

Kaveh Guide | Empyrean Reflection

A Kaveh Guide

by latiwings, acerbus114 and maryanntheconqueror

Updated for 5.7



Artist: Mors

“Nice to meet you — I’m Kaveh, an architect. If you have a project you’d like me to work on, then I’ll need a detailed description of what you have in mind.”

Introduction

Kaveh is a 4-star Dendro Claymore character released in Version 3.6. He functions mainly as a supportive on-fielder with a straightforward kit catered to Bloom teams. This guide examines Kaveh’s kit in-depth to help you better understand his best builds, best teams, best weapons, best artifacts, synergies, Talents, Constellations, and more. Please read on to see what the Light of Kshahrewar has to offer!

Glossary

Explanations of terms used in the context of this guide

| Terms | Meaning |
|------------------------------|--|
| Area of Effect (AoE) | An area in which certain attacks or effects take place. “AoE” also describes damage or abilities that are effective against multiple opponents due to its large range or nature of being enhanced in multi-target. |
| Internal Cooldown (ICD) | “Internal Cooldown” (ICD) is a property of attacks and abilities that limits how often they can apply an Element or trigger an effect. For more information on Internal Cooldown, see Genshin Impact Wiki — Internal Cooldown ; for a comprehensive compendium of each character’s ICD, see the Wiki’s ICD Data . |
| Interruption resistance (IR) | An attribute that makes characters less prone to being interrupted or staggered by enemy attacks. Interruption resistance is greatly appreciated by characters who need to perform continuous combos. All shields provide absolute IR until they’re broken. |
| Damage reduction (DR) | An attribute that reduces the damage of incoming attacks. Damage reduction helps characters take less damage from enemy attacks. |
| Shred | Reduction to enemy defensive stats, mainly Elemental RES (Resistance) and DEF (Defense), making them more vulnerable to incoming damage. |
| Elemental aura | The Element currently applied to the enemy or character. (e.g. an enemy that has been applied with the Dendro Element now has a Dendro aura on them.) Auras can interact with one another to trigger reactions. |
| Dendro Cores | The entities produced by the Bloom reaction. They deal damage either by rupturing or by being converted to Burgeon or Hyperbloom. |
| Rupture | The bursting of Dendro Cores. |
| Bloom ownership | The character triggering the Bloom reaction (by applying an Hydro onto an already existing Dendro aura or vice versa) has ownership over the created Dendro Core. Said character’s stats decide the Core’s damage upon its rupture. |
| Quickbloom | Quickbloom teams take advantage of Spread and Aggravate reactions made possible by an intermittent Quicken aura while also generating Dendro Cores for Hyperbloom damage. |
| I-frame / iframe | Short for “invincibility frame”, a brief moment of invulnerability when characters cannot take any damage. This typically refers to dodging enemy attacks by sprinting or using a character’s Elemental Burst. |
| Proc | As a verb, to activate or trigger an effect. As a noun, the activation of an effect or the effect itself. |
| Stacks | Talent, Constellation, artifact, or weapon effects that build up over time or under certain conditions. |

| | |
|-------------------|---|
| Rotation | The order in which you use the abilities of all your characters, usually aimed at maximizing damage. |
| BiS | <p>Acronym for Best-in-Slot. Describes weapons, artifacts sets, and teammates that are best suited to a particular character. This may be due to synergies or buffs/stats provided.</p> <p>Sometimes, BiS cannot be determined due to competitiveness between options or options being situational.</p> |
| Off cooldown | <p>To use an ability (Elemental Skill or Burst) “off cooldown” is to (re)cast it as soon as its cooldown runs out, or by the next rotation. This can maximize effect uptime, DPS, and Skill particle generation, among other things.</p> <p>In order to cast an Elemental Burst off cooldown, the character’s ER requirement must be fulfilled.</p> |
| Off-Field | Refers to characters, abilities, passives, etc. whose kits, effects, and contributions occur outside the field. An off-field DPS is a character with abilities that linger on-field and deal damage even when they are off-field. |
| On-Field | The opposite of off-field. On-field characters use their Normal Attacks, Charged Attacks, Plunging Attacks or other abilities that require them to remain as the active character in the team. |
| DPS | Stands for “damage per second”. Also a synonym for damage output or damage dealer. |
| Hypercarry | (Usually) on-field character who benefits greatly from multiple teammates’ buffs and deals the majority of team damage. |
| Driver | Drivers are units whose purpose in a team is to stay on-field triggering abilities from off-field DPS teammates. This may be done by using Normal Attacks, inflicting Elemental Reactions or whatever else needed to proc damage-dealing abilities — thus driving these abilities. |
| Enabler / Applier | If a unit’s Elemental application generates auras with which another character uses to consistently react, the unit can be considered an enabler or applier. |
| Grouping | Refers to the reduction of enemy movement by gathering mobs to make attacking them easier. Units that perform grouping are given the role “grouper”. |
| 2pc / 4pc | 2-piece / 4-piece; the number of equipped artifacts of the same set that results in a set bonus. |
| Roommate | A person occupying the same room as another. Synonym of husba- |

This section takes reference to various sources including WIP Glossary Doc, existing KQM Guides, KQM TCL, and Genshin Impact Wiki | Fandom.

Combo Notation

N = Normal Attack

N# = Corresponding number of consecutive Normal Attacks. Example: N4: 4 consecutive Normal Attacks

C = Charged Attack

P = Plunging Attack

IP = Low Plunge

hP = High Plunge

E = Elemental Skill

tE = Tap Elemental Skill

hE = Hold Elemental Skill

Q = Elemental Burst

D = dash, dash cancel

J = jump, jump cancel

#[] = “repeat these actions the specified number of times.” Example: 4[JhPD]: Do a jump then High Plunge canceled by a dash, 4 times

() = “these actions are conditional, optional, or situational; please refer to the notes below”

/ = “these actions are alternatives; please refer to the notes below”


Why Play Kaveh?

Pros

- Very comfortable Dendro Bloom driver due to his self-healing
- Other than Nilou, Kaveh is the only other character at the time of writing who can rupture Dendro Cores faster
- Respectable Dendro application with large AoE at C0, and has significantly more Dendro application at C6
- Straightforward gameplay with simple combos
- Can break Cryo or Geo shields with his Blunt attacks — a valuable trait in Nilou Bloom teams
- Has partial synergy with Shatterbloom with his normal build and gear
- Incredibly beautiful. Arguably one of the most beautiful characters ever created—



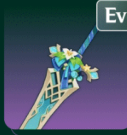
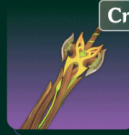
Cons

- Bloom has lower reaction multiplier than Hyperbloom and Burgeon at baseline
- Without Nilou, Kaveh cannot prevent Dendro Cores from being deprived by enemies' Electro or Pyro attacks as he does not constantly rupture Cores throughout his field time
- His Bloom buffs are not very strong
- Generally low Bloom ownership due to being a Dendro unit
- Very low Talent damage
- Unable to swap off early without losing his Dendro Conversion
- Clunky gameplay due to being a Claymore user
- ~~It's debatable if this section should even exist if you ask me~~
- ~~Drags authors off screaming~~






Kaveh
On-Field Driver
Updated for 5.0

Weapons



| | | | | |
|---|---|---|--|--|
|  Wish Fav. GS |  Wish Sac. GS |  Wish Makhaira |  Event Mailed Flower |  Craft Regalia |
|---|---|---|--|--|

Artifact Sets


| | | |
|---|--|--|
|  4pc Deepwood |  4pc OHC |  4pc Instructor |
|---|--|--|


Kaveh holds 4pc Deepwood if no one else can.


Talent Priority

 = 
Burst Lv. 90

Main Stats

 ER | EM

 EM


 EM | CRate | Heal%

Substats


- ER until req.
- CRIT Rate (Favonius)
- EM

ER Requirements:
~240-250% (Solo Dendro, with 3 Skills per rotation)
~50% less with +1 Dendro
~20-30% less per Fav. proc

Teams



Kaveh is a tanky driver for Bloom-only teams. However, he generally has low Bloom ownership.



While Kaveh does not buff Burgeon or Hyperbloom, he is still a viable driver.

Please read Kaveh's guide on kqm.gg for more team and build info.

FAQ

“My horizons have been broadened... I hope I can hold on to this feeling.”

Q1. Can I use Kaveh if I don't have Nilou?

The short answer is yes! Kaveh can be played in decent teams without Nilou. Unlike Nilou, he has no downsides when playing with teammates of other Elements, which opens him up to various other team compositions. However, Nilou is still heavily recommended, as she pairs well with Kaveh and brings a significant buff to his teams. The guide will go into more details in the [Nilou Bloom](#) section.

Q2. Is Kaveh *only* viable in Bloom teams?

No. As touched upon by the previous answer, Kaveh can be played in non-Bloom teams such as Hyperbloom, Burgeon, Spread, and is even viable to a sub-variant of Bloom, Shatterbloom, though they vary in synergy to his kit.

Q3. Is Kaveh only usable at C6?

Kaveh is fully functional at C0. Even though his Constellation 6 greatly improves his Dendro application, its importance is dependent on the team composition. In some teams, his primary role is a tanky driver with built-in healing rather than a Dendro applier, making C6 less essential. Even in teams where his C6 is highly beneficial, Kaveh still provides adequate Dendro application without it.

Q4. I heard that Kaveh doesn't deal much damage, so why should I use him? What makes him special?

Kaveh shouldn't be looked upon as a DPS character. While he definitely is an on-field unit, Kaveh's role in teams is more supportive.

Kaveh's kit is centered around Bloom, so he provides most of his value in such teams. Other than Bloom buffs, Kaveh also brings survivability to Bloom teams by absorbing self-damage and converting that into healing for himself. Combined with his high interruption resistance, Kaveh is the tankiest Bloom on-fielder in the game apart from shielders. This makes him a very comfortable on-fielder and allows you to forgo running a sustain unit in his teams.

~~Also why wouldn't you use Kaveh have you seen how beautiful he is—~~

Q5. Does Kaveh's C6 "ruin" his Hyperbloom/Burgeon teams?

Kinda. His Constellation 6 can "steal" Hyperblooms and/or Burgeons by causing Dendro Cores to rupture prematurely before they can be triggered, but this is offset by C6 Kaveh's increased Core production due to his extra Dendro application. While there might be a minor DPS loss in some teams, others see no change or even an improvement when activating his Constellation 6. For more info check the [C6](#) section.

Q6. Does Kaveh without Nilou make Bloom as strong as Hyperbloom or Burgeon?

As Kaveh's buff to Bloom is not big enough to make them deal as much damage as Hyperbloom or Burgeon at baseline, it is hard for his non-Nilou Bloom teams to compete with other characters' top Hyperbloom or Burgeon teams. However, his non-Nilou Bloom teams still synergize the best with his kit, making it more or less comparable to *his* Hyperbloom or Burgeon teams.

Character Overview

Playstyles

Bloom On-Field Driver / Enabler

Kaveh can be played as an on-field Dendro driver for Bloom teams. His kit is heavily designed for this role — Kaveh brings AoE Dendro application, front-loaded buffed Bloom damage, and self-healing through Bloom ruptures. All of the above makes Kaveh a comfortable pick in this role.

Hyperbloom / Burgeon On-Field Driver / Enabler

While mainly designed for Bloom teams, Kaveh can still be a Dendro driver for teams revolving around other reactions. Although his full kit is less utilized, the consistent AoE Dendro application remains a valuable asset.

Invested Spread DPS

It is possible to play Kaveh as a Spread DPS. However, this guide will not discuss this topic in depth, as it is a niche playstyle that makes poor use of his kit.

Talents



“Aesthetic isn’t the number one priority in my work, and nor should it be: Quality and safety are paramount. But I never neglect the artistic side either. That’s what sets my work apart from others.”

Talent Overview



Normal Attack—Schematic Setup

Normal Attack

Uses Mehrak to perform up to 4 consecutive attacks.

Charged Attack

Drains Stamina over time to perform continuous slashes. At the end of the sequence, performs a more powerful slash.

Plunging Attack

Plunges from mid-air to strike the ground, damaging opponents along the path and dealing AoE DMG upon impact.

By themselves, Kaveh’s Normal and Charged Attacks are unremarkable, with low scalings and low attack speed. However, upon using his Burst, his Normal and Charged Attacks are converted into Dendro, allowing Kaveh to be a decent Dendro driver when paired with his wide Claymore attacks.



Elemental Skill—Artistic Ingenuity

Uses Mehrak’s mapping ability for offensive purposes, initiating a radial scan that deals **AoE Dendro DMG**. It will also scan all Dendro Cores in its AoE and cause them to immediately burst.

Kaveh’s Skill causes all Dendro Cores (including Nilou’s Bountiful Cores) in the area to immediately rupture. However, Kaveh does not gain ownership of these Dendro Cores: their ownership is still decided by the character(s) triggering the Bloom reaction. This Skill has more value in non-Nilou teams, as it is one of the few ways to front-load Bloom damage. Even though it is less valuable in Nilou teams, there are small windows in the rotation that allow Kaveh to rupture Dendro Cores.

Generally, Kaveh is able to fit 2–3 Skill uses per rotation.

Note that Kaveh’s Skill has low vertical range, hampering his ability to rupture Dendro Cores on uneven terrain.



Elemental Burst—Painted Dome

Completely unleashes Mehrak's energy and creates a cubic scanned space, dealing **AoE Dendro DMG** to all opponents within it, causing all Dendro Cores in its AoE to immediately burst, and granting Kaveh the following enhanced combat abilities for a specific duration:

- Increases Kaveh's Normal, Charged, and Plunging Attack AoE, and converts his attack DMG to **Dendro DMG** that cannot be overridden.
- All Dendro Cores created by all your own party members through Bloom reactions will deal additional DMG when they burst.
- Increases Kaveh's resistance to interruption.
- These effects will be canceled once Kaveh leaves the field.

Kaveh's Burst is the core of his kit. Upon activation, Kaveh's Burst immediately ruptures all Dendro Cores in the area. Similar to his Skill, Kaveh's Burst does not change Core ownership. For the next 12s, Kaveh's Normal and Charged Attacks are converted into Dendro that cannot be overridden, and all Dendro Cores deal increased damage when ruptured. Note that despite the Talent's wording, the buff only applies to Bloom and not Hyperbloom and Burgeon.

Additionally, Kaveh gains increased interruption resistance, greatly improving his functionality as a Dendro driver.



Ascension 1 Passive—An Architect's Undertaking

When DMG dealt by a Dendro Core (including DMG from Burgeon and Hyperbloom) hits Kaveh, Kaveh will regain HP equal to 300% of his Elemental Mastery. This effect can be triggered once every 0.5s.

The healing Kaveh's A1 Passive provides is the reason for his hardiness as a Dendro driver, especially in Bloom and Burgeon teams. Note that Kaveh's healing effect still triggers even when he is shielded and taking no damage. The amount healed is also not affected by the existence of shields. This gives Kaveh synergy with shielders if the situation calls for extra hardiness.

[Kaveh's A1 healing himself for the full effect even with a shield by acerbus114]

Additionally, this passive's healing works on the same frame as when the Bloom damage occurs. However, even though they happen within the same frame, if Kaveh doesn't have enough HP to take the Bloom damage, the healing won't save him from death.

[Kaveh takes the Bloom damage first before heals himself with A1 by Lati]

Interestingly, Kaveh does not heal if he dodges a Dendro Core but [still heals during his Burst i-frames](#). As such, he benefits from teammates such as Xingqiu, Baizhu, or Kirara, whose defensive capabilities allow him to dodge less and tackle enemies head-on.



Ascension 4 Passive—A Craftsman's Curious Conceptions

During **Painted Dome**, after Kaveh's Normal, Charged, or Plunging Attacks hit opponents, his Elemental Mastery will increase by 25. This effect can be triggered once every 0.1s. Max 4 stacks.

This effect will be canceled when Painted Dome's effects end.

A straightforward passive that provides Kaveh with additional EM. As Kaveh is reliant on EM for his reaction damage and healing, this is a nice passive for him.



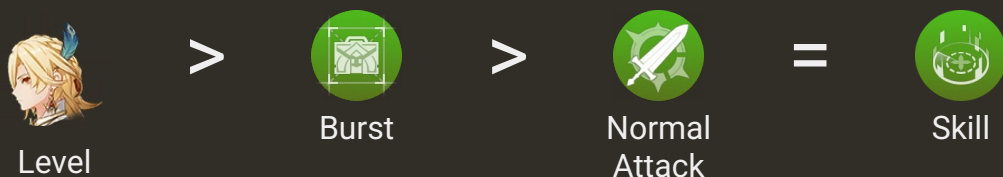
Utility Passive—The Art of Budgeting

When Kaveh crafts Landscape, Building, and Courtyard-type Furnishings, he has a 100% chance to refund a portion of the materials used.

A suitable lore-related passive. Pretty useful for Teapot mains.

Level and Talent Priority

Bloom Teams



It is recommended to level Kaveh to 90, as Bloom damage scales well with character levels. Kaveh's Burst buffs Bloom damage and should be your top priority. His NA and Skill Talents have lower priority, as their levels only increase Kaveh's poor Talent damage and don't provide any boost to his utility as a driver.

Non-Bloom Teams



In Spread DPS Kaveh teams, his NA and Skill levels are of higher priority than his Burst, as they boost the majority of Kaveh's personal damage. However, Kaveh's Talent damage is of lower importance in teams where he merely acts as the driver / enabler, and players can leave his Talents unlevleled there.

Constellations



Artist: [yomiyuarts](#)

“The more power I wield, the more things I can accomplish. Even if achieving my goals comes at a cost, and even if all my hopes and dreams are built on pain and suffering... I don't want to turn back now.”

Kaveh's Constellations are interesting, though they do not fundamentally change how he is played. The two most notable Constellations are C1 and C6. Kaveh's C1 directly improves his main role, while his C6 improves his Dendro application and enhances Bloom teams' performance considerably.



C1—Sublime Salutations

Within 3s after using **Artistic Ingenuity**, Kaveh's **Dendro RES** and Incoming Healing Bonus will be increased by 50% and 25% respectively.

Kaveh's C1 provides a simple survivability boost. Kaveh's main advantage as a Dendro driver over others is attributed to his self-healing, which plays a big factor in making him a comfort pick. As such, this Constellation is easily one of his best. It also makes him an even better holder of 4pc Ocean-Hued Clam, slightly improving his damage output.



C2—Grace of Royal Roads

Kaveh's Normal Attack SPD increases by 15% during **Painted Dome**.

The Attack SPD buff provides a minor increase to Kaveh's damage by letting him execute a few more Normal Attacks per rotation, which also results in slightly better Dendro application. Furthermore, it makes Kaveh feel more fluid to play, making it a worthwhile Constellation.



C3—Profferings of Dur Untash

Increases the Level of **Painted Dome** by 3.

A straightforward Burst Talent increase. This Constellation provides Kaveh with a minor increase in DPS through improving his Burst's Bloom DMG Bonus.



C4—Feast of Apadana

Dendro Cores created from Bloom reactions Kaveh triggers will deal 60% more DMG when they burst.

Kaveh struggles to own a majority of Blooms in most of his teams, so Kaveh's C4 doesn't provide as much of a damage boost in practice. However, this Constellation gains more value if Kaveh triggers more Bloom, i.e., if he is the sole Dendro unit in the Bloom team.



C5—Treasures of Bonkhanak

Increases the Level of **Artistic Ingenuity** by 3.

A straightforward Skill Talent increase, and an insignificant DPS increase for Kaveh.



C6—Pairidaeza's Dreams

When Kaveh's Normal, Charged, or Plunging Attacks hit opponents during **Painted Dome**, they will unleash Pairidaeza's Light upon the opponent's position, dealing 61.8% of Kaveh's ATK as **AoE Dendro DMG** and causing all Dendro Cores within that AoE to burst. This effect can be triggered once every 3s.

Kaveh's C6 holds significant value in Bloom teams, as it enables a more consistent and frequent way to rupture Dendro Cores. Additionally, it increases his Dendro application, ensuring consistent Core generation across the team. The added application can make a noticeable difference in his Bloom team's performance, and it can also drastically change the way Bloom ownership is distributed among the four teammates. Still, in some Nilou teams (mostly the ones with Nahida), this Constellation loses value

slightly, as the additional Dendro application is less needed, and Nilou's Bountiful Core mechanic already ruptures the Cores *almost* immediately.

Notably, Kaveh's C6 can "steal" Dendro Cores intended for Burgeon or Hyperbloom by forcing them to rupture prematurely before the Burgeon or Hyperbloom trigger can hit. However, the additional Dendro application provided by Kaveh's C6 often offsets this unwanted effect by allowing more Dendro Cores to be produced. This leads to a net damage gain in most of his teams.

In teams with decent Quicken uptime, this Constellation provides a decent personal damage increase as his C6 instances don't have an effective ICD and thus can trigger Spread every time they proc.

Combos



Artist: [空青kogi](#)

“Music, architecture, sculpting, painting... All are worth taking the time to appreciate properly. I wouldn’t say I’m an expert in all of them, but as long as I stay interested, maybe I can master them all one day. I mean, look — I already know how to play an instrument.”

Combo Notation

N = Normal Attack

N# = Corresponding number of consecutive Normal Attacks

E = Elemental Skill

Q = Elemental Burst

D = dash cancel

#[] = “repeat these actions the specified number of times”

() = “these actions are conditional, optional, or situational; please refer to the notes below”

/ = “these actions are alternatives; please refer to the notes below”

Standard

Supports/Teammates abilities > Kaveh EQ / Q E N# E N# (E N#)

This is Kaveh’s standard combo.

There is not much complexity to his combo, which lends itself to an easy and flexible playstyle. You can perform his Skill before his Burst to catch his particles early, or use his Burst before his Skill in high-knockback situations to activate his Burst's interruption resistance and catch your particles unheeded.

As a general rule, you want to cast Kaveh's Skill at least 3 times per rotation to manage his Energy, so it is recommended to cast it once at the start of his field time and twice during his Burst state. If Kaveh is using Sacrificial Greatsword, feel free to add another Skill use, as there is no drawback to doing so. Casting 2 Skills per rotation has the merit of reducing rotation length, but should only be done when Kaveh can meet his ER requirements.

Additionally, when played optimally, Kaveh wants to cast his Skill off-cooldown during his continuous field time to ensure sufficient Skill uses without extending the rotation too much. Normal Attacks are performed to fill time between Skill casts. Although Kaveh's Charged Attacks may look funny (and they are *very funny*, we agree), they are not recommended because they cannot drive certain characters such as Xingqiu or Thoma.

Kaveh's preferred Normal Attack combos hardly vary in terms of damage output; as such, players should use whichever combo feels the most comfortable for them. Adjustments can be made on the fly to adapt to the current tide of battle. Regardless, below are some suggested combos:

Casting 3 Skills during Burst duration

| Combo | Description |
|---|--|
| (1) Kaveh EQ N3D N4 E N4D N4 E (N2) | For C2+ Kaveh. |
| (2) Kaveh EQ N3D N3 E N3D N4 E (N2) | The equivalent of combo (1) for C0–1 Kaveh. |
| (3) Kaveh EQ 2[N3D] N1 E 2[N3D] N2 E (N2) | For C2+ Kaveh. This combo has slightly less damage and slightly less Dendro application compared to combo (1). However, without the long animation of Kaveh's 4th Normal Attack, it is less tight to fit in between 2 Skills and is less vulnerable to interruption. |
| (4) Kaveh EQ N3D N3 E 2[N3D] N1 E (N2) | The equivalent of combo (3) for C0–1 Kaveh. |

Note: The last N2 can be omitted to save rotation length.

If you cast his Burst before the first Skill in these combos, there is enough time to add one extra NA in the first NA sequence.

Example

First combo for C2+ Kaveh becomes Q E N4D N4 E N4D N4 E (N2)

Casting 1 Skill during setup and 2 Skills during Burst duration

By casting the first Skill earlier during the rotation's setup and using the other 2 Skills when Kaveh is in his Burst state, we can cut short his field time while also guaranteeing 3 Skill uses per rotation. The field time saved is then used to cast his teammates' Skills, usually ones with cooldowns shorter than 10s.

Players should still use the Kaveh combos mentioned above, but with some action deductions to fit field time better.

Example

```
Kaveh E N1 > Beidou EQ N1 > Kaveh Q N2 E N4D N4 E > Beidou E
```

This rotation allows for 3 Kaveh Skills and 2 Beidou Skills at the expense of Kaveh's field time. Here the NA string before the second Skill is N2 instead of a full N3D N4 in order that the Skill can be used off-cooldown.

However, Kaveh's Dendro application and personal damage (albeit modest) are grieved when his field time is cut, so it's still recommended to perform 3 Skills during his Burst state for general use unless there is strong reason not to do so.

What to do if you need to swap him off early?

There are some cases where you might want to end Kaveh's Burst duration early, such as reapplying Nahida's Skill to newly-spawned enemies. However, swapping out of Kaveh during his Burst state disrupts his Dendro Conversion and the usual rotation of the team.

Should you find yourself ending Kaveh's Burst early, you can fill what would have been Kaveh's remaining field time by having other teammates on-field. For instance, other Dendro units like Nahida, Baizhu, or Yaoyao can supply additional Dendro application in place of Kaveh. Alternatively, teammates who hold Favonius weapons could go on-field to proc weapon passives and obtain more Energy. Furthermore, Kaveh should be reintroduced to the field during this "vacant" period to cast his Elemental Skill to ease the team's ER requirements. It is also recommended to build Kaveh with more ER than the baseline requirements to even out situations like this.

Maximizing Burgeon/Hyperbloom instances

To prevent Kaveh from stealing reactions in Burgeon/Hyperbloom teams, players can postpone using his Skill/Burst until right after teammates hit Dendro Cores. Similarly, leaving a small window between his Skill and Burst casts can also help.

Builds



“What a lucky find! Bet that’s made your day?”

Artifacts

ER Requirements

These numbers are approximate; Kaveh’s ER requirements will vary depending on team and context. For a more accurate estimate of your ER requirements, use the [Energy Recharge Calculator](#) or [gcsim](#).

Assumptions

- Default enemy particles + Safe mode
- Base ER requirements are without any Favonius weapons on either Kaveh or teammates
- Kaveh uses 3 Skills per rotation and funnels 1 Skill into teammates
- Kaveh procs Favonius twice when holding R3-5 Favonius Greatsword
- Zhongli has zero pillar uptime
- Fischl is at C6, Kuki is at C4+
- Beidou has 1 Perfect Counter + 1 Tap Skill if 2 Skills are used per rotation; otherwise, 1 Tap Skill

Calculations for ER requirements can be found [here in this spreadsheet](#) (last updated for 5.2). Most team examples in this guide are included along some teams that are not mentioned.

| Teams | Other Weapons | Favonius Greatsword |
|--|---|--|
| Solo Dendro | 230–325%+ 210–285% (+1 Fav Team) 190–250% (+2 Fav Team) | 170–220% 160–200% (+1 Fav Team) 150–185% (+2 Fav Team) |
| Double Dendro | 230–275% 210–245% (+1 Fav Team) 190–220% (+2 Fav Team) | 170–195% 160–180% (+1 Fav Team) 150–165% (+2 Fav Team) |
| Double Dendro (w/Yaoyao or Emilie) | 190–215% 175–195% (+1 Fav Team) 160–180% (+2 Fav Team) | 145–160% 140–150% (+1 Fav Team) 130–140% (+2 Fav Team) |
| Double Dendro (w/Nahida) | 155–180% 145–165% (+1 Fav Team) 135–155% (+2 Fav Team) | 125–140% 120–130% (+1 Fav Team) 115–125% (+2 Fav Team) |
| Double Electro (w/Fischl or Raiden) | 210–245% 195–220% (+1 Fav Team) 175–200% (+2 Fav Team) | 160–180% 150–165% (+1 Fav Team) 140–155% (+2 Fav Team) |

Notes

Fewer Skill Use

Kaveh can opt for shorter field time at the cost of lower Elemental Skill usage (3 to 2) when he builds for more ER%. Add 20-40% ER to the ER requirements when casting 2 Skills per rotation.

Additional Favonius Procs From Teammates

A third Favonius proc from teammates can reduce Kaveh’s ER requirement by 5–25%.

Lower Refinement Favonius

These ER requirements are calculated for R3–5 Favonius Greatsword, which allows for 2 passive procs per rotation. R1–2 Favonius Greatsword will only reliably trigger once per rotation, so add 20–40% from R3–5 Favonius requirements.




Sacrificial Greatsword

If Kaveh is on Sacrificial Greatsword, an additional Skill cast is equivalent to one Favonius proc caught by Kaveh. Check the above Additional Favonius Procs From Teammates section.

Katsuragikiri Nagamasa

Assuming R5 Katsuragikiri with 2 procs per rotation, Kaveh’s ER requirements can decrease by up to 95% at high Base ER requirements. With R5 Katsuragikiri, Kaveh does not have to build ER if his ER requirements start at around 210% or lower because of its secondary ER% stat and Energy refund passive.

Artifact Stats

| | | |
|---|---|---|
|  |  |  |
| Sands | Goblet | Circlet |
| ER / EM | EM | EM / CRIT Rate / Healing Bonus |

Stats Priority

ER (until ER requirements are met) > CRIT Rate (if using Favonius Greatsword) > EM >= ATK% >= CRIT

Since Kaveh’s Burst is the core of his kit, it is vital to build enough ER so he can use it every rotation. Use an ER Sands if you cannot meet ER requirements through only artifact substats and a weapons' ER secondary stat. It is highly recommended to go higher than suggested ER requirements for comfort and less volatile results when the fight or rotation has to end early.

After hitting a comfortable ER threshold, the next stat to invest in is EM. While Kaveh does not trigger Bloom often in most teams, EM is still his most synergistic stat as it directly influences his healing. As a general rule of thumb, C0 Kaveh appreciates ~700 EM for general Bloom teams, and ~900 EM for Nilou Bloom teams to heal comfortably. At C1, these numbers can be lowered to ~500 EM for the former, and ~600 EM for the latter.

For other stats, CRIT Rate is recommended if running Kaveh with Favonius Greatsword to reliably proc its passive. Generally, Kaveh needs around 30% CRIT Rate to reliably proc 2 instances of Favonius passive at R3 during his continuous field time against a single target. Players could opt for more CRIT Rate with a lower refinement Favonius Greatsword, and less CRIT Rate with a higher refinement and/or against multiple targets.

A Healing Bonus Circlet can be used with very minor trade-off in Kaveh’s damage, in exchange for greater self-healing. This is more desirable when Kaveh’s Bloom ownership is not particularly high. When Kaveh is equipped with 4pc Ocean-Hued Clam, a Healing Bonus Circlet is also optimal for his damage.



Other than that, rolls into ATK% or CRIT stats (both CRIT Rate and DMG) are also fine; any extra stat roll is extra damage.

We recommend using [Genshin Optimizer](#) to compare your actual artifacts.

Artifacts Sets

The artifacts recommended below are tailored to Kaveh’s Bloom playstyle, but most of them also work for his Hyperbloom / Burgeon playstyle. There are some notes mentioning the set’s contribution to other playstyles, but they will be minor.

The sets below are not ranked by performance.

| Artifact Set | Description |
|--|--|
| <div>4pc Deepwood Memories (DM)</div> <div></div> | <p>This is the default set for Dendro teams if no one else holds it. Kaveh can easily maintain full uptime on its 4-piece effect, increasing both his personal damage and overall team performance.</p> <p>If you choose to run another set on Kaveh, it’s highly recommended to have another teammate hold this set. While it is better on Dendro units due to its 2-piece effect, even non-Dendro characters can hold it so long as they can trigger its 4-piece effect.</p> |
| <div>4pc Ocean-Hued Clam (OHC)</div> <div></div> | <p>Kaveh is able to take advantage of this set’s passive well due to his self-healing that is further bolstered at C1. If there is another consistent 4pc DM holder in the team, Kaveh can hold this set to contribute more damage. When using this set, Kaveh should use a Healing Bonus Circlet as it is both optimal for his damage and survivability.</p> <p>As Kaveh’s healing works even when he is shielded, there’s no synergy loss with shielders in his teams.</p> |
| <div>4pc Flower of Paradise Lost (FoPL)</div> | <p>This set performs well in teams where Kaveh has moderate to high Bloom ownership, e.g. Triple Hydro Bloom teams, provided someone else is holding 4pc DM.</p> |



4pc Gilded Dreams (GD)



4pc Instructor



2pc EM & 2pc EM



4pc Marechaussee Hunter (MH)



Similar to 4pc FoPL, 4pc Gilded Dreams only works well when Kaveh has moderate to high Bloom ownership. It performs slightly worse than 4pc FoPL and can have uptime issues. However, when it does work, it performs respectably and provides better healing than 4pc FoPL.

If players are building their Dendro characters from scratch, it is recommended to farm the Domain that gives both GD and DM sets instead of the FoPL Domain for Resin efficiency.

The teamwide EM buff provided by 4pc Instructor is quite useful in most, if not all of Kaveh's teams. Kaveh's personal damage will suffer due to the lower stats on 4-star sets, but since his personal damage is negligible anyway, this is a worthwhile trade-off.

Note that as Kaveh doesn't trigger many reactions in his teams, there might be some downtime on the 4-piece effect.

Decent options while transitioning to a suitable 4-piece set, 2-piece combinations still offer a sizable amount of EM compared to other 4-piece sets.

Kaveh's damage profile is usually lackluster in many of his teams. Thus, putting 4pc MH on Kaveh over other supportive sets may not yield significant results on team performance. That said, in scenarios where players want to increase Kaveh's personal damage, this set proves to be the BiS. 36% CRIT Rate is nothing to scoff at, and Kaveh can easily proc this effect in Bloom or Burgeon teams. Notably, Furina's HP drain from her Elemental Skill allows Kaveh to trigger 4pc MH's set effect more reliably in Hyperbloom or Quickbloom teams.

Weapons




Artist: [hata](#)







“This’ll do nicely... Thank you.”

Most of Kaveh’s recommended weapons are ones that offer an ER% secondary stat or have passives that help with Energy generation, as he struggles to meet ER requirements otherwise. EM weapons can be used to increase his healing and Bloom damage when his ER requirements are low.

The weapons listed below are not sorted by power level.

Recommended



| Weapon | Notes |
|---|---|
| <div>Favonius Greatsword</div>  | <p>Favonius Greatsword is highly recommended, as it provides Kaveh with much needed ER and the means to battery his teammates. Kaveh generally has little difficulty in proccing its passive since the wide reach of his Skill allows him to hit multiple enemies at once, and Kaveh’s on-field playstyle ensures you can easily proc the passive 2-3 times per rotation.</p> <p>That said, it is still recommended to build some CRIT Rate even on non-CRIT builds in order to consistently proc the weapon’s passive.</p> |

| | |
|---|--|
| <p>Skyward Pride</p>  | <p>Skyward Pride provides a valuable ER% secondary stat and a high Base ATK that adds a bit to Kaveh's personal damage, especially when built with CRIT and/or Dendro DMG, though its Physical DMG passive goes underutilized. Note that this weapon only improves Kaveh's damage and utility and provides neither buffs nor Energy to teammates.</p> |
| <p>Mailed Flower</p>  | <p>Available during the event in Version 3.5, Mailed Flower is a solid F2P choice for Kaveh, trading the teamwide utility of Favonius Greatsword for more offensive stats. While its EM secondary stat is lower compared to those of other Claymores, Mailed Flower's passive provides easily accessible additional EM and ATK%, which Kaveh can keep 100% uptime on.</p> |
| <p>Makhaira Aquamarine</p>  | <p>As a gacha-only weapon, Makhaira and its refinements are hard to obtain. If you already own it or decide to roll on a banner that features it (<i>please don't roll on the weapon banner for a 4-star</i>), its passive converts Kaveh's EM to bonus Flat ATK that is shared with the team, providing extra buff utility.</p> |
| <p>Sacrificial Greatsword</p>  | <p>The main draws of Sacrificial Greatsword are its ER% secondary stat and the ability to recast Kaveh's Skill for additional Dendro Particles. In Nilou Bloom teams, most Dendro Cores quickly rupture before getting hit by Kaveh's Skill. But in non-Nilou Bloom teams, this weapon allows Kaveh to apply more Dendro with the additional Skill use and front-load Bloom damage. Much like Favonius Greatsword, Kaveh has little trouble activating Sacrificial Greatsword's passive since the AoE reach of his Skill allows for multiple hits.</p> |
| <p>Forest Regalia</p>  | <p>A solid F2P craftable option with an appreciated ER% stat and the ability to provide an EM buff to a teammate (alternatively, Kaveh can pick up the buff himself). However, as the Leaf created by the passive is dropped on the field, you may extend his field time chasing it down. Therefore, players are recommended to just use Forest Regalia as an ER% stat stick and forgo its passive altogether.</p> |
| <p>Katsuragikiri Nagamasa</p>  | <p>Katsuragikiri is a decent option that performs similarly to Forest Regalia but without the EM buff to a teammate. With enough refinements, it can greatly alleviate Kaveh's ER requirements. Check how this impacts his ER requirements here.</p> |
| <p>Ultimate Overlord's Mega Magic Sword</p> | <p>Only obtainable during the event in Version 4.3, this Claymore has ER% as its secondary stat and a passive that provides a hefty amount of ATK%. However, as Kaveh's Talent damage is poor outside of his Hypercarry playstyle, the passive</p> |



remains rather useless in Bloom teams.

Others

| Weapon | Notes |
|--|--|
| <p>Rainslasher</p>  | Usable as a pure EM stat stick, Rainslasher offers little else. |
| <p>Bloodtainted Greatsword</p>  | Similar to Rainslasher, it is usable as an EM stat stick. It offers little else. |

Not Recommended

| Weapon | Notes |
|-------------------|---|
| Any 5* Stat Stick | <p>Most 5-star weapons merely increase Kaveh's Talent damage unless they provide EM or ER. However, Kaveh's Talent damage is generally insignificant outside of his Hypercarry playstyle, so many 5-star stat sticks fall short in his Bloom teams.</p> <p>That said, these weapons have greater value in Quicken teams, where Kaveh's damage is more substantial, but you may struggle to Burst regularly without an ER% weapon.</p> |

Bloom Mechanics

Bloom Mechanics

Bloom Mechanics

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Bloom Reaction

Bloom is an Elemental Reaction that happens when Hydro and Dendro interact; the result is a Dendro Core. This Core explodes on its own after existing on-field for 6s, dealing Dendro damage (Bloom damage) to enemies within a midsize AoE. A maximum of 5 Dendro Cores can exist at any given time, and a newly created Dendro Core makes the oldest existing Core rupture prematurely.

Bloom can be triggered by applying Hydro to a target afflicted by Dendro (or Quicken) or vice versa. However, the reaction has different aura consumption between Hydro and Dendro: Dendro, either as the pre-existing aura or as the applied Element, is twice as strong as Hydro. For this reason, 2U of Hydro is needed to react with 1U of Dendro to remove the Dendro aura. As a result, it is quicker for Dendro characters to remove a pre-existing Hydro aura than it is for Hydro characters to remove a pre-existing Dendro aura. This interaction greatly influences team crafting and character gearing, which is later expounded upon in the [Teams](#) section.

A character that applies Dendro or Hydro onto a target with the opposite Elemental aura, triggering Bloom, is called a Bloom trigger, and the damage when Dendro Cores rupture is calculated with the stats of said unit. This is referred to as Bloom ownership. Additionally, each enemy can only take 2 instances of Bloom damage from the same character every 0.5s. This is known as the reaction damage instance cap.

More advanced knowledge about Elemental Gauge Theory (EGT) regarding Bloom can be found in [KQM's Dendro Guide](#), the [KQM Theorycrafting Library](#), and the [Genshin Fandom Wiki](#).

Why should I care about who triggers the reactions?

Kaveh himself does not always contribute a significant amount of team damage. As explained earlier, it is much faster to remove an enemy's pre-existing Hydro aura by applying Dendro than vice versa, thus requiring greater Hydro application to keep up with a Dendro on-field unit. Furthermore, the character who applies the second Element is the one who “owns” the reaction, determining the stats used to calculate for Bloom damage.

This meant that Kaveh, as a Dendro character, requires a lot of pre-applied Hydro aura for Dendro Cores to be generated based on his stats. It is also generally difficult to maintain enough Hydro aura to support a Dendro character creating Cores, usually leading to lower overall Dendro Core production. Thus, Kaveh is instead played as the defensive/supportive unit in his more popular teams.

Fridge (A More Advanced Mechanic)

When Cryo is applied onto an enemy with a Dendro aura (or vice versa), they do not react with each other and instead remain as coexisting auras. If Hydro is applied to this “double aura”, some of its gauge interacts with the Cryo aura first, creating a Frozen aura that behaves similarly to a Cryo aura. The remaining Hydro gauge can interact with the Dendro aura, triggering Bloom and creating a Dendro Core. Bloom reactions triggered this way consume less Dendro aura, creating more Dendro Cores per instance of applied Dendro. Players colloquially call this interaction “Fridge” or “Freeze Bloom.”

Teams



Official Art by [HoYoverse](#)

“Need a hand?”

Team-Building

- Generally, Kaveh prefers having at least one Hydro teammate due to his Bloom-oriented kit. A notable exception to this is Quicken Kaveh; even then, he wouldn't mind a Hydro teammate.
- Most teammates are interchangeable with various pros and cons. Notable teammates will be marked in the description. For the rest, please refer to the [Teammate Compendium](#).

Pure Bloom

Kaveh is designed for Bloom teams, as suggested by his kit. Thus, it should come as no surprise that they are also his most synergistic teams.

His greatest contribution to such teams is offering the role of a hardy on-field Dendro applier and driver, one with significant ability to survive the onslaught of self-damage that Bloom teams typically face. Although a build focusing on his sustaining capability is generally recommended for ease of use and gearing, players can still equip Kaveh with gear that strengthens his Talent damage, especially with the presence of another healer or shielder in the team.

Kaveh can also be played as a Bloom trigger in teams with multiple Hydro units, albeit less commonly. Such units (Xingqiu, Yelan, Furina) deal good personal damage on their own, which is further increased when played together. A build maximizing his Bloom damage is preferred in these teams.

It is noteworthy that Kaveh's Constellation 6 can have an impact on how his Bloom team functions. In teams with a slow second Dendro applier and fast Hydro trigger(s), prior to C6, Kaveh does not provide *enough* Dendro application for the Hydro characters to react with, resulting in Hydro aura taking over and low Core generation. Thus, a fast Dendro applier such as Nahida is recommended for Kaveh's Bloom teams when players do not have his C6.

Since Bloom can damage multiple enemies simultaneously, Pure Bloom is most effective in multi-target scenarios.

Pros and Cons of Bloom Teams With and Without Nilou

Nilou Bloom

| Pros | Cons |
|---|---|
| <ul style="list-style-type: none">Significantly enhanced Bloom damageIncreased Bloom AoE when Cores ruptureCores explode almost immediately, avoiding capping the damage instance limit (refer to Bloom Reaction)Cores cannot be stolen by enemiesSuffers less from unwanted characters triggering Bloom, as Nilou's passive benefits all teammatesFrequent Dendro Cores rupturing results in more healing for Kaveh via his A1 PassiveHas access to vertical investment through Nilou's Constellation 2 and Key of Khaj-NisutDoes not desire Kaveh's C6 as much | <ul style="list-style-type: none">Limited to use of Dendro and Hydro characters onlyDoes not have access to Anemo groupersStruggles at breaking certain Elemental shields |

Non-Nilou Bloom

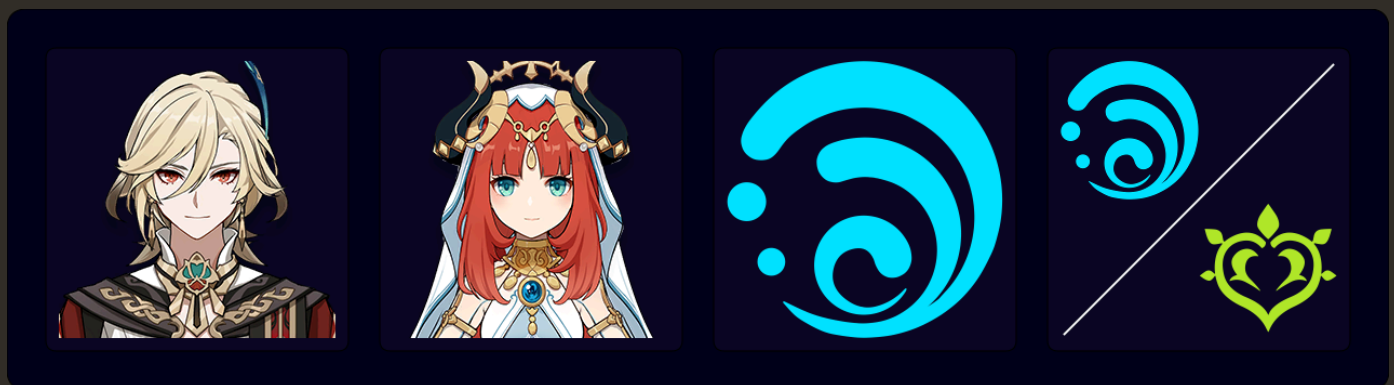
| Pros | Cons |
|--|--|
| <ul style="list-style-type: none">Not limited to Dendro and Hydro units for teambuildingHas access to Anemo groupersCan include other Element interactions other than Pure Bloom, i.e., "Fridge"Can bring other Elements to break certain Elemental shields | <ul style="list-style-type: none">Misses out on Nilou's large buff, leading to remarkably lower DPS output; can be underwhelming in some teamsSmaller Bloom damage AoEDelayed Bloom rupture leads to capping the damage instance limit, as each enemy can only take two instances of Bloom damage within 0.5s per source (refer to Bloom Reaction)Cores can be stolen by enemies if left untouchedCharacters with low EM builds having high Bloom ownership is undesirable |

- Struggles to trigger A1 Passive to keep Kaveh alive in some teams
- Kaveh's Constellation 6 is heavily recommended to have a smooth experience and decent performance

Nilou without a doubt is Kaveh's best teammate in Bloom teams. She is almost required to make Bloom teams competitive because of her many benefits. Without Nilou, Bloom teams underperform, even with Kaveh's ability to make Dendro Cores rupture. This is because before reaching C6, Kaveh is typically only able to trigger Bloom 3-4 times per rotation, which lacks the damage needed for competitive performance. Even when Kaveh is at C6, Bloom teams without Nilou still face many weaknesses mentioned above.

Still, there are some viable Pure Bloom teams for players who wish to play this archetype without Nilou, provided that they put proper investment into the teams and have adequate skills to pull them off.

Nilou Bloom

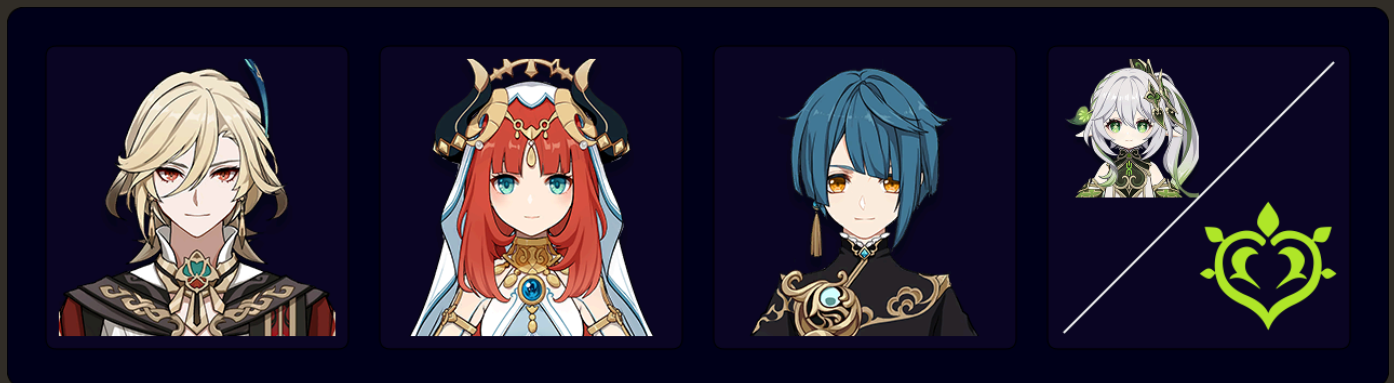


Kaveh — Nilou — Hydro — Hydro / Dendro

Kaveh is a reliable on-fielder in Nilou Bloom teams thanks to his great self-healing and decent Dendro application. Nilou Bloom are also Kaveh's most recommendable teams for general use.

Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.



Kaveh — Nilou — Xingqiu — Nahida / Dendro

A standard Pure Bloom team with Nilou. Nahida is recommended due to her consistent multi-target off-field Dendro application and good personal damage. Viable Dendro alternatives include Baizhu, Yaoyao, and Kirara as sustain units, or Dendro Traveler and Collei as accessible F2P options. Xingqiu can be substituted with Yelan or Furina; regardless, Xingqiu is still preferred for his interruption resistance and better Hydro application, which are more valuable than the DMG Bonus buff given by Yelan or Furina.

Nahida can equip Prototype Amber for additional healing when needed. Although a full EM Xingqiu build generally performs better both in single-target or multi-target fights, an ATK/DMG/CRIT build can still be used due to its versatility across team archetypes. Alternatively, a hybrid build of EM/DMG/CRIT or its variants could be considered as a middle ground of the two.

All suggested rotations below can be used with Yelan or Furina as the second Hydro unit. It is recommended to cast Furina's Burst before Baizhu's Skill and Burst to maximize Fanfare generation.

Rotation (Nahida / Baizhu / Dendro Traveler / Collei)

Nilou E 3[E]/N2E > Nahida E (Q) / Baizhu EQ / Dendro Traveler EQ / Collei EQ > Xingqiu EDQ N1 > Kaveh [Combo](#) (> Nilou Q)

Video (Nahida): <https://youtu.be/B9KyvIVvG2M> (by acerbus114)

Rotation (Kirara)

Nilou E 3[E]/N2E > Kirara short hE Q > Xingqiu EDQ N1 > Kaveh [Combo](#) (> Nilou Q)

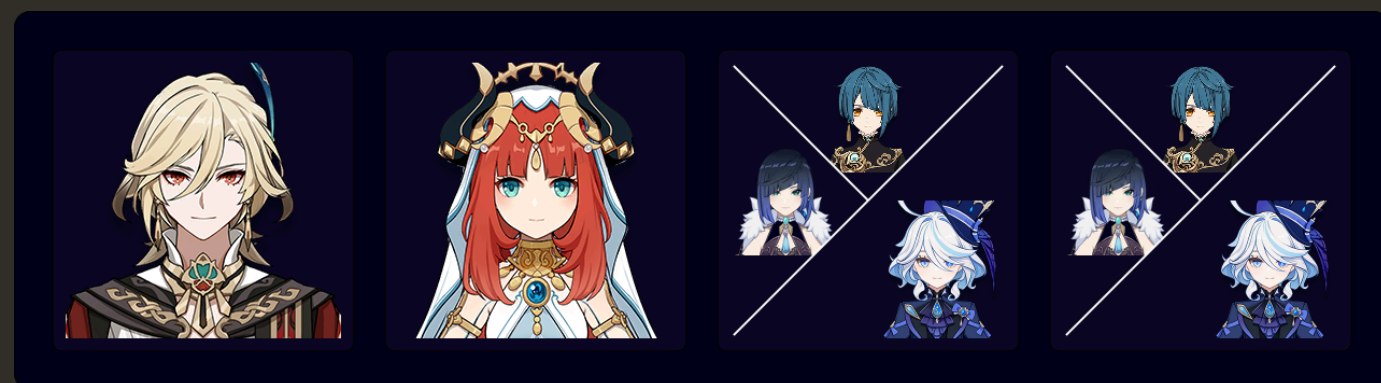
Video: <https://youtu.be/OAjBQLdn0w4> (by acerbus114)

Rotation (Yaoyao)

Nilou E 3[E]/N2E > Yaoyao E (N2)¹ > Xingqiu EDQ N1 > Kaveh [Combo](#) (> Nilou Q)

¹To proc Favonius or 4pc Instructor

Video: <https://youtu.be/U9Ih-LSzFjM> (by acerbus114)



Kaveh — Nilou — Xingqiu / Yelan / Furina (pick 2)

This team is single-target oriented due to the abilities of the Hydro units, but it still performs reasonably well in multi-target scenarios thanks to the Bountiful Blooms buffed by Nilou. Notably, Kaveh can overheal himself so long as enemies do not damage Kaveh more than he can heal. In turn, overhealing triggers

Furina's A1 Passive multiple times and thus increases Kaveh's Healing Bonus and the team's DMG Bonus through the Fanfare stacking.

Furina, Xingqiu, and Yelan should use their usual Talent-based damage builds. A full EM build is recommended on Kaveh to improve both his healing and Bloom damage, as he possesses the highest amount of Bloom ownership.

Rotation (Xingqiu and Yelan)

Nilou E 3[E]/N2E > Xingqiu EDQ N1 > Yelan E N1 Q N1 > Kaveh [Combo](#)

Video: <https://youtu.be/G87GUhYT4M> (by acerbus114)

Rotation (Furina and Xingqiu)

Nilou E 3[E]/N2E > Furina ED Q > Xingqiu EDQ N1 > Kaveh [Combo](#)

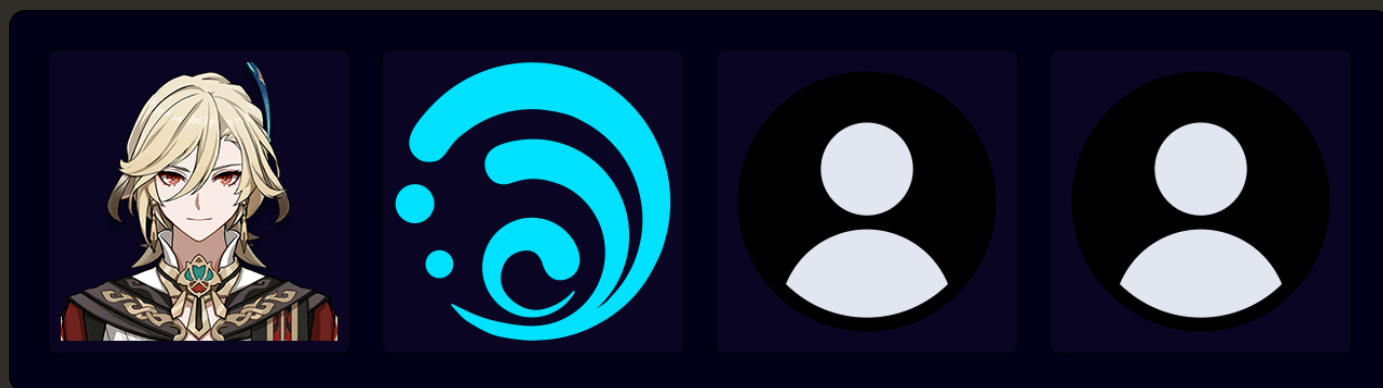
Video: https://youtu.be/i_3jLrDWrmg (by acerbus114)

Rotation (Furina and Yelan)

Nilou E 3[E]/N2E > Furina ED Q > Yelan EQ N1 > Kaveh [Combo](#)

Video: <https://youtu.be/E6wtPUCweyE> (by acerbus114)

Non-Nilou Bloom



Kaveh — Hydro — Flex — Flex

Losing Nilou's buff affects team performance considerably. However, it opens more freedom in team building, such as Anemo characters for their grouping and buffing.

Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.



Kaveh — Nahida — Xingqiu / Yelan / Furina — Kokomi

A Pure Bloom team without Nilou. Nahida is required to maintain enough Dendro aura to grant Bloom ownership to the two Hydro units. Kokomi's healing is enough to keep the team alive even with an EM build.

Rotation (Xingqiu)

Kokomi E > Nahida E Q > Furina ED Q > Kaveh E N1 > Kokomi Q > Kaveh [Combo](#)

Video: <https://youtu.be/nuk3L7bD7mQ> (by c.9096)

Rotation (Yelan)

Kokomi E > Nahida E Q > Yelan EQ N1 > Kaveh E N1 > Kokomi Q > Kaveh [Combo](#)

Video: <https://youtu.be/9cDPzXUGgIU> (by loonela)

Rotation (Furina)

Kokomi E > Nahida E Q > Furina ED Q > Kaveh E N1 > Kokomi Q > Kaveh [Combo](#)



Kaveh — Baizhu — Furina — Kazuha / Sucrose

Another viable team without Nilou. It becomes more viable to build for Kaveh's Talent damage, as he has low Bloom ownership in this team while also being buffed by Furina. Kazuha provides much-appreciated grouping, which outweighs the poor use of his DMG% buff on an EM-built Furina. Sucrose trades Kazuha's grouping for more team buff through her EM share, making her a notable alternative.

Rotation (Kazuha)

Furina ED Q > Baizhu EQ (N2)¹ > Kazuha hEPQ > Kaveh [Combo](#) (> Kazuha tEP)

¹To proc Favonius passive

Video: <https://youtu.be/IFv6x7DaxPI> (by bonniesbiggestfan1)

Rotation (Sucrose)

Furina ED Q > Baizhu EQ (N2)¹ > Sucrose EQ N2-3² > Kaveh [Combo](#)

¹To proc Favonius passive

²To proc Favonius passive



Kaveh — Furina — Xingqiu — Yelan

This team bears resemblance to the Triple Hydro team with Nilou, as both focus on single-target scenarios. However, with Nilou's exclusion and fewer Bloom reactions, Kaveh's self-healing alone is not enough to stack Furina's Fanfare and to trigger her A1 Passive over multiple rotations. Nonetheless, the team still has decent synergy, as the Hydro trio deals good personal damage at baseline and decreases each others' ER requirements. Additionally, Kaveh is a durable driver who takes advantage of the redundant Hydro application to own most of the Bloom reactions.

Xingqiu can perform his Burst before his Skill to feed the Hydro Particles to Yelan and decrease her ER requirements. You can skip Yelan's N1 before her Burst to ensure that she catches the Particles from Xingqiu.

Rotation

Furina ED Q > Xingqiu EDQ N1 / Q N1 ED > Yelan (N1) Q N1 E N1 > Kaveh [Combo](#)

Video: <https://youtu.be/MrR5DRsAAjk> (by acerbus114)

Shatterbloom



Shatterbloom teams make use of the [Fridge](#) interaction to slightly increase Bloom generation while introducing an additional source of damage — Shatter. As a Claymore user, Kaveh's Normal Attacks, Charged Attacks, and Plunging Attacks can Shatter Frozen enemies. Shatter damage scales with EM, synergizing well with Kaveh's usual EM build. Moreover, because of how *Fridge* affects the Bloom reaction, Hydro units tend to have more if not most of the Bloom ownership, making builds that focus on Bloom damage more significant to DPS.

Another advantage of *Fridge* is that it enables Frozen, which keeps enemies in place and prevents them from attacking or moving. This further enhances Kaveh's exceptional survivability while also preventing enemies from moving away from Dendro Cores before they can rupture.

Shatterbloom is only recommended against groups of enemies that can be gathered and Frozen in place to maximize Dendro Core generation.

Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.



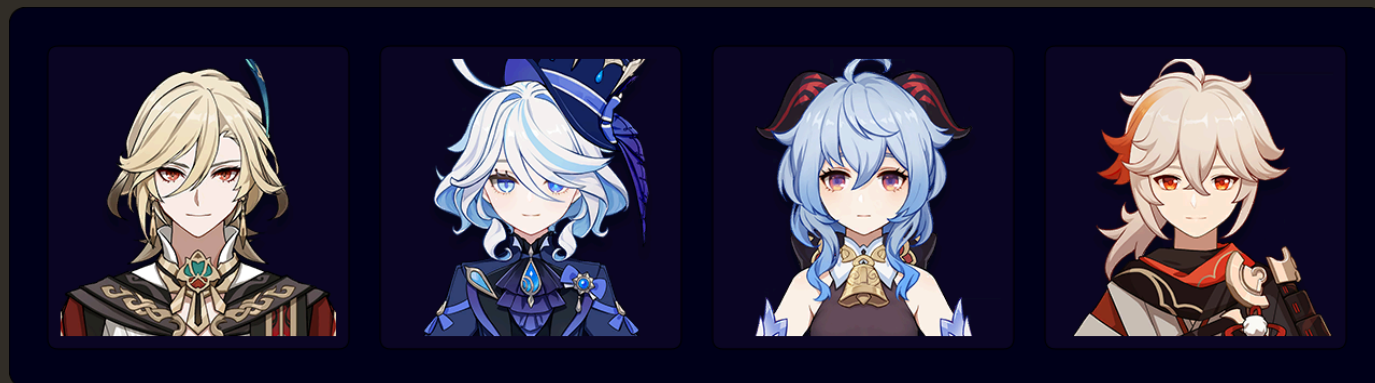
Kaveh — Xingqiu — Kaeya / Rosaria — Nahida

The go-to team for Shatterbloom. Kaeya or Rosaria is generally used for their good off-field Cryo application and low ER requirements (that improve with more Constellations), with Kaeya being the premier choice once he's C2+.

Rotation (Kaeya / Rosaria)

Nahida E Q > Xingqiu EDQ N1 > Kaeya / Rosaria E N1 Q N1 > Kaveh [Combo](#) > (Kaeya / Rosaria E)

Video: <https://youtu.be/d29phSuFgvw> (by acerbus114)



Kaveh — Furina — Ganyu — Kazuha

This team trades Core generation for grouping by swapping Nahida for Kazuha. Ganyu's lengthy and abundant AoE Cryo application shines with Kazuha's grouping. Even though Furina's Fanfare stacking is rather slow, her Hydro application is still decent in multi-target, resulting in high Bloom damage.

Rotation

Furina ED Q > Ganyu E(N1)¹Q > Kazuha hEPQ > Kaveh [Combo](#) (> Kazuha tEP)

¹To proc Favonius passive

Video: <https://youtu.be/rsdH8eYwhz4> (by acerbus114)

Burgeon



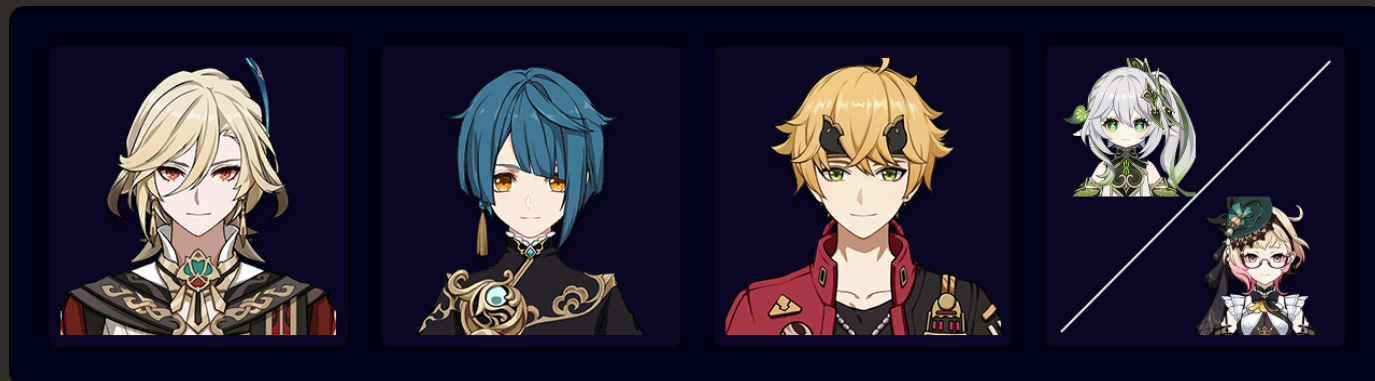
While Kaveh's Burst buff does not apply to either Burgeon or Hyperbloom, Burgeon reactions still trigger Kaveh's self-healing. Coupled with his ability to be a Dendro driver, Kaveh serves decently in Burgeon teams.

A Cryo teammate may be valuable in Burgeon, as their Elemental application may boost the production of Dendro Cores while mitigating any Burning aura. Similarly, an Electro character can benefit the team by putting off the Burning aura while also contributing their own damage along with some occasional Overloaded and Hyperbloom reactions.

In solo Hydro teams without any teammate to help mitigate the Burning aura, C6 Xingqiu and C2+ Yelan are the only Hydro characters able to extinguish Burning. Without C6 Xingqiu or C2+ Yelan, you must either run 2 Hydro units or pair one Hydro unit with a character of another Element who can help mitigate the Burning aura.

Burgeon teams thrive in multi-target scenarios.

Example Teams



Kaveh — Xingqiu — Thoma — Nahida / Emilie

A standard Burgeon team with off-field Dendro teammates, namely Nahida and Emilie. Nahida provides better Dendro application that helps Bloom generation and increases Burgeon damage in multi-target scenarios. She can also hold Prototype Amber to provide healing if needed. On the other hand, Emilie is more single-target-oriented, but her damage is significantly higher. Emilie's passive also decreases the damage your characters take from Burning, effectively increasing the team's survivability.

Rotation (Nahida)

Nahida E (Q) > Thoma Q E N2¹ > Xingqiu EDQ N1 > Kaveh [Combo](#)

²Use EQ if Thoma does not use Kitain Cross Spear

Video: <https://youtu.be/ExPEyVlulGI> (by acerbus114)

Rotation (Emilie)

Emilie Q / E > Thoma Q E N2¹ > Xingqiu EDQ N1 > Kaveh [Combo](#)

²Use EQ if Thoma does not use Kitain Cross Spear

Video: <https://youtu.be/UrWQkO7L680> (by acerbus114)



Kaveh — Yelan — Thoma — Cryo

This Surgeon team variant uses Cryo application to prevent the Pyro / Burning aura from going haywire. Some occasional Frozen reactions also interrupt enemies and allow Kaveh to trigger Shatter. The Cryo unit of choice depends on your needs, with Kaeya, Rosaria being the more offensive options, and Citlali, Diona, Layla being the more defensive ones.

Rotation (Kaeya / Rosaria)

Yelan EQ N1 > Thoma Q E N2¹ > Kaeya / Rosaria E N1 Q N1 > Kaveh [Combo](#) > (Kaeya / Rosaria E)

¹Use EQ if Thoma does not use Kitain Cross Spear

Video: https://youtu.be/YzS7JiAKq_s (by acerbus114)

Rotation (Citlali / Layla)

Yelan EQ N1 > Thoma Q E N2¹ > Citlali / Layla EQ N1 > Kaveh [Combo](#)

¹Use EQ if Thoma does not use Kitain Cross Spear

Video: <https://youtu.be/1XaXUip9NMk> (by acerbus114)

Rotation (Diona)

Yelan EQ N 1 > Thoma Q E N2¹ > Diona hEQ N1 > Kaveh [Combo](#)

¹Use EQ if Thoma does not use Kitain Cross Spear

Video: <https://youtu.be/igeaKamXoIk> (by acerbus114)

Hyperbloom / Quickbloom



Kaveh's Hyperbloom teams are similar to his Burgeon teams, but because Hyperbloom's self-damage AoE is very small compared to that of Burgeon, Kaveh typically has poor amounts of self-healing. As such, Kaveh's Hyperbloom teams generally want characters who can sustain him.

Because Kaveh's personal damage is low, it is recommended to prioritize on Hyperbloom damage and include characters with greater Hydro application.

Xingqiu is recommended as the primary Hydro applier for Hyperbloom teams thanks to his great Hydro application and defensive utilities, which pair well with Kaveh. Otherwise, units with slower Hydro application, such as Furina and pre-C2 Yelan, can provide Kaveh with DMG Bonus buffs, which are preferred for the Quickbloom team archetype.

Hyperbloom / Quickbloom teams are more single-target in nature as opposed to Burgeon teams.

Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.



Kaveh — Xingqiu — Shinobu — Yelan / Furina / Nahida / Fischl

A standard Shinobu Hyperbloom team with Kaveh. Off-field characters who provide good personal damage such as Yelan, Furina, Nahida, and Fischl are preferred as flex options. Casting Shinobu's Burst is optional and can be done when it's available.

Rotation (Yelan)

Xingqiu EDQ N1 > Yelan E N1 Q N1 > Shinobu E N1 > Kaveh [Combo](#) (> Shinobu Q)

Video: <https://youtu.be/iaY52hgO5Ng> (by acerbus114)

Rotation (Furina)

Furina ED Q > Xingqiu EDQ N1 > Shinobu E > Kaveh [Combo](#) (> Shinobu Q)

Video: <https://youtu.be/6b1kPj4oOMY> (by acerbus114)

Rotation (Nahida)

Nahida E (Q) > Xingqiu EDQ N1 > Shinobu E N1 > Kaveh [Combo](#) (> Shinobu Q)

Video: <https://youtu.be/33FMTOGL2IU> (by acerbus114)

Rotation (Fischl)

Burst with Fischl every rotation:

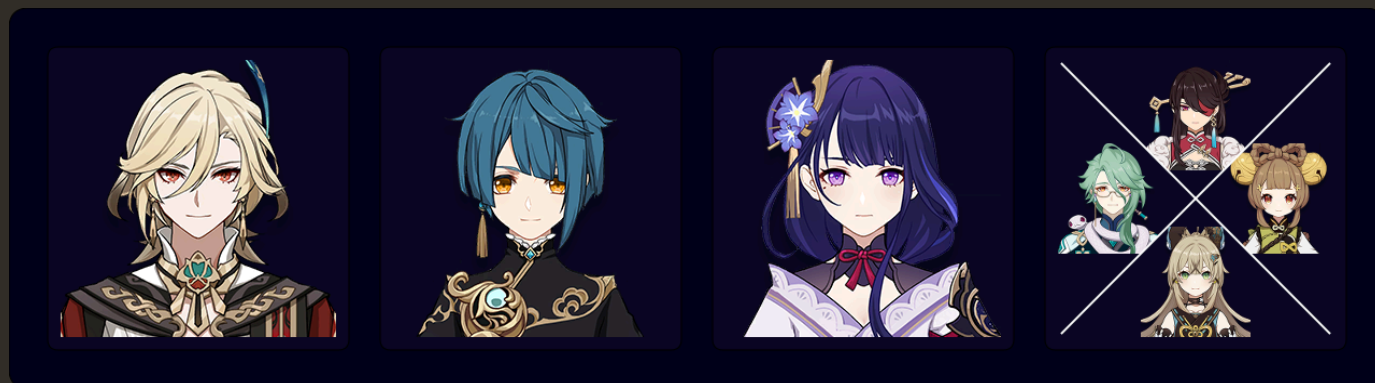
Xingqiu EDQ N1 > Shinobu E N1 > Fischl N2 Q > Kaveh [Combo](#) > Fischl E¹

Burst with Fischl every other rotation:

Xingqiu EDQ N1 > Fischl N2 E/Q > Shinobu E N1 > Kaveh [Combo](#)

¹Use every other rotation or when available

Video (Burst with Fischl every rotation): <https://youtu.be/H-aWRNhglMk> (by acerbus114)



Kaveh — Xingqiu — Raiden — Beidou / Baizhu / Yaoyao / Kirara

Units with defensive utility are recommended when playing Raiden. Beidou and Xingqiu together make a tanky core with up to 50% damage reduction, interruption resistance and a decent shield (from Beidou's C1). This allows players to play the team comfortably even with minimal healing from Xingqiu's A1 Passive.

Rotation (Beidou)

With 1 Beidou E:

Xingqiu EDQ N1 > Raiden E N1 > Beidou EQ N1 > Kaveh [Combo](#)

With 2 Beidou E:

Xingqiu EDQ N1 > Raiden E N1 > Kaveh E N1 > Beidou EQ N1 > Kaveh [Combo](#) > Beidou E N2

Video 1: <https://youtu.be/SlpbAfIxS0c> (by acerbus114)

Video 2: https://youtu.be/sqVZv7_ZTE (by acerbus114)

Rotation (Baizhu)

Baizhu EQ > Xingqiu EDQ N1 > Raiden E N1 > Kaveh [Combo](#)

Video: <https://youtu.be/noQR5Fe2k2U> (by bonniesbiggestfan1)

Rotation (Kirara)

Xingqiu EDQ N1 > Raiden E N1 > Kirara short hE(Q) N1 > Kaveh [Combo](#)

Video: <https://youtu.be/cA7qc2riHNq> (by acerbus114)

Rotation (Yaoyao)

Yaoyao E (N2)¹ > Xingqiu EDQ N1 > Raiden E N1 > Kaveh [Combo](#)

¹To proc Favonius passive.

Video: <https://youtu.be/ghzSCXqSxdA> (by acerbus114)



Kaveh — Furina — Raiden — Xianyun

With Furina's and Xianyun's buffs, Kaveh can deal sizable Talent damage (mainly through Plunging Attacks) in this "Quickbloom" team. Kaveh should spam his Plunging Attacks repeatedly with a dash cancel after each Plunge to reduce the animation endlag, and also use his Skill off-cooldown to reduce his ER requirements. The team scales quite well with investment, notably Furina's first 3 Constellations, Xianyun's C2, and Xianyun's signature weapon.

Rotation

Simple:

Raiden E > Furina ED Q > Xianyun EPQ > Kaveh E Q 5[JhPD] E 3[JhPD] N3/N4¹ E

With NA weaving:

Raiden E > Furina ED Q > Xianyun EPQ > Kaveh E Q 3[N1 JhP] N1E JhP 4[N1 JhP] E

¹Kaveh's C2 allows him to do one extra NA before E's cooldown is over.

Video 1: <https://youtu.be/X2Nz2Ked-d0> (by acerbus114)

Video 2: <https://youtu.be/By0L60RG40E> (by acerbus114)

Showcase in Abyss: <https://youtu.be/MXgGKPwrKB8> (by acerbus114)



Kaveh — Furina — Shinobu — Nahida

Another Quickbloom team with 5-star supports who have great early Constellations that enable Kaveh to dish out more personal Talent damage. The team still performs quite decently due to Hyperblossoms having a relatively high floor.

Rotation

Nahida E Q > Furina ED Q > Shinobu E > Kaveh [Combo](#) (> Shinobu Q)

Video: https://youtu.be/rym_UcOoZ9I (by acerbus114)

Quicken [Spread Kaveh]



Kaveh can be played in Quicken teams with his Dendro-converted attacks. Quicken teams are easily the most flexible of Kaveh's teams as they only require an Electro teammate. Note that in Quicken teams, Kaveh scraps his usual full EM build in favor of an ATK% or EM Sands, a Dendro DMG% Goblet, and a CRIT Circlet.

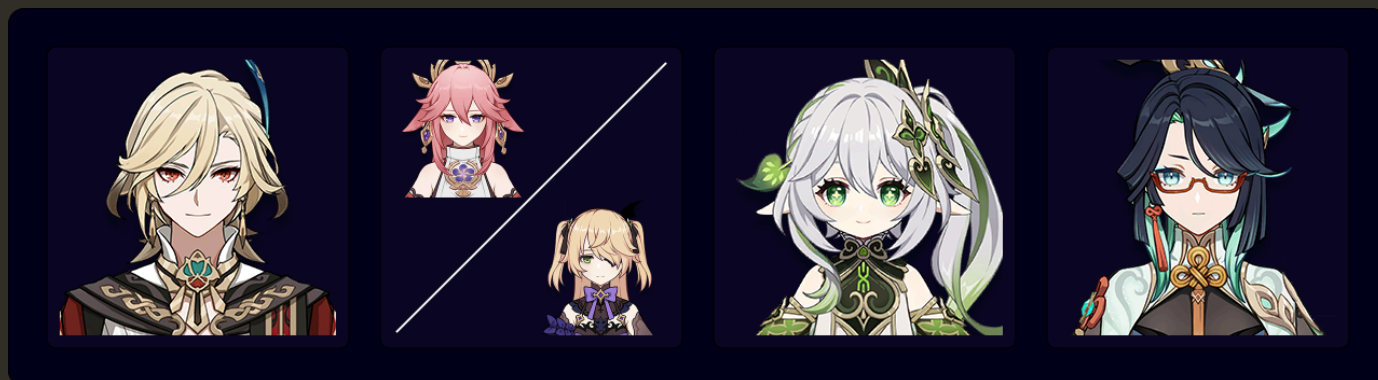
Kaveh's Quicken teams are among his highest damage teams, in the sense that Kaveh contributes a larger damage share. However, Kaveh does not deal great damage in the first place, so overall Quicken is not his strongest archetype. Additionally, Kaveh's Quicken teams hardly make use of his kit — Kaveh's self-healing does not work without Bloom reactions and he does not buff Quicken.

If paired with a Hydro unit, Quicken teams become Quickbloom teams, which allows Kaveh to deal Spread damage in addition to enabling Hyperbloom. Quickbloom can be stronger than pure Quicken teams simply because Hyperbloom is an incredibly strong reaction.

A notable teammate for Quicken Kaveh teams is Xianyun, who unlocks a Plunge playstyle that maximizes the high multipliers of Kaveh's Plunging Attack.

Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.



Kaveh – Yae Miko / Fischl – Nahida – Xianyun

Kaveh Quicken teams have become more viable with the introduction of Xianyun. With her buff, Kaveh does respectable damage and is quite fun to play.

As noted in the Quickbloom section, you should quickly follow your Plunging Attacks with a dash to cancel the Plunging Attacks' endlag.

Rotation (Yae Miko)

Simple:

Nahida EQ > Yae 3[E] > Xianyun EPQ > Kaveh 5[JhPD] E 3[JhPD] N3/N4¹ E

With NA weaving:

Nahida EQ > Yae 3[E] > Xianyun EPQ > Kaveh EQ 3[N1 JhP] N1E JhP 4[N1 JhP] E

¹Kaveh's C2 allows him to do one extra NA before his Skill's cooldown is over.

Video 1: <https://youtu.be/wVyBOy1nuOQ> (by acerbus114)

Video 2: <https://youtu.be/agSZ9FxmPCU> (by acerbus114)

Rotation (Fischl)

Nahida EQ > Fischl E/Q > Xianyun EPQ > Kaveh 5[JhPD] E 3[JhPD] N3/N4¹ E

With NA weaving: Nahida EQ > Fischl E/Q > Xianyun EPQ > Kaveh EQ 3[N1 JhP] N1E JhP 4[N1 JhP] E

¹Kaveh's C2 allows him to do one extra NA before his Skill's cooldown is over.

Video 1: <https://youtu.be/Bvaeb7-pRD4> (by acerbus114)

Video 2: <https://youtu.be/ZfKnHwEaG0> (by acerbus114)

Teammate Compendium



Artist: [海瀬海瀬](#)

“People who know what drives them to create deserve our respect. Wouldn't you agree?”

Some gear in this section is listed using abbreviations



| Abbreviations | Meaning |
|---------------|-----------------------------------|
| Deepwood | Deepwood Memories |
| EoSF | Emblem of Severed Fate |
| FoPL | Flower of Paradise Lost |
| GD | Gilded Dreams |
| GT | Golden Troupe |
| Husk | Husk of Opulent Dreams |
| NO | Noblesse Oblige |
| OHC | Ocean-Hued Clam |
| SoDP | Song of Days Past |
| Scroll | Scroll of the Hero of Cinder City |
| TotM | Tenacity of the Millelith |

| | |
|--------|--|
| VV | Viridescent Venerer |
| TTDS | Thrilling Tales of Dragon Slayers |
| 2pc EM | Any 2-piece set of Wanderer's Troupe, Gilded Dreams, Flower of Paradise Lost |

Note: A (*) indicates that this choice of weapon or artifact set is niche and only recommended only if players know the full pros and cons of opting for that equipment. Weapons or artifact sets with a * in this section are used to maximize Kaveh's Talent damage but are usually suboptimal for team damage.

Hydro Units

With the exception of pure Quicken teams, all of Kaveh's teams contain one or two off-field Hydro characters to enable Bloom, Burgeon, or Hyperbloom. You *need* Hydro to make many of Kaveh's compositions work, so make sure you have one or two of the following units built.

| Character | Notes |
|---|---|
| <p>Nilou</p>  | <p>Nilou is the enabler of premium Pure Bloom teams. Her A1 Passive turns regular Cores into Bountiful Cores that quickly detonate after being created, and her A4 Passive amplifies said Cores' damage based on her Max HP. This applies to the Cores created and/or detonated by Kaveh as well. Kaveh is a solid driver in Nilou's teams with his ease of use, sturdiness, and the ability to further boost Dendro Core damage.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Key of Khaj-Nisut, The Dockhand's Assistant, Xiphos' Moonlight • Sets — 2pc TotM + 2pc Vourukasha's Glow • Main stats — HP% HP% HP% <p>Recommended Playstyles: Pure Bloom.</p> |
| <p>Xingqiu</p>  | <p>Xingqiu is one of Kaveh's best Hydro teammate options. He possesses great single-target Hydro application, interruption resistance, minor healing, and damage reduction. Note that Xingqiu's damage reduction does not decrease the self-damage taken from Bloom.</p> <p>In Pure Bloom teams, Xingqiu can retain his usual build in single-target fights or when possessing low Bloom ownership. Alternatively, you could build Xingqiu with full EM when facing multiple-target scenarios and/or when having high Bloom ownership.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Sword, Sacrificial Sword, Xiphos' Moonlight • Sets — 4pc EoSF, 4pc FoPL • Main stats — ER% / ATK% / EM Hydro DMG% / EM CRIT / EM <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom.</p> |

Yelan



Yelan offers fast single-target Hydro application, albeit still lower than Xingqiu's prior to her C2. Yelan trades Xingqiu's defensive utilities and faster Hydro application for her ramping DMG% buff. However, Kaveh cannot make full use of this buff in Bloom-based teams since he has little to no Talent damage to begin with.

Still, Yelan remains a strong teammate for Kaveh who can be substituted for Xingqiu in many scenarios, especially in Bloom teams with slow Dendro application. Note that Yelan cannot reliably enable Burgeon comps on her own without the aid of either a second Hydro unit or an Electro/Cryo/Geo unit.

When paired together, Yelan and Xingqiu form a powerful core that not only deals substantial damage, but also maintains high Hydro aura uptime and allows Kaveh to own the majority of Blooms.

Yelan shares an identical build guideline with Xingqiu in Pure Bloom teams.

Recommended Gear:

- Weapons — Elegy for the End, Favonius Warbow, Stringless
- Sets — 4pc EoSF, 4pc FoPL
- Main stats — ER% / HP% / EM | Hydro DMG% / HP% / EM | CRIT / EM

Recommended Playstyles: Pure Bloom, Hyperbloom, Quickbloom.

Viable Playstyles: Shatterbloom, Burgeon.

Furina



Furina offers decent off-field Hydro damage and application as well as a considerable teamwide DMG Bonus buff. However, in order to fully maximize her buff, Furina needs to be played with a good healer, who is not commonly found in Kaveh's teams as he already provides good self-sustainability. Additionally, Kaveh's teams often center around Transformative Reactions (such as Bloom and Burgeon), which further diminish the value of Furina's buffs.

Nonetheless, Furina can still act as a Bloom trigger and pair with other Hydro units to form great Double Hydro cores. Surprisingly, in some setups, Kaveh's self-healing is enough to regularly trigger Furina's A1 Passive to provide teamwide healing.

Notably, Furina is one of the few units who can enable Kaveh's Quickbloom and Spread archetypes, thanks to her comparatively slower Hydro application and immense DMG Bonus buff.

Recommended Gear:

- Weapons — Key of Khaj-Nisut, Splendor of Tranquil Waters, Favonius Sword, Xiphos' Moonlight, The Dockhand's Assistant, Festering Desire, Fleuve Cendre Ferryman
- Sets — 4pc GT, 4pc FoPL
- Main stats — ER% / HP% / EM | Hydro DMG% / HP% / EM | CRIT / EM

Recommended Playstyles: Pure Bloom, Hyperbloom, Quickbloom.

Viable Playstyles: Shatterbloom, Burgeon.

Kokomi



Kokomi offers off-field AoE Hydro application and great amounts of healing for the active character. While she works fine in Kaveh's Bloom teams, her Skill's uptime doesn't quite align with Kaveh's rotations. She also requires field time to provide teamwide healing, and the healing for the active character is mostly wasted due to Kaveh's great survivability.

Nevertheless, Kokomi is a good second Hydro option in Burgeon teams. Her slow rate of Hydro application helps to control Burning while not overriding the existing Dendro aura.

Recommended Gear:

- Weapons — A Thousand Floating Dreams, Starcaller's Watch, Fruit of Fulfillment, Sacrificial Fragments, Everlasting Moonglow, Prototype Amber, Thrilling Tales of Dragon Slayers*
- Sets — 4pc FoPL, 4pc OHC, 4pc Instructor, 4pc Deepwood, 4pc TotM
- Main stats — HP% / EM | HP% / EM | Healing% / HP% / EM

Recommended Playstyles: Pure Bloom, Burgeon.

Viable Playstyles: Shatterbloom, Hyperbloom, Quickbloom.

Sigewinne



Sigewinne trades Kokomi's longer, off-field Hydro application for more potent teamwide healing. Sigewinne's off-field Hydro application alone cannot enable Bloom-related teams, so using another Hydro unit is recommended. Furina is preferred as the primary Hydro applier as she can make good use of Sigewinne's A1 buff. It is not advisable to cast Sigewinne's Burst in Kaveh's teams.

Recommended Gear:

- Weapons — Elegy for the End, Favonius Warbow, Recurve Bow
- Sets — 4pc OHC, 4pc Instructor, 4pc Deepwood, 4pc TotM
- Main stats — HP% | HP% | Healing% / HP%

Recommended Playstyles: Pure Bloom, Burgeon.

Viable Playstyles: Shatterbloom, Hyperbloom, Quickbloom.

C6 Candace



Via her Burst, Candace infuses other teammates' attacks with Hydro. However, her Hydro Infusion does not affect Kaveh's Dendro Conversion, so before C6, Candace's Burst provides little value to Bloom teams.

That being said, Candace's C6 does allow some off-field Hydro application, although not as rapid as those of other Hydro units. Nonetheless, C6 Candace still proves useful as the second Hydro unit in Kaveh's teams thanks to her AoE, intermittent, and semi front-loaded application.

Recommended Gear:

- Weapons — Favonius Lance, Kitain Cross Spear
- Sets — 4pc FoPL, 4pc Instructor, 4pc Deepwood, 4pc EoSF, 4pc NO
- Main stats — ER% / HP% / EM | Hydro DMG% / HP% / EM | CRIT / HP% / EM




Recommended Playstyles: Pure Bloom, Burgeon.

Viable Playstyles: Shatterbloom, Hyperbloom, Quickbloom.

Dendro Units


Dendro units enable Dendro Resonance, improve Energy economy, and increase Dendro application. Most of them also offer Dendro RES Shred by holding 4pc Deepwood Memories. Overall, having a second Dendro character makes your gameplay experience smoother.




| Character | Notes |
|--|--|
| <div>Nahida</div>  | <p>The premier Dendro support and off-field DPS, Nahida provides rapid off-field Dendro application and buffs, even allowing Dendro Cores to CRIT with her C2. She can build either full EM or CRIT depending on your team and Bloom ownership, although full EM is generally best for Pure Bloom. Nahida is an excellent holder for 4pc Deepwood, allowing Kaveh to run another artifact set.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — A Thousand Floating Dreams, Starcaller's Watch, Wandering Evenstar, Favonius Codex, Prototype Amber, Sacrificial Fragments, Widsith, Thrilling Tales of Dragon Slayers*• Sets — 4pc Deepwood, 4pc GT, 4pc GD• Main stats — EM EM / Dendro DMG% EM / CRIT <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom, Quicken.</p> |
| <div>Baizhu</div>  | <p>Baizhu is an excellent Dendro healer who offers additional utility in the form of pseudo-shielding, Bloom damage buffs, and minor off-field Dendro application. Like Sigewinne, Baizhu provides teamwide healing via his Skill, requiring no Energy nor field time to do so.</p> <p>While Baizhu does offer Bloom damage buffs, he only buffs Blooms triggered by the on-field unit. This buff is not very impactful since Kaveh rarely triggers Blooms, but it is welcome regardless.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Favonius Codex, Prototype Amber, Thrilling Tales of Dragon Slayers*, Jedefall's Splendor• Sets — 4pc Deepwood, 4pc OHC, 4pc Instructor, 4pc SoDP*• Main stats — ER% / HP% HP% CRIT Rate / Healing% / HP% <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom, Quicken.</p> |
| <div>Yaoyao</div>  | <p>Yaoyao is a Dendro healer with decent application and uptime to cover any supplemental healing that Kaveh or his teammates need. She can run either a full EM build to boost the damage of her Blooms, or a full HP build to improve her healing. Yaoyao can also carry 4pc Instructor to buff the team's Bloom damage, but she needs to wait for her Skill to hit before switching off.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Favonius Lance, Dialogues of the Desert Sages, Moonpiercer• Sets — 4pc Deepwood, 4pc OHC, 4pc Instructor, 4pc TotM*• Main stats — HP% HP% CRIT Rate / Healing% / HP% |

| | |
|---|---|
| | <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom, Quicken.</p> |
| <p>Dendro Main Character (DMC)</p>  | <p>DMC is a decent, free-to-play alternative to 5-star units like Nahida. Both DMC and Collei can be obtained for free and have decent Dendro application uptime when built with enough ER, especially when combined with Kaveh's own application.</p> <p>Both DMC and Collei's Dendro application heavily rely on their Bursts and thus require you to fight within their Burst AoEs. They also have very high ER requirements, resulting in less flexibility to build for EM or offensive stats.</p> <p>Since DMC's Lamp explodes upon interacting with Pyro, it can be tricky to utilize them in Burgeon teams. This issue is mitigated by first applying Hydro or Electro to the Lamp to obtain the corresponding buffs instead of detonating.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Sword, Sapwood Blade • Sets — 4pc Deepwood, 4pc Instructor, 4pc NO* • Main stats — ER% / EM Dendro DMG% / EM CRIT Rate / EM <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Hyperbloom, Quickbloom.</p> |
| <p>Collei</p>  | <p>Collei's front-loaded application is not well-suited for Kaveh's long field time. She provides strong Dendro application soon after her Burst and Skill are cast, but without a second Skill use, she provides no Dendro application for the rest of the rotation. Nevertheless, she is still a decent option for players without Nahida. Her Skill-based Dendro application provides some rotational flexibility over DMC, and with further investment, she can buff the team with C4 and Elegy for the End.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Elegy for the End, Favonius Warbow, Sacrificial Bow • Sets — 4pc Deepwood, 4pc Instructor, 4pc NO* • Main stats — ER% / EM Dendro DMG% / EM CRIT Rate / EM <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom.</p> |
| <p>Kirara</p>  | <p>Kirara provides a strong shield via her Elemental Skill. Her shield is more effective against Dendro damage (including Bloom-related damage), which greatly bolsters the team's survivability. Kirara's Burst applies Dendro in AoE, albeit somewhat inconsistent. Note that Kirara might not maintain consistent uptime on 4pc Deepwood's effect, as her only real form of off-field application is her C4, which can only apply Dendro three times in a relatively small AoE.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Key of Khaj-Nisut, Favonius Sword, Sapwood Blade • Sets — 4pc Instructor, 4pc Deepwood, 4pc NO* • Main stats — ER% / HP% HP% CRIT Rate / HP% <p>Recommended Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom, Quicken.</p> |

| | |
|---|---|
| <p>Emilie</p>  | <p>Emilie's strength lies in her personal damage, which is substantially amplified through the Burning reaction. While Kaveh's only team archetype involving Burning is Burgeon, Emilie shines in this setup, delivering impressive damage. Her passive also decreases the damage taken from Burning, making fights against Burning-inflicted enemies more bearable.</p> <p>Emilie also performs adequately in other teams like Pure Bloom or Hyperbloom, thanks to her consistent Dendro application. However, in these teams, she is generally a side-grade at best compared to DMC, making her less compelling.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Lumidouce Elegy, Deathmatch, Missive Windspear, Favonius Lance • Sets — 4pc Unfinished Reverie, 4pc Deepwood • Main stats — ATK% Dendro% CRIT <p>Recommended Playstyles: Burgeon.</p> <p>Viable Playstyles: Pure Bloom, Hyperbloom, Quickbloom.</p> |
| <p>Kinich</p>  | <p>Although Kinich's Burst provides off-field AoE Dendro application with a 15s duration, the Energy required for a Burst-only playstyle is prohibitive. He also does not give any team utility, making him subpar overall. Players should use DMC instead.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Greatsword • Sets — 4pc Scroll • Main stats — ER% Dendro% CRIT <p>Viable Playstyles: Pure Bloom, Shatterbloom, Burgeon, Hyperbloom, Quickbloom.</p> |

Electro Units

| Character | Notes |
|--|---|
| <p>Kuki Shinobu</p>  | <p>Shinobu consolidates the roles of an off-field Electro applier and a healer with her Elemental Skill. Her Skill's decently long duration improves further at C2, making her a popular pick as a Hyperbloom trigger in many teams including Kaveh's.</p> <p>Apart from maximizing Shinobu's character level and EM, you should bump up her Max HP and her Skill's Talent level to increase her healing. Should you have the stats to spare, you can also build some ER to cast Shinobu's Burst more frequently for additional Hyperbloom procs, but this is not necessary.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Xiphos' Moonlight, Freedom-Sworn, Iron Sting, Toukabou Shigure • Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 4pc TotM*, 4pc Scroll • Main stats — EM / HP% EM / HP% EM / Healing% / HP% <p>Recommended Playstyles: Hyperbloom, Quickbloom, Quicken.</p> <p>Viable Playstyles: Burgeon.</p> |

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| <p>Raiden Shogun</p>  | <p>Raiden's on-field playstyle clashes with Kaveh's role as an on-field driver or enabler. However, off-field Raiden makes for an excellent Hyperbloom trigger with her consistent, long-lasting Elemental Skill, which has both a large AoE and a fast attack rate. In Hyperbloom teams, Raiden is typically built with full EM.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Dragon's Bane, Moonpiercer • Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 4pc TotM* • Main stats — EM EM EM <p>Recommended Playstyles: Hyperbloom, Quickbloom.</p> |
| <p>Dori</p>  | <p>Dori serves as an off-field Electro applier and healer with her Elemental Burst, which regenerates Flat Energy to the active character. As Dori's Jinni connection hits very fast, she can proc Hyperbloom much faster than any other off-field trigger. However, it is locked behind a high-cost Burst with a short duration (12s), so she remains a less appealing option than Shinobu or Raiden. Players may also find it cumbersome running around to hit Dendro Cores with the Jinni connection.</p> <p>Dori shares an identical build guideline with Shinobu with a much higher focus on ER%.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Greatsword, Mailed Flower, Makhaira Aquamarine, Rainslasher, Forest Regalia • Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 4pc Instructor, 4pc NO, 2pc EoSF, 2pc EM • Main stats — ER% / EM / HP% EM / HP% EM / CRIT Rate / Healing% / HP% <p>Recommended Playstyles: Hyperbloom, Quickbloom, Quicken.</p> <p>Viable Playstyles: Burgeon.</p> |
| <p>Electro Main Character (EMC)</p>  | <p>Like Dori, EMC provides off-field Electro application from a Burst with a hefty cost (80 Energy) and a short duration (12s), albeit without any healing. EMC's Burst also generates Flat Energy for the active character when their Normal Attacks or Charged Attacks hit an enemy. It is highly advisable to let EMC catch the Amulets they generate so they can meet their ER requirements. Overall, EMC should only be used as a last resort if none of the above options are available.</p> <p>Prioritize meeting EMC's ER needs before investing in their Hyperbloom damage.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Sword, Xiphos' Moonlight, Sapwood Blade, Freedom-Sworn, Iron Sting • Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 2pc EoSF, 2pc EM, 4pc Instructor, 4pc NO, 4pc Scroll • Main stats — ER% / EM EM EM / CRIT Rate <p>Recommended Playstyles: Hyperbloom, Quicken.</p> |
| <p>Fischl</p> | <p>Thanks to her good Electro application, Fischl can both enable Kaveh's Quicken teams and mitigate excess Burning aura in Burgeon teams. While Kaveh's teams</p> |



tend to have inconsistent Oz uptime and may struggle to proc Fischl's A4 Passive consistently, Fischl still contributes a significant damage profile and should not be overlooked as a flex unit.

Note that because Oz is a single-target turret, Fischl cannot consistently trigger Hyperbloom. As such, she is best run as the second Electro unit alongside a primary Hyperbloom trigger like Shinobu or Raiden.

Recommended Gear:

- Weapons — Any 5-star CRIT Bow, Stringless, Elegy for the End
- Sets — 4pc GT, 4pc TotM*
- Main stats — ATK% / EM | Electro DMG% | CRIT

Recommended Playstyles: Burgeon, Hyperbloom, Quicken.

Yae Miko



Yae and Fischl share many similarities and are fairly interchangeable in their teams. They are both great off-field Electro applicators who contribute solid damage in Quicken teams, and they generally don't steal ownership from the team's Hyperbloom trigger. However, Yae's Electro application lasts longer than Fischl's, at the cost of longer cast time. Yae's application is also not gated by ER requirements since it is tied solely to her Skill, whereas Fischl needs to interchange the use of her Skill and Burst to resummon Oz to the field. Additionally, Yae is capable of front-loading good damage via her Burst, though it is generally unused due to high ER requirements and the need for longer field time.

Recommended Gear:

- Weapons — A Thousand Floating Dreams, Kagura's Verity, Widsith, Wandering Evenstar*, Hakushin Ring*
- Sets — 4pc GT, 4pc TotM*, 4pc Scroll*
- Main stats — ATK% / EM | Electro DMG% | CRIT

Recommended Playstyles: Burgeon, Hyperbloom, Quicken.

Beidou






Because the lightning discharges from Beidou's Elemental Burst don't target Dendro Cores, she fits nicely into Hyperbloom teams without the risk of stealing Hyperbloom ownership from the main trigger. With her good multi-target damage, damage reduction, interruption resistance, and shielding at C1, Beidou improves survivability and makes for a great Electro pick in Kaveh's teams.

Recommended Gear:

- Weapons — Any CRIT 5-star Claymore, Serpent Spine, Ultimate Overlord's Mega Magic Sword
- Sets — 4pc EoSF
- Main stats — ER% / ATK% / EM | Electro DMG% | CRIT

Recommended Playstyles: Hyperbloom, Quicken.

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| <p>Lisa</p>  | <p>Lisa is only valuable as a buffer for Kaveh in his Quicken teams via her DEF Shred, Electro application, and ability to hold supportive gear like TTDS and 4pc Deepwood. By playing Lisa instead of other Electro units, the team is likely to see a decrease in total DPS. Nevertheless, her DEF Shred is still a rare debuff, and she consolidates buffing and reaction enabling, which guarantees an honorary mention.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Hakushin Ring, Thrilling Tales of Dragon Slayers, Prototype Amber, Favonius Codex • Sets — 4pc Instructor, 2pc EoSF, 4pc NO, 4pc Scroll • Main stats — ER% Electro DMG% CRIT / Healing% (for Prototype Amber) <p>Recommended Playstyles: Quicken.</p> |
| <p>Ororon</p>  | <p>Ororon has low synergy with Hyperbloom / Quickbloom playstyles, as he can steal Hyperblooms from the dedicated trigger but is too unreliable to act as a trigger himself due to his short Burst duration and reduced Electro application in teams that do not trigger Electro-Charged. His viability is also limited in Quicken teams due to his difficulty of maintaining the Nightsoul's Blessing state without Hydro characters or other Natlan characters; this makes him unable to consistently trigger the extra 28% DMG Bonus from 4pc Scroll. While he can still provide buffing with the reduced 4pc Scroll effect and Elegy for the End, and a good amount of Flat Energy for Kaveh via his A4, he does not provide anything else.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Elegy for the End, Favonius Warbow, any CRIT 5-star Bow, Chain Breaker, Stringless • Sets — 4pc Deepwood, 4pc Scroll, 4pc Instructor, 4pc FoPL, 4pc GD • Main stats — ATK% / EM Electro DMG% / EM CRIT / EM <p>Viable Playstyles: Hyperbloom, Quickbloom, Quicken.</p> |
| <p>Iansan</p>  | <p>Iansan is a Flat ATK buffer who requires constant movement from the on-field character to maintain her highest ATK buff. As such, she is only viable for Kaveh's Plunge playstyle with Xianyun, since Kaveh cannot keep her buff uptime otherwise. Nevertheless, with the Flat ATK buff and 4pc Scroll, Iansan can be a competitive support for Hyper-Kaveh teams. Note that Iansan does not apply Electro off-field, so she cannot enable Quickbloom teams for Kaveh.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Symphonist of Scents, Engulfing Lightning, Favonius Lance • Sets — 4pc Scroll • Main stats — ATK% / ER ATK% ATK% / CRIT Rate <p>Recommended Playstyles: Quicken</p> |

Cryo Units

| Character | Notes |
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|-----------|-------|

Kaeya



Kaeya is the go-to F2P Cryo unit for Kaveh's teams, as all players obtain him by progressing the very first Archon Quest. He provides off-field Cryo damage and application via his Burst.

Kaeya's small Burst range generally doesn't matter since his Burst moves with the active character, and Kaveh is usually within melee distance of enemies. Kaeya's Burst duration is also fairly short in comparison to other Cryo characters, most notably C2 Rosaria, with whom he is usually interchangeable. However, both the uptime and the rate of his Burst's Cryo application can be increased by unlocking his C2 and C6 respectively. Still, his Constellations are rare as he's only available from wishing on the Standard Banner or specific Chronicled Banners, or from buying in the Starglitter Exchange.

Recommended Gear:

- Weapons — Favonius Sword
- Sets — 4pc EoSF, 4pc NO, 4pc Deepwood
- Main stats — ER% / ATK% | Cryo DMG% | CRIT

Recommended Playstyles: Shatterbloom, Burgeon.

Rosaria



Rosaria is usually interchangeable with Kaeya, as she performs quite similarly. Her Burst deals intermittent Cryo damage in a large AoE with no ICD, but it is also stationary, meaning the player has to deal with Circle Impact™. Although Rosaria's CRIT Rate share is not that meaningful for Kaveh, other team members still value it.

Rosaria can also be paired with Kaeya to lower each other's ER requirements, allowing both of them to focus on more offensive stats.

Recommended Gear:

- Weapons — Favonius Lance
- Sets — 4pc EoSF, 4pc NO, 4pc Deepwood
- Main stats — ER% / ATK% | Cryo DMG% | CRIT

Recommended Playstyles: Shatterbloom, Burgeon.

Ganyu



Ganyu is a good option in large AoE fights for those who have her geared and ready to go. She has a fairly long duration Burst with decent damage and Cryo application, which can be further increased under certain circumstances (check out the [KOM Ganyu Guide](#) for better understanding of her Burst mechanics). Ganyu can be paired with either another Cryo unit to lower ER requirements or an Anemo grouper to maximize her Burst's damage and application.

It is, however, **not** recommendable to pull Ganyu solely as a Cryo unit in Kaveh's teams, since there are more accessible characters who can fill her role just as well.

Recommended Gear:

- Weapons — Favonius Warbow, Elegy for the End
- Sets — 4pc EoSF, 4pc NO, 4pc Deepwood
- Main stats — ER% / ATK% | Cryo DMG% | CRIT

Recommended Playstyles: Shatterbloom, Burgeon.

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| <p>Citlali</p>  | <p>Citlali offers a decent shield and good off-field Cryo application that follows the active character, making her a valuable teammate for the Shatterbloom playstyle. She also boosts the Hydro units in Kaveh teams by providing DMG Bonus from 4pc Scroll and shredding enemies' Hydro RES via her A1.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Codex, Wandering Evenstar, A Thousand Floating Dreams, Starcaller's Watch, Sacrificial Fragments, Thrilling Tales of Dragon Slayers • Sets — 4pc Deepwood, 4pc Scroll • Main stats — ER% / EM EM CRIT Rate / EM <p>Recommended Playstyles: Shatterbloom, Burgeon.</p> |
| <p>Escoffier</p>  | <p>Escoffier provides many benefits to Kaveh teams. She deals decent off-field damage while also applying Cryo every 2s to a single target. This can be handy in Shatterbloom or Burgeon teams. She also heals and shreds Cryo and Hydro RES based on the number of Hydro/Cryo units present; however, she loses a significant amount of RES Shred since Kaveh is not a Hydro/Cryo character.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Lance, Symphonist of Scents • Sets — 4pc GT • Main stats — ER% / ATK% Cryo DMG% CRIT <p>Recommended Playstyles: Shatterbloom, Burgeon.</p> |
| <p>Diona</p>  | <p>Diona provides defensive utility in the form of shielding and healing. Her C6 gives the on-field character 200 EM when their current HP is above 50%. This is a nice boost to Kaveh's self-healing capability, as well as his Shatter and occasional Bloom damage.</p> <p>Diona's solo Cryo application is poor for Shatterbloom comps on its own, so it's recommended to play her alongside another Cryo or Anemo unit.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Elegy for the End, Favonius Warbow, Sacrificial Bow • Sets — 4pc Deepwood, 4pc NO, 4pc Instructor • Main stats — ER% / HP% HP% CRIT Rate / HP% / Healing% <p>Recommended Playstyles: Shatterbloom, Burgeon.</p> |
| <p>Layla</p>  | <p>Layla's thick shield and serviceable application make her one of the most notable Cryo options for Kaveh's teams. Moreover, Layla can use a more offensive build to increase her damage contribution, though at the cost of her defensive capabilities.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Sword, Key of Khaj-Nisut, The Dockhand's Assistant • Sets — 4pc TotM, 4pc Deepwood, 4pc NO, 4pc Instructor • Main stats — ER% / HP% HP% / Cryo DMG% CRIT Rate / HP% <p>Recommended Playstyles: Shatterbloom, Burgeon.</p> |
| <p>Charlotte</p> | <p>Charlotte provides potent teamwide healing, which is valuable to Kaveh's teams as his healing only applies to himself. Charlotte's Cryo application from her Hold Skill is</p> |



decent, but it takes away field time meant for other teammates.

Recommended Gear:

- Weapons — Favonius Codex, Prototype Amber, Oathsworn Eye
- Sets — 4pc TotM, 4pc Deepwood, 4pc NO, 4pc Instructor, 2pc EoSF
- Main stats — ER% / HP% | HP% | CRIT Rate / Healing% / HP%

Recommended Playstyles: Shatterbloom, Burgeon.

Pyro Units

| Character | Notes |
|---|--|
| <p>Thoma</p>  | <p>Thoma is the premier option for Burgeon teams, boasting shielding and off-field Pyro application. As he is reliant on his Burst for triggering Burgeon, Thoma has to run high amounts of ER to maintain good Burst uptime. Building EM on Thoma results in a weaker shield, though hybrid builds make for a respectable middle ground.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Kitain Cross Spear, Favonius Lance, Engulfing Lightning, Dragon's Bane, Moonpiercer• Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 2pc EM, 2pc EoSF, 2pc HP%• Main stats — ER% / EM / HP% EM / HP% CRIT Rate / EM / HP% <p>Recommended Playstyles: Burgeon.</p> |
| <p>Mavuika</p>  | <p>The Pyro Archon can function as the Burgeon trigger in Kaveh teams with her off-field Pyro application, which ticks every 2s for a total duration of ~12s. Her Burst also deals good damage (if built for it) and grants the active character an amount of DMG Bonus based on the amount of Fighting Spirit she uses. However, using Mavuika as a Burgeon trigger raises the question of opportunity cost, as Mavuika herself can output much more significant Talent damage with a proper team and setup. Additionally, Mavuika's slower hit rate and greater application (compared to Thoma) make her less fit for the role overall.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Mailed Flower, Makhaira Aquamarine, Rainslasher, Bloodtainted Greatsword, any 5-star CRIT Claymore• Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 4pc Obsidian Codex, 4pc Scroll• Main stats — EM / ATK EM / Pyro DMG% EM / CRIT <p>Recommended Playstyles: Burgeon.</p> |
| <p>Pyro Main Character (PMC)</p>  | <p>Similar to Mavuika, PMC's Skill lasts for a maximum of 12s; however, their Tap Skill hits faster and applies less Pyro (1 hit per second and 1 application per 3s, which is identical to Thoma's). Still, as their Tap Skill has much less range and shorter duration, PMC remains as a "just acceptable" alternative for those without Thoma.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Xiphos' Moonlight, Freedom-Sworn, Iron Sting, Toukabou Shigure, Favonius Sword• Sets — 4pc FoPL, 4pc GD, 4pc Deepwood, 2pc EoSF, 2pc EM |

- Main stats — ER% / EM | EM | CRIT Rate / EM

Recommended Playstyles: Burgeon.

Geo Units

| Character | Notes |
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| <p>Zhongli</p>  | <p>While Geo provides no value to Dendro Reactions, the added comfort of Zhongli's shield cannot be understated. Apart from being able to carry 4pc Deepwood Memories, Zhongli can shred Elemental RES via his Skill, allowing the team to deal increased reaction damage.</p> <p>Regardless, Zhongli is usually better replaced by a character with more offensive potential or greater Elemental application.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Favonius Lance, Black Tassel • Sets — 4pc Deepwood, 4pc Archaic Petra, 4pc TotM • Main stats — HP% HP% CRIT Rate / HP% <p>Recommended Playstyles: Non-Nilou Bloom, Burgeon, Hyperbloom, Quicken.</p> |
| <p>Xilonen</p>  | <p>Though Xilonen provides good healing via her Burst, she does not particularly benefit Kaveh nor buff the team's Bloom damage. However, as she can shred Pyro / Hydro / Electro / Cryo RES, she can boost teammates' damage of corresponding Elements (along with a further buff from 4pc Scroll).</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Peak Patrol Song, Favonius Sword, Flute of Ezpitzal • Sets — 4pc Scroll, 4pc NO, 4pc Instructor • Main stats — ER% / DEF% DEF% / Geo DMG% DEF% / CRIT <p>Recommended Playstyles: Non-Nilou Bloom, Quicken.</p> <p>Viable Playstyles: Burgeon, Hyperbloom</p> |
| <p>Albedo</p>  | <p>While Albedo doesn't have any unique synergy with Kaveh, he still offers low-effort, high uptime, off-field Geo damage and a decent teamwide EM buff from his A4 Passive. His Geo application may be handy in putting off Pyro or Burning auras in Burgeon teams.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none"> • Weapons — Uraku Misugiri, Cinnabar Spindle, Harbinger of Dawn • Sets — 4pc GT, 4pc Husk • Main stats — DEF% Geo DMG% / DEF% CRIT / DEF% <p>Recommended Playstyles: Non-Nilou Bloom, Burgeon, Hyperbloom, Quicken.</p> |
| <p>Chiori</p> | <p>Similar to Albedo, Chiori provides unconditional off-field Geo damage and application that could be beneficial in Burgeon teams. Chiori often deals more personal damage compared to Albedo at the cost of no additional EM buff.</p> |



Recommended Gear:

- Weapons — Uraku Misugiri, Cinnabar Spindle, Harbinger of Dawn
- Sets — 4pc GT, 4pc Husk
- Main stats — DEF% | Geo DMG% / DEF% | CRIT / DEF%

Recommended Playstyles: Non-Nilou Bloom, Burgeon, Hyperbloom, Quicken.

Anemo Units

Xianyun



Xianyun enables a unique Plunge playstyle for Kaveh by providing an Additive Base DMG Bonus on Plunging Attacks, allowing him to maximize its high multipliers. As Plunging Attacks by nature do not possess ICD, Kaveh can have a decent damage profile in teams with good Quicken aura uptime. Alternatively, you can play Xianyun with a Hydro unit and C6 Bennett to enable Kaveh to Vaporize his Pyro Plunging Attacks.

Recommended Gear:

- Weapons — Crane's Echoing Call, Favonius Codex, Oathsworn Eye
- Sets — 4pc OHC, 2pc ATK%, 2pc EoSF, 4pc Deepwood, 4pc VV, 4pc SoDP*
- Main stats — ER% / ATK% | ATK% | CRIT Rate / ATK% / Healing Bonus

Recommended Playstyles: Quickbloom, Quicken.

Viable Playstyles: Non-Nilou Bloom, Shatterbloom, Burgeon, Hyperbloom.

Kaedebara Kazuha



Through his A4 Passive, Kazuha can increase the personal damage of other teammates. Kazuha's Skill also makes it easy to keep enemies within Kaveh's melee range. Additionally, he can provide extra application through his absorbed Burst, increasing reaction uptime for Kaveh teams.

Recommended Gear:

- Weapons — Favonius Sword, Xiphos' Moonlight, Freedom-Sworn*
- Sets — 4pc VV, 4pc Instructor, 4pc Deepwood
- Main stats — ER% / EM | EM | CRIT Rate / EM

Recommended Playstyles: Non-Nilou Bloom, Shatterbloom.

Viable Playstyles: Burgeon, Hyperbloom, Quicken.


Sucrose



Like Kazuha, Sucrose can provide Elemental application and some crowd control via her Burst, although said Burst occasionally pushes enemies away and can have inconsistent, unreliable Elemental Absorptions. Notably, Sucrose's A4 Passive brings a valuable EM bonus to her teammates — something Kazuha can only do at C2. Her C6 gives additional Elemental DMG Bonus for her Burst's absorbed Element, potentially increasing team damage.

Recommended Gear:

- Weapons — A Thousand Floating Dreams, Sacrificial Fragments, Wandering Evenstar, Fruit of Fulfillment, Favonius Codex, Thrilling Tales of Dragon Slayers*
- Sets — 4pc VV, 4pc Instructor, 4pc Deepwood
- Main stats — EM / ER% | EM | EM / CRIT Rate

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| | Recommended Playstyles: Shatterbloom, Burgeon, Hyperbloom, Quicken. |
| <div>Venti</div> <div></div> | <p>Venti offers powerful, continuous grouping from off-field via his Elemental Burst. Venti's A4 Passive greatly decreases the ER requirements of himself and other characters whose Element is absorbed by his Burst. It is worth mentioning that Kaveh may have a difficult time reaching certain enemies (usually small and light) lifted by Venti's Burst.</p> <p>Recommended Gear:</p> <ul style="list-style-type: none">• Weapons — Elegy for the End, Favonius Warbow, Stringless• Sets — 4pc VV, 4pc Instructor, 4pc Deepwood• Main stats — ER% / EM / ATK EM / Anemo DMG% EM / CRIT <p>Recommended Playstyles: Non-Nilou Bloom, Shatterbloom</p> <p>Viable Playstyles: Burgeon, Hyperbloom, Quicken.</p> |

Afterword



Official Art by [HoYoverse](#)

“The more power I wield, the more things I can accomplish. Even if achieving my goals comes at a cost, and even if all my hopes and dreams are built on pain and suffering... I don't want to turn back now.”

That's it! That's *the* Kaveh Guide! Thank you for reading this far <3 Hope you have learned a thing or two about our dear “Light of Kshahrewar” Kaveh, and may the knowledge you gained be of help in your journey of mastering the heart of an Architect.

For TL;DR: Kaveh is an on-fielder who provides Dendro application with ease of use thanks to his sturdy kit. He synergies well with Bloom teams, especially Nilou Bloom teams. He may not be the optimal character for your needs, but he is certainly one of the most comfortable picks to get the job done.

Authors' Note:

Lati

From the moment I received the opportunity to work on his guide, I swore to not C6 my Kaveh until this guide was published (Yes, I got his C6 on release). Part of it was to make sure I could offer the most authentic C0 Kaveh experience through this guide (not that it mattered much in the end thanks to the whole slew of talented people who dropped by and helped with it). I could never thank everyone enough: Thank you sincerely, from the bottom of my heart, for staying with me and pushing this guide out. I won't say much more, just that I hope our readers will appreciate what we offered.

~~(And finally free me from this suffering I can finally use C6 Kaveh in the Abyss I can't believe I suffered through completing 36* Abyss with him on C0 out of sheer willpower →)~~

Acerbus

Yay! This is my first ever Extended Guide that I have the opportunity to co-write with. It was certainly a journey ~~full of edits and adjustments~~. I've learned so much throughout the process of writing this guide, and it's all thanks to the support and guidance of everyone involved. So thank you so much!

Unlike Lati, I don't have enough Stellar Fortunas to unlock my Kaveh's C6 (yet), so you guys should wish me luck haha. Also, I often hang out in KQM Discord server, especially the Help section, so feel free to reach out with any questions you still have after reading the Guide.

MaryannTheConqueror

It's been so cool to finally have an opportunity to help with KQM guide making, and to be part of such a friendly team during the process! I'm glad everyone put up with my questions as I got used to this and my (probably) scuffed team testing videos. Hoping for a C6 Kaveh soon for myself and everyone else here!

Credits



Artist: [幼鲤鲤](#)

“Relax your mind, and let go of all your troubles. Have a good night.”

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Quotes taken from Writing on the Wall by Will Stetson.

Team images made with the [KOM portrait generator](#).

References/External Links

Calcs:

- [Kaveh Mastersheet](#) – not verified yet
- [Kaveh Guide ERC](#)

Other Resources:

- [Kaveh Quick Guide](#)
- [Kaveh TCL Entry](#)