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Wow classic paladin mount guide

Welcome to our paladin class assembly guide for WoW Classic! Paladins are one of two classes that obtain unique mounts specifically for their class, the other being warlocks. Both classes get a basic mount on level 40 and an epic version at level 60. While you get a unique loader as a paladin, it's not absolutely free as some might suggest and requires completing a fairly difficult quest line. You'll need at least 350 gold and the help of allies to successfully acquire your mount. It's definitely worth completing because it gets you style points and no one but a paladin can ride one! The Level 40 mount is extremely easy to obtain, it simply requires a down payment of 80 gold to learn how to cast Summon War horse (60% speed). Because of that, we'll only cover the requirements to purchase your epic mount (100% speed) in this guide. Let's get started so you can work to learn Summon Charger to assemble your eye-catching class mount! There are several missions that require the collection of items to complete them. Some also require gold. In total, you'll need 350 gold in addition to all the items listed below. Choosing to buy everything can make the total price easily reach 400-500g depending on the economy of your server. 150 Gold 50 Gold Enriched Manna Biscuit x20 Azerothian Diamond x1 Where can I start missions? The quest line begins with Duthorian Rall, which is located inside the Cathedral of The Vending City. Can I just do the quest line? No, you'll need a group for Dire Maul, Scholomance and Stratholme if you don't already have the sacred waters. Do I need to learn driving skills? No, level 40 and 60 missions give you the skills to ride them. Are there any ways to circumvent gold requirements? You can pick up all the necessary carpets if you have mining and herbalism, but you'll still need to find an alchemist to transmute the bars. The combined requirement of 350 gold emphasis on sacrifice, the collection of goods and the ancient equine spirit cannot be omitted. Can I fight death knight Darkreaver again after the final mission? Yes, you'll have to pick up another Scryer from Lord Grayson Shadowbreaker's Divination at SWC Cathedral. It will offer you the completeable mission instantly: Back in the Grand Ossario. Try collecting all the necessary materials before starting the quest chain to save you time. You can hide them out just before you leave a convenient location.) Be sure to use judgmental spells by fighting the waves that lead to the Death Knight Darkreaver! They do significant damage and AoE stuns all enemies from a distance. Bring with you a strong and competent group when running Dire Maul, Scholomance and Stratholme for holy water. Make sure on the same page as you and you are ready to stop at the right places to help you/allow you to do your missions. Make sure you have a rogue with you when you do Dire Maul and Scholomance. This will eliminate your need for specific keys. Otherwise, you'll need to clean up other parts of the dungeon you need to be in. Without further ado, we'll start in the mission tutorials. There are several missions to do in the quest line, so we've divided it into four easily digestible sections. Be sure to read them completely in advance so that you are well prepared and remove the necessary carpets from the bench. Accept the following mission: Terrordale Exorcism. Now you'll have to get to the Eastern PlagueLands. While you're here, this is a great time to visit Light's Hope Chapel and buy your Argent Dawn Mayor's enriched mana cookies. You need to be friendly with Argent Dawn to buy them. Head to the northwest part of the area, near where the entrance to Stratholme is located. Continue west past the entrance until you reach an area called Terrordale. Each use can create between 1-3 spirits. Continue to use the censor in green patches until 25 spirits have been killed. Return to Stormwind Cathedral to deliver the mission. Accept the following mission: The Work of Grim and Elmore. Before you find it, be sure to visit the bank and take out your Arcanite Bars, Arthas Tears, Runecloth and Stratholme Holy Waters. You'll also need 150 gold. Run to the Dwarves district to find Grimand Elmore. and deliver your mission. Accept your next mission: Collection of Goods. Immediately turn on the quest with 150 gold and use the items you just took out of the bank. Take the following mission: Collection of Goods. Immediately turn on the quest with 150 gold and use the items you just took out of the bank. Take the following mission: Collection of Goods. Immediately turn on the quest with 150 gold and use the items you just took out of the bank. Take the following mission: Collection of Goods. Immediately turn on the quest with 150 gold and use the items you just took out of the bank. 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Take the following mission: Collection of the bank and the following mission: Collection of the bank a you took out of the bank before, deliver the mission. Accept the final mission of the series: Judgment and Redemption. Gather a group for Scholomance. Be sure to bring in a rogue and someone with a dissipation. Fight your way through the dungeon and stop after killing Rattlegore. When the room is empty, open Lord Grayson's Satchel to receive the Scryer of The Divine. Get ready to fight four waves of enemies. Each wave will also feature a mini-boss. Once all four waves are clear, a real boss, the Darkreaver Death Knight, will appear. Each wave is weak to a specific paladin seal and the Corresponding. Use the right seals to deal AoE damage that deals massive damage and stuns all targets. The first wave features Banal Spirits who are weak to the judgment of the Seal of Wisdom. the Wave features Malicious Spirits that are weak to the judgment of the Seal of Justice. The fourth wave features Corrupt Spirits that are weak to the judgment of the Seal of Justice. The third wave features Corrupt Spirits that are weak to the judgment of the Seal of Light. Head to the center of the com and use the Divination Scryer to start the event. Be sure to use the right seal-judgment combos in each wave to make them easier. After the four waves are treated, you'll have to kill death knight Darkreaver. Be sure to immediately dispel your mind control effect and the fight should be quite easy. Once he dies, he loots his corpse to collect the Lost Soul from the Charger. Use the soul of the Darkreaver Fallen Charger. that appeared after killing the boss. Once this is over, your mission will be complete so you can deliver it to the loader. You'll finally learn the skill, Summon Charger! Get Wowhead Premium As little as \$1 a month for an ad-free experience, unlock premium features, and support the site! Simply search for your screenshot using the form below. Screenshots that contain UI elements are generally rejected to the view, the better! Please check our screenshot guidelines before submitting! Simply type the video URL in the form below. Get Wowhead Premium As little as \$1 a month for an ad-free experience, unlock premium features, and support the site! Simply search for your screenshot using the form below. Screenshots. The higher the quality, the better! Please check our screenshot guidelines before submitting! Simply type the video URL in the form below. In the form below. In the process of the epic paladin assembly quest chain, you'll need to do for the paladin mount mission: Get your class coach's Lord Grayson Shadowbreaker mission, you'll need to Rohan's Exorcism) for 150 gold. In the next step, it is necessary to go to Terrordale in the northwest part of the Eastern PlagueOnce, find the green dots that shine, clear any peat nearby, then use the Censer Exorcism. You'll have to exorcise a total of 25 spirits. Now you have to talk to Elmore in the Dwarfen district of Stormwind. Requires most of the materials mentioned above and another 150 gold. For the next part of the mission, you'll need the enriched mana cookies. Find Merideth Carlson in Southshore, Hillsbrad and complete your Manna-Enriched Horse Feed mission. With this horse supply, you can continue the main quest chain to Dire Maul West. Here, you'll have to find the Ancient Equine Spirit, which appears after you kill Chief Tendris Warpwood. Simply deliver the mission, then return to Stormwind. In the final parts of the paladin mount search line, you must deliver the last of the required items from the above list and get the Judgment and Redemption mission and head assemble a group for Scholomance a group for Scholomance within Lord Grayson's Satchel. This will start an event with 4 waves of monsters, each with a mini boss at the end. The mobs on each wave are weak to a specific Seal. Here's what seals you should judge: Wave 1: Seal of JusticeWave 2: Seal of JusticeWave 3: Seal of JusticeWave 3: Seal of JusticeWave 3: Seal of JusticeWave 4: Seal of JusticeWave 3: Seal of JusticeWav and deliver quest congratulations! Now you have your unique epic paladin mount. report this announcement

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