

# Champion of the Light

## The Retribution Paladin We Get To Kill

### OVERVIEW

PHASES: 2

Hero: On Pull or 30%

The boss cycles between two phases when at full energy, 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.

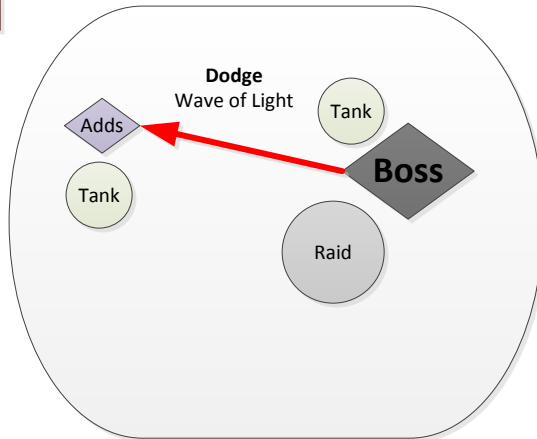
### SPECIAL NOTES

*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%.*

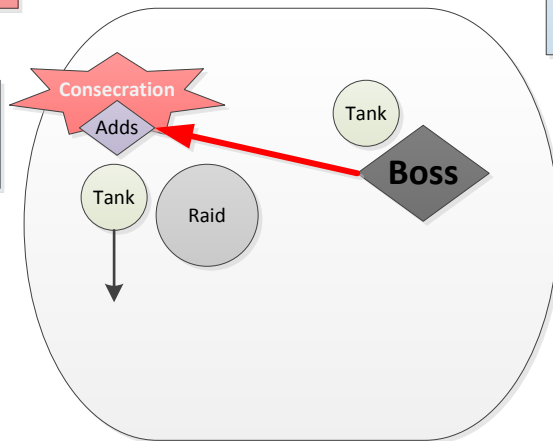
### P2 - Seal of Reckoning

**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 (1<sup>st</sup> Priority) and Penance (2<sup>nd</sup> 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: Reckoning** – At 100% energy or when adds die, boss deals burst of raid-wide holy damage, then changes to Seal of Retribution 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).