

[Skip to main content](#)

r/wow



Search in r/wow

[Log In](#)

r/wow • 5 yr. ago

TherealHendrix



Is retail something I'll enjoy for end game over classic?

Discussion

I've been playing Classic and at this point am just raid logging and not really enjoying doing the same raids every 2 nights a week. The rest of the time I just farm gold for my consumables and am not interested in leveling another character. The most I look forward to is hoping for those few rare pieces of loot to drop so I can progress my character more. Is Retail something I might enjoy if I want to focus on Raiding and end game content? I stopped paying during WotLK, tried Legion for a few hours but stopped and never really gave it a chance. I know the current Xpac gets a lot of hate so I may wait until Shadowlands, but been curious about this for a while now.

45

102



Share



OceanDriveStudio • Promoted



Grid-based map? Check. Team tactics? Check. Rock-paper-scissors system? Check. Skills and upgrades and all the delicious stats? Check. NOW ADD: random gen, persistent progression, boss fights, and lots of death and rebirth. Voila, Lost Eidolons: Veil of the Witch.

[Play Now](#)store.steampowered.com[+ Add a comment](#)Sort by: **Best** ▾

Search Comments



PM_ME_HOLE_PICS • 5y ago •

Yes, retail has much, much more in-depth endgame. Much more to do, many more players, and new content added regularly. I would always recommend retail over classic for anyone wishing to focus on raiding or endgame content.



97

Reply

TherealHendrix **OP** • 5y ago •

Thanks for the feedback. I'll probably give it a shot. Would you recommend starting now or waiting until the new expansion?

9

Reply



[Skip to main content](#)[Log In](#)**Collypso** • 5y ago •

I've been playing Classic and at this point am just raid logging and not really enjoying doing the same raids every 2 nights a week

This is a phenomenon that's stayed with the game since launch. It's still there. Retail does have a lot more things to do than classic though. Pet battles, achievements, transmog, arena, brawler's guild, and all of the other grinds you can do like rep and getting essences.

If you're playing this game just for raiding and gear progression, you'll still have nothing to do once you catch up in content, it would take longer though because there's more raiding.

Another thing that's different is the encounter complexity. In classic it's mostly stay out of fire but in retail there's much more complex design like interrupts, different phases etc

⊖ ↑ 20 ↓ ○ Reply ...

**TherealHendrix** OP • 5y ago •

Well, I'd say I still somewhat enjoy raiding still. It's mostly that Classic content is facerolled and not difficult. We cleared BWL the second week and have already beat ZG on the PTR which is coming out today, so there is no feeling of progression.

↑ 8 ↓ ○ Reply ...

⊕ 8 more replies

**Captain-matt** • 5y ago •

Retail isn't as involved in terms of your prep, just hop onto the Auction House and grab a handful of consumables and you're ready.

Retail's fights however, are all WAAAYY more involved. there's more mechanics on individual bosses in Retail than in a whole dungeon in classic?

will retail be more enjoyable than classic for an end game experience? that depends entirely on what you want out of your end game experience. More detailed, involved, and technical fights -> Retail. more planning, progression, and preparation -> classic.

⊖ ↑ 4 ↓ ○ Reply ...

**Wobbelblob** • 5y ago •

there's more mechanics on individual bosses in Retail than in a whole dungeon in classic?

Most Dungeon bosses in retail have more mechanics than the average raid boss in Classic.

[Skip to main content](#)[Log In](#)**Xenatos** • 5y ago • Edited 5y ago •

Played Vanilla, TBC and WOTLK at launch. Stopped at Cataclysm.

10+ years later, resubbed for Classic and was there from launch until the first 3 months. Had a very geared Warrior, top 3 DPS and MC on Farm.

I too felt exactly what you were feeling. Even though I had gear, enjoyed the classic vibe and loved the community, my server was medium pop, you'd be lucky to see 5 people in a zone while leveling and SW / IF were quiet... A huge grind, and I even Levelled an Spriest to 60 with decent gear.

I was 100% against retail pre-classic launch. I was under the impression the game was more oriented towards kids because "casual" vs Classic "hardcore". Never looked into any wow related news or info since Cataclysm and simply called it a day..

My cousin recently invited me to resub for a month and quest / level with me in retail so I finally gave in and said "ok, et's give it a shot"

Retail truly is a masterpiece. There's no other way to put it. When you look at the lore, the content, customisation, activities, mechanics and simply the depth of this game (not to mention 15 years of DLC and patches)... It truly is a different game, literally like different planets to Classic or even TBC.

Yes, the "community" is not the same and dungeons feel shorter (PvP I haven't tried) but everything else is just next level.

Honestly, do what I did... Pick your absolute favourite class and specialisation and level from 1-120. After that I recommend boosting the second character to 110 and lastly your 3rd character 120.

I've been playing for 3 weeks now, have read so much online and experienced so much in game and I've still probably only seen 10% of everything and I'm an experienced ex-wow retail / classic player.

FYI the fact that every server offers cross realm groups / guilds / dungeons / PvP / LFG and LFR is absolutely mind blowing for a fresh player like myself.

And no more PvP / PVE servers! There is only one type and you enable or disable PvP in safe zones.

I chose Prot Pally (levelled as this from 10-120) and haven't looked back. It's 100 better than what I remembered and loved from TBC and WOTLK.

PS: Queueing as a tank = instant groups! I'm finding end game mythic dungeons very fun along with world content and looking forward to LFR!

PPS: Forgot to mention all the Quality of Life improvements in Retail vs Classic. I've counted hundreds... I'm my first few weeks. We're talking major, game changing stuff here! Where I had 30-40 add-ons in classic, I'm using 6 in retail.

All the best and enjoy! 😊



7



Reply



[Skip to main content](#)[Log In](#)

afk. I enjoy raiding BWL still but at this point I'm just chasing like 4 pieces of gear. And the same thing will happen once AQ and Naxx come out. I'm just tired of the only thing to look forward to each week is a small chance at a few pieces of rare loot I need to still drop. I only managed to get one character, a resto druid, to 60. I love competing for parses but I have no drive or desire to level a second character up at all..so I don't see things getting better, especially with only 2 raids left for the whole game. I think it's time I move on and give retail a shot. I'll probably level a character to 110 and then buy bfa+shadowlands. Or might just buy it anyway and boost a character to 110. I'm not a huge fan on leveling lol.

↑ 4 ↓ ○ Reply ...

⊕ 2 more replies

⊕ 1 more reply



JusticeJaunt • 5y ago •

You'll definitely like retail more than classic.

I don't understand the belief that classic is somehow harder raiding than retail. Groups have content on farm by the second week and the mechanics are so simple. I think people who say classic is harder are only referring to getting TO the content rather than the content itself. Getting to 60, getting your keys and attunements, those are the hard part.

In contrast retail content is very mechanic focused. There's a lot going on in any particular boss fight that requires much more awareness, at least if you're newer to the content. Sure if you have it on farm it's going to be much easier but it's not as autopilot as classic is.

Also please don't see this as classic hating. I think it's nice that they offer this and I'm happy that people are enjoying it, they were simple times so the nostalgia is definitely the biggest selling factor for it. But I think it's disingenuous to say that classic endgame is harder than retail endgame, by any stretch of the imagination.

⊖ ↑ 8 ↓ ○ Reply ...



Gerzy_CZ • 5y ago •

I don't understand the belief that classic is somehow harder raiding than retail.

I mean, almost no one really says that. Even on [r/classicwow](#) except for a few individuals people agree on that retail raiding is just harder. I really wouldn't call it a "belief".

I play retail more but I can see why some people enjoy the simplicity of Classic raiding. Nothing wrong with that.

↑ 8 ↓ ○ Reply ...

⊕ 5 more replies

⊕ 6 more replies

[Skip to main content](#)[Log In](#)

r/wow • 2 yr. ago

What makes you play retail WoW over classic and the other way around?

407 upvotes · 801 comments



r/wow • 21 days ago

Give me your hopes for player housing even if you think they are 100% not going to happen

286 upvotes · 286 comments



r/wow • 2 yr. ago

Voice Over Addon For Classic but is there one for retail?

25 upvotes · 25 comments



r/wow • 21 days ago

What raid boss had you saying "Blizzard really forgot my spec existed."

619 upvotes · 627 comments



r/wow • 4 days ago

Why is accessing content n old expansions so horribly convoluted and broken?

389 upvotes · 93 comments



r/wow • 1 mo. ago

As a ranged main who is trying alt melee's...How do people play melee?

305 upvotes · 482 comments



r/wow • 14 days ago

You would have time 98 mythic 8+ runs to max gilded currently for an alt

1K upvotes · 593 comments



r/wow • 1 mo. ago

Classic timewalking is boring and repetitive

744 upvotes · 384 comments



r/wow • 3 days ago

How has blizzard not fixed the "auto loot randomly failing" issue?

222 upvotes · 66 comments

[Skip to main content](#)[Log In](#)

2.2K upvotes · 287 comments



r/wow • 28 days ago

Can we please take legendary weapon relics out of the loot pool for legion raids/dungeons?

388 upvotes · 43 comments



r/wow • 23 days ago

It's kinda amazing how poorly are non-evoker dracthyr implemented

1.3K upvotes · 212 comments



r/wow • 6 days ago

SPOILER**Blizzard survey about potential new classes**

945 upvotes · 903 comments



r/wow • 1 day ago

Blizzard, please just give us the transmog for lower difficulty tier sets once we unlock the higher difficulty ones

765 upvotes · 61 comments



r/wow • 8 days ago

Tanking and Healing will never be more popular until Blizzard remove friction and raise skill floors.

897 upvotes · 1K comments



r/wow • 4 days ago

Affliction WL has almost no spell effects

132 upvotes · 50 comments



r/wow • 25 days ago

I hate Awaken the Machine

1.5K upvotes · 315 comments



r/wow • 18 days ago

SPOILER**Cross-Faction Queuing for Unrated PvP in in Patch 11.0.7**

796 upvotes · 175 comments

[Skip to main content](#)[Log In](#)

343 upvotes · 258 comments



r/wow • 24 days ago

Tanks in Timewalking, please stop trying to mega pull half the dungeon

1.1K upvotes · 555 comments



r/wow • 13 days ago

I wish all the Timewalking Vendors were up for the Anniversary

289 upvotes · 28 comments



r/wow • 2 days ago

One change that would make dragonflying even more enjoyable.

1K upvotes · 187 comments



r/wow • 14 days ago

Tank exodus: dying, too much responsibility, and no one's playing them

515 upvotes · 482 comments



r/wow • 12 days ago

Tip: You can complete your LFR+Normal Transmog Set super fast using an Bloody Tokens

418 upvotes · 60 comments



r/wow • 1 mo. ago

Finally gave Monk Class a proper chance...

343 upvotes · 276 comments

Related discussion

[Is Grand Theft Auto: The Trilogy Good?](#)

TOP POSTS



Reddit



Log In



Reddit

reReddit: Top posts of April 2020



Reddit

reReddit: Top posts of 2020