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Paladin guide classic wow

Would be nice if you could explain why Darkshore is the best low level leveling zone.Is it because there are so many quests, easy quests, or what? I'm really happy with this guide! I feel like the recommended talents really provided a lot of detail with the little bit of choice sprinkled throughout it. I just feel like you really know what you're talking about, and you're not afraid to take some time and get it to the best state possible.I've never played classic before, but I'm really exited. And as someone who loves Paladin/DK type lore, I totally going to go Pally.Thanks so much for this! I'm not sure if these references to Horde leveling are relevant considering Classic paladins are Alliance only. I would change a few things, given my own experiences playing paladin.1. Seal choice pre-21I'm surprised you recommend Seal of Righteousness, even with talents it'll add about 15% damage per swing. Seal of the Crusader, whilst not as exciting, deals 40% more damage. It has a -weapondamage component, which is bugged and doesn't "deal less damage with each swing" as the tooltip suggest. This is offset by the +ap (you will swing for the same amount, check your char sheet -> weapondamage for this!) but you will be attacking 40% faster. As such, SoR is 10-15% damage, SoCru is 40%.2. ParryThis is a hugely underestimated and overlooked talent. I know this sounds crazy, but hear me out on how it works:When you parry an enemy, your swing timer is reduced to 50%. You never loose a swing, but depending on the time of your parry vs your swing, you can chop up to 50% off the swingtimer. You can see evidence for this by just watching your attacks when you parry, or consider why tanks don't autoattack on the hardest hitting bosses, as mobs ALSO benefit from this swing reduction if they parry you.As ret, you'll be using the slowest weapon as possible to give yourself the highest possible baseline proc% on Seal of Command. With a slower weapon swing, you'll benefit more from these swingtimer reductions. Additionally, these "swing reductions" do not affect your baseline weapon speed, so your SoC% remains the same but you'll be doing more attacks per minute - so you'll be boosting your damage against melee mobs pretty well.It'll stack on top of your 5% baseline parry, giving an extra 5% damage reduction against most of the mobs you'll be levelling against. It also increases your damage as you'll swing more often. The best part is when you pull 2 or more mobs, or against those pesky dual wielding mobs, or against an elite/named mob you're trying to burn down you'll be getting more parries, more swing reductions, and therefore better DPS in those crunch situations.It'll be your own preference as to how you build the parry talents in to your levelling build - if you're happy judging less, then replace Benediction. If you want to judge more, or prefer using Blessing of Wisdom for better uptime, then replace Imp Blessing of Might. You may struggle to kill enemies: Especially as a Paladin, you won't really be able to overcome several mobs at once, or be able to solo an elite mob. I'd recommend leveling with a Warrior or Rogue to balance out your group's leveling speed.In Classic, the difficulty of zones vary, and especially as a Paladin you will want to do a lower difficulty quest. You'll find yourself bouncing between a few zones at any given level range.This is all very wrong. Paladins take a while to level, it's true, but of all the classes Paladins are te hardest. They have, since Vanilla, been renowned for their capacity to solo both huge numbers of mobs and elite mobs that would usually take a party to take down. They may be slow, but you have to try really hard to die To be honest i am not ever commenting on stuff but seeing the things i see here and after just learning that /sit won't work for reckoning which i intended to do i started looking at this guide and seeing the 22-60 talents i almost died since this is literally the build i had when i was 14 years old leveling my first character which i made. Imagine the efficiency on that build.After all these years with a normal functioning brain and well rounded info going around your worst enemy while leveling is not exactly how long it takes you to kill a mob, it's the time you are doing nothing = regen so the optimal build through 10-22 for me is this one just go with this all the way save your money, level cooking and w.e other profession you want along the way and get extra leveling benefits.you can do all these in an efficient way with around 5 days /played when 60 with max main profs and max first aid & cooking for even more sustain with spirit buffs and bandages, also if you go alchemy/herb would be a good idea if you are planning to be a healer for self-sustain in raids so you don't go bankrupt and all these potions and elixirs will enable you to solo "oh #\$\$%" quests like a boss (you will still need some sort of cooldowns)to further solidify my take on talents let's look at blessing of might for a sec 25ap = 1dps blessing of might ap for each rank: rank 1=20 rank 2=35 rank 3=55 rank 4=85 rank 5=115 rank 6=155 rank 7=185bonus ap 5/5 talent for each rank: rank 1=4 rank 2=7 rank 3=11 rank 4=17 rank 5=25 rank 6= 31 rank 7=31-32as you can see here from roughly estimates at max rank blessing of might talented you basically gain around 1.5 extra dpswhere as BoW rank 1 at lvl 14 gives you effectively 10mp5 which means 12 ticks per min x 5 min = 600 free mana at rank 1 to keep going regardless of casting or not, just use might when you have to solo burst some hard mob.You could argue that you have to do infinite amounts of fighting and that it increases efficiency and yes it does but it also decreases it when compared to benediction + BoW setup, with might set up you will sit around doing nothing and the only way for you to kill something is afk AA without using your abilities because well OOM or 1 judge per mob.Keep in mind also that BoW is mp5 buff which continues even while casting and between 2 judgements which is 8 secs you also retain 1 tick of your spirit mana regen between judgements due to the 5 second rule regardless of server ticks due to the cooldown which is 8 seconds with talent. Btw don't judge a mob if it's about to die in the next auto attack and let your mana regen keep flowing to bash the next ones harder xD and prioritize bandaging yourself if available instead of casting.The trick here would be blessing of wisdom + benediction + improved judgement and try to judge on cd while keeping a decent mana pool, in other words play smart and planning ahead "how much blood do you have to shed non-stop for the lord of light?"(pun intended) Not only you decrease your kill timer by probably around 8 secs per mob (let's say 2 judges = 2 aa with a 3.5 - 3.8 attack speed weapon which is what you are looking for as a SoCommand user)Note: if you fast level without being able to come across a slow 2H (3.5+) it would be better to use seal of righteousness. If you are 45lv+ you might wanna consider taking the talented version too since around this point percentage increases become relevant enough, as to what you should drop for it i would probably say the strength talent so you can keep your viability as a healer in 5-man thought this one might come to personal preference.Finishing the ret tree i suggest it looks like that 5/5 conviction > finish parry >Sanctity> 2handed >1 SotC(we take this for longer lasting fights like elites etc that we are gonna try to solo if no other options are available) and the rest should be straight forward.Finally this is the 60 lvl build: further increasing efficiency, dps, oh !@#\$\$ button buff and enabling you to more or less with some healing gear be useful as a healer in high level dungeons which you will probably have to do a lot for getting that sweet easy spot and getting your healing gear for 60 if you are interested in raiding.i hope this will help out some people cos it took some long ass time to type all that stuff in a somewhat decent order xD. In my own experience leveling on private servers multiple times, you get a lot more benefit from Blessing of Wisdom while leveling than you do Blessing of Might. The increased dps from Might is marginal at best, even when talented, while Wisdom significantly reduced the frequency at which you need to sit and drink to recover mana, particularly important when you get to level 25+. Additionally Seal of the Crusader should only be used with very slow weapons (3.5 attack rate and up) since its proc can only happen so many times per minute, a slower weapon will proc on more swings, and will deal increased damage due to the proc scaling with weapon damage. With faster weapons (like some of the 2.5 speed weapons you suggest) Seal of Righteousness provides significantly more DPS.It would also be wise to mention the weapon Verigan's Fist, obtained through a class quest available at level 20, as this is a very powerful weapon that can be used into the 30's if you aren't lucky enough to get a weapon drop from a dungeon, or find it difficult to get a group together. Actually completing the quest at level 20 can take some doing, as it requires going through SFK, which is not the easiest dungeon for alliance to get to, but there are a number of class quests that require it so it shouldn't be too onerous.Around level 30-35ish you also have the option to switch to a Protection based reflect build, and work on AoE grinding mobs, which can be significantly higher XP per hour than Ret questing and farming single mobs, but it does require a respec and a significant change of playstyle. Thank you for the great and detailed guide! What is the best Paladin build for someone who will be trio'ing with a DPS Mage and Rogue? Thank you for the great and detailed guide! What is the best Paladin build for someone who will be trio'ing with a DPS Mage and Rogue? I want to keep agro and be able to heal + buff. Will I be fine healing dungeons if I go retribution while leveling? Verigan's Fist - get this and win. At level 20 Duthorian Rall in SW will have a quest for you to do, this weapon should once completed last you until level 40 easily imho.It is a bit of a pain to get as you have to go to SFK, DM, Loch Modan to get all the pieces, however it's amazing. The only good thing with the SFK part is you only need to go to the stables which is right at the start, if you don't get a full group grab 2-3 friends for the run, make sure to pick up the Chillwind Camp FP in WPL and all the others on the way too for future leveling (Arathi, Southshore). Good luck now! Verigan's Fist - get this and win. At level 20 Duthorian Rall in SW will have a quest for you to do, this weapon should once completed last you until level 40 easily imho.It is a bit of a pain to get as you have to go to SFK, DM, Loch Modan to get all the pieces, however it's amazing. The only good thing with the SFK part is you only need to go to the stables which is right at the start, if you don't get a full group grab 2-3 friends for the run, make sure to pick up the Chillwind Camp FP in WPL and all the others on the way too for future leveling (Arathi, Southshore). Good luck now! Not sure if you realize this, but Duskwood is NOT a level 10 area. Closer to, if not, 20. May want to update that. Not sure if you realize this, but Duskwood is NOT a level 10 area. Closer to, if not, 20. May want to update that. Why does this WoW Classic guide list weapons available to paladin from Orgrimmar and Crossroads NPC's lol? So you suggest not using Judgement at all because of its mana cost (you don't even explain that it's the seal that uses the most mana, not the Judgement itself), and then proceed to recommend buying new ranks of Seal of Command, that only boost Judgement damage.You didn't think this through.This guide is average at best. I've been looking at this guide and reading the comments, and apparently followed none of them properly. Currently lvl 24, with 5/5 strength-talent from holy, and rest in benediction, imp judge, and parry from retribution. Right now I really feel at a crossroads, as I haven't found a slow 2h-weapon that will justify getting Seal of Command but I won't really get much from going holy for a while either. I am on my way to get verigan's fist soon too, and really like going dungeons with pugs where I fill whatever role is necessary (usually healer). Do I commit to getting consecration for that sweet sweet aoe, and the possibility of getting 5/5 int too, or stick to going ret so I can actually carry myself out in the big scary open world? I gotta ask don't you think spending 5 points in Divine intellect is better over improved seal of righteousness when your main damaging seal is Seal of Command? This is objectively the worst class guide on here. So many mistakes/inaccurate info. Guide: Strength = Spirit > Agi > Stam > IntellectMe: Strenght > Agi > Stam > Int > everything else > SpiritMaybe im pretty wrong but this scentence:Spirit: Spirit is extremely good while leveling in Classic, allowing you to regen health out of combat and reduces the amount of time you spend eating.looks like copied from a warrior or other non healing classes. For me it must be a hell of a fight when i have to eat after a fight, yes i maybe be oom and have to drink but eating only would appear if i horribly miscalculate how many mobs i can take down at once...so if you say spirit is nice, because you dont have to drink so long i would say, yeah and when do you drink? out of combat, so if you really wanna have faster regeneration make a spirit equip and wear it while waiting :DI mean maybe you dont have to drinkt and eat so much, if you would wear stats like stam and int.i dont know, maybe im wrong and you level faster with this stat but for me paladin it the class that cant use spirit effective and it only benefits when you are out of combat so you use this stat to get as fast as possible in combat but if you have more int you dont get so fast in this situation. is it really faster to drink with your stamina pally after two mobs vs pala with other stats who beats more mobs and faster but have to sit 8 seconds longer? A big problem I have with this guide is that a pure Retribution build is not, in fact, the fastest way to level a paladin. And you are completely wrong about Protection being a slow leveling spec. Level 10-20 you do want to spec into Ret, but as early as level 20 you will want to respec and put 11 points in holy to get Consecration, and then put your other points into protection up to Blessing of Sanctuary, and finally put points in Retribution to get Conviction and Improved Retribution Aura. You're final build is going to look something like this: . Though you will likely want to respec again at 60 to something more specific, I guarantee this build is better for fast leveling than any of the information posted in this guide. This type of build will allow you to pull huge packs of ~10 enemies and AoE them down like a mage. This is significantly faster than smacking mobs one at a time with auto-attacks. You can also very easily use this AoE grinding build to tank dungeons and/or farm lower level dungeons for gold. That said, level using any spec you want to, just don't adhere to this guide because it's a bunch of bogus.Note: You can put the 3 puts in Improved Righteous Fury somewhere else in the protection tree if you have no interest in tanking dungeons.

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