Retribution Paladin

Big two-hander. Holy damage on every swing.

The melee paladin: a slow two-handed weapon, Seal of Command, Judgement on cooldown, and from level 40, seal twisting with Unsealed Wrath.

Melee damage | Two-handed weapon | Seal twisting at 40

THE 30-SECOND VERSION

Three things to remember

Slow two-hander

Seal of Righteousness and Seal of Command both hit harder with a **slow** weapon.

Judge on cooldown

Judgement keeps your seal in WoW Forever, so press it every time it is ready.

Twist from 40

Unsealed Wrath: three hits on Command, switch to Righteousness for one hit, then back.

NEW IN WOW FOREVER

What changed for you

Judgement keeps your seal

Judgement **does not use up** your seal in WoW Forever. Keep a seal up and Judge every time it is ready.

Holy Strike at level 6

An instant strike for half your weapon damage plus Holy damage. Every paladin uses it, and talents change it for each spec.

Unsealed Wrath (31 points)

Your hits store **Echoes** of your seal (up to 3, for 15 sec). Hit with a different seal and they all go off. This is Forever's seal twisting.

Sacred Arbiter

Holy Strike does 20% more damage and **refreshes all your Judgements** on the target.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Keep **Seal of Righteousness** up and Judge on cooldown (Judgement at level 4).
- Use **Holy Strike** from level 6 whenever Judgement is on cooldown.
- Use the slowest two-handed weapon you can find, even a green one.
- Eat and drink between pulls; Retribution levels fast but runs out of mana.

LEVELS 10–19

- Put points into Retribution: **Benediction** (cheaper abilities) and **Improved Judgement**.
- **Lay on Hands** (level 10) is your "I am about to die" button.
- Keep **Retribution Aura** on while levelling: free damage on every mob that hits you.

LEVELS 20–39

- Take **Seal of Command** and swap to it as your main seal.
- **Exorcism** (20) is a free extra nuke against Undead and Demons.
- Pick up **Sanctified Judgement** for mana and **Conviction** for crits.
- Pull two mobs at a time with **Consecration** when your mana allows it.

LEVELS 40–59

- Spend your 31st point on **Unsealed Wrath** and start twisting.
- **Hammer of Wrath** (44) finishes targets under 20% health.
- Twist on elites and in dungeons; on easy mobs one seal is enough and saves mana.

AT LEVEL 60

What to press at level 60

The order the WoW Forever simulator uses for Retribution with Unsealed Wrath. Go down the list and press the first one that is ready.

1. **Judgement** whenever it is ready. It keeps your seal.
2. **Hammer of Wrath** when the target is at 20% health or less.
3. **Holy Strike** when Judgement is on cooldown. With Sacred Arbiter it also refreshes your Judgements.
4. **Seal of Command** when you have at least 1 Echo of Righteousness stored, or no seal is up.
5. **Seal of Righteousness** when you have 3 Echoes of Command stored.
6. **Consecration and Exorcism** with spare mana, when nothing above is ready. Exorcism only works on Undead and Demons.

Talents that matter

TALENT	TREE	WHY TAKE IT
Benediction	Retribution	Cheaper instant abilities. You cast a lot of them.
Improved Judgement	Retribution	Judgement 2 sec sooner, and Judgement is your best button.
Conviction	Retribution	+6% crit with spells and attacks.
Sanctified Judgement	Retribution	Judgement refunds part of the seal's mana cost: your mana engine.
Seal of Command	Retribution	Your main damage seal from level 20.
Vengeance	Retribution	Up to +15% Physical and Holy damage after crits.
Sacred Arbiter	Retribution	Stronger Holy Strike that keeps your Judgements up.
Champion of the Light	Retribution	Spell damage from Intellect and a faster Hammer of Wrath.
Unsealed Wrath	Retribution (31)	Seal twisting with Echoes.
Improved Seals	Holy	+15% damage from seals and Judgements.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack. Stoneform also strips poisons and bleeds.

HORDE

UNDEAD

The only Horde paladin. **Touch of the Grave** adds a little damage and healing.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Count three hits

Compass+ can't see your Echo stacks during a fight yet. Count three hits on Command, then switch.

Do not want to twist?

The **Holy Shock** build is the other Retribution option: one seal, plus Holy Shock and Consecration.

Mana is your limit

Judge **Wisdom** when no one else is, and twist less on trash. Save full twisting for bosses.

Use your aura

Retribution Aura while levelling, or whatever your raid leader assigns in groups.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
My Echoes never go off	They fire only on a hit with a **different** seal, and misses, dodges and parries do not count.
No Echo on my buff bar	You need level 40 and Unsealed Wrath, and the hit has to land.
Out of mana every pull	Take Sanctified Judgement, Judge Wisdom, and do not twist on easy mobs.
Compass+ never asks me to Judge	Update Compass+ to 1.4.8 or newer. It follows your seal from your casts.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows the next button, follows your seal from your casts, and has a levelling list for paladins. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: Warcraft Tavern: paladin deep dive, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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