

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

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.

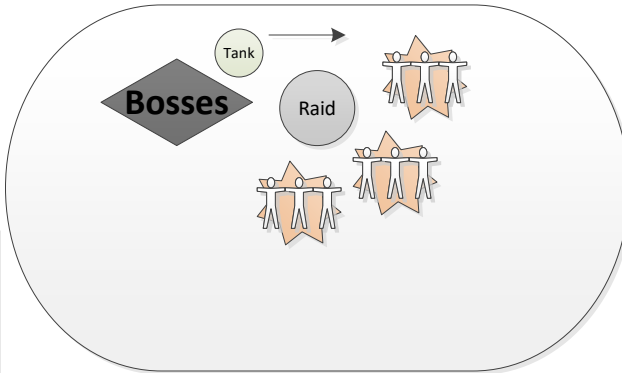
Phase 1

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 out-range the Aura zone around boss.

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



Taunt swap
Commander during Judgement cast.

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

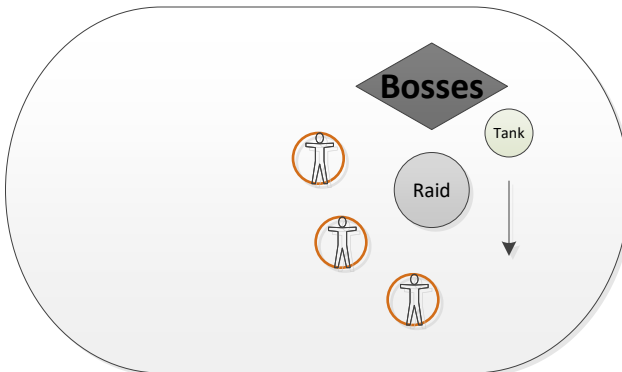
Dodge hammers that rotate out from soaks.

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.

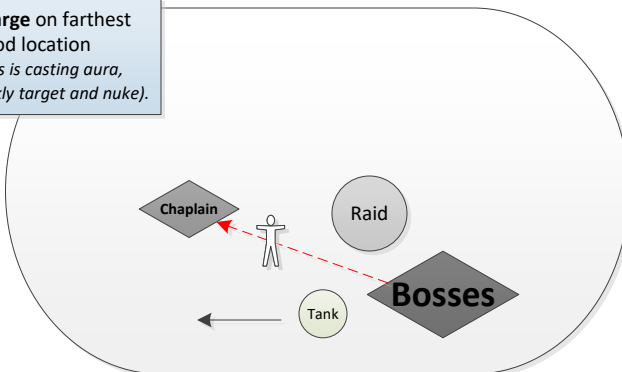
100 Energy:
Dodge rotating shields.

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.