

NoS Magician Raiding Guide

Sancus, 120 Magician <Realm of Insanity>

(Updated 4/2/23)

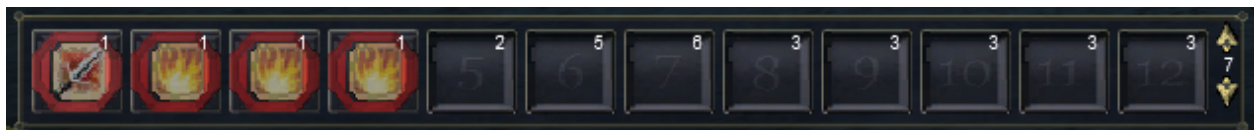
This guide is intended to give an overview of raiding as a Magician. It is not all encompassing, and I would encourage those with interest to join the [Magician's Sanctum Discord](#) or reach out directly in Discord (sancuseq) or in game (Xegony.Sancus). Please note that raid and group play share many similarities, but this guide is oriented towards raiding.

Multibinding/Keybinding

The remainder of this guide will focus largely on *what* spells to cast, but maximizing cast *volume* is one of the most important parts of maximizing DPS. The best way to accomplish this is to bind multiple spells to the same key, which is called a multibind. When you press that key, EQ will attempt to cast the first spell in your multibind. If that spell is on cooldown, it will attempt to cast the second spell, and so forth. This allows you to use a spell rotation with only a single key (that you will need to repeatedly press).

I recommend creating a multibind **on your hotbar**. Hotbars provide flexibility to have as many multibinds as you want for different scenarios. This allows you to almost always use one primary spell set for raiding; you should never be swapping spells during a raid event for DPS purposes.

You can create such a multibind by dragging spells onto a hotbar and assigning those spells to a key. For example, in the screenshot below, I have dragged Roiling Servant, Barrage of Many, Chaotic Calamity, and Spear of Molten Luclinite to my hotbar and assigned them to the “1” key. Pressing 1 will cast RS, and if it's on cooldown, Of Many, and if it's on cooldown Chaotic, and if it's on cooldown Spear. The goal is to press the key (in this case, 1) frequently such that you are *always* casting something unless your entire weave is on cooldown (there are weaves that intentionally include slight dead time, but otherwise you want to always be casting).



You can assign a key to your hot buttons via the Options window (Alt + O):



Similarly, I highly recommend binding your important/frequently used abilities to (separate) keys. It's common for players to click abilities, and it often costs them time. Any time spent taking an action reduces your DPS.

Here is a list of some things I have keybound (the list is not exhaustive):

- **Spells:** Summon Molten Komatiite Orb, Twincast, both Beams (Fire/Magic), and I have spell gems 1 - 9 bound to my numberpad keys 1 - 9.
- **Items:** Molten Komatiite Orb, Bifold Focus of the Evil Eye, Valia's Unyielding Bravery.
- **AAs:** Force of Elements, Improved Twincast, Thaumaturge's Focus, Glyph of Ultimate Power, Spire of the Elements, Frenzied Burnout, Host of the Elements, Servant of Ro, and Forceful Rejuvenation. I suggest binding Heart of Skyfire and Focus of Arcanum to the same key (an AA multibind) for ease of use.
- **Other:** /pet attack, /pet swarm, /pet back, /autoinventory, /xtar 1, and stop casting a spell (can be set in options).

For both keybinds and multibinds, I'd suggest using keys that are easy to reach, such as those proximate to W/A/S/D (movement keys).

Spell Weaves

For better or worse, current raid and class design have significantly reduced the number of spell weaves that are useful. There are other spell weaves that can be worthwhile in very specific circumstances, but most are too niche to merit inclusion here.

One of the most common pitfalls I see with Mages in raids is not actively watching what spells they're casting. It's great to set up a multibind with the right spells, but doing so and spamming the multibind key does *not* necessarily mean that your spells are casting in the order that yields the highest DPS. This is particularly important for your Standard weave, which I will elaborate on below. **Make sure you have your Roiling Servant Type 3, as these weaves are much more likely to rotate incorrectly without it.**

Standard (Single Target) - This is your "default" weave against single targets (AEing is discussed in a later section). For a number of years, our Twincast/Improved Twincast weaves were different from our sustained weave, but the below weave is currently optimal for both burst and sustained.

1. Roiling Servant
2. Barrage of Many
3. Chaotic Calamity
4. Spear of Molten Luclinite

As mentioned at the start of this section, **it is important that you cast these spells in the correct (aforementioned) order.** This ensures that Of Many benefits from RS's Conjurer's Synergy proc. It also keeps recast timers properly aligned. Without Quick Time, you'll just cast spells as shown above: RS > Of Many > Chaotic > Spear > RS > Of Many > etc. With Quick Time, you'll be able to cast **two** Chaotics per weave, like so: RS > Of Many > Chaotic > Spear > Chaotic > RS > Of Many > etc.

No Hatelist / Low Pet Count - This spell weave is for A) targets without a hatelist or B) mobs with insufficient pets to use our normal weave (<6 on the hatelist). **If a mob does not show up on your extended target window, Of Many will not damage it. There are a number of such mobs in NoS raids.**

Note: This guide has not been updated since the change to Of Many pet count thresholds/damage. It remains broadly accurate for NoS content.

I'm also including an alternate weave with Of Many as the last spell for scenarios with low pet counts. To be very clear: your goal is to target mobs with enough pets on the hatelist to use our

standard weave (RS > Of Many). This should be possible most of the time, so you should use this weave **infrequently/situationally**.

1. Roiling Servant
2. Spear of Molten Luclinite
3. Chaotic Calamity
4. **No Hatelist:** Spear of Molten Komatiite
4. **Hatelist:** Barrage of Many

AEing and Targeting

Managing adds is one of the most important parts of maximizing DPS. Much of the time, the best way to deal with adds is by AEing. However, it will often be optimal to use at least some single target spells as well, in which case it's also important to consider targeting.

AEing

Our worthwhile AEs are our two Beams: Beam of Molten Olivine and Beam of Falchions. Beam of Falchions is only used in conjunction with Thaumaturge's Focus, which significantly increases its damage. Therefore, TF is effectively an AE burn and should be saved for the portion of an event where you can maximize target count. It can also be worth situationally saving other burns for AE portions of events, depending on event timing.

A key concept associated with AEing is that while our Beams have no recast and therefore you can just spam one, it's often not optimal to do so. Not all of our spells in our standard weave do the same amount of damage; in particular, RS/Of Many are much stronger than the other spells. Therefore, there are often situations where it's optimal to replace only some of your casts with Beams. RS > Of Many > Beam, in particular, comes out ahead in a number of scenarios.

There are a lot of different sets of modifiers that can slightly alter Beam breakpoints, but here's a matrix that I think provides a reasonable (though somewhat conservative) rule of thumb for mob thresholds:

Beam Type	Standard Weave	RS > Of Many > Beam	Beam Spam
TF + Magic	1-2 targets	3+ targets	8+ targets
Fire	1-5 targets	6+ targets	Never

Note that the above assumes you have at least 10 pets on your target for Of Many. Often you can target a boss while AEing, allowing you to cast RS/Of Many on the boss where Of Many will do full damage. If you only have adds to target, particularly if they die quickly, you may drop to RS > Beam instead of RS > Of Many > Beam.

Darkshine Staff: This item is summoned by Cauldron of Endless Abundance. It is rare (8% chance) and it is lore, but it is a good burst DPS AE click. If you can successfully bank a few of these (Inventory + Dragon's Horde + Shared Bank), they're worth using on AE events (the click is a PBAE).

Targeting

In general, your goal is to target a mob that A) will live for as long as possible and B) has enough pets on the hatelist to maximize Of Many. If there's a boss up, it likely best satisfies those two requirements. If you're AEing, using single target spells on the boss and AEs on the adds should be your default approach. However, if there isn't a boss or if event mechanics/raid instructions necessitate not DPSing the boss, those aforementioned goals (uptime and pet count) are, to an extent, in conflict.

This guide can't cover every scenario, but if the adds you're fighting live reasonably long (let's say 20+ seconds) and the MA target has a decent amount of health remaining (let's say 50%+), you probably can stay on that target. When its HP gets low, swap to a different target **before** it dies or even before it gets low. Most Magician spells have travel time, so at the very least the add needs to live long enough for you to cast the spell *and* for it to travel to your target. You do not get any awards for staying on the MA target as long as possible, so swap early. I highly recommend making use of your extended target window for this purpose.

If the MA target does not meet the above criteria, choose a different target that will live longer. In a raid environment, Of Many is probably still viable on non-MA targets, although you never want Of Many to be your first cast on a fresh add. Chaotic > RS > Of Many is a good cast order for a newly spawned add.

Whatever you do with targeting, make sure you are always DPSing something unless raid mechanics prevent you from doing so. Your DPS is a function of how many spells you cast, and it will be lower if you are wasting time while changing targets. You can click a new target using the Extended Target while casting.

Make sure you are using /pet attack and /pet swarm to redirect your pets; their melee uptime is important just like your spell uptime.

Additional DPS Abilities/Spells

Force of Elements: I don't like putting Force in my multibind because it can slow down your casting, especially when raids lag. That said, when there isn't much lag, use it during the Global Cooldown (the 1.5s between spell casts); doing so is free damage. If there is lag, you may benefit from not using Force of Elements.

(Summon) Molten Komatiite Orb: Do not cast Molten Komatiite Orb in between RS and Of Many, as doing so will consume RS's Conjurer's Synergy proc with a weak spell. Otherwise, though, use Molten Komatiite Orb on cooldown, including during Improved Twincast. Make sure to resummon the orb when you use up the charges (if you have Twincast running, wait until it's over to resummon). It's generally best to resummon it in lieu of casting Spear in your rotation (RS > Of Many > Chaotic > Summon Orb > RS > etc.).

Twincast: Maximizing spell Twincast usage is an important part of your DPS. You generally want to use it after RS in your weave (RS > Twincast > Of Many) because RS can't Twincast. There's really no reason to save it for specific ADPS given its reuse; just use it as much as possible. Make sure you get the Rank 3 version.

Spells NOT to use (this list is not exhaustive): Ecliptic Companion, Ravaging Sands, Luclinite Bolt (outside of very specific circumstances beyond the scope of this guide), Shock of Carbide Steel, Rain of Falchions, Rain of Molten Olivine, Fiery Blast, Bolt of Molten Olivine, Destruction of Sand, Unmend the Unnatural, Carbide Malosinetra.

Burns

There are two keys to your burn: using your abilities correctly and receiving proper support from your groupmates. The latter is discussed in a different guide linked in the next section. For our purposes here, I'm assuming your group is properly using support abilities.

In general, your goal is to burn early (ideally at the start of an event) and/or when the most adds are up (to AE). On a standard single target burn, your casts should look something like this:

Pre-event (~5 seconds prior): Heart of Skyfire, Focus of Arcanum, Glyph of Ultimate Power (if available), and Frenzied Burnout. If you have Bifold Focus of the Evil Eye, use it so that you can Twincast your first Chaotic cast below.

Event Start: Chaotic > RS > Host of the Elements > Twincast > Of Many.

A few other key notes:

- **AE Burns:** You will want to use Thaumaturge's Focus and Silent Casting.
- **Chromatic Haze:** Communicate with your group's Enchanter regarding Chromatic Haze timing. Our Enchanters use Chromatic Haze a few seconds after the event starts, so I usually use Bifold prior to the event to Twincast Chaotic as my first cast (prior to CH) and then go into my rotation. This gives more time to ensure Chromatic Haze is on when I cast Of Many.
- **Host of Elements:** Make sure you cast Host directly following RS. **You cannot summon multiple pets at once**, so if Host is still spawning and you cast RS, your RS pet will not spawn (wasting a cast). To avoid this, cast Host after RS so that it's fully spawned by the time you cast RS again. If you proc Syllable of Refreshment while Host is spawning, you will need to manually continue your rotation rather than casting RS.
- **Improved Twincast:** Use this after Twincast wears off.
- **Forceful Rejuvenation:** Use this to refresh RS/Of Many during Improved Twincast. Your cast order should look like RS > Of Many > Forceful > RS > Of Many.
- **Spire of the Elements:** In a raid **this is not a burn ability**. The only benefit of this ability is crit chance, and if you have ADPS you will already be critting 100% of the time during a burn. At the very least, wait until Auspice of the Hunter ends to use this. For more information on maintaining critical chance, read the ADPS guide linked below.

ADPS

I have a separate Caster ADPS guide [here](#). I *highly* recommend reading it, as ADPS is one of the most important inputs to your DPS. There are *very few* guilds in the game where ADPS is going to happen properly without you thinking about it. Instead, be proactive and be sure to understand how your groupmate's abilities synergize with your own.

Pets

Pets are an important part of our arsenal, and I want to highlight two important points relating to their DPS:

Procs: [Pet procs reduce their DPS](#). This includes weapon procs, procs from buffs, and innate spell casting. Any and all of these are significantly detrimental to your pet's performance, with a much larger detrimental impact in laggy raids.

To avoid this, you want to make sure you are giving your pet weapons without procs (any weapons will do) and have spellhold **on**. I cannot provide an exhaustive list of procs, but, courtesy of Gorg, here is a command that covers a wide swath of modern procs:

```
/blockspell add pet 16287 16528 46212 65378 32376 16525 61421 49719 49713 63063 63033  
11538 49278 61566 63747
```

Note that the last spell, 63747, is Iceflame Barricade. If you still want to use that spell in group content, you don't have to block it, just don't cast it when you're raiding. **Whether or not you use the above command, make sure to confirm in your parser that your pet is not casting/proccing any spells.**

Equipment: Most people focus on their pet's weapons, but they don't matter at all. Pets do not use weapon delay/damage; just give them something easy like Daggers or Clubs. Water pets need some kind of weapon to backstab from the front, but any difference beyond that is negligible.

The most important item to give to your pet is a pair of pants with Ferocity (Dimensional Warrior Greaves is a good option). A belt with haste is a much less important, but still beneficial, addition (Conflagrant Belts **without procs** work). Nothing else really matters; Cleave (arms) **does not** work for pets.

Items

I am not going to list every BiS item. If you're interested in what I have equipped, you can find my Magelo [here](#). Most items are not very impactful in EQ, but I will go over some key points:

- **Procs** will do more DPS than any stat aug. You can have a primary proc, two primary proc augs, a range proc aug, a charm proc aug, four type 18/19 casting proc augs, and four type 18/19 assaulting proc augs.

Fire/Cold procs will do more DPS than Magic procs, all else equal, in a raid scenario. Currently the highest DPS primaries are from CoV (Cold), although NoS primaries (Magic) are close enough that either is a fine option.

- **Foci:** Your Ear (Pet Focus) and Arms (Fire Focus) are your most important pieces of gear. When upgrading from one tier to the next, Pet Foci add more DPS than Fire Foci.

You want to make sure you also have a Robe Focus that works on your current Spear (equip a group robe if you cannot access a raid robe). Having raid legs and a raid finger is beneficial, but the foci do not increase expansion to expansion. A helm is a lower priority, but will focus Magic Beam.

- **Type 3's** add damage and hasten RS's cast time; wear them.
- The only really useful click not already mentioned for damage purposes is **Bifold Focus of the Evil Eye**, which you can use to Twincast a spell every five minutes (use it for Of Many or Chaotic). It's also worth using **Spectral Focus** (proc potion).

Utility/Mana Regen/Buffs

Buffs: You want spell haste, Elemental Form, and Arcane Distillect. Your pet should be buffed with Burnout (but **not** proc buffs). Thaumaturge's Unity will suffice for self buffs.

Mana Regen: You have a lot of sources of Mana Regen. These include Dazzling Modulation Shard (AA Mod Rod), Sickle of Umbral Modulation (Spell Mod Rod), and Elemental Conversion. If you run out of mana, you can use Monster Summoning + Reclaim Energy to get back up. You should get an instant cast reclaim click (e.g., Staff of Elemental Mastery: Earth).

Survivability: Your best survivability tool is Shield of Inevitability, which significantly mitigates AE damage. You also have Shield of Elements, which is a rune. Beyond that your options get worse, but you do have Shared Health and Heart of Frostone. For aggro, you have Drape of Shadows and Arcane Whisper. Valia's Unyielding Bravery is a very good option if you are taking damage from DoTs.

Debuffing: The Malaise AA now casts the same version as the spell, so we can fairly easily ensure that mobs are debuffed. Wind of Malaise is especially useful on adds and because it's instant cast. As our spells in most cases have no resist adjusts for the most part, it's important to ensure mobs are as debuffed as possible.

If anyone has any questions/comments, or wants to have a more in depth discussion, I can be found at Xegony.Sancus in game, at sancuseq on Discord, or as Sancus on the EQ Forums.