

Champion of the Light

The Retribution Paladin We Get To Kill

OVERVIEW

PHASES: 2

Hero: On Pull

The boss cycles between two phases every 50 seconds, one allowing you to hit the boss (Seal of Retribution – kill the ret!) and one allowing you to kill the adds (Seal of Reckoning – I reckon we should kill the adds!). Do not hit the wrong target or risk giving the boss a damage buff (Zealotry). She already gets one of her own sub 30% (Avenging Wrath). Target correctly while interrupting priority spells and dodging mechanics, and this boss will forget to bubble hearth.

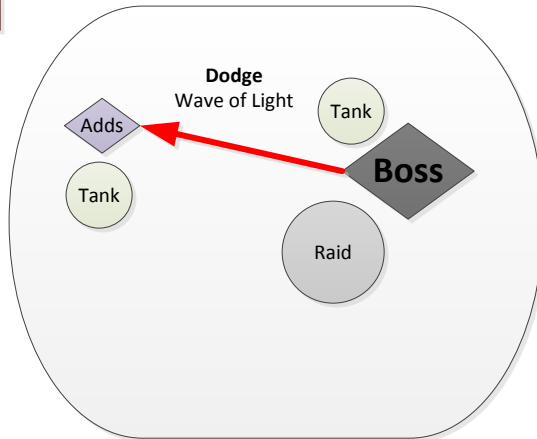
SPECIAL NOTES

Immunities/Personals – N/A
Interrupts - Disciple's Heal and Penance
Dispels – Purge HoTs off Adds

P1 - Seal of Retribution

Target the boss and avoid killing the adds.

Tank adds away from the boss, stacking Consecration void zones.



Tank resets Sacred Blade debuff by running away during boss cast or having add tank taunt temporarily.

This phase lasts 50 seconds.

Wave of Light – Boss sends out wave towards an add, applying a HoT to them and damaging any player in the path.

Sacred Blade – Stacking DoT applied to tank, lasts 10 seconds.

Zealotry – Killing any adds during this seal phase grants the boss 20 stacks of Zealotry (2% increased holy damage, stacking and permanent).

Retribution Wave (P1 Only) – Low raid-wide holy damage when boss melees.

Judgement: Righteousness – At 100% energy, boss buffs a random add damage by 200% and healing by 150%, then changes to Seal of Reckoning Phase.

ADD TYPES

2 Disciples – Cast Divine Burst (moderate damage at random target), and Heal / Penance. Ignore during this phase, can let them heal.

1 Crusader – Cast Blinding Faith (disorient anyone facing crusader) and Consecration (zone on ground reducing damage adds take by 50%).

At 30% health, boss gains Avenging Wrath buff – increases damage by 30%.

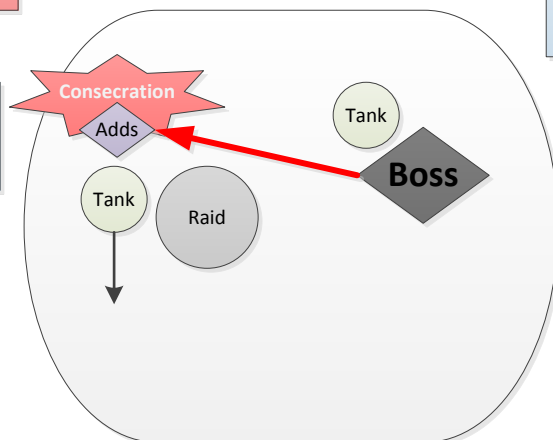
P2 - Seal of Reckoning

Kill the adds while avoiding aoe/cleave/dotting the boss.

Tank adds away from the boss, moving out of Consecration void zones.

Focus the add empowered by Judgement: Righteousness.

Look away from Crusader during Blinding Faith.



Interrupt Disciples Heal (1st Priority) and Penance (2nd Priority).

This phase lasts 50 seconds.

Zealotry – Hitting the boss or reapplying DoTs during this seal phase grants the boss a stack of Zealotry (2% increased holy damage, stacking and permanent).

Divine Protection (heroic) – Reduce damage taken by 99% on random add for 6 seconds.

Sacred Blade – The tank debuff allows the tank to hit boss without applying Zealotry.

Reckoning (P2 Only) – Moderate burst of holy damage on a random target.

Judgement: Righteousness – At 100% energy, boss deals burst of raid-wide holy damage, then changes to Seal of Righteousness Phase.

If adds are dead before phase ends, you must not hit the boss until the phase changes.

After this phase, the boss will summon a new wave of 2 Disciples and 1 Crusader, then repeat P1.

MYTHIC ONLY

New Ability = **Prayer for the Fallen** – causes all adds, dead or alive, to cast new ability. Crusaders = **Divine Mallet** (send out spirals of dodgeable hammers – have all die at same spot), Disciples = **Angelic Renewal** (Heals boss to full health if not interrupted – assign an interrupt per).