WOW FOREVER · PALADIN FIELD GUIDE

Bonkr's Pally Tips

Stop guessing your seals. Start twisting them.

Which seal to wear at every level, when to Judge, and how seal twisting really works in WoW Forever, where it comes from a talent and the timing is forgiving.

Levels 1 to 60 | Retribution focus | Tank notes | Compass+ tips

THE 30-SECOND VERSION

Three things to remember

Judging keeps your seal

In WoW Forever, Judgement **doesn't use up** your seal. Keep one up and Judge every time it's ready.

Twisting is a talent

The Retribution talent **Unsealed Wrath** (some guides call it Twist of Light) turns it on. You can twist from **level 40**.

3 swings, then switch

Three hits on **Command**, switch to **Righteousness** for one hit, then back. You have 15 seconds, so no frame-perfect timing.

YOUR SEALS

Every seal, and the level you get it

LEVEL	SEAL	USE IT FOR
1	**Righteousness**	Extra Holy damage on every hit. Your everyday seal while levelling, and half of the twist.
6	**Crusader**	Faster swings and more attack power. Judge it so the target takes more Holy damage.
10	**Fury** NEW IN FOREVER	The tanking seal: steady Holy damage on every swing (a fast weapon suits it). Judging it taunts the target for 3 seconds.
20	**Command** TALENT	A chance on each hit for a big extra strike. Best with a slow two-handed weapon. The other half of the twist.
22	**Justice**	Judge it to stop runners from getting away.
30	**Light**	Judge it so your group's hits heal them.
38	**Wisdom**	Judge it so hits give mana back. Handy when twisting drains you.
40	**Echoes** UNSEALED WRATH	Seal twisting unlocks. Your hits store copies of your seal for the switch (below).

Higher ranks of each seal come from your trainer as you level. Seal tooltips in game are the final word: WoW Forever has retuned several of them.

LEVEL BY LEVEL

What to press as you level

LEVELS 1–9

- Keep **Seal of Righteousness** up.
- Judge every time it's ready.
- Recast the seal when it runs out (30 seconds).

LEVELS 10–19

- Same plan, plus your first talents.
- Tanking? Swap to **Seal of Fury** and Judge it to grab the target.

LEVELS 20–39

- Take the **Seal of Command** talent and grab a slow two-hander.
- Keep Command up and Judge on cooldown. No twisting yet.

LEVEL 40+

- Spend your 31st Retribution point on **Unsealed Wrath**.
- Start twisting: Command and Righteousness, as shown below.

SEAL TWISTING, FOREVER STYLE

How the twist works

Every melee hit that lands stores a copy of your active seal, called an **Echo**. Echoes stack up to 3 and last 15 seconds. Switch to a **different** seal and land a hit: every stored Echo goes off at once, each with that seal's normal chance to trigger, on top of your new seal.

1

Command



Land 3 hits. You now hold 3 Echoes of Command.

›

2

Righteousness



Switch and land 1 hit. Command rolls 3 times, plus Righteousness.

›

3

Command



Switch straight back. That hit also fires the stored Righteousness Echo.

›

4

Repeat

Keep swinging on Command until you have 3 again. Judge whenever it's ready.

THREE ON COMMAND. ONE ON RIGHTEOUSNESS. COURT ADJOURNED.

`Only hits count`

Misses, dodges and parries store nothing and fire nothing. Keep swinging until a hit lands.

`15-second clock`

Echoes fade 15 seconds after they're stored, so switch before then. That's about 4 swings on a slow weapon.

`Each switch costs mana`

Every seal cast costs mana and a global cooldown. Judgement of Wisdom and mana talents keep you going.

QUICK TIPS

Play it better

Judge on cooldown, always

Judgement keeps your seal in WoW Forever, so there's no reason to hold it. Use it every time it lights up.

Don't want to twist?

The Holy Shock hybrid build skips twisting completely. Keep one seal up and weave Holy Shock instead.

Tanks: fast weapon, Seal of Fury

Fury's damage per swing is steady, so faster swings mean more threat. Judging it taunts for 3 seconds when you lose a target.

Hammer of Wrath at 20% and under

Finish low-health targets with Hammer of Wrath. Compass+ lights it up for you when the target drops below 20%.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
No Echo on my buff bar	You need level 40 and the Unsealed Wrath talent, and the hit has to land.
My Echoes never go off	They fire only on a hit with a *different* seal. Switching to the same seal again does nothing.
Compass+ keeps asking me to Judge, or never does	Update Compass+ (1.4.8 or newer). It follows your seal from your casts, because the game hides buffs

WHAT YOU SEE	WHAT TO DO
	in combat.
Compass+ doesn't tell me when to switch	It can't see Echo stacks during a fight yet. Count your 3 hits yourself for now.
Out of mana after a few pulls	Twist less on trash, Judge Wisdom, and drink between pulls. Save full twisting for bosses.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows the next spell to press, tracks your seal from your casts and includes a levelling list for paladins. Type **/cplus why** to see why it picked a spell, and **/cplus inspect auras** to see which seal it thinks you have.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Seal levels and the Echo rules come from WoW Forever's game data as used by the open-source WoW Forever simulator, checked against Warcraft Tavern's paladin deep dive. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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