## **The Priory of the Sacred Flame Dungeon Cheat Sheet**

### **All Interruptible Attacks - Trash**

1. **Greater Heal (Devout Priest)** - Heals a mob by 50%.
2. **Holy Smite (Devout Priest)** - Targets a random player.
3. **Inner Fire (Devout Priest)** - Buffs the Priest's damage by 50%.
4. **Defend (Arathi Footman) Hard CC** - Reduces damage by 50% for mobs in the shield.
5. **Fireball Volley (Risen Mage)** - Inflicts party damage.
6. **Fireball (Risen Mage)** - Inflicts single target damage.
7. **Repentance (Elaena Embverlanz)** - Inflicts damage and stuns the player.
8. **Cinderblast (Tanner Duelmal)** - Inflicts heavy damage, stuns, and applies a fire DoT.

### **Boss Mechanics and Role Duties**

#### **Captain Dailcry**

* **Mechanics:**
  + **Note:** Normal you can skip the 3rd lieutenant Clear two and charge the boss..
  + **Hurl Spear:** Targets a random player, applies a bleed
  + **Pierce Armor:** Tank mechanic, deals physical damage, and applies a bleed.
  + **Savage Mauling:** Commanded mount attack, requires shield breaking to interrupt.
* **Role Duties:**
  + **Tanks:** Use defensives for Pierce Armor.
  + **Healers:** Manage bleeds, heavy damage from Savage Maul.
  + **DPS:** Interrupt Battle Cry, quickly break shield for Savage Maul.

#### **Baron Braunpyke**

* **Mechanics:**
  + **Castigators Shield:** Throws a shield, slows movement, and deals damage, move out of the ring after the hit.
  + **Hammer of Purity:** Smash at a player’s location, followed by hammers spiraling outwards
  + **Vindictive Wrath:** Buffs boss’s damage, strengthens abilities.
* **Role Duties:**
  + **Tanks:** Manage positioning, prepare for heavy damage during Vindictive Wrath.
  + **Healers:** Bursting Light deals big damage. All attacks hit harder during Vindictive Wrath.
  + **DPS:** Interrupt Bursting Light, avoid damage zones.

#### **Prioress Murrpray**

* **Mechanics:**
  + **Holy Flame:** Marks a circle at a player's location, move out.
  + **Purity:** Chases a player, leaves a damaging ground effect.
  + **Barrier of Light:** Absorb shield during intermission, spawns adds.
  + **Embrace the Light:** Channeled attack, grows stronger until interrupted.
* **Role Duties:**
  + **Tanks:** Use defensives during Inner Fire.
  + **Healers:** Prepare for bursts during Inner Fire and increasing damage during the intermission.
  + **DPS:** Interrupt Holy Smite, avoid the Sacred Flame, and quickly interrupt during the intermission.

### **Mythic-Specific Mechanics**

**Captain Dailcry:**

* **Companions:** Share a health pool and have 300% increased health.

**Baron Braunpyke:**

* **Sacrificial Pyre:** Creates a pyre with stackable debuffs, Do Not Touch, increased charges during Vindictive Wrath.

**Prioress Murrpray:**

* **Blinding Light:** Face away from the boss to avoid a stun and big damage.