

Boss	Talents	Notes	Seal	Glyphs	Trinkets	Legend
Hellfire Assault	DP LH FV	focus morphed caster	SoR	TV Sac DS	Empty Drinking Horn	SW = Sanctified Wrath
Iron Reaver	SW ES Sera		SoT	TV Sac DS	Libram Of Vindication 97%+ uptime	DP = Divine Purpose
Kormrok	SW LH FV	Use AW and LH for hands	SoT	TV Sac DP	Unending Hunger	ES = Execution Sentence
Hellfire Council	SW ES Sera		SoR	TV Sac ME	Discordant Chorus ( cleavefights )	LH = Light's Hammer
Kilrogg Deadeye	SW ES FV		SoR	TV Sac DS	Rumbling Pebble	Sera = Seraphim
Gorefiend	SW ES FV	Seal of Justice to slow constructs	SoJ / SoT soul phase	TV Sac DS		FV = Final Verdict
Iskar	DP LH FV	Wings in intermission	SoR	TV Sac DS		AW = Avenging Wrath
Socrethar	SW ES Sera	Wings on Dominator	SoT	TV Sac DS		SoR = Seal of Reightousness
Fel Lord Zakuun	SW ES Sera	meele in boss hitbox	SoT	TV Sac DS		SoT = Seal of Truth
Xhul'horac	DP LH FV	kill all theimps	SoR / SoT phase 3	TV Sac ME		SoJ = Seal of Justice
Tyrant Velhari	SW ES FV	switch to SoT after p2	SoR / SoT phase 3	TV Sac DS		DS = Divine Storm
Mannoroth	SW LH FV	FV / DS weave on Infernals/imps	SoR / SoT phase 4	TV Sac ME		ME = Glyph of Mass Exorcism
Archimonde	SW ES FV	taunt infernals last phase	SoR / SoT < 30%	TV Sac DS		TV = Glyph of Templar's Verdict
all				*Glyph of Righteous Retreat for lulz		Sac = Glyph of Hand of Sacrifice
						DP = Glyph of Divine Protection
	stats:	Mastery > Multistrike = Critical Strike = Haste(9,5%) > Versatility				DS = Glyph Divine Storm
	extra note:	I dont use Glyph of Mass Exorcism on cleave fights with heavy movement to get the hp generator while out of meelee range				