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Wow classic ret paladin leveling guide

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Paladins are a plate wearing wielders of the light that offer a tremendous amount of group utility. As the Alliance's hybrid class they are capable of Tanking, Healing, or Dealing Damage. With regard to leveling speed, Paladins are generally considered Tier 3, however, if you AOE grind with Sanctuary, Redoubt, and Reckoning you have the capacity to level faster than the vast majority of the playerbase. Paladins have a pretty slow start from 1-31 in the Retribution Tree, however, at 32 they can respect Protection to a Reckoning Build which allows them to fight multiple mobs at once with little to no downtime. Paladins are one of the only classes to actually benefit from fighting multiple mobs at once, as doing so allows them to build reckoning stacks faster - but more on that later! Paladins have high sustain through casted heals that when talented have over 100% resistance to push back. Paladins are also unique in that they can pick which resource they want to generate in combat whether that be health through Seal of Light or Mana through Wisdom. Paladins are also capable AoE damage dealers with high reflect damage and mitigation through one of the best talents in the game Redoubt. Paladin strenghts Can Perform All 3 Group Roles Can Solo Elites & Group Content High Group Utility High Sustain Self Reliant Capable of AoE Grinding Free Mount at lvl 40 Paladin weaknesses Tier 3 Leveling Speed Slow Levels 1-31 Low Mobility No On Demand Slow Limited CC Potential Gear Dependant Can't use Staves Vulnerable in World PvP Here is our selection of the best paladin race in wow classic for PVE or PVP. Here are some tips to progress quickly during your leveling as Paladin in classic wow. Ideally you should kill mobs of the same level, as they grant 100% of their base XP reward values. If a mob is 1 level higher you will gain only a portion of its base XP reward value. This effect also works in reverse and even more dramatically. If you are killing a mob that is even 1 level below, you will gain 10-20% less xp. Front Load Spells / Abilities to get natural mana regeneration per the 5 second rule ticking again ASAP, then finish mobs with white damage. Push the limits of your combat efficiency. If you are at full Health or Mana you are likely misplaying. Chain pull more aggressively, take more calculated risks, expend more resources per kill, do whatever it takes to keep things regenerating and on cooldown. Be adaptive with your damage rotation cycle - this is true for all classes. Think on your feet as your rotation will vary at different stages of the game based on a number of variables such as what ranks of spells / abilities do you have, mob lvl, mob abilities, armor / resistance, total hit points etc.... The most important aspect of a Paladin Weapon is his Damage range more so than the weapon's DPS value due to the nature of Seal of Righteousness, Seal of Command Procs and Reckoning Stacks. You can heal easily in any spec 40+ with Blessing of Light and down ranked Holy Light.



Judgement is not on the Global Cooldown. Save Gold by not buying higher ranks of Hammer of Justice, or base ranks of Exorcism, Turn Undead, Blessing of Sacrifice, Holy Wrath, Seal of Justice, Auras. You may not need all 4 stacks of Reckoning to kill a mob. You may only need 2-3 so test it out and alter your rotation accordingly. Seal of Command only procs off of the first auto attack of a Reckoning Bomb. This is the main reason to use SoR > SoC when grinding with Reckoning. Your Paladin mount is a spell and will trigger a pause in natural mana regen. It also is not castable while your GCD is finishing. Swing Timer <- Click for Link to Addon Every melee class should have a timer that tracks both your attacks and your enemies' attacks. This is important because you will need to weave both movement and abilities between cooldowns in your autos to prevent clipping into animations and missing damage. Swing Timer <- Click for Link to Addon Every melee class should have a timer that tracks both your attacks and your enemies' attacks. This is important because you will need to weave both movement and abilities between cooldowns in your autos to prevent clipping into animations and missing damage. XP / Hr Tracker <- Click for Link to Addon Track your leveling efficiency with precision. Use a tool that can share insights such as EPH and EPM and Average XP per kill. Outfitter <- Click for Link to Addon Addon allows you to swap gear back and forth easily. This is useful for swapping back and forth a spirit set. ReckCounter <- Click for Link to Addon An Addon that helps you track your Reckoning Stacks. Start Attack Macros : Why are Start Attack Macros Important? Start Attack Macros are important so you don't have to manually right click mobs to attack them. You bake them into your abilities as a macro so even if you don't have enough mana to use an ability, you will still attack the target. Take a look the follow macros that most of legendary paladin are using usually. /cast Seal of Justice/Startattack /cast Seal of Wisdom/Startattack /cast Seal of the Crusader/Startattack It will target for you, if you dont have target, will start auto attack and will cast Seal of Righteousness / Wisdom / Crusader, only if you don't have Seal of Righteousness / Wisdom / Crusader up already! You can spam this and will not toggle off your auto attack and will not cast Seal more than once (and waste you mana). /castsequence Seal of Wisdom, Holy Shield, Consecration Next, there is a macro for AoE grind/farm. It will use Seal of Wisdom, Holy Shield and Consecration.. You can spam this, as it first checks if you have the Seal and holy shield up before it casts it. /cast Divine Shield/unbuff Divine Shield Will cast Divine Shield on first push and will cancel it on second. Simple spam this, to clear debuffs fast. Here is the best spec for leveling as a paladin - Ret-reckoning Build Lvl 10 - 32 - Start in Retribution Tree: Start in Retribution Tree until lvl 32 in the following order - Lvl 32 - Respect to a Reckoning Build in Protection: The level 32 is really a key step in the leveling of the paladin, your leveling speed will get boosted drastically thank to the Reckoning skill. Lvl 32-60 : Complete the build: 0/32/19 Complete the Reckoning build as below: More info about the Reckoning build: 0/32/19 The core assumption with this build is that AoE grinding with Sanctuary, Redoubt, and Reckoning will be the fastest way to 60. From 1-32 you will go a straightforward Ret path prioritizing sustain with Blessing of Wisdom over Might and Judging SoR on CD. You respect at 32 because you can get 3/5 Reckoning which represents the efficiency breaking point for it to be reliable. Ideally you should strive for a slow 2H weapon with high damage range using SoC and HoJ on CD, however, if only faster weapons are available use SoR. SotC is not worth it to kill on average mobs ad should only be judged if you will extract its full value from the fight. You get Seal of Light ranks every 10 levels (30, 40, 50, 60). From levels 30-35, 40-45, 50-55 SoL will have the highest impact as it was newly obtained. For these levels you can be more aggressive about pulling.



SoL is used for multi target Reckoning rotation so as the efficiency of SoL dies down from 35-40, 45-50, 55-60 consider using 2H ST rotation with SoR instead of SoL. 1H Weapon specialization: conviction as paladins don't benefit as much from crit as say Warriors. Also, Reckoning can potentially be overkill at times so smoother more consistent damage is better. If you plan on tanking dungeons you can save off 3 points in Toughness for Improved Righteous Fury to drastically help you with TPS. All you have to know about the seal is here: Best with slow 2H weapon 3.5 Weapon speed or Slower Bis Seq to use Pre-32 if you have the weapon to support it. This will proc 7 times per minute (PPM). This PPM is how the You can't increase the PPM but you can increase the damage per proc with a slow 2H. You can also twist seals using SoC (Soul of crusader), Judge during long fights Fights 30 sec+ Judge Sotc before SoR or SoC on long fights where you will be able to extract full value from the holy damage bonus. SotC was broken for a long while and certain private servers such as Lathope buffing paladin but not reducing attack damage. Best with fast weapon 3.4 weapon speed or faster Best seal to use with weapon that is 3.4 speed or faster. Best seal to use when you are ST killing with reckoning Each Reck stack benefits from SoR as opposed to SoC. If you can sustain through the mana cost this seal on cooldown as it offers instant damage. Reckoning is a Tier 5 Talent in the Protection Tree that when fully ranked 5/5 gives you a 100% Chance to gain an extra attack after being hit critically. This effect stacks up to 4 times and doesn't go away until used. Thus the term Reck bomb was coined where Pallys stack up max stacks and save them till an opportune time to deal massive damage to a player or npc. If you are ever at 100% HP you are likely misplaying - push the limits of your combat efficiency. Train First Aid is plus to save mana.



Save every single copper - you will need money for weapon upgrades. Buy white weapons from the vendors as your money permits. Here is the cycle of dps to respect for these levels.



If you fight a boss: Multi-Target Reckoning (Setup & Rotation) Start with 1H + Shield equipped, buff Blessing os sanctuary and the Retribution Aura should be enabled. Single Target Reckoning (Setup & Rotation Start with 2H equipped, buff Blessing of Wisdom. And put the Ret or Dev Aura. Full Retribution Use 2H with SoC. Use Blessing of Wisdom unless mana is not an issue. If fighting 2+ mobs use Ret Aura if ST use Sanctity. As we highly recommend the Reckoning Build for leveling: Strength > Stam > Intellect > Agi > Spirit Strength (often abbreviated STR) has the following effects: Increases attack power with melee weapons, paladins gain 2 melee attack power per point of strength. Strength does not improve the chance to block but it increases the amount of damage that can be blocked with a shield. Agility (often abbreviated AGI) has the following effects: Increases chance to score a critical hit with a weapon. You gain 1% critical chance increased for each 20 points of agility. Increases chance to dodge attacks. For every 20 points in agility you will gain 1% chance to dodge. Attack Power: Attack power (AP) increases your base DPS by 1 for every 14 attack power. For example, an AP of 28 will give you 2 DPS. Keep on mind, 1 Point of DPS = 7 Strength = 14 Attack Power Melee, 2h or 1h + shield: 5%Melee, dual wield: not possible as Paladin.



While there are many different ways of playing your Ret Paladin, there is only one enchantment that stands above all others: Enchant Weapon - Lifestealing Permanently enchant a weapon to occasionally steal some of the health of the foe and give it to the wielder. Why is Lifestealing so good for ret paladin? Cause it has a 50-60% proc rate and also scales with spell dmg and debuffs on the target so it's uber good. WE DO NOT RECOMMEND CRUSADER ENCHANT FOR RETRIBUTION AS ITS PROC RATE IS MUCH LESS FOR US COMPARED TO ROGUES AND WARRIORS. Large Axe - 4.3 DPS - Lvl 3 - Starting Area Vendors (Buy Wooden Mallet if you use Maces). Edge of the People's Militia - 11.2 DPS - Lvl 11 - Quest Reward "The People's Militia" in Westfall Trogg Slicer - 11.9 DPS - Lvl 13 - Quest Reward "Gathering Idols" Loch Modan Miner's Revenge - 13.0 DPS - Lvl 15 - Quest Reward "Oh Brother" Deadmines Foreman Quest. Headbasher - 17.6 DPS - Lvl 25 - Dungeon Quest Reward "The Fury Runs Deep" Stockades. Orc Crusher - 18.2 DPS - Lvl 18 - Quest Reward from "Tharil'Zun" Redridge Mounts Group Quest. Smite's Mighty Hammer - 19.7 DPS - Lvl 16 - 20% Drop off Mr. Smite in The Deadmines. Ancient War Sword - 21.7 DPS - Lvl 26 - Quest Reward from "Defeat Nek'rosh" Wetlands. Archeus - 23.9 DPS - Lvl 29 - Quest Reward "A Daughter's Love" Duskwood. Strike of the Hydra - 25.6 DPS - Lvl 26 - 20% Drop off Aku'Mai in Blackfathom Deeps. Corpsemaker - 28.9 DPS - Lvl 29 - 40% Drop off Overlord Ramtusk Razorfen Kraul. Silver Spade - 31.1 DPS - Lvl 31 - Quest Reward "Venture Company Mining" Stranglethorn Vale. Ravager - 37.3 DPS - Lvl 37 - 25% Drop off Herod in Scarlet Monastery. Bonebiter - 38.8 DPS - Lvl 34 - Dungeon Quest Reward "In the Name of the Light" Scarlet Monastery. Beastslayer - 42.6 DPS - Lvl 50 - Quest Reward "The Mighty U'cha" Ungoro Crater. Limb Cleaver - 42.7 DPS - Lvl 50 - Quest Reward "Hurley Blackbreath" Blackrock Depths. Force of Magma - 48.1 DPS - Lvl 51 - 20% Drop off Bael'Gar Blackrock Depths. Dreadforge Retaliator - 50.5 DPS - Lvl 54 - 20% Drop off Emperor Dagrán Thaurissan Blackrock Depths. Ice Barbed Spear - 53.9 DPS - Lvl 51 - Quest Reward "Hero of the Frostwolf" Alterac Valley. Doomulus Prime - 55.7 DPS - Lvl 58 - Quest Reward "The Perfect Poison" Silithus. Thanks for all these people for marking this guide possible:Kargoz, Elysium Forum, Nostalius Forum, Theloras. Do you have any friends who plays Classic WoW? Join the WowIsClassic community and share this guide with all your friends! One share = One saved murloc! 1. Level by Level Rotation, Talents, and Trainer Skills Move the slider below to an excellent Mana efficiency increase since you will be spamming Judgement on cooldown. Some people like Improved Blessing of Might better, but for solo play Benediction will be better since the extra AP from Blessing of Might is minimal compared to the downtime you save with better Mana efficiency. When playing in a group with other melee players however, you can choose to get the improved Might, since more people will be benefiting from it. After that, the reduction in Judgement cooldown and extra parry chance is your best bet. It is worth noting here, if you know you are going to be running dungeons in a group as soon as possible, it will be better to start Holy to go for Consecration for the AoE damage. It cannot be stressed enough how important movement speed is early on before you get your first mount. Pursuit of Justice may only be 8% movement speed, but it will be awesome to have. This is worth delaying by 1 level however if you already have a slower weapon (>3.5 weapon speed) and could start using Seal of Command immediately. After that, you will want the crit chance from Conviction and then to finish off Deflection. Sanctity Aura is an awesome damage increase for single-target while leveling and should be picked up immediately. After that, you get Two-Handed Weapon Specialization for the straight damage increase, followed by 1 filler point that you can place wherever you want, but the recommended spot would be into Improved Blessing of Might for the slight AP gain. Lastly, you will want to take Vengeance for the high damage gain when it procs. Repentance is not a damage increase, but is too powerful of a control tool to pass up. After taking it you will want to transition to the Holy tree where you will pick up Divine Strength and Improved Seal of Righteousness for the damage increase they provide. Some people like to start with Holy since these are good talents, but it is not worth the gold to respec later on, and Divine Strength only becomes good once you start to get more Strength on your gear, which will not happen until you are into your 30s and 40s anyways. After finishing off Improved Seal of Righteousness, you will want to immediately pick up Consecration for the AoE damage it brings. This will become a core part of your rotation. Healing Light provides a great increase to you healing which is good for both group and solo play, and finishing Improved Blessing of Might comes just in time for you to get the final rank of Blessing of Might for the max AP bonus. The last two talents are personal preference, but Improved Lay on Hands provides a nice buff to one of your strongest cooldowns. 3. Leveling Rotation Do your class quest to get Redemption. This will not benefit you while you level alone, but is invaluable if you ever level with other people or do dungeons. This is the point where you pick up Seal of Command. You will either use Seal of Command or Seal of Righteousness while leveling depending on your weapon speed. With slow weapons (>3.5) you use Command, and with faster weapons (<3.5) you use Righteousness. 4. Paladin-specific Quests 5. Retribution Paladin Leveling Stats Choosing what gear to wear is usually pretty straightforward since upgrades will be obvious most of the time. However, when given the choice, you are going to want to try to get Strength for more damage and Spirit for better recovery. Your basic priority will be: Strength; Spirit; Agility;

Intellect; Stamina. Agility is a great damage stat for Paladins, but only once you get Vengeance. This increases the value of crits, so until you get it Agility is worth much less. Strength is your most straight forward damage increase and will provide the most value. Spirit is a strong recovery stat, which will be more efficient than just going for more max mana or health through Intellect or Stamina. Spell power is also not a bad choice, but is rare to come across. Specifically you could pick up +Holy Damage pieces for even more damage. 6. List of Trainer Skills to Buy Paladin specs benefit from upgrading roughly the same skills, so our list of skills to buy from trainers is the same, regardless of the spec. For this reason, you will find that list in our general Paladin leveling page. 7. Paladin Leveling Weapons Like Warriors, Retribution Paladins benefit tremendously from weapon upgrades. They are the single most important upgrades that you get while leveling, and especially with slow weapons they also will increase the damage of your Seal of Command procs. Knowing what weapons to get and where is important, so check out the Paladin weapons guide below. Paladin weapons guide 8. How to advance as a Paladin at Level 60 Well done on hitting maximum level in WoW Classic! Now that leveling is over, you can learn more about level 60 gameplay by reading our Retribution Paladin Guide, which covers every facet of gameplay at 60 in detail. The best individual pages to read through are as follows. 9. Changelog 05 Oct. 2019: Page added. Show more Show less