellDmg

Rating: excellent (Bis until phase 5)

Competition: none, rep reward

Why it's good:

First of all: this is likely a phase 6 item, I list it here on the off chance Blizzard decides to release all Warsong rep items with Phase 3. If these leggings were released in phase 3, then they'd be easily the bis item till you get full avengers. Pure statwise they are 2nd best behind Grand Crusader. So, if you see them in phase 3, get them asap. If they release in Phase 6, they are still the best leggings out there behind Avenger and Grand Crusader.

Phase 4

Nothing new in this Phase.

Phase 5

Avenger's Legguards

Source: Ouro, Temple of Ahn'Qiraj

Key stats: 21 Str, 12 Agi, 16 SpellDmg, 1% crit

Rating: excellent (Bis forever)

Competition: low

Why it's good:

A beautiful piece with all the stats you want. Bit low on the Spelldmg again. Individually slightly better than R12 legs and with the setbonus insanely strong.

Legplates of the Destroyer

Source: Moam, Ruins of Ahn'Qiraj

Key stats: 19 Str, 10 Agi, 12 Spelldmg

Rating: catchup, excellent

Competition: none

Why it's good:

Little Avengers basically. These are the best leggings you can get outside of 40 people raids and R12 pvp and warsong exalted. [Legplates of Qiraji Command](#) is a more AP oriented item from the same raid (+1 Str, +1.5% crit, -12 Spelldmg, -18 Int)

Soulforge Legplates

Source: T0.5 quest

Key stats: 16 Str, 11 Spelldmg

Rating: catchup, decent

Competition: none

Why it's good:

Quite bad. These are way worse than the R8 leggings. They lack Str, they lack Spelldmg and they have no secondary stats. I wonder the budget on those things went. Skip these.

Titanic Leggings

Source: crafting, blacksmith, world drop recipe

Key stats: 30 Str, 2% hit, 1% crit

Rating: good

Competition: none, crafted

Why it's good:

Very expensive craft, but great AP stats. If you need an item to provide hit, it's a good choice, but only really consider it, when you are a new up and coming raider. Those leggings don't do a whole lot compared to Fallen Crusader as the hit is likely superfluous.

Phase 6

Leggings of the Grand Crusader

Source: Naxxramas Trash

Key stats: 21 Str, 26 Spelldmg, 2% crit

Rating: excellent

Competition: none

Why it's good:

Individually these are the best leggings in the game. Compared to Sentinel you trade 1% hit for crit and gain 21 Int. Compared to R12 you gain 1% more crit and compared to Avenger you gain 10 Spell dmg and 0.35% crit. Problem is 10 Spell dmg and 0.35% crit don't make up for the set bonus, so consider those legs only if you don't have 5/5 Avengers.

Legplates of Carnage

Source: Heigan, Naxxramas

Key stats: 42 Str, 2% crit

Rating: good

Competition: medium (fury warriors)

Why it's good:

The best pure physical leg armor in the game. But I don't think it's impressive. Compared to Grand Crusader you lose 26 Spell dmg and 21 Int for just 21 Strength. Leave those leggings to the warriors.

Leggings of Polarity

Source: Thaddius, Naxxramas

Key stats: 44 Spell dmg

Rating: decent

Competition: low

Why it's good:

Not very good leggings. You only gain 18 Spell dmg over Grand Crusader and a bunch of not so useful stats. But it's still the highest Spell dmg leg armor in the game.

Chapter 11 - Boots

Enchantments

Greater Agility

Source: world drop recipe, most enchanters should know this

Effect: +7 Agility

Phase: 1

Rating: excellent

Why it's good:

Yet again the only real choice. Minor speed is not needed due to Pursuit of Justice, so enjoy a little bit of crit.

Phase 0 (preraid)

Battlechaser Greaves

Source: world drop

Key stats: 14 Str, 13 Agi

Rating: excellent

Competition: medium (every warrior wants them)

Why it's good:

Boots are pretty unimpressive early on and these are the best of the lot for AP rets. They are so unimpressive, that you can absolute go for a full Spell dmg item here in the Omnicast boots. Besides Battlechasers you can also get [Sapphiron's scale Boots](#) (-5 agi) or [Savage Gladiator Greaves](#) (-4 Str, +2 Agi) or [Ribsteel Footguards](#) (-4 Str, -3 agi). If you don't desperately need the 0.7% crit on those boots, go for Omnicast.

Bloodmail Boots

Source: rare bossdrop in Scholomance

Key stats: 9 str, 9 agi, 10 int, 1% hit

Rating: excellent

Competition: low (possibly hunter or warrior)

Why it's good:

A beautifully itemized pair of boots, but the power level is just too low. If you need the hit, this is a great choice, but if you don't, it's just a worse version of the previous boots with some mana on it. Also, a very rare drop, so hard to get. These might be the ret boots of choice for a prot pala, as they run scholomance for Deathbone anyway.

Omnicast Boots

Source: Argelmach, brd

Key stats: 22 Spell dmg

Rating: excellent (bis until P2)

Competition: high (Every caster wants it)

Why it's good:

A lot of Spell dmg on an unimpressive slot put Omnicast on the top for me even for AP Ret. You also save yourself the good deal of money you'd have to pay for battlechasers. For spelladin this is an easy bis.

Black Dragonscale Boots

Source: crafted, leatherworker

Key stats: 28 AP, 24 Fire res

Rating: good

Competition: low, requires some mc mats

Why it's good:

The best piece of the set, you only sacrifice around 0.7% crit or trade 22 Spell dmg for 24 AP. Plus the fire resistance here is very high. Still, the set bonus is what you are after. If you want the set, you have two options: one would be shoulders, leggings and boots. This allows you to use Savage Gladiator Chain. The other is shoulders, breastplate and boots, this allows you to use the devilsaur set as well. I wouldn't recommend the set, it's too much hassle and you don't get enough out of it. While the 3 piece set is a decent chunk of stats and has good fire resist to boot, the trouble begins, when you want to replace it. The individual pieces are terrible, so you essentially must upgrade all three pieces at once, before you can get rid of this set.

Phase 1

Nothing new in this Phase.

Phase 2

Marshal's Lamellar Boots

Source: PVP, Rank 12

Key stats: 15 Str, 18 Spell dmg

Rating: excellent (Bis till phase 3 or 5)

Competition: extreme (high pvp rank)

Why it's good:

The same reasons as before. Great stats, some mp5. Lack of crit or hit is a problem though, but no other boots in this phase have it either.

Knight-Lieutenant's Lamellar Sabatons

Source: PVP, rank 7

Key stats: 12 Str, 15 Spell dmg

Rating: excellent (Bis till phase 3 or 5)

Competition: medium (mid pvp rank)

Why it's good:

Also a very strong pair of boots, which easily beats out the phase 1 options for AP ret. As with the shoulders, the main loss in the blue set is the mp5. Spelladins should stay with a stronger Spell dmg pair of boots though. [The old version](#) is about on par with Battlechasers (less crit, but some int)

Waterspout Boots

Source: Hydrospawn, Dire Maul East

Key stats: 25 spell dmg

Rating: excellent (Bis till phase 3 for Spelladin)

Competition: low (moonkins)

Why it's good:

A slightly better and less competed for version of Omnicast boots. Top for spelaldins and also a good option for AP rets if you don't have the PVP boots.

Snowblind Shoes

Source: Azuregos, Azshara

Key stats: 32 Spell dmg

Rating: good

Competition: high (azuregos drop)

Why it's good:

A straight upgrade from Waterspout, but in my opinion not worth it. Azuregos is a highly contested boss and you can get T2.

Phase 3

Judgement Sabatons

Source: Lashlayer, Blackwing Lair

Key stats: 13 Str, 18 Spell dmg

Rating: excellent (bis till phase 5 for spelladin)

Competition: none

Why it's good:

One of the best T2 pieces. Easy bis for Spelladin and as they are slightly better than the PVP boots, they are also great for AP rets, unless you need the boots to get the 2-piece bonus.

Chromatic Boots

Source: Chromaggus, Blackwing Lair

Key stats: 20 Str, 20 Agi, 1% hit

Rating: excellent

Competition: medium (bis forever for warriors)

Why it's good:

Very strong physical boots with tons of AP, crit and hit. A great choice as well, but pass for the warriors. You have alternatives, they don't.

Phase 4

Boots of Fright

Source: Taerar, world boss

Key stats: 34 Spell dmg

Rating: excellent

Competition: low (moonkin)

Why it's good:

These are the best pure Spell dmg boots in the game. They are very good pickup, if you go for 5/8 T2. But while you don't have much competition getting them if they drop, remember they are a world boss drop. [Betrayal's Boots](#) from ZG are an easier to get alternative. [Boots of Epiphany](#) are available in Phase 5 from AQ40 and are a little bit than Fright due to the int and stam on them.

Highlander's Lamellar Greaves

Source: Arathi rep, revered

Key stats: 14 Str, 12 Agi

Rating: catchup - decent

Competition: none, rep reward

Why it's good:

Not very impressive boots, but they are identical to Battlechasers and have some int. They are nice for a young AP ret, but unless you have the full set I'd still prefer Omnicast over them.

Phase 5

Avenger's Greaves

Source: Huhuran, Viscidus, Temple of Ahn'Qiraj

Key stats: 18 Str, 13 Agi, 14 Spell dmg

Rating: excellent (Bis forever)

Competition: low

Why it's good:

These boots are by far the best paladin boots in the game. High strength, good agi, good Spell dmg, some int and mp5. Just beautiful. Even compared to chromatic, you only lose the hit %, 2 Str and 7 Agi for a nice chunk of int and Spell dmg and of course the set bonus.

Boots of the Fallen Hero

Source: Vem, Temple of Ahn'Qiraj

Key stats: 20 Str, 14 Agi, 1% hit

Rating: good

Competition: medium (warriors may want it)

Why it's good:

Slightly worse version of Chromatic Boots (-6 Agi). You can probably get those easier, as Chromatic are just straight up better, but consider that your ultimate boots drop in the very same raid. [Slime Kickers](#) are an even smaller version with 2 less Str and Agi, but are more worthwhile, because they drop in AQ20 and would easily be the best an AP ret can get without going to 40 people raids or farming rank 12.

Soulforge Boots

Source: T0.5 quest

Key stats: 12 Str, 12 spell dmg

Rating: catchup - excellent

Competition: none

Why it's good:

Very nice pre-raid boots. You lose 10 Spell dmg compared to Omnicast, but gain 12 Str and some mp5. The best you can get without raiding, go for those boots. [Entrenching Boots](#) from the BRD Arena are a very good alternative as well. You lose 1 str and 5 Spell dmg and the mp5 for 5 Agi. A bit worse, but if you grind for Savage Glad and pick those up before Soulforge, go for it.

Phase 6

Nothing new in this Phase.

Chapter 12 - Rings

Enchantments

No enchantments available.

Phase 0 (preraid)

Painweaver Band

Source: Drakkisath, UBRS

Key stats: 16 AP, 1% crit

Rating: excellent (bis until P2)

Competition: high (every physical wants it)

Why it's good:

Crit and AP, what's not to like? This is a worse version of Quick Strike ring and great pre raid for AP ret.

Maiden's Circle

Source: world drop

Key stats: 18 Spell dmg

Rating: excellent (Bis until P3 for spelladin)

Competition: high (Every caster wants it)

Why it's good:

An expensive world drop, but the best Spell dmg ring you can get until Ring of spell Power enters the game.

Magni's Will/Songstone of Ironforge

Source: save the princess quest in brd

Key stats: 6 str, 1% crit / 18 Spell dmg

Rating: excellent

Competition: none, quest reward

Why it's good:

Those two rings are possible rewards from the same quest. Magni's will is basically another painweaver band and Songstone is basically another Maiden's Circle. This is a very hard decision as both rings are excellent and crit sources are very important for AP ret early on, even though a Spell dmg would be very nice. I'd say Songstone is the overall better choice, because it's harder to replicate than Magni's will.

Cyclopean Band

Source: Ok'thor, BRD arena

Key stats: 4 Str, 9 spell dmg

Rating: good

Competition: none

Why it's good:

Itemized for paladins. It's a little low on both AP and SP, but offers both. When you farm BRD arena, you have good chances of getting that ring. For spelladin, this the third best choice behind maiden's circle and songstone.

Blackstone Ring

Source: Theradras, MAraudon

Key stats: 1% hit, 20 AP

Rating: excellent

Competition: high, every physical dps wants it.

Why it's good:

The only ring with hit pre raid. This is a great way to shore up your hit, as you basically trade crit for hit just like with the belt. It's also a very strong item, considering it drops from a level 49 boss.

Myrmidon's Signet

Source: world drop

Key stats: 10 Str, 7 Agi

Rating: good

Competition: low

Why it's good:

A not overly impressive boe ring. It has the highest AP of all rings until Quick strike, but only 0.35% crit is a high price to pay for a couple extra AP. It's a good choice, if you want to go into raids quickly rather than running dungeons to get better rings.

Phase 1

Band of Accuria

Source: Ragnaros, molten core

Key stats: 16 Agi, 2% hit

Rating: excellent

Competition: high (every physical dps and tanks want it)

Why it's good:

2% hit and nearly 1% crit make this item great to shore up hit deficits. Especially if you plan to go for the epic pvp set in Phase 2 and 3 the hit from this item are great to make up the deficit. Unfortunately, this is a highly competed drop and the other specs really need it more than you do.

Quick Strike Ring

Source: Magmadar, Garr, Geddon, Golemagg, Molten Core

Key stats: 5 Str, 30 AP, 1% crit

Rating: excellent (Bis until phase 6/forever)

Competition: high (every melee)

Why it's good:

Very strong ring and a big upgrade over Magni's will and Painweaver Band. You can feasibly wear this ring until the end of the game. Only a Naxx drop can even compete with it.

Ring of Spell Power

Source: Lucifron, Gehennas, Shazzrah, Sulfuron, Molten Core

Key stats: 33 spell dmg

Rating: excellent (Bis for Spelladin until phase 5)

Competition: medium (some casters want it)

Why it's good:

Just pure Spell dmg and nothing else. A great ring for both Ret variants, but especially Spelladin. Don't use it in PVP though. [Band of Forced Concentration](#) is an alternative, but this even more sought after by casters and you lose a lot of Spell dmg for Spell hit and some health and mana.

Phase 2

Tarnished Elven Ring

Source: Gordok Tribute, Dire Maul North

Key stats: 15 Agi, 1% hit

Rating: good

Competition: high (rogues, ferals, hunters)

Why it's good:

An improved Hit ring. Compared to Blackstone you trade 20 AP for 0.75% crit. A great trade. So consider this ring, if you use Blackstone to reach your hitcap.

Phase 3

Circle of Applied Force

Source: Flamegor, Blackwing Lair

Key stats: 12 Str, 22 Agi

Rating: good

Competition: low

Why it's good:

It's comparable to Quick Strike. Translated it's 29 AP and 1.2% crit vs 42 AP and 1% crit. Quick Strike is a bit better, but Circle is less contested and a good choice if you don't have quick strike yet or want two physical dps rings.

Don Julio's Band

Source: Alterac Valley rep, exalted

Key stats: 16 AP, 1% crit, 1% hit

Rating: good

Competition: none, rep reward

Why it's good:

It's basically painweaver band with 1% hit. Great to shore up a hit problem, especially if you have neither Circle nor Quick Strike. Also quite easy to obtain, making it a good ring to get preraid.

Master Dragonslayer Ring

Source: Nefarians head, Blackwing Lair

Key stats: 48 AP, 1% hit

Rating: decent

Competition: high

Why it's good:

Avoid. It's the best pure hit ring in the game, but it's a highly sought after quest item and Don Julio isn't much worse (you trade 32 AP for 1% crit, which is absolutely fine).

Protector's Band

Source: Warsong rep, honored

Key stats: 12 Str, 11 Agi

Rating: catchup, decent

Competition: none, rep reward

Why it's good:

Not a great ring. Compared to Magni and Painweaver, you get some AP, but lose out on crit. But very easy obtain as it only requires honored rep, so it's a good entry level ring for freshly leveled ret paladins.

Lorekeeper's Ring

Source: Warsong Rep, honored

Key stats: 14 spell dmg

Rating: catchup, good

Competition: none, rep reward

Why it's good:

4 Spell dmg less than Songstone and Maiden's circle. To this ring, pretty much the same applies as to Protector's Band. The beauty is that an AP ret can get this and Protector's at level 58 and be set with a decent set of pre-raid rings.

Phase 4

Band of Jin/Seal of Jin

Source: Mar'li / Thekal Zul'Gurub

Key stats: 14 Agi, 1% hit, / 1% crit, 20 ap / 30 AP set bonus

Rating: catchup, good

Competition: medium-high

Why it's good:

It's a nice pair of rings. One is a better blackstone ring, the other a better painweaver band. But this set fall apart quite quickly once you reach AV exalted for don julio's.

Elemental Focus Band

Source: Skaldrenox, Silithus summoned boss

Key stats: 22 Spell dmg

Rating: catchup, good

Competition: high

Why it's good:

It's a really good ring outside of raid instances, but most casters in the group will likely want it as well. Those Silithus bosses are mostly pug bosses, so try to get the ring if you can, but be clear about it beforehand.

Phase 5

Wrath of Cenarius

Source: Cenarion Quest reward, requires exalted

Key stats: 132 Spell dmg for 10 sec proc

Rating: unknown (potential bis forever)

Competition: none, but requires a lot of farming

Why it's good:

The proc is insanely strong, the big question is the uptime. You need around 30% uptime, so 2 ppm to make this ring worthwhile. The big question is whether consecration ticks can proc it or not. On pservers they could, which meant you had uptimes of 50-60% against single

mobs and nearly 100% once 2 or 3 mobs are around. Whether the behaviour is the same in the real game is unknown. If it isn't and only counts real spellcasts, the ring is likely useless as you won't get 30% uptime with the spellcasts we do.

Ring of the Fallen God

Source: C'thun quest, Temple of Ahn'Qiraj

Key stats: 37 Spell dmg, 1% hit

Rating: excellent (bis forever)

Competition: high (the ring is top for casters, the amulet top for healers)

Why it's good:

The best Spell dmg ring the game. Massive Spell dmg, a bit of int and stam. Just awesome. It's not a massive upgrade over Spell Power or Nozdormu though and the ring is quite sought after, so consider passing for a while.

Signet Ring of the Bronze Dragonflight

Source: Nozdormu Rep, exalted

Key stats: 28 Spell dmg

Rating: good

Competition: none

Why it's good:

It's easy to get. No competition with anybody, just farm AQ and you'll get it. It's a good ring, slightly better than Spell Power and worse than Fallen God, so get this to bridge the gap or as 2nd ring if Wrath of Cenarius doesn't work. Stay away from the physical variant of this ring. It's basically Don Julio where you trade 16 AP for 0.3% crit, totally pointless.

Ring of Swarming Thought

Source: Skeram, Temple of Ahn'Qiraj

Key stats: 26 spell dmg, 20 Spell pen

Rating: unknown

Competition: low

Why it's good:

Compared to Spell Power you trade 8 Spell dmg for 20 Spell pen. If Spell pen works, this could be a bis ring, as it provides a lot of it. If Spell pen doesn't work, this ring is useless.

Ring of the Qiraji Fury

Source: Viscidus, Temple of Ahn'Qiraj

Key stats: 40 AP, 1% crit

Rating: good

Competition: low

Why it's good:

It's an improved Painweaver band. Or basically identical to Quick Strike (2 AP less). This is basically a catchup item, as there are better options available elsewhere and earlier. But if you are in AQ40 and still have no Quick Strike, Don Julio or spell Power ring, it's a good choice.

Ring of Eternal Justice

Source: All Ruins of Ahn'Qiraj bosses

Key stats: 12 Str, 13 Spell dmg

Rating: catchup, excellent

Competition: medium

Why it's good:

This is the only hybrid ring in the entire game. The stats are not good enough to make it worthwhile for a raider, but if you only raid 20s, this ring is a great choice. It's also the only piece of the AQ20 set that's any good at all.

Ring of Fury

Source: Moam, Ruins of Ahn'Qiraj

Key stats: 30 AP, 1% hit

Rating: catchup, good

Competition: medium

Why it's good:

A slightly improved Blackstone ring. If you don't have the ZG set or are still using pre-raid rings, it's nice.

Rune Band of Wizardry

Source: Valthalek (T0.5 boss)

Key stats: 16 Spell dmg 1% Spellhit

Rating: catchup - good

Competition: medium

Why it's good:

A nice Spelladin ring, a little better than Songstone and Maiden's.

Phase 6

Band of Unnatural Forces

Source: Loatheb, Naxxramas

Key stats: 52 AP, 1% hit, 1% crit

Rating: excellent

Competition: high (every physical wants it)

Why it's good:

The best physical dps ring in the game offering 36 AP over Don Julio. You'll run into a lot of trouble getting it, because it's highly sought after. I wouldn't put a lot of priority on it, if you even want to use a physical ring, you only gain 10 AP and 1% hit over Quick Strike, so, if you don't need the hit, the upgrade is minor.

Band of the Inevitable

Source: Noth, Naxxramas

Key stats: 36 Spell dmg, 1% Spellhit

Rating: excellent

Competition: low (warlocks may want it)

Why it's good:

A slightly worse version of Ring of the Fallen God. But should be easy to obtain if you don't have the former. If Wrath of Cenarius doesn't work out, this is a top choice for 2nd ring for both variants.

Band of Servitude

Source: High Priests, Zul'Gurub

Key stats: 23 spell dmg

Rating: catchup, good

Competition: high

Why it's good:

A nice catchup ring, good stats all around. The best Spelladin ring outside of 40 raids.

Chapter 13 - Trinkets

Enchantments

No enchantments available.

Phase 0 (preraid)

Hand of Justice

Source: Emperor, BRD

Key stats: 2% chance for an extra attack

Rating: excellent, bis until P6

Competition: high. every melee wants it

Why it's good:

This is basically a straight 2% dps increase and gives you more chances to proc stuff to boot. You can wear this trinket all the way till Kel'Thuzad, regardless of whether you are AP or Spelladin.

Briarwood Reed

Source: Jed, rare boss in ubrs

Key stats: 29 Spell dmg

Rating: excellent (bis till p3 for Spelladin)

Competition: high (every caster wants it)

Why it's good:

One of the only Spell dmg trinkets early on. This is also a very good choice for AP, if you don't need crit. [Burst of Knowledge](#) is an easier to get alternative but much weaker, with a small mana saving on use.

Blackhand's Breadth

Source: UBRS quest

Key stats: 2% crit

Rating: excellent (Bis until P3)

Competition: none, quest reward

Why it's good:

Just an excellent item, you can always keep it to shore up a crit deficit if needed and just like Hand of Justice you can potentially wear it until Kel'Thuzad, because the few trinkets which are better are very hard to get.

Phase 1

Talisman of Ephemeral Power

Source: Magmadar, Garr, Geddon, Golemagg, Molten Core

Key stats: 175 Spell dmg for 15sec

Rating: excellent

Competition: high (every caster wants it)

Why it's good:

It's a great Spell dmg cooldown. Pop it when you get Vengeance and see some bigger numbers. More of a Spelladin item, but AP can make use of it as well. If you average the uptime and Spell dmg bonus it comes out at 29.17, so equal to Briarwood Reed. Pass on this for the other classes, especially mages with actual built-in dps cooldowns get more out of this item than you.

Phase 2

Nothing new in this Phase.

Phase 3

Neltharion's Tear

Source: Nefarian, Blackwing Lair

Key stats: 44 Spell dmg

Rating: excellent (bis forever)

Competition: high (Every caster wants it)

Why it's good:

A great trinket with a ton of Spell dmg and the Spell hit is also a nice bonus. Unfortunately this trinket is also bis forever for all casters, so don't expect to ever get your hands on it and you should line up behind those, it's much more important for them than for you.

Drake Fang Talisman

Source: Ebonroc, Blackwing Lair

Key stats: 56 AP, 2% hit

Rating: good

Competition: high (Every physical dps wants it)

Why it's good:

Pretty much the same deal as with Neltharion's tear. Extreme competition. But for you this is mostly a hit trinket to get your 3% and certainly not necessary to get. Pass on it and make the rogues and warriors happy.

Scrolls of Blinding Light

Source: Firemaw, Blackwing Lair

Key stats: 25% atk speed for 20 sec

Rating: good

Competition: none

Why it's good:

25% atk speed is a significant short term buff for Spelladin dps, but it's only good in short fights, because the 5 min cd means, it's never usable twice in a fight.

Darkmoon Card: Maelstrom

Source: Darkmoon deck elements

Key stats: 200-300 dmg proc

Rating: unknown

Competition: low

Why it's good:

It's a good proc. Chance that it scales is minimal, but if the proc rate is high, it may be very powerful. A trinket, which must be tested.

Phase 4

Zandalarian Hero Charm

Source: Heart of Hakkar quest

Key stats: 204 Spell dmg for 20 sec, reduced by 17 per spellcast

Rating: excellent

Competition: low

Why it's good:

Similar to Talisman, but much easier to get as it's a guaranteed drop from a 20 raid with 3 days reset. You also get a nice boost here as a pala, because we don't cast that many spells, we don't get too much reduction. Using it right after a judgement/consecration combo, you can get full benefit on the consec, which translates to ~10 extra dmg per tick.

Phase 5

Heart of Wyrmathalak

Source: Wyrmathalak, lbrs

Key stats: 120-180 fire dmg proc

Rating: unknown

Competition: low

Why it's good:

It may scale with Spell dmg, at least it does on pservers. If it scales, this may be a great trinket for any ret, if it doesn't it's just a much worse version than Maelstrom and utterly useless.

Earthstrike

Source: Cenarion exalted quest (same one which rewards the ring)

Key stats: 280 AP for 20 sec

Rating: good

Competition: none

Why it's good:

It's alright. 280 AP for 20 sec is a big boost and can help a lot in short fights, but on average it's only 47 AP, which is less than Drakefang. Considering the effort involved in getting this trinket, I don't think it's worth it, unless you want to go for pure AP.

Eye of Moam

Source: Moam, Ruins of Ahn'Qiraj

Key stats: 50 Spell dmg and 100 Spellpen for 30 sec

Rating: unknown

Competition: low

Why it's good:

Likely a bad item, even if Spellpen works. It's main purpose will be to test whether Spellpen works. If it works, you'll want the Spellpen always on, not just for 30sec.

Draconic Infused Emblem

Source: Drakkisath, ubrs

Key stats: 100 spell dmg for 15sec

Rating: catchup, decent

Competition: medium

Why it's good:

Not terribly impressive, it's a much worse talisman with slightly lower cd. It averages out to 20 Spell dmg, so quite a bit below briarwood. It's a decent Spelladin trinket for short fights or if you don't have Hand of Justice and Briarwood.

Phase 6

The Restrained Essence of Sapphiron

Source: Sapphiron, Naxxramas

Key stats: 40 Spell dmg, 130 Spell dmg for 20 sec on use

Rating: excellent (bis)

Competition: high (every caster wants it)

Why it's good:

Very good Spell dmg trinket, a high amount of base Spell dmg combined with a slightly worse talisman on use. The best trinket in the game for any ret.

Slayer's Crest

Source: Sapphiron, Naxxramas

Key stats: 64 AP, 260 AP for 20 sec

Rating: excellent

Competition: high (Every physical wants it)

Why it's good:

The AP version of the previous trinket. The proc is a little worse than Essence and the permanent effect is a lot worse. Still a very powerful trinket, especially for short fights. [Jom Gabbar](#) is a similar item from Ouro, but it's generally seen as worse.

Kiss of the Spider

Source: Maexxna, Naxxramas

Key stats: 1% hit, 1% crit, 20% atk speed for 15sec

Rating: good

Competition: medium (some physicals want it)

Why it's good:

I see this mostly as a spelladin item. The permanent 1% hit and 1% crit aren't very impressive, but especially for a spelladin, who generally is a little lacking in both stats gains a lot here. Secondly, the use is a little worse than scrolls but has a much shorter cd, you can likely use this at least twice per fight. For AP neither the use nor the permanent stats are very impressive.

Talisman of Ascendancy

Source: Argent Dawn Collection Quest

Key stats: +40 Spell dmg per spell cast for 5 casts or 20 sec

Rating: catchup, good-excellent

Competition: none

Why it's good:

This is basically a reverse zandalarian charm, which gets stronger the more you cast. The beauty is, that you can get it up pretty quickly as a judgement counts as 2 (or even 3) spells cast. So, put a consecration and you already get +160 Spell dmg. You'll likely can't make use out of the full 20 sec, but as it only has 1 min cd, you can use it quite frequently. With the correct spell rotation, you may get a lot out of this trinket.

Chapter 14 - Librams

Enchantments

No enchantments available.

Phase 0 (preraid)

Not available in this phase.

Phase 1

Not available in this phase.

Phase 2

Not available in this phase.

Phase 3

Not available in this phase.

Phase 4

Not available in this phase.

Phase 5

Libram of Hope

Source: Isalien, Dire Maul West

Key stats: -20 Mana cost on Seals

Rating: excellent

Competition: none

Why it's good:

It translates to roughly 6mp5. It's nothing spectacular, but it does add up. Choose this on progression and switch to Fervor, when mana isn't an issue and you are allowed to judge jotc. Hope is exceptionally good, if you use low rank seals, as the mana cost saving is flat and as such can reduce the mana cost of the lowest level seals to nearly zero.

Libram of Grace

Source: Fankriss, Temple of Ahn'Qiraj

Key stats: -25 mana cost on cleanse

Rating: good

Competition: low (holy paladins)

Why it's good:

The libram of choice for Nightfall Paladins. Cleansing the raid is your primary occupation beyond keeping Nightfall up and this saves quite a decent amount of mana per cleanse. Use it, whenever you need to cleanse on a fight.

Phase 6

Libram of Fervor

Source: world drop

Key stats: +33 Spelldmg on JotC

Rating: excellent

Competition: low

Why it's good:

At best, it's 33 Spelldmg, which is a nice bonus, but it competes with the mana efficiency of Hope and with the fact, that you may not be allowed to judge jotc. There are many conditionals behind this item, but it can be very good if all of those are fulfilled.

Chapter 15 - Weapons

Enchantments

Crusader

Source: Recipe drops from high level Scarlet mobs. will be farmed, so easily available

Effect: Proc (1ppm) for +100 Strength for 15 sec

Phase: 1

Rating: excellent

Why it's good:

In my opinion, the best enchantment for AP rets. 100 Str is a big boost and if you get some luck with procs and crits you can add up to 10-15 dps with this enchantment. In an unlucky case with no crits and procs, it's only worth 4-5 dps.

Lifestealing

Source: Drop in Scholomance

Effect: Chance on hit (6ppm) to lifesteal 30dmg

Phase: 1

Rating: Good

Why it's good:

A good general enchantment. The proc amounts to on average only 3-5 dps, but it's more reliable than crusader as it's not reliant on lucky streaks during a buff or keeping up uptime on the mob. It's also a very good choice for pvp. Last but not least, it also adds an additional proc, which can activate vengeance, albeit the crit chance will be rather small.

Iron Counterweight

Source: Mid-level blacksmithing recipe world drop

Effect: 3% attack speed

Phase: 1

Rating: excellent

Why it's good:

Attack speed is a very strong stat for spelladin and this is the best attack speed enchantment you can get. This is the enchantment of choice on the Manual Crowd Pummeler. If you aren't a smith yourself, I hope, you have a patient friend, who applies those to all your MCPs.

Spell Power

Source: Recipe drops in Molten Core

Effect: +30 Spell dmg

Phase: 1

Rating: good

Why it's good:

If you don't want to bother with a proc, this the enchantment for you. 30 Spell dmg is a solid 5-7 dps increase. It can't reach the potential of crusader for AP and is worse on single targets than counterweight for Spelladin (if you get the necessary uptime), but this is just an overall good enchantment.

Phase 0 (preraid)

Manual Crowd Pummeler

Source: Crows Pummeler, Gnomeregan

Key stats: 50% atk speed on use

Rating: excellent (bis forever)

Competition: none, you can solo farm them.

Why it's good:

MCPs allow a spelladin to attack with 1.33 speed for 90sec, which massively increases the number of SoR procs as well as Shadow Oil and dragonbreath Chili. This item is the basis of Spelladin DPS and so far no other weapon has been found, which can match it. however, don't see MCP as a weapon, but as a potion. You will need several of these per week, since the weapon has 3 charges, afterwards they are useless.

Blade of Hanna

Source: world drop

Key stats: 2.1 speed, 60 dps, 11 all stats

Rating: excellent

Competition: none, nobody needs this sword

Why it's good:

This is the go to non mcp weapon for a Spelladin. It has high dps and fast speed allowing you to do good dmg without MCP. Since nobody really uses it, you can usually pick it up quite cheaply

Blackblade of Shahram

Source: Drakkisath, UBRS

Key stats: Very strong proc, 59 dps, 3.5 speed

Rating: excellent

Competition: low, this is a prestige/pvp weapon for warriors

Why it's good:

The proc on this item is insanely strong and it has very high dps for a pre-raid weapon. An AP ret can use this until Bonereaver's Edge and if you are more into supporting your raid, this weapon is a great substitute until Nightfall is available. Unfortunately, this is a very rare drop, so don't count on ever seeing this weapon.

Runeblade of Baron Rivendare

Source: Baron Rivendare, Strat Undead

Key stats: 59 dps, 3.6 speed

Rating: excellent

Competition: low, this is a prestige/pvp weapon for warriors and hunters

Why it's good:

Mostly because of the high dps and good speed. This makes it the most powerful pre raid weapon for AP, but Blackblades proc makes it better than runeblade despite the speed.. The equip effect possibly scales with +healing, making that very strong too in PVP. Just like Blackblade, this is a very rare drop.

Malown's Slam

Source: Postmaster Malown, Strat

Key stats: 53 dps, 3.8 speed, , strong proc

Rating: excellent (possible pre raid bis)

Competition: low, possible pvp weapon for warriors

Why it's good:

The proc. 50 Str for 30 sec is huge! It's a bit worse in terms of raw dmg than other pre-raid blues, but the proc makes this up. If the proc works against bosses, this is the pre-raid bis weapon for AP ret besides the two epics above. It's unknown whether it works, on private servers you did not get the strength buff when the target is immune to stuns.

Demonshear

Source: Balnazzar, Strat living

Key stats: 54 dps, 3.8 speed

Rating: excellent (possible pre-raid bis)

Competition: low, possible pvp weapon for warriors

Why it's good:

Good dps and speed and easily obtainable make this a great goto raid weapon. The proc also isn't half bad, but has the significant disadvantage of putting a short term debuff on the target. So, be sure to clear that up with your raidleader, whether you even may use this weapon in raids.

Hammer of the Titans

Source: crafted, hammersmith

Key stats: 54 dps, 3.8 speed, 15 Str

Rating: excellent, pre-raid bis

Competition: none, crafted

Why it's good:

This is the guaranteed pre-raid bis with no strings attached. No proc, which possibly doesn't work and no proc with a stinky debuff attached to it. Just straight up good dps and speed and 15 str and a pvp only proc. Fairly expensive to craft however and hammersmiths are incredibly rare.

Arcanite Reaper

Source: crafted, axesmith

Key stats: 54 dps, 3.8 speed, 62 AP

Rating: good (bis for dwarves)

Competition: none, crafted

Why it's good:

Expensive crafted weapon, compared to Hammer of the titans it's 5 arcanite bars more expensive, but you save 50 Thorium bars. Pure statwise, Arcanite Reaper is better, You get ~26 extra AP and some stamina, but since it's an axe, it's worse than the hammer. Only consider this weapon, if you are a dwarf.

Ironfoe

Source: Emperor, BRD

Key stats: Great proc

Rating: unknown

Competition: medium, sought after by warriors

Why it's good:

The value of Ironfoe depends on the proc. It's a middling weapon for Spelladin per se, but if you can get a good number of procs per minute, it may outperform Blade of Hanna. Testing on the live servers is what's needed here.

Relentless Scythe

Source: Drakkisath, UBRS

Key stats: Good stats (20 Str, 8 Agi)

Rating: decent

Competition: low

Why it's good:

It has very good stats with that high amount of strength and some crit. But it's a little fast, which takes it down in value significantly.

Warblade of Caer Darrow

Source: Ras Frostwhisper quest, Scholomance

Key stats: extra frost dmg per hit

Rating: decent

Competition: none, quest reward

Why it's good:

It's good as a starter weapon, since it's guaranteed. Compared to the earlier weapons, it's rather meh. You will want to hold on to it though, as the frost dmg is useful vs viscidus.

Annihilator

Source: Crafted, axesmithing (recipe from zigris, LBRS)

Key stats: armor reduce proc

Rating: good

Competition: none, crafted

Why it's good:

A support weapon to help your physical damage dealers along. A good early choice, if you plan to go for Nightfall later.

Hanzo Sword

Source: world drop

Key stats: 1.5 speed

Rating: good

Competition: low

Why it's good:

It's the best of the fastest weapons a paladin can use. [Flurry Axe](#) is comparable and has a better proc, but as an axe, it's worse for humans. Though Hanzo will only play its strengths out at high Spelldmg.

A gaggle of Weapons with Chance on hit effects

Source: various

Key stats: a proc, which may or may not scale with Spelldmg

Rating: unknown

Competition: none on most. low to medium on Teebu and Deathbringer

Why it's good:

Weapons with a scaling proc would per default be strong. At the moment all signs point to most the weapons in the following list not scaling, but it's worth to test every single one. One that scales, may be exceptionally strong.

[Chillpike](#) - Wyrnthalak, LBRS

[Ebon Hilt of Marduk](#) - Marduk Blackpool, Scholomance

[Barovian Family Sword](#) - Jandice Barov, Scholomance

[Masterwork Stormhammer](#) - Crafted, hammersmith, recipe dropped by Goraluk, UBRS
[Bonechill Hammer](#) - Ras Frostwhisper, Scholomance (also a good weapon to use on Viscidus)

[Doombringer](#) - world drop

[Teebu's Blazing Longsword](#) - world drop

[Deathbringer](#) - Onyxia

Phase 1

Sulfuras, Hand of Ragnaros

Source: Ragnaros, Molten Core + craft Sulfuron Hammer

Key stats: 80.4 dps, 3.7 speed

Rating: excellent (Bis till phase 6)

Competition: low (only a pvp weapon for warriors, but some guilds may be stubborn)

Why it's good:

Simply the best weapon you can get. 80.4 DPS is far ahead of everything you can get at this point, combine that with 3.7 speed and you get a wrecking ball of a weapon. The proc is also quite good, but does leave a useless debuff and of course 30 Fire resistance are a nice asset in the early raids. You can use this weapon until Ashbringer or Might of Menethil, so nearly the end of the game.

Bonereavers Edge

Source: Ragnaros, Molten Core

Key stats: 76 dps, 3.4 speed, 1% crit

Rating: excellent (Bis until phase 3)

Competition: low, possible pvp weapon for warriors or used in pve by 2h fury

Why it's good:

It simply has by far the best dps. While the speed is meh and it's unknown how much you actually get out of the proc, it outperforms any other phase 1 weapon except for Sulfuras by more than 10 dps, which is a huge difference.

Obsidian Edged Blade

Source: Magmadar, Garr, Geddon, Golemagg, Molten Core

Key stats: 42 Str, +8 2h-swords, 64 dps, 3.4 speed

Rating: good

Competition: low (some warriors may want it)

Why it's good:

This the best weapon behind Bonereaver's Edge, so the best you can get without killing Ragnaros. The massive strength translates to 100 AP, which makes up for the middling dps and bad speed. The +8 to 2h swords are amazing as well ,as they get dwarves to a good weapon skill and are also essentially 1% hit for humans. If it weren't for the relatively low dps and bad speed, this could have been a top tier weapon.

Earthshaker

Source: Magmadar, Molten Core

Key stats: 62.5 dps, 3.5 speed

Rating: good

Competition: low, possible pvp weapon for warriors

Why it's good:

It's a significant dps upgrade over the Malowns, Demonshear or Hammer of the titans. While Earthshaker isn't very impressive per se, this elevates it far above those three items. You should be easily able to pick that weapon up once you started raiding. If you got Blackblade or Runeblade don't bother with it however.

Shadowstrike

Source: Sulfuron Harbinger, Molten Core

Key stats: lifesteal proc

Rating: unknown

Competition: none, it's called vendorstrike for a reason

Why it's good:

The lifesteal proc has a good chance to scale, which might make it an actually decent weapon. However, I think it's questionable even if the proc scales well, because 3.1 speed is really bad. Too fast for AP and too slow for Spelladin and you don't have a lot of Spelldmg this early on.

Azuresong Mageblade

Source: Golemagg, Molten Core

Key stats: 40 Spelldmg

Rating: unknown

Competition: medium (warlocks and mages want it)

Why it's good:

As far as I'm aware nobody tried spelladin with a true Spelldmg weapon before. So, how the spec performs with it is unknown, but I think it may be very good. White dmg will suffer a bit compared 60 dps hanna, but the increased proc dmg may edge out over it. Unfortunately, this weapon is high priority for mages and warlocks and you should certainly lead them get it before you (unless you raid as a prot paladin, then priority is all yours)

Spinal Reaper

Source: Ragnaros, Molten Core

Key stats: 75 dps, 3.4 speed

Rating: decent

Competition: none

Why it's good:

Just the high dps. The stats are weak, the speed is meh, the equip effect is useless in raids. It's basically a farming weapon. It's worth considering for dwarves due to the high dps, but humans should stay with a worse mace or sword.

Phase 2

Grand Marshal's Claymore/Battle Hammer/Sunderer

Source: PVP, rank 14

Key stats: 26 Str, 77 dps, 3.8 speed

Rating: excellent

Competition: extreme (highest pvp rank)

Why it's good:

Slightly worse than Sulfuras, You basically miss the proc as the extra strength and better speed make up for the 3 dps loss. But these weapons are the hardest obtainable items in WoW.

Treants Bane

Source: Gordok Tribute, Dire Maul North

Key stats: 25 Str, 2% crit

Rating: decent

Competition: low

Why it's good:

The stats are beautiful, 25 Str and 2% crit is better than what you get from Might of Menethil. Unfortunately the weapon base is terrible. It has top dps for a pre-raid weapon, but 2.7 speed is atrocious and it's an axe. Stay away from it unless you still use a leveling weapon.

Barbarous Blade

Source: King Gordok, Dire Maul North

Key stats: 60 AP, 1% crit

Rating: decent

Competition: low (hunters want it)

Why it's good:

This is an actual hunter weapon. For AP rets it's a decent choice, because of the good stats, but it suffers from bad speed yet again. Also only get it, if you still use a leveling weapon.

Phase 3

Ashkandi, Greatsword of the Brotherhood

Source: Nefarian, Blackwing Lair

Key stats: 82 dps, 3.5 speed, 86 AP

Rating: excellent (Bis till phase 6)

Competition: low (some warriors and hunter may want it)

Why it's good:

It's essentially equal to Sulfuras. If Eye of Sulfuras eludes you, this the best weapon until Naxxramas. Has better raw dps and stats than Sulfuras, but has worse speed and no proc. A very strong sword.

Lok'amir il Romathis

Source: Nefarian, Blackwing Lair

Key stats: 84 Spell dmg

Rating: unknown

Competition: high (every holy paladin, non feral druid and priest will want it)

Why it's good:

84 Spell dmg! That's a lot. 2.1 speed is a bit slow though, but I can see this weapon being excellent for Spelladin.

Thunderfury, Blessed Blade of the Windseeker

Source: Thunderfury questline

Key stats: very strong proc

Rating: excellent

Competition: extreme (Very rare and you are no priority)

Why it's good:

This is a great Spelladin weapon and you will likely never get it, as tanks are prioritized. But if you can get it, it's probably the best non mcp weapon period.

The Untamed Blade

Source: Razorgore, Blackwing Lair

Key stats: 22 Agi, very strong proc, 71 dps, 3.4 speed

Rating: unknown

Competition: low

Why it's good:

The proc is amazingly powerful. That's 720 AP! The stats itself are also nice, more than 1% crit. But the base weapon is lackluster with 70 dps and 3.4 speed. The proc chance makes or breaks this weapon. You basically need around 35% uptime on the proc to equalize Ashkandi, which is about 3 ppm.

Nightfall

Source: Crafted, Axesmith Thorium Brotherhood exalted

Key stats: 15% spell dmg taken debuff proc

Rating: excellent (Bis forever)

Competition: none, crafted

Why it's good:

This is the "Ret paladin is viable" weapon. If all else fails, swing Nightfall for your guild. It's abysmal for personal dps, but rets are the best Nightfall users, as they lose the least from using Nightfall and can maintain a good uptime. Due to the bonus to all caster dps you provide you will have a positive effect on raid dps with this weapon.

The Unstoppable Force

Source: Alterac Valley, exalted

Key stats: 61 dps, 3.8 speed, 2% crit

Rating: catchup - excellent

Competition: none, rep reward

Why it's good:

This is the best weapon in the game without setting foot in a raid (besides Rank 14 of course). Unstoppable force isn't very impressive, if you already have Bonereaver, Sulfuras or a bwl drop, but it can keep up with the other mc drops.

Ice Barbed Spear

Source: Alterac Valley quest

Key stats: 54 dps, 3.6 speed, good stats

Rating: catchup -excellent leveling weapon

Competition: none, quest reward

Why it's good:

If you are leveling and Alterac Valley is out, then go in there as soon as you hit 51 and wait for a win. This is the ultimate leveling weapon from 51-60 as it's basically a lvl 60 2h weapon, well statted at that, available at lvl 51. As a dwarf, this is a good pre-raid weapon choice.

Other Blackwing Lair drops

Source: Blackwing Lair trash and Drake Bosses

Key stats: -

Rating: good

Competition: low

Why it's good:

All three of these are decent weapons, which have problems, but are a good choice to get if you lack Bonereavers, Untamed, Sulfuras or Ashkandi. Draconic Maul has great stats, but weak dps, Herald of Woe and Drake Talon Cleaver have good dps but uninspiring stats. All three are about equal or slightly worse than Bonereaver.

Phase 4

Zin'rokh, Destroyer of Worlds

Source: Hakkar, Zul'Gurub

Key stats: 72 AP, 64 dps, 3.8 speed

Rating: catchup - excellent

Competition: medium (warriors and hunters)

Why it's good:

It's Ashkandi's little brother. Worse dps and stats, but better speed. Due to the better speed, Zin'Rokh can actually make up a bit of distance between it and Ashkandi but remains worse even at very high AP values. This is the best weapon you can get outside of 40 people raids and beats Obsidian Edged Blade for Humans and in pvp. PvE dwarves should prefer OEB, due to the weapon skill.

Bloodcaller

Source: Hakkar, Zul'Gurub

Key stats: 33 spell dmg

Rating: unknown

Competition: medium (mages, warlocks)

Why it's good:

A slightly worse, but quite a bit faster version of Mageblade. For a spelladin this likely even beats Mageblade, but unknown how good a Spelldmg weapon is for. [Elemental Attuned Blade](#), a slightly worse weapon is available as a boe world drop from this phase onwards.

Ancient Hakkari Manslayer

Source: Hakkar, Zul'Gurub

Key stats: good speed, lifesteal proc

Rating: unknown

Competition: low

Why it's good:

The proc can make this weapon a winner. If it scales well, spelladins can deliver massive procs with this fast weapon. But as an axe, it needs to make up a lot of distance to be worthwhile choice.

Crystal Spiked Maul

Source: world drop

Key stats: 3.9 speed, 2% crit

Rating: catchup, excellent

Competition: none, world drop

Why it's good:

The best pre-raid weapon in the game is now available. The speed and stats blow every single one of the phase 0 choices out of the water. Get this, if you start in phase 4 or later.

Halberd of Smiting

Source: Mandokir, Zul'Gurub

Key stats: 564 dmg proc

Rating: pvp only

Competition: low (Warriors)

Why it's good:

This is a pure pvp weapon, namely for reckoning. When you get a full reckbomb, the proc happens very often and it can crit as well, so you potentially get an additional 1k burst because of this weapon. It's a very bad pve weapon if you have access to OEB, Unstoppable force, Zin'rokh or better.

Phase 5

Dark Edge of Insanity

Source: C'thun, Temple of Ahn'Qiraj

Key stats: 86 dps, 35 Str, 19 Agi

Rating: excellent (bis for dwarves)

Competition: low (2h warriors)

Why it's good:

It's just amazing. Top dps, lots of Str, some crit and a devastating proc in pvp. But unfortunately it's a bit fast and it's an axe, so not worth it for a human ret pala. If you are a

dwarf, this the third best weapon in the game, for a human it's 5th best. But for PvP it's absolutely the top choice in phase 5.

Kalimdor's Revenge

Source: Twin Emperors, Temple of Ahn'Qiraj

Key stats: 82 dps, 3.2 speed, proc

Rating: unknown

Competition: low (2h warrior)

Why it's good:

This weapon rises and falls with the proc. DPS is good, stats are ok, but speed is really bad. If the proc scales or is very frequent it could be good, but it likely won't be that great.

Neretzek, The Blood Drinker

Source: Temple of Ahn'Qiraj trash

Key stats: 3.7 speed, lifesteal proc

Rating: unknown

Competition: low (pvp warrior)

Why it's good:

The proc. If it scales insanely good proc and very strong in pvp. Not a strong pve weapon and if the proc doesn't scale really bad.

Sharpened Silithid Femur

Source: Viscidus, Temple of Ahn'Qiraj

Key stats: 72 Spell dmg

Rating: unknown

Competition: medium (warlock, mage)

Why it's good:

The best Spell dmg sword in phase 5. As per usual, unknown how good Spell dmg weapons actually are. It's worse than Lok'amir though, so I would pass on it. There is also [Runesword of the Red](#) (AQ scepter quest), [Stinger of Ayamiss](#) and [Sageblade](#) as worse options available now.

Hammer of Ji'zhi

Source: Skeram, Temple of Ahn'Qiraj

Key stats: 16 Str, 30 Spell dmg

Rating: decent

Competition: low (some druids perhaps)

Why it's good:

This is the best of several hybrid designed 2h maces added to the game in phase 5. It's not an impressive weapon. The Spell dmg on it is quite small and the raw weapon stats are not impressive. It's a nice pickup for pvp, if you don't have anything good, but for pve it just lacks the raw dmg needed those 80+ dps weapons provide. The other options are [Fist of Cenarius](#), which is more caster focused. [Gavel of Qiraji Authority](#) and [Hammer of Divine Might](#), which may actually be good choices for young spelladins and [Lavastone Hammer](#), a nice leveling weapon.

Barb of the Sand Reaver

Source: Fankriss, Temple of Ahn'Qiraj

Key stats: 76 dps, 3.7 speed, 41 Agi

Rating: decent

Competition: low (hunter weapon)

Why it's good:

It's a decent pickup, if you don't have anything else, though it's bad for pve due to being a polearm (unless you are a dwarf). It has good dps and speed as well as decent stats, so you can really pack a punch with this weapon. There are just better options.

Manslayer of the Qiraji

Source: General Rajaxx, Ruins of Ahn'Qiraj

Key stats: 35 Str, 15 Agi

Rating: catchup, good

Competition: low (2h warrior)

Why it's good:

Dark Edges little brother. Similar stats, but much less dps and no proc. It's quite comparable to Zin'rokh, a little more AP, but less dps. A bit of crit, but worse speed. I'd put it slightly behind Zin'rokh, but a good choice for young paladins.

Doomulus Prime

Source: Ruins of Ahn'qiraj and ZG Quest

Key stats: 3.8 speed, 22 Str, 1% hit

Rating: catchup, good

Competition: none, quest reward

Why it's good:

The best blue weapon in the game. But only very slightly better than the Crystal Spiked Maul and you have to run two raids to get it, where you might even pick up a better weapon than this.

Phase 6

Might of Menethil

Source: Kel'Thuzad, Naxxramas

Key stats: 95 dps, 3.8 speed, 20 Str, 2% crit

Rating: excellent (likely bis)

Competition: low (2h warrior)

Why it's good:

You beat the game, this is your reward. The most powerful weapon in the game. Everything about this weapon is beautiful and you will crush many skulls with this fine mace. Only Corrupted Ashbringer can hope to compete with this.

Corrupted Ashbringer

Source: Four Horsemen, Naxxramas

Key stats: 90 dps, 3.6 speed, 2% crit, 1% hit, lifesteal proc

Rating: excellent (possible bis)

Competition: low (2h warrior)

Why it's good:

The most iconic vanilla weapon, this is a very powerful sword and easily beats any other weapon in the game except for Might of Menethil. If the proc scales with Spell dmg, Ashbringer can compete with MoM, otherwise it's the 2nd best weapon in the game.

[The Hungering Cold](#)

Source: Kel'Thuzad, Naxxramas

Key stats: 1.5 speed, 73 dps

Rating: excellent

Competition: high (all warriors and rogues)

Why it's good:

Probably the best spelladin non mcp weapon due to the good dmg and fast speed, but also very hard to get. [Iblis](#) and [Widow's Remorse](#) are worse, but more easily obtained options.

[Lord Blackwood's Blade](#) is also added in phase 6 as a mini version of this.

[Wraith Blade](#)

Source: Maexxna, Naxxramas

Key stats: 95 spell dmg

Rating: unknown

Competition: medium (bis for warlock and mage)

Why it's good:

The best Spell dmg weapon in the game and the best tanking weapon in the game. Very powerful sword and also quite fast for the spelladin. Could be really good. [End of Dreams](#) is also a possible pick, but notably worse.

[Maul of the Redeemed Crusader](#)

Source: Four horsemen, Naxxramas

Key stats: 35 Spell dmg

Rating: decent

Competition: low (some druids)

Why it's good:

Not impressive, this is the last iteration of the Spell dmg dps mace. It deals quite good dmg, but lacks any offensive bonuses besides a meager 35 Spell dmg. Can't see how this item works unless you upgrade from a sub 70 dps weapon to it.

[Claymore of Unholy Might / Eye of Nerub / Severance](#)

Source: Gluth / Loatheb / Patchwerk, Naxxramas

Key stats: good dps, speed and stats

Rating: good

Competition: low (hunters, warriors for pvp)

Why it's good:

These three are the Naxx catchup weapons. Claymore is a slightly improved Ashkandi (+12 AP and 0.1 better speed) and the only real pve option here. It's a very small upgrade over ashkandi and Sulfuras, so consider taking it. But weigh this with how fast your guild progresses through Naxx. If you can kill 4 horsemen quickly, you get a much better weapon from there.

Eye of Nerub is a better sand barb and the best hunter weapon in the game, but due to the high dps and good speed also a nice pick.

Severance is the best of the lot statwise with tons of strength and 2% crit, but suffers from being an Axe. It's an excellent pvp weapon though, if you can't get your hands on Dark Edge, Ashbringer or Might of Menethil.

All of them are good choices, if you lack a better weapon, which is likely as not many weapons beat any of those three.

Chapter 16 - Offhands

Please note: You generally use 2h weapons. Offhands are only relevant for Spelladins, who use a 1h weapon, when they don't use MCP.

Enchantments

No enchantments available.

Phase 0 (preraid)

[Spirit of Aquementas](#)

Source: Linkens quest, Un'goro

Key stats: 20 Spell dmg

Rating: excellent

Competition: none, quest reward

Why it's good:

Easy to obtain and strong offhand, if you use a 1h weapon. [Drakestone](#) is the only real alternative, but getting one of Holy Wrath will be very, very hard. Not worth the effort for just 7 Spell dmg on an item, you'll only wear on trash.

Phase 1

Nothing new in this Phase.

Phase 2

Nothing new in this Phase.

Phase 3

[Therazane's Touch](#)

Source: Alterac Valley Rep, exalted

Key stats: 33 spell dmg

Rating: excellent

Competition: none, rep reward

Why it's good:

Just a straight upgrade over Spirit of Aquementas.

Phase 4

Nothing new in this Phase.

Phase 5

[Royal Scepter of Vek'lor](#)

Source: Twin Emperors, Temple of Ahn'Qiraj

Key stats: 20 Spell dmg, 1% Spellhit, 1% spellcrit

Rating: good

Competition: high (Every caster wants it)

Why it's good:

you trade 13 Spell dmg for a bunch of secondary stats. It's quite even and keep in mind, you'll be at the end of the priority list.

Phase 6

[Sapphiron's Left Eye](#)

Source: Sapphiron, Naxxramas

Key stats: 26 Spell dmg, 1% Spellhit, 1% spellcrit

Rating: excellent (bis)

Competition: high (Every caster wants it)

Why it's good:

6 Spell dmg more than the Royal Scepter. It's the best offhand item you can get.

[Gem of Nerubis](#)

Source: Anub'Rekhan, Naxxramas

Key stats: 25 Spell dmg, 10 Spellpen

Rating: unknown

Competition: low

Why it's good:

You trade the Spellhit and Spellcrit for Spellpen. As with the other Spellpen items in this guide, we have no idea whether Spellpen helps at all, so they can't be assessed.

Chapter 17 - My personal Bis list

To give you a little bit of help, I'll present my personal bis choices in this chapter. Those respect my personal constraints (no pvp rank 12+ items) and trying to pass on items others

can use as much as possible. Please remember, that this is not gospel, there are other equally good options! Phase 3 and 4 are identical, as I only add the shoulder enchant in 4.

AP-Ret

If Sulfuras doesn't drop, use Bonereaver in Phase 2 and Ashkandi in Phase 3-5.

[Phase 0](#)

[Phase 1](#)

[Phase 2](#)

[Phase 4](#)

[Phase 5](#)

[Phase 6](#)

[Phase 6 \(with MoM\)](#)

Spelladin

The weapon is my non mcp choice. Always remember that MCP is better. Replace Accuria with Maiden's circle, if it's not available.

[Phase 0](#)

[Phase 1](#)

[Phase 2](#)

[Phase 4](#)

[Phase 5](#)

[Phase 6](#)

Chapter 18 - Consumables

Consumables are the lifeblood of every ret paladin. You need these not to keep up with the rest, but just to deliver a good amount dps, that you aren't seen as a burden on the raid. I divide those in three categories:

- Primary: These are consumables you should bring every raid. They aren't hard to get and quite powerful
- Secondary: These consumables have meh value-cost ratio. You have to spend a lot compared to the gain, but it's something you should bring on progress anyway
- Tertiary: These consumables have such a minor effect, they are barely worth the price.

Note, I'll only talk about offensive consumables. So no protection potions or whipper roots, which may be necessary on some fights.

Primary

[Mongoose](#): It's 3.25% crit and not very expensive. This is a must have.

[Greater Arcane](#): 35 Spell dmg for a cheap price. Must have.

[Juju Power](#): Big AP boost, requires farming Mobs in Winterfall. [Giants](#) is a cheaper, slightly weaker alternative.

[Major Mana potion](#): Keeping your mana going is crucial for doing dmg and those pots will help a lot.

[Demonic Rune/Dark Rune](#): Also crucial for keeping your mana up.

[Shadow Oil](#): A great dps boost, especially with a good amount of Spell dmg. Without Spell dmg use [Elemental Sharpening Stone](#).

[Grilled Squid](#): your early food buff to help with crit. You can also go with [Nightfin soup](#) for mana or [Desert Dumplings](#) for strength (phase 5 item). [Sunfruit](#) is good baseline food from vendors (also phase 5)

[Sapper Charge](#): A nice bit of burst dmg on a 5 min cd. Use them against bosses and aoe packs.

[Mageblood](#): 12mp5, nice mana sustain there. Phase 4 recipe

Secondary

[Supreme Power](#): Massively powerful flask buff. But also very expensive. Try to use it every raid, but if the cost is too high, skip it.

[Ground Scorpok Assay/R.O.I.D.S.](#): Also very powerful buffs, which you should bring, but they really are a pain. It takes a while to farm, they are unique, so you can't stock up and they have 1h cd, so if you die, it's gone.

[Chili](#): Cheap dps boost, though not very reliable and much better on Spelladin. Also due to fire dmg, not that great in the first raids.

[Firewater](#): another nice AP boost, you can easily get while farming for Juju Power. You may consider leaving this out on farm raids, as they can get expensive. [Juju Might](#) is slightly better, but much harder to get.

[Shadow Power](#): Only helps your shadow oil and possibly a weapon proc, but it's a nice boost and not too expensive

[Dense Dynamite](#): 400 fire dmg every minute on Demand Use it against everything that isn't fire immune. Bring [Holy Water](#) for Naxx instead.

Tertiary

[Rumsey](#): A stat boosting fishing item

[Dark Iron Bomb](#): Slightly stronger than Dense Dynamite, but much more expensive

[Greater Firepower](#): Expensive potion and it only helps chili.

[Juju Flurry](#): It's a small attack speed bonus for a very short time. It's about the same as a 1% atk speed enchant, but you have to spend a lot of time farming it.

Final Words

Here we are at the end of the guide. Whether you perused the entirety of this long document or just looked something up, thank you for reading and I hope it helps you on your journey as a Ret Paladin in classic WoW. Never let yourself get down by people who don't respect your spec choice!

Special thanks to the all the amazing theorycrafters and testers on whose work this guide is based:

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- Judgement
- Mowsen
- Theloras

If you have any suggestions or questions feel free to contact me on the [Pretty Lane Paladin Discord](#).

Yours
Dulkan