

# Druid Introduction

a guide by Thillar.8716



## Disclaimer

This is just an easy guide to start and learn Druid, that means usually there will be a second healer.

Water Spirit is never really that needed when you are not solo healer (for some specific bosses is still a nice and useful choice anyways) cause Druid mostly needs to keep up only his own party, and doesn't have to constantly pay attention to the regen of the entire squad. Overall Healing Spring is imo better at this point, since it will provide more actual healing than the spirit; it also removes conditions, so even better.

I personally don't pick the Heal Glyph because I don't run the related trait only for that one (I prefer the trap trait and the superspeed after CA, we'll see later).

There are countless other little changes in traits, for specific situations or comp, or more personal dps, that are not listed here, and there is always room to improve anyone's gameplay so this is not a definitive guide at all, just a first approach to the class and what in my opinion is an easy and safe way to play it.

I'm gonna repeat myself but this is a concept I'll never stop to say to avoid any kind of misinterpretation.

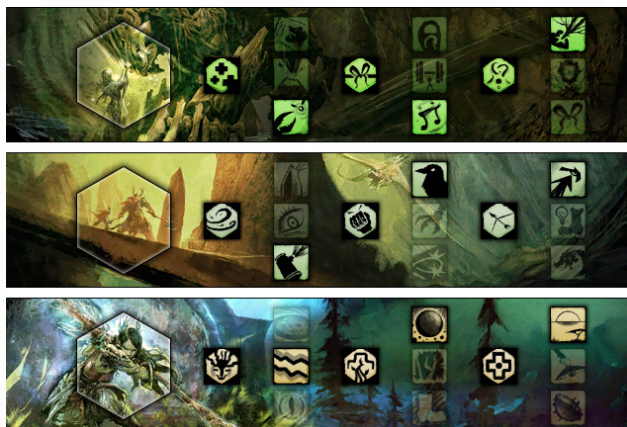
Everything written here comes from my personal experience and a lot of failed pug runs so the aim is to have something as safe as possible.

Enjoy :)



## Traits

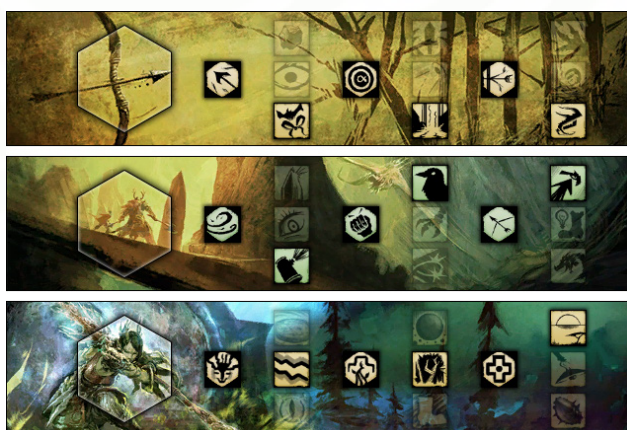
### Overview



These are the **standard** traits I personally run, nothing fancy, no tryhard, I just go with safest setup since we don't really aim for the perfect kill.

This base goes in **synergy** with **Healing Spring** and is chosen when there is no need for the reduced cd on Glyphs. You will get a lot of heals out of a single Healing Spring and have reduced cd as well (will see later the traits in detail).

This also gives more **regeneration** options and has an automatic **Search and Rescue** when you start to res.



These are the traits you need if you are the **pusher** at **Desmina**: you get **reduced cd on Glyphs**, you give boons when you swap pets, and your Longbow has **piercing arrows** so you don't risk to hit something else instead of pushing the golems.

You can pick the same traits for **Eyes** encounter, since as druid you want to **use orb** and have the trait for increased CC duration.

These two options cover up most of the raids, some exceptions made if you pick one or another skill (we will see that in a bit). There would be more but is not needed when you just aim at a smooth clear, you don't care about personal dps, and in general you just want to get things done safely.

So imo this is enough to start with.

And the reason I pick Healing Spring is because most of the times we have 2 healers anyways so you don't need to take care of the entire squad's health and Water Spirit is not really a big insta-heal, that sometimes is really needed, specially with pugs.

When in doubt about the 3rd skill to take and all seem more or less useless, go for a safety Search and Rescue.

## Nature Magic



**Allies' Aid** automatically casts Search & Rescue when you start reviving. Do not tell your pet to do something else or it'll stop ressing.



**Windborne Notes** affects Warhorn skills: they will have reduced recharge and grant Regen around the target. You will also get healed an extra bit when gaining Regen.



**Linger Magic** gives you +240 Concentration.



**Nature's Vengeance** improves your Spirits in general: when you activate their skill they lose less health, affect a larger area and apply boons to 10 allies.

## Skirmishing



**Sharpened Edges** gives a 33% to you and your pet to cause Bleed on critical hits.



**Primal Reflexes** gives you Vigor when you evade an attack.



**Trapper's Expertise** goes really well with Healing Spring since it reduces its cd and makes its Regen last longer. Always take these on any encounter that applies conditions to remove them easier.



**Spotter** is important for the Power DPS in your party since it grants increased Precision (not all classes need that, so manage the groups properly).



You can take **Hidden Barbs** if no one in your party needs your Spotter; this has a good synergy with Sharpened Edges.



**Hunter's Tactics** makes you deal more damage and gives more critical chance (10% both) if you attack from behind or the sides.



**Quick Draw** is really helpful if used correctly, since it gives reduced recharge on the next weapon skill you use: you have 5 seconds after swapping to finish the cast of a skill and reduce its cd by 66%, so always think about what is the best to do.

Entering or leaving CA also triggers it, but keep in mind that it has a 9 seconds internal cooldown.

## Druid



With **Cultivated Synergy** you heal allies around you and your pet when using a healing skill, making it even more performing.



**Primal Echoes** reduces recharge of Staff skills by 20% and Dazes enemies when swapping to Staff.



**Celestial Shadow** gives 3 seconds of Stealth and Superspeed to nearby allies when leaving CA (letting it expire, manually ending it or getting down while into it all trigger the trait).



**Verdant Etching** grants Glyphs 20% reduced cooldown and makes them cast a Lesser Seed of Life (heals and cleans condis from nearby allies when it blossoms).

This is needed when pushing at Desmina or the Tides wouldn't be up on time otherwise.



**Grace of the Land** is your source of might for the squad: 10 allies in range of your CA skills gain 2 stacks of Might for each skill or pulse (meaning CA 4 alone gives 10 stacks at the end). So try to get as many people as possible in order to keep it up.

## Marksmanship

You need to take this instead of Nature Magic in W5 for Desmina pushing and at Eyes, so they get stunned for longer when using the orbs.



**Clarion Bond** basically replaces your Warhorn 5, granting the same boons when swapping pets. This is specially needed for Fury so remember to swap pets as soon as you enter combat.



**Moment of Clarity** is what you need to keep the Eyes stunned for longer, since it increases Stun and Daze duration by 50%.



**Lead the Wind** is extremely useful while pushing at Desmina, since with this your Longbow skills pierce and recharge faster (so your skill 4 doesn't risk to get wasted on another target and will get the Golems even if Desmina is between you and your target).

## Weapons

### Staff - Don't camp in Staff pretty please

AA heals allies that are in the way of the beam.



**Skill 2** is an orb that attaches to the enemy and circles around it for 5 seconds, healing allies on its way.



**Skill 3** is a blast that transforms you into a wisp and heals at the end. Its cooldown is reduced if you heal an ally.



**Skill 4** are vines that immobilize shortly and remove chill, cripple and immobilize.



**Skill 5** created a wall that regens allies who walk into it. It also converts projectiles into healing (needed at Matth for example).

You can use Staff 5 then blast into it with skill 3 to have a more powerful healing

### Axe - main hand; the deeps weapon



**Axe 3** chills in the area, so it's useful to slow enemies down like at Gorse or Deimos.

### Warhorn - the fury + vulnerability



**Skill 4** applies 16 stacks of Vulnerability pretty fast, boosting everyone's damage.



**Skill 5** gives Fury, Might and Swiftiness to your party, so use it as fast as you can

When traited, Warhorn skills also give Regeneration

### Axe - off hand



**Skill 4** is a pull, might be useful on Sloth or Xera to help with adds.



**Longbow 4** pushes your foe, the closer you are, the farther is pushes.

### Longbow - needed to push at Desmina

## Celestial Avatar



**Skill 1** is simply a heal.



**Skill 2** heals and removes conditions when it blossoms.



**Skill 3** is a blast, CC and nice fast heal.



**Skill 4** has 5 pulses that heal allies. It's also your primary source of Might.



**Skill 5** has 3 pulses that cripple and slow enemies, while dealing some damage.

It creates a black hole at the end that will immobilize foes.

You will also gain Stability.

### Keep in mind:

CA **recharges when you heal** allies, so always place skill 2 right before leaving it: when it blossoms it will charge your CA a bit.

CA also counts for your trait **Quick Draw**, so the first skill you use will have recharged cooldown.

At the start of the fights you should do skill 4 first in order to give fast Might to everyone, and with QD you can spam the other skills to just fill the wait for the second skill 4 (keep that Might up please).

If you need more fast heals and CC, then you can do 3 4 3.

Skill 2 can be used ranged for like Matthias, to remove chill from the people going in the fountains for mechanics. It can also remove Fear at Sloth if timed perfectly.

Skill 5 allows you to do your things without getting disturbed by imminent knockbacks like at Largos for example.

It's also extremely useful to stop the Ghosts at Gorseval, slow down Wargs at Escort and Prides at Deimos, since it will immobilize enemies for a total of 8 seconds if all the pulses hit the foes.

## Spirits

You have to keep moving them so that their effect is always on the squad. They also lose health constantly, but if you move them correctly your heals will automatically end up on them anyways at some point.

Keep using their active skill, since with trait will give extra boons on the squad.

Water spirit will heal other spirits but not itself. Nature spirit sacrifices its health to res others, and it gives Stab when you activate it, very nice as well.

Always think about the squad comp when choosing which Spirits to take.



**Water Spirit** gives heal on hit every 10 seconds to whoever is affected by it.



When activated, it will heal around it (not itself!) and give Regen if traisted.



**Frost Spirit** grants 5% more damage to allies affected by it.



When activated, it chills for 5 pulses and gives Might if traisted.



**Stone Spirit** grants Protection on hit, with 10 seconds internal cd.



When activated, it immobilizes at start and cripples for 4 pulses; gives Prot if traisted.





**Spirit of Nature** heals allies around it with a 1 second interval.





When activated, it will first move to your location and then activate its effect (takes around 2.8 seconds to actually apply): removes 3 condi, revives up to 5 allies (yourself included in case) sacrificing 22% of its own health for each affected, and gives Stab if traisted.

 **Frost:** boosts dps; when full condi not that needed

 **Sun:** when the squad is mostly condi dps

 **Stone:** good for protection (if there is a boon thief he will provide it, so don't take it)

 **Storm:** applies vulnerability (if there are DHs, FBs, Holos, DDs, Renes you don't need it); gives fury when activated and does CC

 **Water:** needed if you are solo healer so you give regen to the entire squad; is also nice when you know you're not gonna stay on group 100% of the time, like KC while pushing or CA collecting shields, as people will heal themselves when they hit (if they hit).



**Sun Spirit** grants Burning on hit to affected allies, but it has 8 seconds of internal cd.



When activated, it burns and blinds, giving Vigor when traisted.



**Storm Spirit** grants Vulnerability on hit, with 10 seconds cd.



When activated, it deals damage and Daze, useful for CC, and gives Fury if traisted.

### Sum up

spirit	passive	active - trait
	heal	
	dmg+	
		
		 
		
	heal	



## Skills



**Healing Spring** is needed in every condi pressure encounter (Sloth, Matth, Xera and Desmina for sure).

If you don't need to take care of Regen for the entire squad, just avoid Water Spirit and take this instead since it heals more overall. This also helps the tank on both Qadims.



**Glyph of Tides** is needed when you have to push Seekers at VG and Golems at Desmina. Can also be useful for Sama and Escort (on towers) and provides CC.

Remember the trait for reduced Glyphs cd, and pay attention cause in CA has the opposite effects and pulls mobs in.



**Muddy Terrain** might come in handy at Escort to slow down Wargs since it gives Immobilize, Cripple and Slow.

Also not bad for Prides at Deimos in case.



**Entangle** is very useful to slow down adds and helps with Seekers at VG, Ghosts at Gorse, Wargs at Escort, Rigom (and spears) at Sama.



**Glyph of Equality** is a Stun Break for you and dazes enemies.



**Protect Me!** breaks allies out of Stun, so can be useful at Slothasor in case there aren't other options provided by the squad. Can also be useful at Escort and Eyes.



**Search and Rescue!** pulls downed allies to you for an easier res.



**Glyph of the Stars** removes 2 condis and prevents new one to be applied to the entire squad for 7 pulses.

Pretty nice at KC for example.

Keep in mind that Glyphs have different effects while you are in CA

## Pets

Fanged Iboga is your to-go pet basically everywhere, and that's also what actually carries your dps, so always pick this as first pet (it provides perma Confusion).  
F2 is a CC, short immobilize and pull (useful at Qadim 2.0 for elementals control).



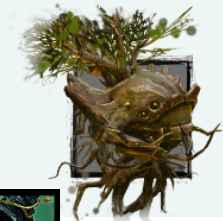
Electric Wyvern is one option for CC, as it also provides damage, but has longer cooldown compared to Gazelle. Primarily choose this when there is any kind of CC during the fight.

Gazelle has the same amount of CC as Wyvern but no damage and a shorter cd. You should take this for Sama as phases are short and Wyvern may not be off cd, but if you struggle with CC just take both.



Brown Bear is extremely situational, but best option for Dhuum, as F2 removes one condition from allies so it makes it easier to get rid of the torment.

Jacaranda is not very used but quite helpful in managing wargs at Escort cause F2 gives a total of 9 seconds of immobilize (nice also for Prides at Deimos).  
It also gives Vulnerability so besides basic damage is also useful.  
At Xera you wanna take this pet to use after 50% so that she doesn't convert Iboga's Confusion in Retaliation while she stands in shard fields.



Smokescale boosts Mirages dps, so take it when there are some in the group.

## Wing 1

### Vale Guardian

As druid you will have to take care of the Seekers, and the safest way to do so is by bringing **Glyph of Tides** and **Entangle**. With this setup you will be able to control super safely 3 waves of seekers.

During the first 2 phases (where we stay at the edge) you can use Glyph for the first seekers, then Entangle for the seconds, then Glyph again for third wave. Wait for them to come a bit close to the group (you wanna make sure you hit both), you position between them, walking like two steps away from the group and do your skill. When you use the Glyph, it might seem that they come back too fast but don't panic, they will disappear before reaching the group.

In the last phase there will be 4 seekers spawning, cause there is gonna be one coming at us also from



### Gorseval

Fight is pretty easy, you just wanna be sure to have **CA in the CC phase** so you can heal up a lot since Gorse will have Retaliation and people will kill themselves. Keep in mind that CA 3 and 5 are CC as well, so always use them and your CC pet.

During the phases, at 33% and 66%, you will have to **stop the ghosts from reaching Gorse**. To do so, you will have **Entangle**: you will take care of 2 spirits, while the rest of the group kills the remaining. Usually the clearing starts bottom left and then go clockwise (there's a marker most of the times anyways), so you will be sure to stop the last 2 by positioning yourself close to the boss and waiting for them to get almost in touch with the bubble around Gorse. In that



If solo heal



CC options

the middle of the platform (not only 1 from each sector anymore), so you wanna start with Entangle. Make sure you wait a little bit before casting it, or you will not be able to stop all of them. The group will then move to the next area, you want to wait a bit before using Glyph so you will open a passage to go in the other sector safely.

As for heals, you wanna make sure that the group is as full health as possible right before the green expires, so you can enter CA and use 4, then as soon as green explodes you can use 3 and 4 again, like that you can heal to full again basically instantly.

If you run in a comp with 2 druids, one can take Spirit of Nature and Search and Rescue in case.

Trait for Glyphs can also help.



way dps people can kill them easier than having to go out more. If the group has little damage, it might be that the spirits will start to walk again; in that case you wanna be sure to slow them down as much as you can, and a very good way to do so is by using **CA skill 5** to Immobilize them. Your Staff 4 is also a short Immobilize, and you can also chill them with axe 3 or by activating your Frost Spirit. Stone Spirit is also immobilize and cripple. Btw, you can go with the group for 1st spirit at least to give boons.

If the group runs 2 druids, one can take Spirit of Nature, you split the 4 spirits and you can take a CC (Tides or Equality).



## Sabetha

As Druid you might have to take care of the **kiting**. You generally wanna position yourself in the west/south-west area of the platform to be able to get the **green bombs**. Cannons spawn every xx:30 and xx:00, and bombs will arrive just 5 seconds after.

Is really important to know the cannons order, specially for the east one, since for that is convenient to have Staff 3 ready to dash and be close enough to throw as fast as you can (there are bandists that might kick down the person waiting for the cannon, so is best to hurry).

You can keep healing people and give them **might in the stack** by throwing at them your ranged CA skills, and you can go in the group to use 4 and 5 as well, but be aware of the timings (best to go mid as soon as she throws fire at you and then rush out again with a dodge if necessary).



If solo heal  
and/or kiter

Now the fun part is that people with red bombs will try to kill you from time to time, so try to always have dodges up to avoid them.

Sabetha leaves the platform every 25% of her health, so when there are champions you can just stay mid with the others to heal up and give boons. But in that time remember that as supporter you might wanna keep an eye on the bombs to kick, and always pay attention for green bombs if you can. After a set amount of time (there is timer on the right side) or when the champion reaches 25% health, Sabetha will come back on the platform, so as kiter you have to go out again. If the dps is high enough, she will come back and start her normal attacks instead of the flamewall, so watch out and kite that too.

Nature Spirit will be really useful at the 3rd champ as people tend to facetank his flamethrower and die.



we enter from this side, circle around the group to get to the other side; take your time and leave flacks on the way around



to get all the green bombs, try to stay in the area of the white circle between these 3 markers, more or less

## Wing 2

### Slothasor

Here you really need **Healing Spring** cause the condi pressure can be a lot. Nothing really too special, use CC pet to break his bar and Storm Spirit can help with that too if you have it; as usual CA 3 and 5 are CC too. Now, after CC he gives fear and might be that as druid you have to remove it. To do so, the easiest way is to equip **Protect Me**, as it breaks stun for you and your party. Other ways can be by placing a skill that removes conditions just before he fears, and you can do that with **Healing Spring** or using CA skill 2 (since you can go in CA to help with CC, wait in it and use 2 before leaving/after the bar is broken). Keep in mind that also **Spirit of Nature** active skill gives



Breaks stun after CC to remove fear



Teleport and save people if they are dead in the poison

stability, but I personally prefer to save it for the dead at shakes.

When shake happens, you can precast your condi removal skills just a split second before it hits, or also have **Nature Spirit** up and ready to res all the downed.

During the fight you can keep using **Staff 5** to help destroy the projectiles coming from the slublings (specially if there aren't many pulls). You could run double axe as well instead of warhorn, to pull with 4 or reflect projectiles with 5.

If you are solo Druid you might want to get 3 spirits, but if people fail is better to take the break stun.



### Bandit Trio

You can't really do much, keep an eye for saboteurs and if the warrior doesn't go CC them, you can do it with pet and CA. Same for mortars but it shouldn't be your job.

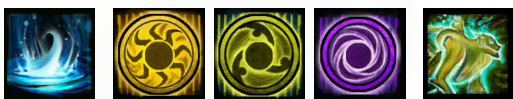
When Narella spawns, be sure to have **Spirit of Nature** up and ready to give **stability** and revive.



### Matthias

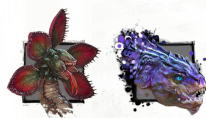
You can be a very fancy druid here and save your group a lot of hits in the face.

Staff 5 here is very useful to avoid the damage of his shards (when he jumps first phase, and when he makes the “charged up explosion” from 40%); instead of getting dmg hits, you will transform them into healing, so remember to place it at his feet when he charges the attack. NEVER use Staff 5 when he is in the bubble though, otherwise you will destroy projectiles and make Feedback (or other reflects) useless.



Try to have Spirit of Nature ready for last phase in case people get caught in ghosts or bomb each other. If there’s a Boon Thief in squad, you will not need Stone as he gives perma Protection as well together with everything else, so you can take Frost, CC or Search and Rescue.

Focus on **ranked heals** when people get mechanics: you can place a CA 2 on their way so it blossoms when they reach it (if timed correctly) and you remove their possible conditions, and spam all the rest anyways.



When stacking Mirages



shards attack 100%-40%



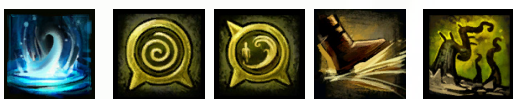
shards attack 40%

Bonus: with Axe off hand you can BU reflect projectiles when he does bubble using skill 5

## Wing 3

### Escort

Spirits here are not really needed, so you can think about skills for fast tower capture and warg control. Even if you are taking care of Glenna, you can position her close to the tower so you can go up and use the Glyphs to capture in no time: as soon as you take the portal, use the [Glyph of Equality](#) to daze the enemies so that they can't cast any skill and right after you can use [Glyph of Tides](#) to push them out of the circle and insta-cap.



### Keep Construct

As druid you will have to [push the orb](#) into the rifts, so always ask in advance how many you're supposed to do (if you are solo heal you shouldn't do more than 1 1 2 or people in mid might just die).

After CCs, when greens spawn, go in the [middle](#) of the arena and [move](#) there [your spirits](#) so that they are ready for the dps phase and people can keep healing themselves by attacking with Water Spirit. Pushing itself is not that hard, just keep going with Staff autoattack, the chrono(s) might help by pulling the orb into a rift. If you start pushing and you have a little statue spawning in front of you, you can't really do too much and they might capture it, so try to move it where no little statues are coming from and everything should be okay.

Don't push towards the rest of the group or their attacks might fuck up your push, and when deciding to go left or right, pay attention to the little illusions. If there are 2 druids you might think about taking [Glyph of Tides](#) to help you with a push, but do it right after your autoattack moved the orb already or it's pretty pointless. Once you pushed it in the last rift assigned, there are different approaches: you could decide to just stop hitting it and go mid to precast



In the other slots for skills you can take [Muddy Terrain](#) and [Entangle](#) so you can keep pushing with Glenna and at the same time immobilize the front wargs so that they can't go for her while the others kill them easily.

"Protect Me!" might be nice to save you if you are feared towards a mine.

Remember to equip the Jacaranda to help as well with Wargs control.

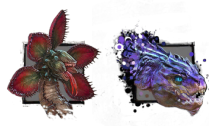


Might and Fury and all the nice things for the group (the statues will catch up to the orb and start the fight eventually) or you could move backwards while still attacking the orb so it's gonna go out faster, but in that case as soon as it's out you have to enter CA fast and give Might.

KC is the one of the only bosses where I actually like [Water Spirit](#) even if you have 2 healers, because it's pretty nice while he phases and we have to catch white and red orbs: even if the boss is not taking damage, the spirit will make the group heal itself by just attacking the boss.

As elite you can either take [Spirit of Nature](#) or [Glyph of the Stars](#):

you wanna precast [Spirit of Nature](#) where we last move to the lit up statue: if there's the mechanic where you have to split, people tend to die and like this you can dash in with Staff 3 and res them as soon as the circles are gone; if there's the other mechanic with just the black statues, use the spirit anyways to give stab against the little red circles on the ground; if you choose the [Glyph](#), use it after the orb collecting phase, when he spins, to save the squad from taking conditions cause of bad positioning.



## Xera

Before entering the actual fight with Xera at the start and after the gliding, you can **precast your CA might** so that the group starts with the most boons possible (I usually do 4 3 4, then spam 1, and stay in CA till we reach the platform so i can do another 4).

You can **precast your spirits** as soon as the fight starts and **keep moving them to the towers** you move on. At 50% you can move them to the first tower and place a **Healing Spring** under them so they get healed, and after that you can repeat it every 2 towers so that they always stay alive and you don't have to spawn them again.



Here you always have to coordinate with the other healer (if there is one and/or is not the tank) on who goes back if they both get teleported in second phase. If you are the designated one, you can use Staff 3 to dash back to the group as soon as you take the portal to go back.

If you didn't need it earlier, you can spawn your Nature Spirit around 10% so you are ready to heal everyone up in case things go bad (if they do, they do it fast). If there are 2 druids in the party and you split the spirits, you can take Search and Rescue to save the usual person that gets stuck and dies away from the group.



Use Jacaranda from 50% so she doesn't transform Confusion into Retaliation



## Wing 4

### Cairn

Druids/healers/supporters in general are supposed to take the agro of the **red aoes**, the first one of which appears after around 20 seconds in the fight. The player furthest away will get it, it lasts 60 seconds, and there is a new agony every 20 seconds. You can use **Staff 5** right in front of you to destroy Cairn's projectiles while you have agony to help you survive, and make sure you stay in your Spirits' range to get the buffs and heals from the Water one. Try to keep giving might on the group with ranged CA skills but most important stay alive or it's a fiesta. Spirit of Nature



doesn't have a really big aoe so if someone is down, make sure you go close to them before you activate its skill; it also provides **Stability**, which can make you ignore a green aoe. It's useful to spawn it if you sense danger incoming, since you might get interrupted over and over if you are not positioned correctly and keep getting hit by Cairn's attacks.

In general, when you have the red, try to stay on the other side of Cairn away from the group, but still close enough to not get pushed back every time. "Search and Rescue!" might save plebs in case.



^ Specially when stacking Mirages

### Mursaat Overseer

As druid you are mostly expected to take **dispel** (the middle one) as **LAST person to interact** with those skills. So you wait that everyone is ready, **cast your spirits** on boss, and **then go and take the dispel**.

Always watch out and use it as fast as you can so people can damage the incoming statues (just click

on the statue and use the special, no need to turn towards it, move around, or anything).

Save your **CA** for when the empowered statue(s) are about to reach the group. You can also use the **Spirit of Nature** active skill when the empowered statue is exploding so you might insta-ress in case of downed.



^ if there are Mirages

### Samarog

Try to always have **CA ready for CC phases**, so you can heal the fixated a lot even if the CC are not instant (and you CC as well with CA 3).

Also make sure to have **Entangle** for when **Rigom** is in position below Sama, so he stays there enough for



the dps to kill Guldheim (you could take Glyph of Tides and Longbow to help with the pushes). Your elite is also useful to **remove spears**, so you can position yourself close to as many as you can and use it if needed.



Shorter cd than Wyvern; take both if struggling



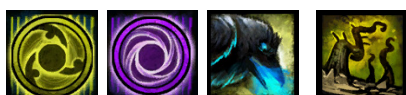
### Deimos

If you have to stay with the group is a pretty easy fight, nothing much to say. If there are 2 druids you take the offensive spirits (Frost and Sun) and you could also get Search and Rescue to save the downed from inside the blacks.

If you have to stay with the tank and **Black Kite**, be sure to have CA for after the bubble, cause everyone that stays out of it will have a debuff that deals quite some damage so you need to heal up. You could think about taking a Greatsword to block for yourself with skill 4 if you don't trust the chrono to give you Aegis.



If group heal with 2 druids



If black kiter with 2 druids



Personal dps



CC Saul



Pride management

## Wing 5

### Soulless Horror

Ok so this is the bitchiest boss as druid cause people really rely on you, and you rely on them to not fuck up your pushes. If you have a Scourge that doesn't use Epidemic correctly, you are fucked. If your group keeps CCing the golem when you push it, you are fucked. And they will blame you in both cases anyways. If you fail a push don't be shy and scream that the Golem is dead on group, as most of the dps do not have eyes and will just stay in the aoe and die.

So, for starters here you want the specific setup with **Longbow and Marksmanship** to have the best pushes, **Glyph of Tides** and the **trait that reduces Glyphs CD** otherwise even with perma alacrity you just can't push all.

Golems start to spawn after 90% hp, every 20 seconds, so it's gonna be around 85-80% of her health when we have the first. You wanna get ready when it spawns so you push fast (I usually move a bit towards mid when it's about to spawn so I press tab to select it fast), and you wanna be sure to push it towards the outer side of the arena, the further the better. To do so you have to position correctly so your **Tides** starts to push it out-



side, and it's usually after this first push that you want your Scourge to use **Epi**. Right after it you want to use **LB 4** to push it ever further (just make sure the Epi is on the way or it won't reach anymore if you push too far away). The nice thing that helps you keep track on when the Golems are about to spawn, is that they basically have the same cooldown as your Glyph so it's pretty easy to get ready for them. Also note that the Golem will aim and follow the off tank, so in case of really bad walls the group might split and the Golem might just go really far away, or the Scourge is not on the group and things like that.

You can potentially camp Longbow once the first Golem spawns since with the other healer is enough to go in CA to keep up the heals, but if you swap try to do it only as soon as you pushed one away to be sure to go back to LB for the next. Also remember to **pet swap** because with the traits it's how you will give **fury** instead of the warhorn.

If there are 2 druids, also the other one can take Tides as backup in case the Golem comes back to the group.



When stacking Mirages

### River of Souls

Just don't use druid, there are other healers that are way better, thanks.

### Statues - Eyes

You want to take **Marksmanship** so your **CCs last longer** when you use the light orbs to stun them.

Try to precast **Might and Fury** and the nice things before the 3rd orb is thrown (in case of split, otherwise just cast as soon as people are ready) so you can focus



### Dhuum

If you are stack Druid is pretty easy, just remember to save **Healing Spring** for when he goes mid for the Soul Split, so you can remove torment. Also really useful is **Brown Bear** to remove cnd too, and you don't really need CC so go for it.

Remember to **precast your spirits** and port them on stack at around 8:10 if you are kiting, so people will start with full buffs (you can cast them while you are away, dash on stacking spot and port them; it's faster, they get placed better and if you are kiting you don't risk to bring Golems on the rest of the squad).

If you have to **kite** and do **greens** (yours is the **2nd**) then your life is gonna be a bit more boring and painful, specially in the beginning if bomb people really like you and try to hug you. Kiting is hard to just explain with words anyways so it's better to watch some vids. Anyways, Golems spawn always in one of the four possible locations, and they keep cycling. During the first Soul Split there is gonna be a pretty annoying Golem (it's not gonna spawn if the previous green took 2 big orbs) so try to have your Staff 3 ready to move away more easily. There is also gonna be another one after the second poison, just a bit before the



If you are kiter with 2 druids in squad

on using orbs when the fight starts. You will see the stun icon on the Eye, so get ready with next orb when it's about to run out (it will blink faster).

You can equip **Protect Me** in case things go bad and your party gets feared so you break it right away.

second Soul Split, but you will actually be able to go back to the group just fast enough before it happens so you can remove their torment. For your green at 4:30 you should also be able to take the agro just before your soul goes up (depends where the golem spawns, some place is just impossible to get sadly); you see where it's gonna spawn anyways if you pay attention to the red orb coming from the throne. Also, after the first green you actually do at 7:30, make sure that the Reaper at star is healthy and with no mobs around. And pray that people actually take the first green you are supposed to do, but just in case, save a Staff 3 to go there and do it yourself.

As Druid, in general, pay attention and care if people are a bit dumb: first and best situation is just the 3rd green already, at 8:30, where most of the bombs try and go kill the guy (usually chrono) that is about to go up, so be ready to dash to them and throw heals; a nice thing is also to leave a Healing Spring there for them, just in case.

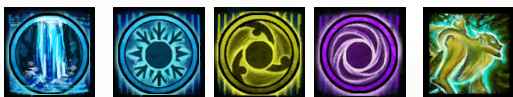
When boss reaches 10% and everyone is back from collecting orbs, make sure you use the active skill of your **Stone Spirit** so it gives protection.



## Wing 6

### Conjured Amalgamate

As Druid you might have to do some mechanics (that's new huh), so that means leave the group alone for a bit while you collect orbs; that's why **Water Spirit** is actually nice, since you can deposit all your Spirits on the stack and people heal up by themselves just by attacking (give **Might** before you go away anyways). If you are the designated person to collect **shields**, you can actually take them all alone (if dps is not very very bad): first phase you just use the special to protect the group from the damaging wave passing by; second phase you save the shields for when CA does the clap (if 25% is reached fast enough); third phase



### Twin Largos

If the group split, keep in mind that you will need all your stuff for your side and you can't rely on the other Druid's spirits and such, so basically both run the same things.

You can **precast your Spirits** before gliding in where everyone usually waits (if the group decides to go for that, or they would disappear when you mount up) or if they mount in, you can glide at the start of the geyser just at water level basically, and spawn them there (then you just move one step into the water and get launched up with the others). Like this is faster when you reach the platform to call them up and cast your **Might** in CA since people want instant boons.

**Left side:** just easy, avoid his dash and keep everyone alive and healthy.

**Right side:** a bit more annoying since you have to **kite** when she stealths. She will do the attack pretty soon when you land on the platform, so you basically have time to port your Spirits, maybe use a fast CA,



you will probably get back to the group when the boss is dead. Watch out cause if you don't get all the shields and they reach CA, they will give the boss the shield that only swords can remove.

If you are doing sword 1, just collect 10 and when you are done go back to stack and use them on boss. If you are sword 2 you don't need to move right away: do your buff then go, and try to save swords for next phase when the arm comes down to have more dps and faster phases. Also, in general, try to aim the sword special action on shields when they spawn to insta kill them, but that goes just for everyone.

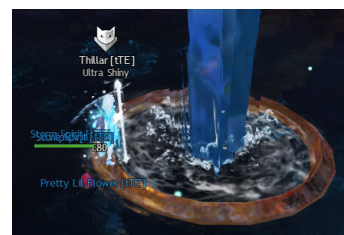


then you have to go away to take agro of her attack (remember to move away or dodge as soon as she is visible again so you don't get hit; you can also keep moving so it's even easier). DO NOT dash back mid too soon or she will turn towards the group and kinda steal boons for sure. After that attack she is gonna always do 2 different attacks before disappearing again: the circle that pushes you back, and the aoes on the ground (beware of avoiding them since they give torment and you move a lot). In that time you can **Heal up**, give **Might** and such. Try to make sure that the group is full health before you move away, otherwise you can keep healing with ranged CA anyways, and well, your Staff.

On both sides, remember to place **Staff 5** on the boss when they start with their CC phase to make everyone's life easier. And you can precast Spirit of Nature on last platform on either sides just for safety.



When stacking Mirages



## Qadim

Well this boss hurts and if people don't dodge you can't really do much anyways.

After Pyres are done, if the group is not using the tactic to pull the elementals together under the boss and cleave them there, you can take care of one of them while they are still away by using your **Iboga F2** (to pull the Magma Elemental away from Lava ones, making them vulnerable). You could also slow them down if needed with Staff 4 or CA 5 but not that reliable, chronos and other classes should take care of the other 2 groups of approaching mobs, you don't have to do everything yourself, technically.

If the **Kiter** doesn't have a healer with him, try to pay attention to his health and in case be ready to dash to him if he gets downed.

Keep an eye on the tank as well, cause if he fails some mechanic he can get some condis you should remove.

You can **prestack Might for the lamp** group by using your CA, will make things faster for them (when the fight triggers and Zommoros goes in mid, you can enter CA and start stacking; remember to use your range skills and you can spam 1 on them while they wait in the green to get ported; if they are thief and wanna steal with f1 from Qadim, you can go to them to stack, just remember to stay quite away from green when it pops and care not to destroy the lamp with your pet).

Before going to your Pyre, you should put your **Spirits** on boss and you can even place a **Healing Spring** to keep them up easily.

During last **Lamp**, if there is another healer that will stay with the tank, you could go down with the dps people to give them Might and Heals and make things easier and faster.



If solo heal



## Wing 7

### Adina

Here you usually run with boon thief, so he's gonna provide perma Regen and Protection.

Make sure to place **Staff 5** a little bit behind the group in the hands phases, useful to destroy projectiles that otherwise might kick down and kill allies (always coordinate with rest of the squad, bt can do 3 reflects).



Can be useful to get ppl up from the sand

If someone is down in the sand and out of reach (and not bugged) you can use Spirit of Nature to ress them, or you can jump down, press F and immediately go back up to safety, your pet will keep ressing (if you don't use any other command like F2 ofc).



### Sabir

Not really much to do here, only **Staff 5** for projectiles, the rest is just healing up the group throughout the entire fight basically.



When stacking Mirages

### Qadim the Peerless

Keep an eye on pylon guys and get ready to rush to them in case they go down, so you can save Staff 3 if you see them getting low in hp.

You might have to take care of **anomalies** if warrior doesn't do that (better for the dps if you do them anyways), so take **CC pet** and hit them when they reach the lava; if pet is not enough remember to use **CA 3** from distance to finish it off, just don't go kill yourself inside the fire, thanks.



At 40-30-20% you can give the group stab with your Nature Spirit if you stack mid and no one else gives the boon, so people don't get knocked back if they forget to dodge.

During last phase, make sure that people going for anomalies don't die, you can also just go with them to give might and make things faster and easier.



Shorter cd than Wyvern; can take both anyways



## Conclusions

### CA - Heal and Might

Your CA is Might source for the entire squad, so be sure you use it properly and as much as needed.

It recharges when you heal allies, so sometimes might be more difficult to get it up when there's a second healer.

Think ahead if you will need to use it soon: for some encounters you might wanna save it for CC phases and such to keep everyone alive.

Don't forget the tank! He's gonna be further away than the others so move on him to heal (or aim with ranged) if you don't want fails.

### Spirits

You will always need offensive Spirits, think about the comp (Power/Condi) and if they can provide the same things as your spirits (Protection, Regeneration, Vulnerability) to avoid double/useless sources.

### Pets

Always think about what's needed and the comp, so you know what to choose (CC/Mirages/Condi).

### Spotter

It gives more Precision to your party: not really needed for condi dps, and some power don't need it either, so take with you the allies that it can be useful to.

### Healing Spring or Water Spirit?

Water Spirit is needed when you are solo healer since it affects 10 targets.

Whenever there is a 2nd healer is just useless since you'll just need to give Regen to your party and you achieve that with other skills.

Healing Spring is also mandatory whenever the boss inflicts any kind of condition: watch out, some conditions will only get to the tank, and he's gonna be far away, so place your heals under his ass, thank you.

### Traits

Healing Spring wants Trapper's Expertise.

Glyphs want Verdant Etching.

Longbow and Stun need Marksmanship.

### Weapons

Do not camp in Staff all the time.

It has nice heals, but can't provide Fury for example.

Swap to your damn Axe-Warhorn.

### CC

Pets are a big source of CC, but also your weapons, utilities and CA have decent amount, so always use all you can.