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Arms Talent Guide

Posted September 8th, 2007 by [DarkFact](#)

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Arms Talent Guide

This arms talent guide will let you know which of the arms talents you should go for, and which you should pass up unless you're going full into this tree, which is never really recommended since having points into Fury or Protection really help you out in the long run. We will go over each talent, analyze what it does, and why you would or wouldn't want it.

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Tier 1

Tier 1 is available at level ten, when your first talents open up.

Improved Heroic Strike

Max 3 Points, This talent makes your Heroic Strike ability cost less Rage to use.

This is a good talent to have in your early levels since you can use Heroic Strike more often, however, once you can get other talents like Mortal Strike, this should be omitted further (if you're going for it). If you don't plan on having Mortal Strike, this talent is worth a look at.

▶ **Good for non-Arms builds**

Deflection

Max 5 points. Increases your chances to parry attacks. If you're going to be tanking instances or generally using defensive stance a lot, get this talent as it is very necessary for it.

▶ **Great for defensive warriors and/ or people who want to take less damage**

Improved Rend

Max 3 points, Increases the damage done by your rend ability. This ability is great for when you're initially leveling, since adding damage to the DoT you apply with rend is good for



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lower-end monsters. As you progress further and meet stronger foes, this talent is overshadowed by other more important ones.

► **Situational, pick this up if you want to PvP and do a bit more damage.**

Tier 2

Improved Charge

Max 2 points, Increases amount of Rage generated by the Charge ability.
This talent is great if you have worked Charge into your battle plans, if you find yourself opening with charge a lot against enemies or players, this skill is useful since you can start using your other abilities sooner. It is up to each individual to decide whether they find the extra rage useful or not.

► **Circumstantial, depending on playstyle.**

Improved Thunder Clap

Max 3 points, Reduces the Rage cost, increases damage done, and slowing debuff of Thunder Clap ability.
Slowing enemies down from attacking you or escaping is always a good thing, increasing the damage you do with Thunder Clap is also a plus, and being able to use it more often isn't a bad thing at all. This is a good talent to have.

► **Recommended**

Iron Will

Max 5 points, increases your chance to resist stun and charms for up to 15% - While this talent may not seem like a lot early on, if you're thinking of doing serious PvP this talent is a must for obvious reasons.

► **Recommended for the PvP player**

Tier 3

Deep Wounds

3 point talent, when you crit you will add a Deep Wounds DoT to the monster you're fighting. As with every bleed effect, several elementals and other monsters will be immune, but if you want to increase your damage against humanoids and other players, this talent is a good pick.

► **Situational**

Improved Overpower

Max 2 points, Increases the chance for a Crit when using Overpower ability.
Great talent to have; only 2 points required and it goes really well with deep wounds and impale - this will almost guarantee that every other overpower is a critical strike!

► **Recommended**

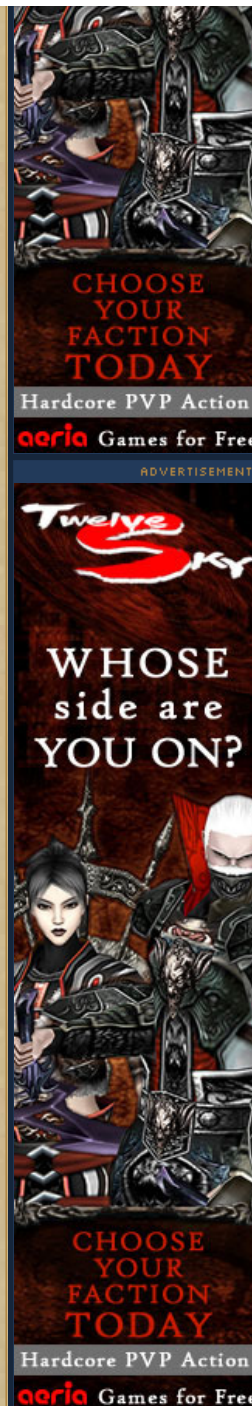
Anger Management

Max 1 point, Generates 1 rage per 3 seconds.
While this may not seem like much, it may be useful if you're having long or drawn out fights, the extra rage will be piling up and helping you do more skills eventually.

► **Situational**

Tier 4

Impale



Max 2 points, Increases the amount of damage dealt by a Crit. This talent is a no-brainer if you've gotten its pre-requisite, deep wounds, so making your crits deal more damage is even better!

▶ **Recommended**

Two-Handed Weapon Specialization

Max 5 points, Increases the damage done with two-handed weapons by 1% per point you invest. Needless to say, this is a talent you will be wanting if you're going to be dealing DPS a lot, otherwise, there's better places you can spend your points in.

▶ **Recommended for 2 Handed Weapon Fans**

Tier 5

Sweeping Strikes

1 point, next five melee attacks attack an additional enemy if one is in range. Hitting more than one enemy is good for a warrior especially if you accidentally pulled the second one, this is a prerequisite for mortal strike and also a good talent to have.

▶ **Recommended**

Sword Specialization

Max 5 points, Gives you a chance to get an extra attack on the same target after dealing damage with your Sword.

This is a great talent for leveling or generally dealing damage. While not as specialized as maces or poleaxes, this is a good overall weapon choice given the chance to proc an extra attack. Great for PvE, but too unreliable for PvP

▶ **Good for PvE**

Mace Specialization

Max 5 points, Gives you a chance to stun your target for 3 sec with a Mace and generate 6 rage. This is one of **the** PvP talents if you're looking to do Arena - Maces are very valuable within thanks to both the stun possibility and the extra rage, where it can be worth the entire match! if you're a fan of stunning your enemies to interrupt what they're doing, get this.

▶ **Recommended for PvP**

Poleaxe Specialization

Max 5 points, Increases your chance to get a critical strike with Axes and Polearms.

While Maces are a popular choice with most PvP warriors, others pick high damage dealing axes or polearms to fight, if you're more of a DPS warrior who likes seeing big numbers and crits, this is the talent for you.

▶ **Recommended for PvE DPS or PvP**

Tier 6

Improved Disciplines

3 point talent, Reduces the cooldown on your Retaliation, Recklessness, and Shield Wall abilities and increases their durations.

This is a good talent to obtain if you use the aforementioned skills often, it depends on the player's playstyle and choice of abilities.

▶ **Situational**

Improved Hamstring

3 point talent, Gives your Hamstring ability a chance to immobilize the target for 5 sec.

Perfect talent for the PvP crowd, completely immobilizing an enemy? what more could a warrior ask for? if you plan on PvPing a lot, get this talent!

▶ **Recommended for PvPers**

Weapon Mastery

2 Point talent - Increases skill with all weapons and increases chance to resist disarm effects.

While the description may sound underwhelming, remember that the higher the skill with your weapon the less you get glancing blows, as well that when maxed, you have 100% chance to resist being disarmed!

▶ **Recommended!**

Tier 7

Blood Frenzy

2 point talent, Your Rend and Deep Wounds abilities also increase all melee damage to that target.

Great talent if you've come this far, as you probably have both abilities working for you by now, extra damage dealt when they have this debuff is a great aid for you when you're trying to finish them quickly!

▶ **Recommended!**

Second Wind

1 point talent, Whenever you are struck by a Stun or Immobilize effect you will generate rage and a percentage of your total health.

One of the, if not the best PvP support talent there is, everyone knows that to be successful in PvP you have to use stuns to great effect or atleast immobilize your enemy in some way, so chances are you will be seeing this one go off often, extra rage and health regen only work in your favor!

▶ **Highly Recommended for PvP**

Mortal Strike

1 point, An instant attack that delivers weapon damage plus 85, at Rank 1, and reduces any healing effects by half for 10 seconds.

This is the most devastating Talent a warrior can get if used correctly - not only is your damage bumped up by mere weapon damage, you will also be cutting healing effects on your target for 10 seconds! If you're using a big DPS 2-handed weapon and go for Mortal Strike, you will be dealing massive damage to your opponents!

▶ **Must Have**

Tier 8

Improved Mortal Strike

5 point talent, Reduces the cooldown of your Mortal Strike ability by 1 second and increases its damage by up to 5%.

Letting you use Mortal Strike up to 1 second sooner and giving it more damage is great, although its use is debateable in non-PvP situations since 1 second is not that big of a deal and 5% extra damage won't really be noticeable

▶ **Great for PvP**

Tier 9

Endless Rage

1 point, causes the warrior to generate 25% more rage from melee damage dealt.

Many warriors in the community believe this is the weakest tier 9 talent in their trees, and while they may be right, extra rage is always welcome by some warriors. This talent will not proc if you're receiving damage, only by dealing it.

This is a passive ability. If you have 40 points already in Arms, throw a point in here to obtain more rage for continued attacks.

► **Situational**

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Fury Talent Guide

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Fury Talent Guide

This fury talent guide will let you know which of the arms talents you should go for, and which you should pass up unless you're going full into this tree, which is never really recommended since having points into Arms or Protection really help you out in the long run. We will go over each talent, analyze what it does, and why you would or wouldn't want it.

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Tier 1

Tier 1 is available at level ten, when your first talents open up.

Booming Voice

Max 5 Points, Increases the area of effect and duration of your Battle Shout, Demoralizing Shout, and Commanding Shout. .

Not that impressive of a talent, while more AoE range and duration for your shouts is good, you're probably coming into this tree for DPS, and this will not help you out much in that area.

Situational

Cruelty

Max 5 points. Increases your chance to get a critical strike with melee weapons.

Critical strike increase in the first tier, boosting your DPS considerably should you max it, if you want DPS, get this talent maxed!

Recommended

Tier 2

Unbridled Wrath



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Max 5 points, Gives you a chance to generate an additional Rage point when you deal melee damage with a weapon.

This talent is great to get more rage as soon as possible, by maxing it you have a very good possibility of getting more rage per strike, hence more abilities and damage done. a good choice!

► **Recommended**

Improved Demoralizing Shout

Max 5 points, Increases the attack power reduction of your Demoralizing Shout.

While another good option if you're going to be PvPing, this talent is lackluster if you're going to do DPS in a dungeon or raid setting.

► **PvP Recommendation**

Tier 3

Improved Cleave

3 point talent, Increases the bonus damage done by your Cleave ability.

120% more damage in your Cleave when maxed is a considerable amount for only 3 points worth of talents, this one should be considered if you find yourself using this ability often!

► **Recommended**

Commanding Presence

5 Point talent - Increases the Attack Power bonus of your Battle Shout and HP bonus of your Commanding Shout.

25% more effective Battle and Commanding Shouts are great if you're doing PvE raiding, but this talent falls short in a PvP environment

► **Recommended for PvE**

Piercing Howl

1 point, Causes all enemies near the warrior to be dazed for 6 sec. (Active)

This is a must have if you're going further in the Fury tree; dazing enemies is always a great way to keep close to them and keep on attacking them with all the skills you have and will be gaining with the Fury tree!

► **Recommended**

Blood Craze

Max 3 points, regenerates part of your total Health over 6 sec after being the victim of a critical strike.

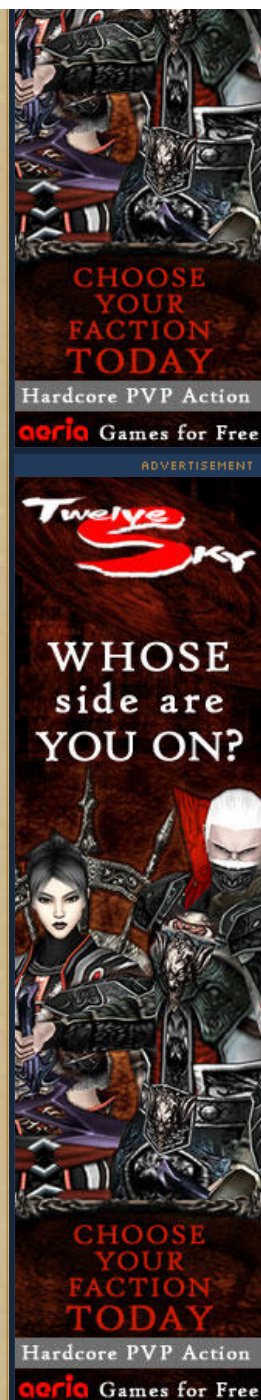
Great talent for PvP since you will most likely be the victim of many critical strikes often. This talent, combined with Enrage, will let you survive and tilt the fight in your favor!

► **Recommended**

Tier 4

Enrage

Max 5 points, Gives you a melee damage bonus for 12 sec up to a maximum of 12 swings after being the victim of a critical strike.



Perfect talent to go with Blood Thirst, making you very deadly once the enemy crits you, which will happen very often in PvP situations. PvE use is situational, but could still be of use in small group play.

▶ **Recommended for PvP, Situational PvE**

Improved Execute

Max 2 points, Reduces the Rage cost of your Execute ability.

Great talent for both PvP and PvE, allowing you to spam more abilities when your enemy's dying. 5 less rage per execute means a lot more damage being dealt with your available rage!

▶ **Recommended**

Dual Wield Specialization

5 Point talent - Increases the damage done by your offhand weapon.

This talent will allow you to build up more rage and get better damage overall if you're dual wielding. While this talent is very specific in what you need and the increase is 25% at best, it's up to the end user to decide if it's worthwhile or not.

▶ **Depends on Playstyle**

Tier 5

Improved Slam

2 point, Decreases the casting time of your Slam ability.

1 second less cast time on Slam is great if you're using 2-hander, as you may know, Slam is best used with a weapon with a speed of over 2.00, letting you attack sooner than you would with other abilities like Heroic Strike. 1 second less translates into more DPS for your big 2-hander!

▶ **Recommended for 2H users**

Death Wish

1 point, When activated, increases your physical damage by 20% and makes you immune to Fear effects, but lowers your armor and all resistances by 20%. Lasts 30 sec. (Active)

This talent is what will make many healers hate you, but the DPS charts love you! sacrificing armor and resistances for damage is what the fury tree is all about, and this talent is one of the main reasons it's called 'Fury' - immunity to Fear is another nice touch, and a must-have for PvP!

▶ **Highly Recommended**

Improved Intercept

Max 2 points, Reduces the cooldown of your Intercept ability.

Great talent for the PvP crowd, less cooldown on Intercept means you can hop between targets faster (10 seconds faster, at that!), and start ripping them up earlier. It's not that great for PvE use.

▶ **Recommended for PvP**

Tier 6

Improved Berserker Rage

2 point talent, The Berserker Rage ability will generate rage when used.

Must have talent if you've come down this far in the talent tree. Adding to the effectiveness of Berserker's rage, this will let you effectively have another 'Bloodrage' type of ability going for you!

▶ **Must Have**

Flurry

5 point talent, Increases your attack speed for your next 3 swings after dealing a critical strike.

Up to 25% faster attack speed after a critical strike? Also very nice talent to consider if you're going for High Crits in your build, otherwise easily skippable.

▶ **Recommended for PvPers**

Tier 7

Precision

3 point talent, Increases your chance to hit with melee weapons.

This is a talent DPS Warriors who group or raid should get, since it allows them to hit higher-level targets more, otherwise, chance to hit isn't as effective as other available talents in this tree!

▶ **Recommended!**

Blood Thirst

1 point talent, Instantly attack the target causing damage equal to 40% of your attack power. In addition, the next 5 successful melee attacks will restore health. This effect lasts 8 sec(Active).

This talent is a favorite for grinding or in PvP scenarios, however, many warriors prefer Mortal Strike to this - remember, the debuff can be used by others as well, so the health restoring effect will help all who attack. This talent is still useful on its own, but do compare between abilities before picking one!

▶ **Situational**

Improved Whirlwind

2 point talent, Reduces the cooldown of your Whirlwind ability.

A 2 second cooldown reduce on your Whirlwind at most can be great if you find yourself using it often, however, as with most of the Fury tree, it depends on what kind of warrior you've been setting up!

▶ **Build Specific**

Tier 8

Improved Berserker Stance

5 point talent, Increases attack power while in Berserker Stance.

A flat-out increase in attack power! 10% overall if you max this, you should if you're this far up the Fury tree and are seeking Rampage. Not much needs to be said, highly recommended!

▶ **Must Have**

Tier 9

Rampage

1 point, Warrior goes on a rampage, increasing attack power by 30 and causing most successful melee attacks to increase attack power by 30. Lasts 30 seconds. This ability can only be used after scoring a critical hit. (Active)

This talent starts off slow since you will need to stack it a few times in order to make it work well to your advantage - this is why Rampage is ideal for both PvE farming and PvE raiding, where you can stack up Rampage and deal great damage eventually. Since in PvP you will

be switching targets often and there's all sorts of interruptions going on, this won't be as useful.

▶ **Recommended**

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Protection Talent Guide

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Tier 1

Tier 1 is available at level ten, when your first talents open up.

Improved Bloodrage

Max 2 Points, Increases the instant Rage generated by your Bloodrage ability.

While an alright talent to start building some rage pre-battle (maximum skill giving you 6 more rage), there's better things out there in tier 1 to help you out. Situational at best.

▶ **Situational**

Tactical Mastery

Max 3 points. You retain additional rage points when you change stances.

This is another situational talent for a Warrior, if you're horde you should consider this a little bit more since you lack Fear Ward support from your priests, however, this is still at best up to the player's playstyle.

▶ **Depends on playstyle**

Anticipation

Max 5 points, Increases your Defense skill.

This is probably the best tier1 talent you can get if you're going up this talent tree;

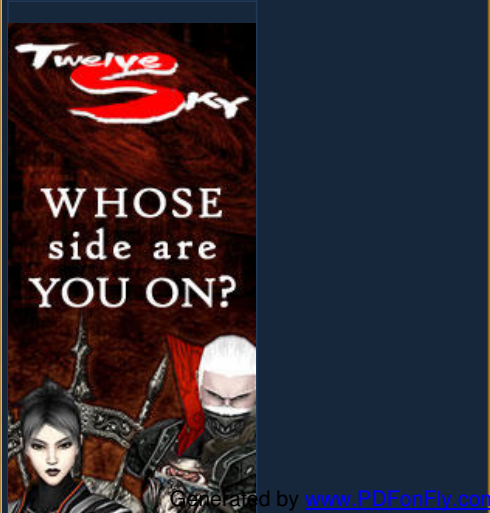


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increasing your defensive skill by up to 20 and rounding up your defense.

▶ **Recommended**

Tier 2

Shield Specialization

Max 5 points, Increases your chance to block attacks with a shield and has a chance to generate 1 rage when a block occurs.

Great for a main tank or for warriors who will be tanking a lot, otherwise, this talent isn't as good as toughness.

▶ **Great for Main Tanks and Frequent Offtanks**

Toughness

Max 5 points, Increases your armor value from items.

All damage taken is reduced by 5% with this talent maxed thanks to the defensive increase, a must have for serious tankers!

▶ **Must Have**

Tier 3

Last Stand

1 point skill, When activated, this ability temporarily grants you 30% of your maximum hit points for 20 seconds. After the effect expires, the hit points are lost (Active).

This talent is one of the greatest ones in this tree, expanding your HP by 30% lets you survive tough encounters and big damage spikes, must get talent if you're going up this tree!

▶ **Must Have**

Improved Shield Block

Max 1 point, Allows your Shield Block ability to block an additional attack and increases the duration by 1 second.

Get this talent if you find yourself using Shield Block often or needing its resources often during battles - at only one point, you should invest into it regardless

▶ **Recommended**

Improved Revenge

Max 3 points, Gives your Revenge ability a chance to stun the target for 3 sec.

At max, it gives you a 45% chance to stun your enemy with Revenge. A good talent if you're doing small instances, since it'll save you from being hit by trash often, however, remember many bosses are immune so if you're going for higher-end things, you may want to skip this talent.

Great in PvP if you get it for that purpose, stunning your opponents is always welcome within it!

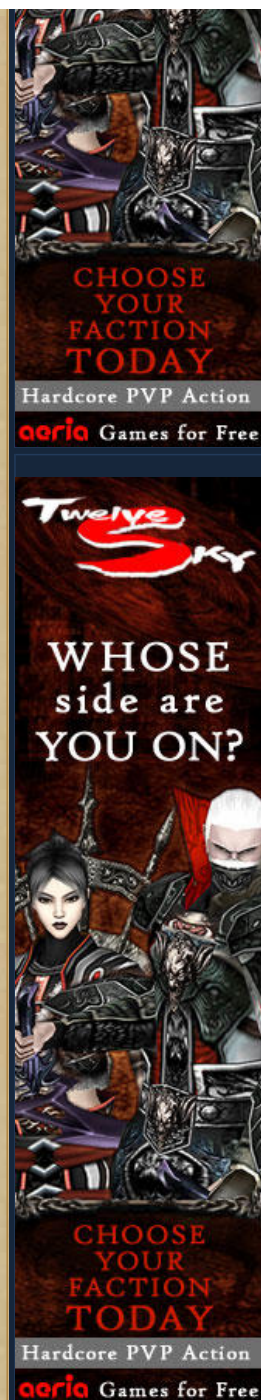
▶ **Situational**

Defiance

Max 3 points, Increases the threat generated by your attacks while in Defensive Stance.

Great talent for both oftanks and maintanks alike, this is the kind of thing you should be investing for - keeping aggro and keeping your hitpoints up with your defensive stance!

▶ **Recommended for PvE Tanking**



Tier 4

Improved Sunder Armor

Max 3 points, Reduces the cost of your Sunder Armor ability.

A great talent for main tanks, Sunder Armor is one of the abilities you will be using the most as you tank stronger and stronger monsters so this is a good investment

► **Recommended for Tanks**

Improved Disarm

Max 3 points, Increases the duration of your Disarm ability

This is a good PvP talent to have, and while Protection Warriors don't usually PvP, this is a good addition and might prove worthwhile in select PvE encounters as well, however, it's best if you do Improved Taunt and Sunder Armor if Tanking.

► **Situational - Offtank and PvP**

Improved Taunt

Max 2 points, Reduces the cooldown of your Taunt ability.

At maximum giving you 2 seconds less cooldown on taunt, this is a talent that shouldn't be missed if you're serious about tanking - 2 seconds can mean life and death for a cloth user!

► **Recommended for PvE Tanking**

Tier 5

Improved Shield Wall

2 point, Increases the effect duration of your Shield Wall ability.

Giving you 5 seconds more on Shield Wall is always a good thing - it's 5 seconds more your healers can have (and your group can have) with relative less stress on keeping you up!

► **Recommended**

Concussion Blow

1 point, Stuns the opponent for 5 sec (Active).

Great for PvP, costing 15 rage this lets you attempt to stun an enemy - while this is also good for interrupting enemy casters and several other PvE areas this talent does shine the best in PvP. It's only 1 point, so why not give have it around?

► **Recommended**

Improved Shield Bash

Max 2 points, Gives your Shield Bash ability a chance to silence the target for 3 sec.

This is a great threat generator and one of your best talents this far up in the protection tree, greatly recommended, it also silences enemy casters in both PvE and PvP!

► **Recommended**

Tier 6

Shield Mastery

3 point talent, Increases the amount of damage absorbed by your shield.

Increasing the damage absorbed by 30% at max is a great addition to your already formidable defense, get this if you're this far up in the protection tree as you likely have a shield out most of the time!

▶ **Recommended**

One-Handed Weapon Specialization

5 point talent, Increases the damage you deal with One-Handed Melee weapons.

Situational talent, if you're tanking you won't be looking to do much damage so this talent should be largely ignored unless you have extra points laying around.

▶ **Situational**

Tier 7

Shield Slam

1 point talent, Slam the target with your shield, causing damage and has a 50% chance of dispelling 1 magic effect on the target. Also causes a high amount of threat.

▶ **Recommended!**

Improved Defensive Stance

3 point talent, Reduces all spell damage taken while in Defensive Stance.

A 6% decrease in spell damage received at maximum rank, this is purely a PvP talent since many bosses will also be sporting many other skills and physical damage, making that 6% increase largely irrelevant in the long run.

▶ **Recommended for PvP**

Focused Rage

3 point, Reduces the rage cost of your offensive abilities.

3 rage less on all of your abilities give you a great advantage when keeping your rage bar up and your abilities ready to go; this is a talent all tanks should have or should at least consider!

▶ **Recommended**

Tier 8

Vitality

5 point talent, Increases your total Stamina and Strength.

A 10% HP/STR increase by the 5th point make this talent worthwhile to your cause as you strive to get Devastate - remember, higher HP means less chances of dying, and if you've gathered your gear decently enough you'll be that much harder to take down with this talent going.

▶ **Recommended**

Tier 9

Devastate

1 point, An instant weapon attack that causes 50% of weapon damage plus X and additional threat for each application of Sunder Armor on the target. In addition, this will renew the duration of the Sunder Armor attack.

Not much to say about this talent, it's a great tanking warrior skill that will let you both deal out more damage, refresh your sunder armors so you don't need to use them past the initial phase, and extra threat! What more could a main tank want? Get this talent if you can. Make sure you use this with over 3 sunders on.

▶ **Must Have**

Comments or questions? Email us (DarkFact@TenTonHammer.Com) or post on our [forums!](#)

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