

# Lightblinded Vanguard

## The Trio of Paladins Boss

### OVERVIEW

Blinded by their zealotry, we must deal with the bosses' unique ultimate abilities as each spec of paladin hits 100 energy. Each ultimate drops a void zone that slowly reduces space, meaning we must kill them before we run out of room.

**TANK**  
Aggro all 3 but only need to swap Commander and General.

**Healer**  
CDs during Searing Radiance.  
Heal off the Tyr's Wrath absorbs.  
Dispel Avenger's Shield debuff.

**DPS**  
Nuke the Chaplain when shield is up break it and kick Blinding Light.  
Kill bosses equally – 3 target cleave.

**Phases:** 1   **Hero:** Pull

#### SPECIAL NOTES

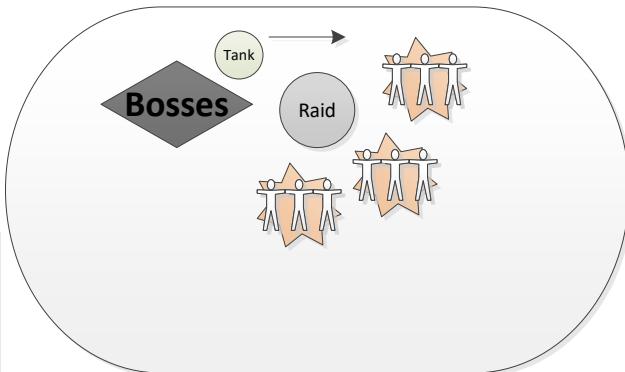
**Immunities** – N/A  
**Dispels** – Avenger's Shield  
**Interrupts** – Blinding Light

### Phase 1

*Each Paladin has a list of abilities they cast that must be handled on a rotation.  
Kill them around the same time to avoid their enrage.*

#### Commander Venel Lightblood

**Rotate** around room after each Aura cast to outrange the Aura zone around boss.



**Taunt swap**  
Commander during Judgement cast.

**100 Energy:**  
Group soak the marked players to split damage.

**Dodge** hammers that rotate out from soaks.

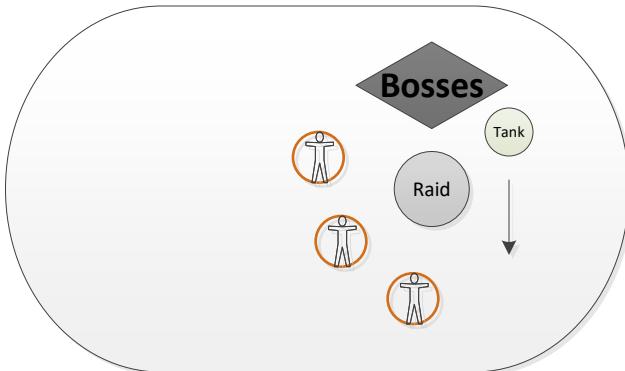
**Aura:**  
Increases enemy holy damage done by 100% if standing in aura.

#### General Amias Bellamy

**Run away** if targeted with explosion circle.

**Dispel** Avenging Shield debuff.

**Aura:**  
Reduces enemy damage taken by 75% if standing in aura.



**Taunt swap**  
General during Judgement cast.

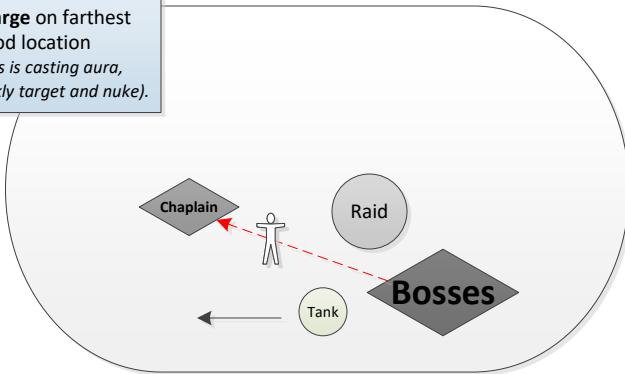
**100 Energy:**  
Dodge rotating shields.

#### War Chaplain Senn

**Bait** Chaplain's charge on farthest player to a good location (away if another boss is casting aura, but close to raid to quickly target and nuke).

**Nuke the shield** applied after charge to interrupt raid disorient cast.

**Aura:**  
Players attacking an enemy in aura are pacified.



**No taunt swap required.**

**100 Energy:**  
Heal off the healing absorb applied to nearby players.

**WARNING** – When you Lust/Hero, 2 of the paladins will receive a purgeable immunity for 8 seconds, and the other will deal increased damage + take increased damage.

### MYTHIC ONLY

A spirit empowers one paladin at a time, causing their ultimate ability to cast another paladin's ability at the same time. One other ability is also empowered - Avenger's Shield hits all players, Divine Storm creates dodgeable tempests, and ramping Searing Radiance damage.

#### ABILITIES

**Retribution** – When one paladin dies, the remaining increase damage done by 5%, stacking every 2 seconds.

**Aura Casts** – At 100 energy, each paladin will turn stationary and channel a unique 40 yard aura buff (increased boss holy damage, boss damage reduction, or an enemy silence). At the end of the channel, a Consecration zone is dropped where they stood.

**Divine Shield / Avenging Wrath** – When the raid uses Lust/Hero, Commander deals 30% increased damage and takes 20% increased damage for 20 seconds. General and Chaplain become immune to damage for 8 seconds.

#### Commander Venel Lightblood

**Execution Sentence** – A few players are marked with a soak circle that deals spit damage for every player stood within. Hammers then spiral out of the zone.

**Divine Storm** – Damage to players within 8 yards.

**Sacred Toll** – Deals raidwide damage.

**Judgement** – Holy damage that increases damage taken from Final Verdict by 200% for 5 seconds. Immediately casts Final Verdict after Judgement, which deals large Holy damage.

#### General Amias Bellamy

**Divine Toll** – Shoots out a volley of shields that silence and damage anyone hit.

**Avenger's Shield** – Dispellable DoT that pulses damage.

**Light Infused** – Pulses damage every 2 seconds, increasing by 25% every time an Aura is cast.

**Judgement** – Holy damage that increases damage taken from Shield of the Righteous by 200% for 5 seconds. Immediately casts Shield of the Righteous after Judgement, which deals large Holy damage.

#### War Chaplain Senn

**Tyr's Wrath** – Applies a healing absorb to the 3 nearest players.

**Searing Radiance** – 15 second channel inflicting raidwide damage.

**Sacred Shield** – Charges to a player, then applies a shield that must be broken in order to interrupt the raidwide disorient and damage.