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## Wow blood elf paladin leveling guide

April 7, 2016 This is my gift to Lordaeron players. This guide will not contain heirloom items, and leveling zones will only be covered briefly because this guide is intended to help with learning and leveling with spec, not the process of gaining experience points itself. Important notes to level one Retaliation Paladin on WotLK: You have 200% increased health and mana regeneration up to level 20.Paladins do not passively regenerate their mana except for mp5 state. Tauren cannot be Paladins.Until reaching a moderately high level threshold (level 50), your options for damage output are very limited. Two-handed weapons are preferred for maximum damage, but a one-handed weapon and a shield can work well. In WotLK, spells are scaled up using a Spell Rank system. All spells and abilities have the ranks, and grow more powerful with each rank. All ranks (with the exception of rank 1 abilities provided by talents) must be trained on a Paladin Trainer. This includes higher degrees of spells granted by talent (Crusader Strike, Divine Storm, etc.). You get 1 talent point per level for each level that starts at level 10. Race Options Alliance Human Every man by himself - Free pvp trinket. 10% bonus conversion winnings. Increased skills with swords and maces. Increased stealth detection and increased spirit. Dwarf Stoneform - Removes toxins, diseases and bleeding and increases the armor by 10% in 8 seconds. 2min cd. Can see treasure chests on the minimap. Reduced chance of suffering from frost spells. Increased skills with maces. Increased critical strike chance with weapons. Draenei Gift of the Naaru - Heal over time for 15 seconds (3min CD) which scales with your stats. Increased Jewelcrafting skill. Increased the hit rating by 1% for myself and all party members. Reduced chance of being hit by shadow sorcery. Horde Blood Elf Arcane Torrent - Regenerate mana and silence all enemies in a small radius. 2min cd. Increased Enchanting skill. Reduced chance of being hit by all spells. Stats The most important statistics to you while leveling are endurance and weapon damage. Perseverance increases the time you can stay alive and weapon damage increases your ability to kill a target. The only state that will not be of use to you is the Spirit. Any other statistics you can find on items will have some kind of benefit to you. The ranking of how valuable statistics are as follows; #1 Weapon Damage (This is the base amount of how hard your weapon will hit. That's the most important factor when it comes to scaling your melee strike damage) #2 Stamina (Increase your maximum health; injury statistics take precedence over this at level 80) #3 Strength (Best scaling state to increase your damage) #4 Attack Power (Second best scaling state to increase your damage) #5 Intellect (Increases your mana pool for more healing and casting damage, very important until you Judgments of wise talent) #6 Spell Power (Increases the damage of by Spells and healing of your heals) #7 Agility (Gives Dodge rating, armor and melee chance) #8 Crit Chance (Increases your chance of critically hitting with all direct damage abilities and heals) #9 Hit Rating (Increases your chance of hitting a target. You only need a 4% increased chance of hitting a target that is the same level as you.) #10 Haste (Increases your attack and spell the cast speed) #11 Expertise (Reduces the chance your target will avoid your attacks) #12 Armor (Reduces the damage you take from physical attacks) Training Spells At Level 1, you already have seal of righteousness and Holy Light available to you. Seal of Righteousness is a passive buff to your melee attacks. Holy Light is your strongest healing spell. You also have the ability to train Devotion Aura from a Paladin Trainer, which is a party and raid-wide buff to the group's armor state. Keep in mind that you need to visit a Paladin Trainer to learn your new spells and spell the trail. New spells and spell ranks become available every 2 levels. Spell Training Milestones; At level 8, you can learn how to fend off. At level 10 you can make the quest to learn Redemption. At level 20 you can learn Summon Warhorse. At level 34 you can learn Divine Shield. At level 40 you can learn summon charger. At level 42 you can learn cleanse. At level 52, you begin to have access to 'Greater' blessings. At level 70 you can learn Avenging Wrath. At level 71 you can learn Divine Plea. At level 80 you can learn Sacred Shield. Spell Use Injury; Divine Storm & Crusader Strike & Dom & Inauguration & Exorcism Divine Storm is your hardest hitting ability. Crusader Strike is your second hardest battling ability. They can be a hard-hitting ability when you get good gear, and it doesn't restore mana until you have judgments of the wise active in your talents. But it is important to keep your judgment active on your goal so that you always take advantage of it. Healing; - Holy Light is your great heal, but it also costs a large amount of mana. Use it only when you need to heal for a huge amount in a short time. - Flash of light is your little heal, and it's the most mana-effective healing spell in the game. It heals for a small to moderate amount of very little mana. - Sacred Shield you want to stay active at all times when you take any damage. This is only available at level 80. - Avenging Wrath is your burst injury ability. Use it when you need to do a lot of damage or healing in a short time. Talents Recommended talents for equalization will prioritize surviving above all else. The damage comes in second place. Levels 10-14: Deflection Levels 15-16: Improved Assessments Levels 17-19: Heart of Crusader Level 20: Seal of Command Levels 21-22: Vindication Levels 23-24: Quest for Justice Levels 25-26: Eye for an Eye Levels Crusade Level 30: Hallowed Retaliation Levels 31-33: Two-Handed Weapon Specialization Level 34: Conviction Levels 35-36: Divine Purpose Levels 37-39: Conviction Level 40: Reverse The Art of War Levels 46-48: Fanaticism Level 49: Conviction Level 50: Crusader Strike Levels 51-53: Sheath of Light Levels 54-56: Revenge Levels 57-59: Righteous Revenge Level 60: Divine Storm Levels 61-65: Divine Strength Levels 65-67: Stoicism Levels 68-69: Sanctified Wrath & & & Levels 70-71: Divinity Levels 72-77: Toughness Levels 78-79: Improved Hammer of Justice When You Reach Level 80, see my other guides for Retribution Paladins in the WotLK expansion. PvE: PvP: Class Quests Redemption To be added. Summon Charger To be added. Leveling path (brief overview) If you are willing to travel the route, the areas at the same level can be exchanged. Human Level 1-10 Elwynn Forest Level 10-15 Westfall Level 15-20 Redridge Mountains Level 20-30 Duskwood Level 30-40 Stranglethorn Vale Level 40-50 Swamp of Sorrows & Western Plaguelands Level 50-60 Eastern Plaguelands Dwarf Level 1-10 Dun Morogh Level 10-20 Loch Modan Level 20-30 Wetlands Level 30-40 Arathi Highlands Level 40-50 Hinterlands & Western Plaguelands Level 50-60 Eastern Plaguelands Draenei Level 1-10 Azuremyst Isle Level 10-15 Bloodmyst Isle Level 15-20 Darkshore Level 20-30 Ashenvale Forest Level 30-40 Desolace Level 40-45 Dustwallow Marsh or Tanaris Level 45-50 Feralas or Tanaris Level 50-60 Winterspring Blood Elf Level 1-10 Eversong Woods Level 10-20 Ghostlands Level 20-30 Hillsbrad Foothills Level 30-40 Arathi Highlands & Stranglethorn Vale Level 40-50 Tanaris Level 50-60 Un'goro Crater & Silithus Outland Level 58-62 Hellfire Peninsula Level 62-64 Zangarmarsh Level 64-66 Nagrand Level 65-67 Blade's Edge Mountains Level 67-69 Netherstorm Level 68-70 Shadowmoon Valley Northrend Level 68-72 Borean Tundra & Howling Fjord Level 72-74 Dragonblight Level 73-75 Grizzly Hills Level 74-76 Zul'Drak Level 76-78 Sholazar Basin Level 77-79 The Storm Peaks Level 78-80 Icecrown Items Good Dungeon Weapon Classic 7230 Deadmines – There are several other 2h weapons in this dungeon. 3191 Shadowfang Hold 6641 Shadowfang Hold Blackfathom Deeps - There are other 2h weapons in this dungeon. 9449 Gnomeregan 9459 Gnomeregan 7723 Scarlet Monastery - Cathedral 6687 Razorfen Kraul 18759 Scholomance - There are several other 2h weapons in this dungeon. 10758 Razorfen Downs 18717 Stratholme 13505 Stratholme (super cute outside Baron Rivendare) There are many weapons from Blackrock Spire and Blackrock Depths that are not included. TBC 24044 Hellfire Ramparts 24394 The Blood Furnace 24461 Underbog 25944 Mana Graves 27524 The shattered halls 34794 Magister's terrace 28393 The Arcatraz 28367 The Botanica 28253 The Mechanar 27986 Sethekk Hall's 27903 Shadow Labyrinth WotLK 35576 Utgar De Keep 35618 Drak'Tharon Keep 37108 The Culling of Stratholme 36962 The Oculus Trinkets 17744 Maraudon : very rare world drop // a rope grind reward // designed via profession // drop from a raid or heroic dungeon // purchased from a supplier using honor or arena points. 11815 Blackrock Depths (from Emperor Thaurissan) When you get close to level 60, you should aim to get this trinket. It has a low proc rate, but it is a very very good trinket. Can be really tough to get though. Librams 23201 Very low drop chance from various sources in Scholomance. 24386 The Blood Furnace 27983 15x Mark of Honor Hold at the pvp seller in Zangarmarsh. 28065 Group quest in the Hellfire Peninsula. 25644 Final quest in the Nesingwary quest chain in Nagrand. 31033 Final quest in a long quest chain in Shadowmoon Valley. 27917 Sethekk Hall's 27484 The Blood Furnace (heroic) 37574 the Borean Tundra quest chain. 38362 Venture Co. seller in Grizzly Hills. Where you can train a weapon type Maces - Ironforge and Thunderbluff - Stormwind and Silvermoon Silvermoon - Ironforge and Orgrimmar Tricks - Repentance can be used to remove a mob from the fight with you for a full minute, or to give you a minute to regenerate your mana or heal. - You can cast spells while being protected by Hand of Protection. Use this to your advantage to heal yourself. You can do the same when using Divine Shield, but Divine Shield allows you to attack as well. - Lay on Hands is best used to save a friend. - Hand of Reckoning does decent damage and can be used effectively to pull mobs from distance or to tag a mob. Addon's Atlasloot is highly recommended. This addon allows you to see all the item drops in the game. Damage is my preferred damage meter, which tracks all possible healing, damage done, damage taken, etc. Conversion is an alternative to Injury, which is easier to use, but less accurate when it comes to healing&absorbing. Deadly Boss Mods (aka DBM) is an addon that will help you with boss meets mechanics. Dominos is a UI addon that lets you customize your action bars however you want. Grid is a party/raid frame addon that replaces the default party & raid frames. It is more compact and easier to play the game with than standard party & raid frames. Dr.Damage is an addon that shows the estimated approximate damage of your abilities to their buttons on your action line. A larger list of addons for a whole bunch of things can be found here. Glossary Cooldown - (aka CD) The time required for a spell or ability to be ready again after using it. 2h - Meaning Two-handed, usually with reference to a weapon type. 1h - Meaning A-Handed, usually refers to a weapon type. mp5 - It is the short-handed name of stat mana per 5 sec. Your mp5 stat appears on your character sheet like Mana Regen, and the number shown there is how much mana you will regenerate every 5 seconds. When you reach level 80, please see my other guides for Retribution Paladins in the WotLK expansion. PvE: PvP: April 1, 2017 Bump for level 70-79 level talent updates. April 1, 2017 very well made leveling guide! good job :) April 4, 2017 Should you do a tease leveling guide for the TB server? April 4, 2017 I thought about it. Wouldn't be too hard to do, a lot of information I can draw from this guide, and then add another layer to it for things that should be done while leveling. August 20, 2018, I thought about it. Wouldn't be too hard to do, a lot of information I can draw from this guide, and then add another layer to it for

things that should be done while leveling. very nice tips for me thank you very much February 9, 2019 what glyphs do you use while leveling? change at 80? February 9, 2019 The only thing that comes to mind is the Seal of Command It will grant you a one Judgeof Wise mana regen mechanic, which should be large until you unlock that talent, and even then. What I would suggest to change to at 80 you can find in my Retaliation guide which is intended for max-level characters. February 17, 2019 Also, don't be deterred that leveling your ret feels awful, up to the level 40+ class is extremely boring. When you get martial art and get to call back through your judgment, it will be great fun. One tip I have is that from 60 to 80 you sometimes OOM just from doing harm, the seal of wisdom is amazing for it. March 18, 2019 The link to the max lvl PvE guide leads to: vBulletin Message No Topic specified. If you followed a valid link, please notify the administrator Is the link still valid? I'm leveling a Ret paladin right now and would like to read in advance if possible. Thanks for the guide, helped me a lot. Second question: has spirit been established for Pally's? It seems to be increasing my mana regen. Would this change it's worth and place it in the statistics rankings? March 18, 2019 @Pharean I've gone and updated every single link in the guide so that they now work. As for spirit that firm, spirit already works as intended. It increases both health and mana regen, but it's not significant enough for it to work well against mp5 and intellect, given how a Paladin abilities and talents function. You will also find ZERO spirit on plate or mail gear at level 80. 19 March 2019 Thank you for the clarification. May 23, 2019 This is fantastic thank you for this!! July 31, 2019 Simply amazing. Thanks for this guide. You're amazing because you took the time to do this. Kudos! 5 September 2019

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