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## Paladin leveling guide 1-100

- Joanni 1-60 Classic WoW Horde & Alliance Speed Leveling Guides – Paladin 1-60 Leveling Guide This guide is designed to set the plan for flattening Paladin to level 60 in a short time and with a high level of pleasure. I'm also jumping the PVP of the battlefield. If that's what you're interested in, the only way you can learn is to come in and do it. Before we begin, this guide is just a basic niving guide if you need a much more tentative one-on, then check out Joana's Classic WoW niving guides. I have this 60 Pally, 60 Priest, almost 60 Warrior, and another Pally currently at 42. 42 Pally is the fastest niving and most entertaining character I've ever played. This is from a combination that has straightened multiple characters and avoided the mistakes I made with the first Pally. Do whatever you want, but the next approach works perfectly. The most important initial consideration is whether Pally is for you in the first place. I'd say Pally is firmly out of control to a level of 45-50. After that, however, the pallys injury exit doesn't progress much, while the second grades formed around the production of the damage are starting to shine and will eclipse Pally in the depths of the damage. On the other hand, Pally can still do enough damage, but he also has excellent defensive skills and a lot of different team-building skills that play Pally well for any group. So the deal in a nutshell is if you appreciate the damage of the exit in particular and don't enjoy having the supporting responsibilities you'll probably end up disappointed at level 60. I'm going to pull out important development aspects for 10 blocks at the level. I'm not going to assume that the game is very little known. If you have a high level of alt or friend, it will help you greatly if you can start with enough gold for bags and some basic equipment. The better Paladin is a highly dependent class on gear. Level 1-10 People get slightly useful racial talents +5 for swords and maces, a tiny Spirit bonus, and diplomacy to help you gain a reputation 10% faster, which is nice. Trolls get Stone Form, +5 guns (which pally can't use at all), +10 Cold Resistance, and Find treasure with you you won't use it because you'll use Find Minerals (will be explained soon). I prefer people, but in the end, it doesn't make a difference. Every time you level yourself to a level, go to Coach Paladin. They'll have new skills to learn. Bring them all and learn how to use them. At lvl 8 you get a Hammer of Justice (HoJ, 3 sec stunning) that allows you to heal or stop a fleeing mob. At lvl 10 you will get the first taste of the wealthy with Blessing protection (BoP, castrate on either you or others) and Lay of Hands (LoH). BoP makes you immune to physical damage for 6 seconds and LoH reimburses all your health at the expense of all your mana (which you should have pretty much used anyway). If smart is almost like 3 lives if you use BoP for cleation. Find yourself a good 2 hand guns (prefer mace or sword if it is human) and plan to stick to 2H weapons for quite some time. You mall armor will give you the defense you need and the extra impact power is better than the extra armor from the shield. Basically, it eliminates the sword and shield only when in cases with groups. You must always have your avr up, blessing on yourself, and actively when you are fighting. The only aura you have is Devotion at the moment. Later you get others who are very self-a-friendly. Use the right one at the right time. Learn to judge the Seal of Rightousness for additional damage. You also get a Seal of the Crusader (SoC) on lvl 6. If you judge this, it will increase the sacred damage. This can be convenient. Get 4 sachets IMMEDIATELY. Bigger than better. More space means fewer trips to the seller to sell the shit you found but don't need. Critical: As soon as you can get to your larger city and learn two professions of mining and engineering. If you want something else, you make a big mistake. Remember, all the shit that other people do can always buy, but all the great engineering stuff is for engineers only. Engineering serves to fill the molded in gaps in the Paladin sign. Paladins benefit from engineering more than any other class benefiting from any profession. You're taking mining because it supports engineering. Check out the weapons trainer in your larger city and learn 2 handover maces and sword at least. Learn everything you can afford, except maybe a dagger. Find your mining choice and turn on Find Minerals IMMEDIATELY. Mine every copper that you see and start advancing your engineering skill as aggressively as possible. In no time will you be able to make rough copper bombs and will have a range of means to pull non-player character opponents (called mobs from now on). Other engineering gooddens include mechanical pets whose level is your Eng. Skill divided by 5. So if at level 40 you have 300 Eng. Skill your Mithril Mechanical Dragonling will be level 60. There are also several snaring devices that stick an opponent in the impact zone, such as the Net-o-Matic projector, the stun explosive, and the Dreaded Goblin Rocket helmet. There is also great damage, known as Gnomish Death Ray, which can crit for up to 5,000! That's why you're going to take gnomis specialization when the time comes. Do everything you can in the start area. Find equipment with stamina and intelligence (eagle flaff) or strength (bear flaff), or power & intelligence (gorillas). Mana won't be a big issue at this point and the power of the tool is more common thanks to the Warriors, so you can finish with a lot of it. Learn First Aid, tackling mane using the fastest kioths is a very good thing. At stage 10, you get your first point of talent, you put it in the Enhanced Blessing of GreatNess You're going to put the first 31 points in Reclaim, so it's going to be this or Benediction. At this early stage, iBoM will help you more. Level 11-20 At lvl 11 you should not have problems taking 2 or even 3 mobs at the same level or one mob 3 level higher and living through it. You can't do it all the time, but you should be able to. Other signs won't be able to. From LVLS 10-20, after some training, you should be able to beat any class in a duel. Between your bots, swelling, BoP, HoJ, relatively good DPS, Blessing of Freedom, and LoH (not to be used) you have everything you need to succeed. Learn some good new skills to this extent, such as Redemption (Resurrection of dead players), Blessing of Wisdom (laster mana regen), Retribution Aura (deals with a little damage), Blessing of Freedom (immunity on giba impa effects), Divine protection (total immunity to you ost I debuffs for 8 secs), Seal of Command (excellent resitered replay sete w/ 2H ogroze) i Righteous Fury (generates extra threat to focus mobs attention on you), Divine protection activates the debuff, which prevents boP from being submitted by one min.. So you can't go back to immunity. Go to Westfall and find a lot of find out. Deadmies is also the first stage we should run into. You get the main search for the place by following the Defias Brotherhood quest. Use this as an opportunity to learn to unite with people. In addition to killing mobs they keep everyone blessed all the time, purgrating them and puring them when they need it and maintaining a proper avro up all the time (usually devotion). You have to master this combination of jobs to be an effective Paladin. If you don't have some way to get a decent money offer in addition to grinding you'll probably want to do deadmies several times for better-than-average equipment drops and stuff for sale. Your talent points will be spent on meeting iBoM, then 2 in Improved Judgment, and another 3 in either Improved Seals Crusader (iSoC) or Deflection. You could argue that either of these two is equally important, so make a choice. iSoC is sympathetic because it improves damage and encourages the use of judgments. Bad Paladini rarely use judgments. Point 11 goes to Seal of Command (SoC). Continue to aggressively advance your engineering. At 85 skill you get to make Target Dummies, which are very useful in soloing hard quests or when you have no choice to buy to take on larger groups than you would like. When they are destroyed/expired, don't forget to plunder the Dolls. You get some materials back and you can get hard to get otherwise, Fused Wiring. Fused Wiring is used in advanced hardware devices. It can also be sold at the auction house for 10-15 gold. At skill 100 you can make Flying Tiger Glasses. If you've worked well, you're advancing your Eng. This will be the first part of the Armor you can get. His cloth, but he has some stamina, spirit and armor, so it's better than nothing. They also look like sunglasses. At Level 20 you will get a look in the SW Cathedral for your seriously upgraded (for your level) hammer known as The Chained Fist (. Focus on that until you get the hammer. See Thottbot, where/how to get components. You're going to need help with Jordans Hammer, and I recommend you ask for your help. They have an emotional tie with class and this weapon and they know they won't last long, so the chances are good to help. Tell them to find out what it's like to be griffin in Southshore so you don't miss their time. Now you've got a weapon that's 20th grade and will be better than anything else you can get until you're in your mid/late 30s. SoC with Chained Fist = some of the heaviest injuries you can do rate 20. Bring yourself a good glasses as soon as possible. Fire weapons are ideal, but somewhat affordable. Somehow bring the gold. At LVL 19-20 you can proceed to Wetlands and Duskwod for some suitable questing. Duskwod has a lot of undead, which is nice, because at LVL 20 you get exorcism from your coach. Make the Stalvan chain as soon as possible. That involves running around a lot, but you get a tone of experience for that. Almost the whole level, worth just that chain. You're going to have to wait for the last part. I think Stalvan's at level 32. Continue to look for equipment with stamina and intelligence (eagle flaff) or strength (bear flaff/or strength (bear flaff/or strength (gorillas). Really try to keep your tool up to date with the requirements of the level near the current level. Level 21-30 Most of your questing will be in Duskwod, Redridge Mountains, Hillsbrad Foothills, and Wetlands. Give the next 5 talent points in belief followed by another 3 in Vindication. This is a compliment by the SoC/Chained Fist combo. The next two will go to Eye for an Eye. That helps with the casts. Keep engineering. At lvl 30 and 175 Eng. Skill you get a compact harvest reaper, which is your first useful mechanical pet. In the same place you will learn to make iron grenades that are useful throughout the game. The key thing about this grenade is that you can use it while you're moving and stunning the target for 3 sk. This allows you to stun the runner so you can catch up. You're going to have to learn how to throw a grenade where it's going to be when it hits. The LVL 30 and 200 Eng skill will gain you access to your Mechanical Dragonling, which will make your fists trinket. Its shorter duration pet, but makes good damage and is reused without additional materials. If you are on a PvP server, you will start to see The Horde. With the exception of Hillsbrad Foothills you will mostly see the level of 60s enjoying killing low-level players. Not much, you do about it, except run if you can. If you see hordes of players (even up to 5-8 lvs higher than you) you have a great chance of winning if you stay cool and all your special abilities are not on cool. Keep them within range of melee and they should be dead. Continue to look for equipment with stamina and intelligence (eagle flaff) or strength (bear flaff). Really try to keep your tool up to date with the requirements of the level near the current level. Level 31-40 Most of your questing will be in Desolace, Arathi Highlands, Badlands, and Stranglethorn Vale (gank central). Look at the maps in the link at the beginning, there are other places, but those I mention will have a lot of work to do. Use your talent points on Two Handed Weapon Specialization, Vengeance, Holiness Aura, and possibly Exaxge. Swearing is another great way to stop runners. For PvP its great but not so much use in the regular game (PvE). If you do not take this, you will be able to get a combination in a sacred tree that gives free critical treatment every 2 minutes. I recommend a pretty rigid path of talent, but when Pally is young and has chained fists revenge just works best. In this area you will go to Scarlet Monastery. This quest line begins in Desolace (on lvl 30) from brother Anton, who is in the above guesthouse in Desolace. It's a fun case, with a good reward and a good drop inside. Most of the good stuff in there has a level of 37 required to use, so you might want to wait until around then to hit the actual monastery. You continued on Eng. I'm not going to be able to do that. It's going to pay off a lot. You probably had to buy some materials that weren't available to you at the auction house, but that's a well-spent money. To this extent you should be able to do some of the best Eng. I'm not going to be To Eng. Skill 200 decide between Gnomish and Gotlin eng. This choice is not reversible. Gnomish recommend it for one key reason. Gnomish Death Ray. Most things Golin Engs can also use Gnomish Engs and vice versa. However, Mortal Ray is only Gnomish and is just as much better than the Goblin alternative dragon pistol. View Thottbot's comments and see screenshots of the critic up to 5,000. You can get this in your mid-30s if you've worked Eng skills (240 skills are required). Around this time you can also get a Net-o-Matic projector, which is another way to stop runners. Then there's another pet known as Gnomish Battle Chicken. I've decided to run around with a fitted Death Grill and a dragon or chicken in my trinket slots. When you meet the Hordes, anywhere near your level, it's the time of the dead hordes. Even two at a time is possible with all the abilities, along with these engineering goodness. Start the fight, use a hammer/grenade to keep your opponent within range. If this is the case, Enough of the Divine Shield start the Ray of Death and heal. Still not enough? Let the dragon tear. At this level, with what we've talked about so far, you're invincible against everyone you see. You can even brawl at a few skull-level players thanks to dragon and Ray death. At level 40, proceed to SW Cathedral for your free horse. Hoorary, you can wear plates now. Continue to look for equipment with stamina and intelligence (eagle flap) or strength (bear flap) or strength & intelligence (gorillas). Intelligence is becoming increasingly concerned. Start really trying to find some eagle platter soon. Somewhere around here, it's also time to change the chain fist for a better 2H weapon. There aren't many to choose from. There is an ep called Nightblade with a requirement of 39 levels. That's nice. Zeal remains a good choice for glasses. With Nightblade and Firey, you'll hit the soc, fire or shady bolt. Good times. Maybe you should throw some frost oil for fun. My 42 Pally is using this combination right now. I kill the mob absurdly quickly, and I don't have a problem with the horde except the 60s. Level 41-50 Questing areas include the Tanaris Desert, Hinterland, Arathi Highlands, Searing Soteska, Azsahara, Feralas and Stranglethorn Vale. Now you can slow down the engine room, but the sooner you get to 300 the better. Remember, the mechanical pets level is your eng. Skill level/5. Another tip, always look for cheap goods on AH and put in a minimal offer. Sometimes you get cheap good stuff. Set bids shortly before stopping server maintenance for the best odds. Just yesterday I got 4 loads of 20 Thorium Bars for about 1.3G each. I have them in the bank and can easily 5G on any pile if I just list them when the supply is low. Like I said, find a way to make money and dedicate it to engineering. I have 300 skills at LVL 42 and I can say that my character is superstitiated, it won't last, but, hey, keep kicking out of the hordes whenever you see them. When you get close to LVL 50, a lot of people notice it's not as easy as it used to be. Focus on surviving them and continuing to do well. For these 10 talent points I recommend a sacred tree for your remaining points as it is more group friendly. I like Divine Intellect and Spiritual Focus for this range level. As you approach level 50, you can even choose to give up on your retaliatory focus in favor of the Holy For Group Support. You could also go protection for tanking or terrible billing for PvP burst damage, but I think a protective tree is not what it used to be. More on that soon. This level level also has 3-4 instances that should help defend your group skills uldaman, Sunken Temple (it may be better in the next range), Zul'Farrak and Maraudon. Bosses in these places can easily equipment that can be worn at the 60th. In these places, you really need to use all your skills to be productive. You need to do damage, heal, cleanse, manage runners with a judgment of justice, and generally keep the aggro off the cloth-wearing classes. If you haven't figured it out, the blessing of salvation is the one for all who could take the agro from the main reservoir (usually a warrior, sometimes you or a bear-shaped Druid) in cases. They may be asking for others, but they don't give them. Aggro management is a key skill and injury-lucky kostoglavci can truly destroy your teams progressing as the injury classes continue to kill. If you have a priest in a group, consider if your job to keep them alive. Priest healing draws aggro very effectively if the tank can or not maintain a threat to all attacking crowds. At this point, the group dynamics will clearly show you what is ready for the future. You will see a lot of mistakes that will alert you to bad groups in the future. If you're not in a good guild, it's time to find him. Reusing with strangers is sometimes inevitable, but try to do it as little as possible. Find the Thrash Blade when you kill the princess in Maraudon. It's the corruption of the Earth and the saddle. His fine 1H sword, which you can use at level 60. On LVL 44 you get the Hammer of Wrath. It's a hammer of the world's energy that you can resort to runners. It can crit for up to 1200 armors that overtake holy damage, but can only be used when the target is at or below 20% health. Levels 51-60 Home Section. Here you will spend most of your time in The Crater Un Goro, Searing Goru, Winterspring and Eastern and Western Plagues (EPL & WP). The plagues have a lot of undead, so you're going to love it there. At level 50, there is also a paladine-specific look for chillwind. That's fun. Sunken Temple, Dire Maul (get the Energized Chestplate from DM East!), and Black Rock Depths (BRD) are examples for you until you hit 60. You can try Scholomance, Stratholme, and Blackrock Spire before 60, especially if you have a good guid. However, at lvl 60 you get the final rank of many of your good skills, so most people want only under-60 if they are friends/guids or they absolutely can't find anyone else. New lds are making the size of a group of specimens more difficult. DM and BRD along with all quest grinding should get to 60 in short order. In BRD get all marshal windsor-related quests out of the way to including Prison Break. That's the chain you need to get the key to Onyx's badube. You should also do Attunement to Core to give you access to Staten Core later. Other attractions that provide good rewards are the Battle of Darrowshire and the Order needs to be restored. You can knock both back with a group People. There's a tone of people, but they haven't been there yet. Find a group in IF for both, and you'll get it soon. Tip: In order to complete Darrowshire you need to leave the raid group after all the killing is done. See Thottbot for details. The promotion from lvl 50 to lvl 60 is quite fast, id say, with all the search and content available and all the undead that allow you to use exorcism and holy jenja. This turns into a Grind guide at later levels from 57-60 mostly. Now for the greatest consideration of all. To this extent, it will be difficult to deny the fact that your relative damage is now at the expense of other classes. You still have enough to do your job, but the easy supremacy you once enjoyed is just gone. Your ability to dealing with harm stopped progressing a while ago, and other classes and the mafia continued to advance. When you come across the Horde is not everything but guaranteed victory was ahead of 10ish level. Engineering doesn't work as well as it is. Level 60 Dragon is less effective against lvl 60 player than was against lvl 45 player . Here many gain their dissatisfaction with the class. Hey, I liked that superan edited character, what happened?! I think the balance has happened. Given paladin's broad combination of abilities such as armor panels, the ability to withstand shield equipment, treatment, LoH, two forms of indulnerability, buffs, cleaning, the ability to resurrect, and auras, how can the damage remain relatively high without the rest of the classes looking like shitty alternatives? Other classes have some of these attributes, but none have all the time like Pally. Like it or not, that's what we get. After 1.5 years it is safe to assume that the class will not change much, so try not to think in these terms. That doesn't mean Pally can't do the damage, he can. It's lower and more random compared to other classes. Finally, to this extent, you may consider talent. It will all depend on how you want to play your Paladin. PvP-oriented? Configured for instances of raid? Other? It's up to you. In LVL 60 groups, you expect to make full use of your team support capabilities. You are expected to have a mana pool of about 4,000+. They're going to ask you to get cleaned up and clean, because you can. You will not be welcome as a tank, the Warriors have always been better than you in this. You can still focus on the Revenge tree and have enough in The Sacred to be an effective Pally. However, you need to acquire a bunch of intelligence-heavy equipment. You really should keep more sets of equipment so you can change the focus with gear. In conclusion, you like it, but understand the limitations of class and the reasonable expectations of those you combine. Try to avoid sacrificing everything for a little more damage. You'll never be paired with other classes, but Basin Basic Guide to Alterac Valley Creating A Level 19 BGer From Scratch 20-29 twink guide for Battle Grounds Instance Guides Molten Core Bosses strategy for Garr - Magmadar - Lucifron Notes to use while playing in Molten Core 45 Minute Baron Run in UD Stratholme Guide Zul'farrak Instance - Praviino Način da se to complete It Scarlet Monastery Guide Shadowfang Keep Guide Sunken Temple Walkthrough Walling Caverns Guide Zul'Farrak Instance Guide Karazhan Attunement Guide Other Expansions: Burning Crusade Guides MOP Guides How to Get Netherwing Drake/Mount Guide WoTLK Guides Death Knight Tanking Guide WoTLK Achievements Guide Guide