

Holy Paladin Setup Guide

My Toggles

F1 - Start Rotation

F2 - Start Healing Engine

F3 - /run Action.SetToggle({1, "AutoTarget", "@AutoTarget: "}, nil)

F4 - /run Action.MacroBlocker("Cleanse") /run Action.MacroBlocker("BlessingofFreedom")

F5 - /run Action.SetToggle({2, "DispelSniper", "Use Dispel Sniper: "}, nil)

F6 - /run Action.MacroBlocker("BlessingofProtection")

F7 - /run Action.MacroBlocker("LayOnHands") /run Action.MacroBlocker("EmpyrealLOH")

My Targeting Binds

/focus [mod:alt]party1; raid1

/focus [mod:alt]party2; raid2

/focus [mod:alt]party3; raid3

/focus [mod:alt]party4; raid4

/focus [mod:alt]player; raid5

/focus raid6

/focus raid7

/focus raid8

/focus raid9

/focus raid10

/focus raid11

/focus raid12

/focus raid13

/focus raid14

/focus raid15

/focus raid16

/focus raid17

/focus raid18

/focus raid19

/focus raid20

/focus raid21

/focus raid22

/focus raid23

/focus raid24

/focus raid25

/focus raid26

/focus raid27

/focus raid28

/focus raid29

/focus raid30

/focus raid31

/focus raid32
/focus raid33
/focus raid34
/focus raid35
/focus raid36
/focus raid37
/focus raid38
/focus raid39
/focus raid40

Macros

Aura Mastery
/stopcasting
/cast Aura Mastery

AutoTarget Toggle
/run Action.SetToggle({1, "AutoTarget", "@AutoTarget: "}, nil)

Barrier of Faith
/cast [@focus,help]Barrier of Faith
/cast [@focus,help]Holy Prism

Beacon of Light
/cast [@target,help][@mouseover,help][@focus,help]Beacon of Light

Beacon of Faith
/cast [@target,help][@mouseover,help][@focus,help]Beacon of Faith
/cast [@focus,help]Beacon of Virtue

BoL/BoF Toggle
/run Action.MacroBlocker("BeaconofLight")
/run Action.MacroBlocker("BeaconofFaith")

Blessing of Freedom
/cast [@mouseover,help][@focus,help]Blessing of Freedom

Blessing of Protection
/cast [@focus,help]Blessing of Protection

Blessing of Protection Toggle
/run Action.MacroBlocker("BlessingofProtection")

Blessing of Sacrifice

/cast [@focus,help]Blessing of Sacrifice

Blessing of Summer

/cast [@focus,help]Blessing of Summer

Blinding Light Queue

#showtooltip Blinding Light

/run Action.MacroQueue("BlindingLight", { Priority = 1, UnitID = "player" })

Cleanse – *This is what you use for your Dispel bind in GGL Launcher*

/cast [@mouseover,help][@focus,help]Cleanse

Cleanse Queue (mouseover) – *Use this to queue mouseover dispels. It works very well*

#showtooltip Cleanse

/run Action.MacroQueue("Cleanse", { Priority = 1, UnitID = "mouseover" })

Dispel Toggle

/run Action.MacroBlocker("Cleanse")

/run Action.MacroBlocker("BlessingofFreedom")

Dispel Sniper Toggle

/run Action.SetToggle({2, "DispelSniper", "Use Dispel Sniper: "}, nil)

Divine Shield

/stopcasting

/cast Divine Shield

Divine Shield Queue

#showtooltip Divine Shield

/run Action.MacroQueue("DivineShield", { Priority = 1, UnitID = "player" })

Divine Steed Queue

#showtooltip Divine Steed

/run Action.MacroQueue("DivineSteed", { Priority = 1, UnitID = "player" })

Divine Toll (Help)

/cast [@focus,help]Divine Toll

Divine Toll (Harm) – *This is bound to Hand of Reckoning in GGL Launcher*

/cast [@target,harm] Divine Toll

Flash of Light

/cast [@focus,help]Flash of Light

Holy Light

/cast [@focus,help]Holy Light

Holy Shock

/cast [@focus,help]Holy Shock

Holy Shock DMG

/cast [@target,harm]Holy Shock

Lay on Hands

/cast [@focus,help] Lay on Hands

Lay on Hands Toggle

/run Action.MacroBlocker("LayOnHands")

/run Action.MacroBlocker("EmpyrealLOH")

Word of Glory

/cast [@focus,help]Word of Glory

Talents

Not all talents are added. Here are the builds I use.

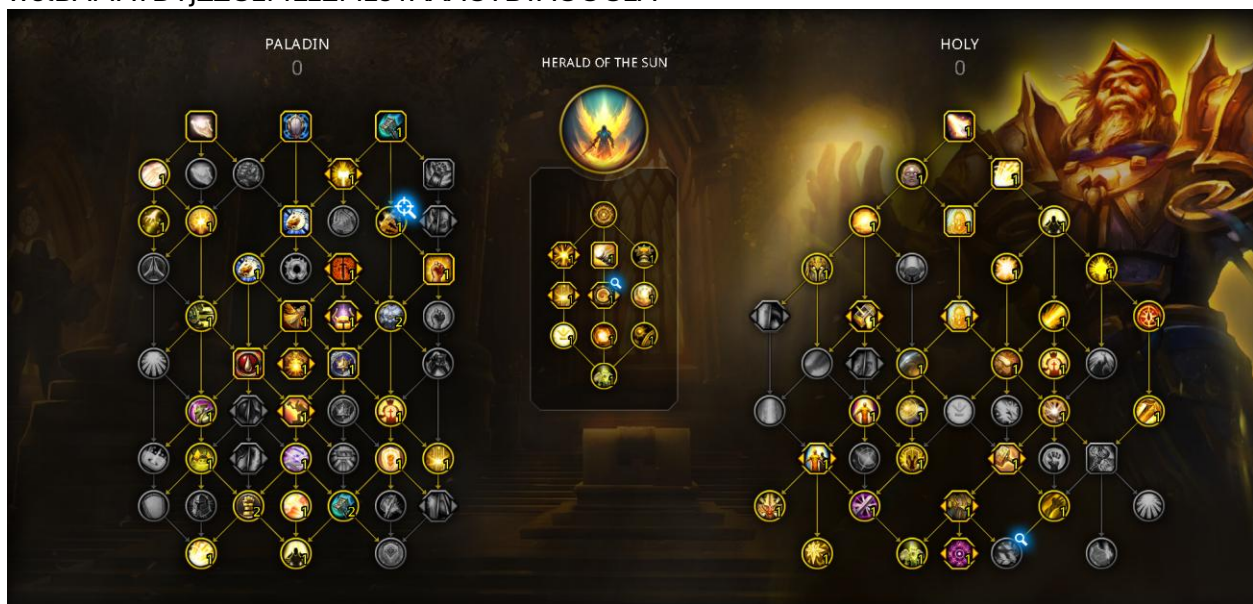
Mythic+

CEEAN/WrsXv0CO5mzTm8lcl8KAAAYAAzAAAMAbjZmZmxMziZMLmZsMAbbz0WMjZMzM
MwslBAMAYDYjZZmxMLz2Mzs1AAACYBYGsYADD



Raid

CEEAN/WrsXv0CO5mzTm8lcl8KAAAYAAzAAAAYZmZmxMbzMymZxMjlZAbbz0WMjZMzMM
wslBAMAYDYjZZGzMLz2Mzs1AAACYBYAGGGzA



Action UI Setup

Healing Engine Tab



Session: 3:08:13:39

The Action

[Johan] - Paladin

v1.20 (3 Nov 2020)

API Global: 01.11.2024

General

Holy

Actions

Interrupts

Auras

Cursor

Messages

Healing System

Reset

Health Priority

Help

Multipliers

Incoming Damage Limit: 1

Threat: 1

Pets In Combat: 1

Pets Out Combat: 1

Offsets

Offset Mode

Fixed

Self Focused (PvP): AUTO

Self UnFocused (PvP): AUTO

Self Dispel: AUTO

Healers: AUTO

Tanks: AUTO

Damagers: AUTO

Healers Dispel: AUTO

Tanks Dispel: AUTO

Damagers Dispel: AUTO

Healers Shields: AUTO

Tanks Shields: AUTO

Damagers Shields: AUTO

Healers HoTs: AUTO

Tanks HoTs: AUTO

Damagers HoTs: AUTO

Healers Utils: AUTO

Tanks Utils: AUTO

Damagers Utils: AUTO

Holy Tab

General Holy Actions Interrupts Auras Cursor Messages Healing System 12.04.2025

Holy

-- General --

☒ Use @targettarget

☒ Use @AutoTarget

☒ Use Dispel Sniper

☒ Use Divine Toll AOE DPS

☒ Use Holy Shock DPS

☒ Use Divine Shield

☐ Use Light of Dawn Dump

Word of Glory (%HP): 80

Holy Shock (%HP): 90

Holy Light (%HP) w/ DF (PvP): 70

Bestow Faith (%HP): 90

Holy Light (%HP): 85

Holy Prism (%HP): 90

Light of the Martyr (%HP): 70

Flash of Light (%HP): 100

Force WoG over LoD (%HP): 0

Light of Dawn (# Players < HP %): 4

Light of Dawn (%HP): 90

Divine Toll Party (# Players < HP %): 3

Divine Toll Party (%HP): 80

Divine Toll Raid (# Players < HP %): 3

Divine Toll Raid (%HP): 80

Beacon of Virtue Party (# Players < HP %): 3

Beacon of Virtue Party (%HP): 80

Beacon of Virtue Raid (# Players < HP %): 3

Beacon of Virtue Raid (%HP): 80

Ignore Necrotic @ X Stacks: 35

Mana Conservation %: 20

Holy Power Dump

Dumps @ 5 Holy Power

Crusader Strike >= HS CD

CS >= 2 second on HS CD

-- Healing Engine --

-- Beacons --

-- Racial --

Racial spell (Healing HP %): AUTO

Racial spell (Damaging HP %): 100

Explanation of some functions:

Beacon of Faith and Beacon of Light have mouseover detection in addition to focus target detection. If BoF or BoL aren't applied to your tanks in a raid, they will apply if it detects you're mouseovering a tank or if the focus happens to be set on them. You can run into an issue if you're mouseovering a non-tank but the focus sets to a tank and attempts to BoF, and you end up BoFing a non-tank. The same applies vice-versa. There is also detection issues in split up fights where the tanks are distant from each other like in Cauldron of Carnage. Sometimes I need to turn off BoF/BoL mid-fight due to it attempting to spam. This is related to the condition detection that is not optimal but not sure how to fix this yet.

Cleanse/BoF also have mouseover detection, which is why @mouseover is in those macros. You can separately toggle off Dispel Sniper and Cleanse/BoF. There are situations where you might want to toggle off Dispel Sniper and then mouseover a Dispel target. Overall dispelling works fine for the most part. You need to add your spellIDs manually to your dispel list. There are issues with this functionality that pop up sometimes. One minor issue is that even if Dispel Sniper is toggled off, if Healing Engine targets someone that happens to have a dispellable debuff, it will dispel that target anyway. Another issue is that GGL Launcher suspends don't always work. I typically set my Cleanse Suspend to 200ms but even with that, sometimes the rotation will instantly dispel. This is obviously problematic when someone repetitively notices you doing this. Sometimes, I will toggle off my Cleanse/BoF while leaving Dispel Sniper on. When a debuff is applied to a party member, I manually turn on Cleanse/BoF and Dispel Sniper will go ahead and target that party member and then rotation will cleanse them. The mouseover functionality with Cleanse/BoF is more or less useful depending on the season and what types of dispels are required in raid/dungeon.

BoF spell IDs, Blessing of Sacrifice IDs and Blessing of Protection IDs need to be added manually as well.

Blessing of Virtue and Aura Mastery are tied to the same list of spellIDs at the moment that they will activate in reaction to if the enemy is casting. These would be better if separated since Aura Mastery is a longer CD and should be used for higher incoming damage spellIDs. I should eventually do this but I am not a highly active dev like Ryan or the others. You have full access to the code and can customize it as you wish and make helpful suggestions for additions if you'd like.

Divine Protection activates in reaction to the same list of spellIDs as BoV/AM but also has a simple activation condition for if "In Combat for > 5 seconds + Player Health drops below 80%" so that it gets used frequently (this is intentional since it's not that long of a CD and it's nice to have it used frequently).

Battle Res has only mouseover detection so mid-fight just hover over a dead party/raid member that you want to res and let rotation send it.

Healing Potions aren't added yet.

One of the challenges with any rotation is learning the nuances in which the way the developer sets it up. Setup guides give you a head start but due to lack of motivation or awareness we can't always teach you everything about the flaws or strengths of the rotation. Unfortunately since most code these days is obfuscated you also have very little opportunity to examine code and see how things work, which is how I had the ability to learn to TINKER with code when Ayni had a bunch of base profiles and community devs had not begun obfuscating yet. Hopefully, this rotation code being visible encourages you to start looking at code. My code in general is pretty basic and amateur but it's a good start for maybe you to try making your own profile.

I also bind AntiFakeKick and AntiFakeStun.

START HealingEngine	F2
START Rotation	F1
START Secondary Rotation	
START AntiFake Interrupt	XBUTTON2
START AntiFake Interrupt Focus	
START AntiFake CC	XBUTTON1

If you don't already know how these functions work, you press/hold your AntiFakeButton during targeted enemy cast and the rotation will send your Kick while you have the button held if the enemy is casting. It prevents you from wasting your kick. You can also hold it pre-enemy cast and it'll insta-kick the enemy cast as soon as it begins. I don't recommend regularly doing this since this will lead to problematic behavior and suspicion from other users if they see you insta-kicking regularly.

AntiFakeStun is theoretically similar but in my rotation I just have it coded as a basic stun send if Enemy's Stun DR isn't at 0. I just hold it down sometimes if I want to send a HoJ at a targeted enemy. If it doesn't send the HoJ, your HoJ is either on CD (duh) or the enemy's stun DR isn't higher than 0%.