

Notes:

- Go to view and disable print layout for better viewing
- Video version of this guide here: https://www.youtube.com/watch?v=j_-WT9ZKJOo.
- Thank you to Candy for teaching me all this information and thank you to Veil for helping test, etc.
- Formatting and skill info based off this guide:
https://docs.google.com/document/d/1rGlzynyf72X58kbKAoGq8Ym2cR_W2Foqe7jOTGNYflzU/edit?usp=sharing.

Freezing/Chain Freezing

Freezing is important in raid because it immobilizes the boss, making it easier for party members to survive, deal damage to the boss, and have faster runs as boss patterns can be skipped.

Bosses (not mobs) in raid, can only take **3 freeze hits**. After the third freeze, the boss will be immune to being frozen for **30 seconds**.

Therefore, you don't want multihit freezes, because this will eat up the 3 freeze chances you get faster. For example. Aether Sage's Blizzard Shower has 16 freezing hits, so using this skill will freeze the boss, but you won't be able to freeze the boss again for another 30 seconds. On the other hand, Ain's Bohren Vereisen has 1 freezing hit, so after you use this skill you can still hit the boss with 2 more freezing hits. For clarification, freeze hits refers to the number of hits in a skill that freeze. For example, the skill Bohren Vereisen is multi-hit, but only one of those hits freezes, so it only has 1 freeze hit.



Total number of hits: 16
Number of hits that freeze: 16/16



Total number of hits: 30
Number of hits that freeze: 1/30

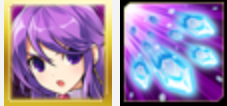
Chain freezing is where you freeze the boss again right before your previous freeze ends. Some classes can't chain freeze due to long cooldown on freezes/short freeze duration, and some classes are not as good as chain freezing because they will hit the max amount of freezes a boss can take and the boss won't eat anymore freezes.

Chain freezing is possible through coordination between party members, but because it is very hard to coordinate, most commonly people will agree before 12-6 phase 3 and 12-7 phase 1 who the freezer will be and designate only 1 person to freeze. In general, the hierarchy of freezers is BL > DaB > AeS > CC(master class only)/Shakti > Water Orb/Radiant Soul and if nothing is said, if there is a better freezer than you, don't freeze, and if you are the best freezer, freeze (but it is better to talk it out).

Methods of Freezing

**not all possible freezes are included*

**it is possible to throw a water orb first before using any freezing skill to chain, but this list does not take that into consideration*



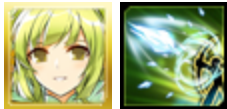
Blizzard Shower [unable to chain]

Freeze duration: 6.5 seconds when awakened and with Killing Blow (1) skill trait

Freeze hits: 16

Cooldown: 12 seconds (can memorize or cast again through "Double Casting" passive, but you can't chain freeze with this skill regardless due to too many freeze hits)

**you technically can chain if you aim the skill to only hit the boss less than 3 times, but this is very hard*



Freezing Arrow [able to chain]

Freeze duration: 6.5 seconds when awakened and with Killing Blow (1) skill trait

Freeze hits: 2

Cooldown: 10 seconds

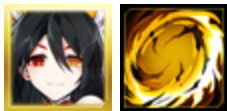


Mountain Blast (stage 3) [unable to chain]

Freeze duration: 5 seconds

Freeze hits: 3+

Cooldown: 43 seconds



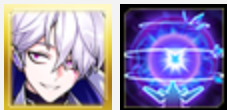
[Mod] Fox Fire [unable to chain]

Freeze duration: 5 seconds

Freeze hits: 1

Cooldown: 22 seconds (with no skill traits)

**you technically can chain if you get CD reset from RAS's V, etc.*



Install - Zero Kelvin Generator [unable to chain]

Freeze duration: 5 seconds

Freeze hits: 3

Cooldown: 17 seconds (with no skill traits)

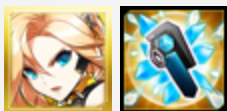


Pampero Booster [unable to chain]

Freeze duration: 2.8 seconds with Killing Blow (1)

Freeze hits: 3+

Cooldown: 14 seconds



G-18C Freezing Grenade [unable to chain]

Freeze duration: 3 seconds (per grenade- 4 total) with Killing Blow (1)

Freeze hits: 1 (per grenade)/4 (for overall skill)

Cooldown: 0.5 seconds (between grenades)/14 (for overall skill)

**technically this skill can give 9 seconds of freezing total, but because of the way chain freezing works, more than likely it won't hit more than 9 seconds, making this skill not a particularly good freeze*



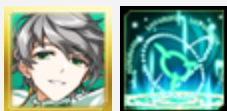
Bohren Vereisen [good for chaining]

Freeze duration: 5 seconds

Freeze hits: 1

Cooldown: 15 seconds

**the last hit of this skill freezes, so be careful with timing*

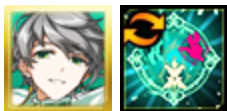


Satz Aurora (Blue) [good for chaining]

Freeze duration: 5 seconds

Freeze hits: 1

Cooldown: 22 seconds (with no skill traits)

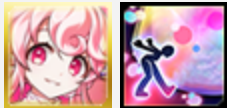


[Mod] Requiem (Blue) [good for chaining]

Freeze duration: 5 seconds

Freeze hits: 1

Cooldown: 24 seconds (with no skill traits)



Got You! **[unable to chain]**

Freeze duration: **4 seconds**

Freeze hits: **1**

Cooldown: **22 seconds (with no skill traits)**

**you technically can chain if you get CD reset from RAS's V, etc.*



Water Orb **[good for chaining]**

Freeze duration: **4 seconds**

Freeze hits: **1**

Cooldown: **30 seconds**

Most optimal/common chain freezes:

**not all possible chain freezes are included*

1



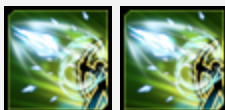
Satz Aurora (Blue) + Bohren Vereisen + **[mod]** Requiem (Blue)

Total freeze duration: **15 seconds**

Candy notes:

- (blue) satz aurora --> wind einfallen (elemental resist. down) --> mod windhose (you can actually put this nearly anywhere due to fast cast time) --> bohren vereisen --> anything you want, probably build eids here --> [mod] requiem (blue)
- you can awaken if you need the eids for mod requiem
- (blue) satz aurora is the safest first freeze due to speed
- if you don't own mod requiem, water orb is solid

2



Freezing Arrow + Freezing Arrow

Total freeze duration: **13 seconds**

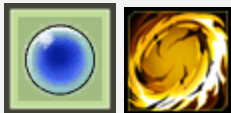
3



Water Orb + Blizzard Shower

Total freeze duration: **10.5 seconds**

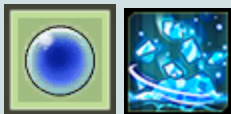
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Water Orb + Fox Fire

Total freeze duration: **9 seconds**

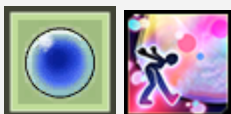
5



Water Orb + Mountain Blast (Stage 3/4)

Total freeze duration: **9 seconds**

6



Water Orb + (I'm Helping!) + Got You!

Total freeze duration: **8 seconds**

7



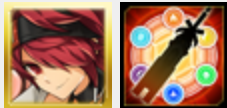
Water Orb

Total freeze duration: **4 seconds**

Elemental Resistance

- Bosses in raid have elemental resistance.
- If you do not lower the elemental resistance of the bosses, freezes will not reach their full duration.
- In addition, if you lower the elemental resistance, you can extend the duration of the freeze.
- After each freeze, the boss's elemental resistance will grow higher.
- This is why it is good to bring classes that can lower a boss's elemental resistance.

Ways to Lower Elemental Resistance

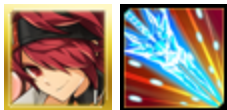


Enchant Breaker

-180 Elemental Resistance

Duration: 5 seconds

Cooldown: 6 seconds

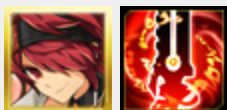


[Mod] Luna Blade

-50 Elemental Resistance

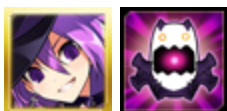
Duration: 7 seconds

Cooldown: 15 seconds (with no skill traits)



Mana Flow (Passive)

-50 Elemental Resistance for 10 seconds when using the following skills: **[Mod]** Rising Slash, Wind Blade, and Storm Blade. Up to 3 stacks, 3 seconds internal cooldown.

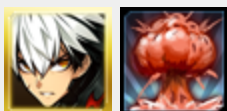


Phantom Breath

-260 Elemental Resistance (with Killing Blow 2 trait)

Duration: 9 seconds

Cooldown: 12 seconds

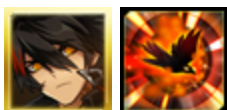


[Mod] Nuclear

-150 Elemental Resistance

Duration: 4 seconds

Cooldown: 23 seconds (with no skill traits)

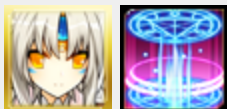


Ifrit Flame

-250 Elemental Resistance

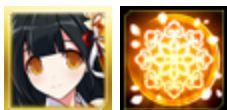
Duration: 6.5 seconds (with Killing Blow 1 trait)

Cooldown: 22 seconds (with no skill traits)



Riseon Pride

Summons Ophelia permanently. Ophelia's attacks lower elemental resistance. No one knows by how much-even KOG.



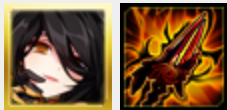
Fire Lotus

-250 Elemental Resistance

Duration: 20 seconds

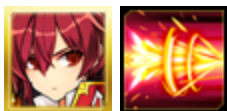
Cooldown: 19 seconds (with no skill traits)

**This skill will push Rosso in 12-5 phase 2, 12-7 phase 2 and 3. This skill will not push Rosso if there are at least 3 other people on the other side of Rosso. This skill will also not push if Rosso is frozen or petrified.*



Chi Release (Passive)

-100 elemental resistance every time you use Purgatory (activated when you use Rakshasa Stance 1, 2, 3, 4 one after the other.)

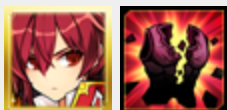


Giga Blast

-100 Elemental Resistance

Duration: 8 seconds

Cooldown: 23 seconds (with no skill traits)



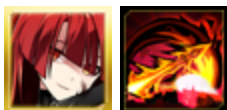
Power Break

-60 Elemental Resistance (with Killing Blow 2 trait)

Duration: 8 seconds

Cooldown: 7 seconds

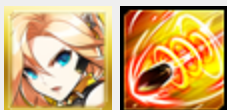
**does not stack with Giga Blast*



Blood Falls

-300 Elemental Resistance (over the span of 6 seconds)

Cooldown: 23 seconds (with no skill traits)



[Mod] Phantom Shot

-50 Elemental Resistance

Duration: no one knows

Cooldown: 6 seconds (with no skill traits)



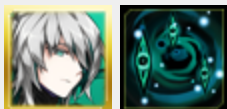
Wind Einfallen

-30 Elemental Resistance (up to 5 stacks)

Duration: 5 seconds

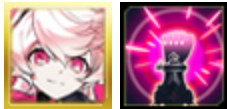
Cooldown: 15 seconds (with no skill traits)

**the skill hits 10 times, so as long as you don't press the skill again and explode it before 5 stacks you should get -150 elemental resist reduction with one cast*

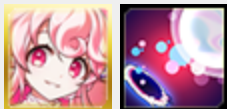


Chaos Barrier (Passive)

-100 Elemental Resistance for 5 seconds when using Henir Release skills (Entfernen, Gottvergessen Sense, Brechen, Totentanz, Abgrund, Chaos Feld, Befreiung Feld).

**Awakened Will: Rumble Pum (Passive)**

-50 Elemental Resistance for 10 seconds when enemies/opponents are hit by EtW's awakening skill.

**Rolly Rolly**

-150 Elemental Resistance

Duration: 10 seconds

Cooldown: 14 seconds

**Mark of Inferno (Weapon Accessory)**

When attacking, All Resistances decrease by -15 for 10 seconds (Max 10 Stacks)

**stacks with Shadow's Descent, but MOIs don't stack with each other*

**Shadow's Descent (Title)**

Decrease target's Element Resistance by 20 for 7 seconds when attacking (Max: 5 stacks)

**stacks with Mark of Inferno, but Shadow Descents don't stack with each other*

**Blessed Denif's Ice Orb (Elixir)**

Summon ice orbs around the user that will lower the water resistance of nearby enemies.

Freezing in Raid Notes

- For 12-5 phase 1 and 3, be careful not to freeze the heads out of reach of players.
- For 12-6 phase 2, the boss is immune to freeze until after it reaches 51 HP bars or lower.
- For 12-6 phase 3, if the boss is frozen long enough at the start, with enough DPS you can one-shot it there.
- For 12-7 phase 1, it is important to freeze the boss during his laser sweep attack right as he is coming down.