

RIFT Primalist (Advanced) Builds

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Intro

This doc serves as a reference deposit to all my primalist builds. These builds are intended for pushing higher numbers as a primalist in raids in current meta. For each build I included a Soul Tree Build, Rotation (some with video), extra Notes, Macros and Skill Bar Setup. In the Rotation section of each dps build I included both raw skill and macroed version of the rotation. However, I would encourage people using the raw skill rotation as a reference to make their own macros, they may end up making similar or same macros as me, but it's a valuable process of learning the build itself. As so, Rotation and Notes sections are the two most important sections and I would strongly recommend people to read those words thoroughly. If you have any questions feel free to ask me here in discord (<https://discord.gg/rUTuaUD4>) or in game.

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Vulc Lords

Multiple DPS builds based on Vulcanist and Primal Lord for high dps.

The most-recommended build in this section is the [14 Lord 24 Vulc 1 Mael](#), as it has very good dps, easier to play, high burst damage and doesn't have a crazy long pre-cast like other builds.

21 Lord 18 Vulc 0 Mael (1.57M)

Build

100% ranged (except Serpent Tooth)

(Update: move 3 points of Clarity of Focus in Vulcanist into Overwhelming Wit, rotation remain unchanged)

<https://cdn.discordapp.com/attachments/613391579570241567/810065076638842880/unknown.png>



Rotation

Video link:

[YouTube Rift Prima Vulc Lord parse 1.54M with rotation \(1.57M if using ST+MW\)](#)

In the video I forgot to use ST+MW and was instead just MW, so technically the dps can be 30k higher (to 1.57M).

Opener:

Scorpion Pierce to at least 40 fury, swap out and back your VP trinket, then pre-cast about 35s of RotB -> Scald x2 -> LSS -> beacon -> MW -> SoB -> Salvo -> LSS -> ST+FB

Main rotation cycle:

Do Opener -> SoB -> RS -> SoB -> ST + MW

(RotB) -> SoB -> Salvo -> ST+LSS -> FB

SoB -> Scald -> SoB -> ST + MW
(RotB) -> SoB -> Salvo -> ST+ LSS -> FB
Repeat the last 4 lines.

Main rotation cycle macroed version

(xNumber indicates GCDs, for example 'M1 x1' means **spam** Macro1 for 1 **GCD** etc., not macroed skills use skill name instead):

M1 x1 -> M2 x1 -> M1 x1 -> M6 x1

(RotB) -> M1 x2 -> M3 x1 -> FB

M1 x1 -> Scald -> M1 x1 -> M6 x1

(RotB) -> M1 x2 -> M3 x1 -> FB

Repeat the last 4 lines.

For each Beacon, you want to use it when the LSS auto proc's itself or during RotB without LSS.

The auto proc's name is 'Sythe Strike' (no 'Legendary').

Or you can do this if you can find the timing:

SoB -> Salvo -> LSS -> Beacon -> ST + MW

(RotB) -> SoB -> Salvo -> ST + LSS -> FB .

Remember never use Beacon in between ST + LSS -> FB.

Cleave option & rotation

Use lv65 Ancestral Force mastery

Do this to cleave when you have at least 4 stacks of RotB:

LSS -> Beacon -> LSS -> Ancestral Force

This will interrupt your MW->FB rotation, so do it at the start or finish of the entire MW & FB block.

But it's unlikely you always find the correct timing for this to happen, so feel free to interrupt your rotation anytime if cleave gives you more damage, just make sure you have at least 4 stacks of RotB before starting your cleave rotation.

Notes

1. Make sure your 'Harmony of Life' buff is proc-ed when you switch to this build at true harmony. If not you have to switch to another build and switch back. For this rotation, after MW or FB you should always at true harmony to proc the 'Harmony of Life' buff.

2. '(RotB)' means you should ALWAYS use your RotB at this point of time if it is backed up from CD and by this way RotB is guaranteed to cover two FB and prevents it from eating your LSS before FB in some rare cases if you macro it.

3. This rotation prevents some awful situations like (salvo on cd so you have to) Brilliance -> RS -> Brilliance -> SS -> ST+FB. It's personally the most satisfying rotation for this build I've found for myself .

4. Strongly NOT recommended to predict SS proc (name is SS, not LSS) for FB since the nerf long ago, but you DO want to predict it for Beacon. The proc happens every 7 to 10s depending on RNG, use something like Kalert to track it like I did in the video.

5. Don't worry about LSS getting canceled by @self Spiritualism before FB, this won't happen if you use the macro I gave above.

Macros

#1 Fury Builder

#show Stroke of Brilliance

suppressmacrofailures

cast Stroke of Brilliance

cast Vorpall Salvo

cast @self Spiritualism

~~#2 RS~~ Just use Rage Spike as a separate key.

~~#show Rage Spike~~

~~suppressmacrofailures~~

~~cast Serpent Tooth~~

~~cast Stroke of Brilliance~~

~~cast Rage Spike~~

~~cast Vorpal Salvo~~

~~cast Scything Strike~~

~~cast @self Spiritualism~~

#3 LSS + ST

#show Scything Strike

suppressmacrofailures

cast Serpent Tooth

cast Scything Strike

#4 Beacon

#show Summon: Beacon of the Drake

cast @gtae Summon: Beacon of the Drake

cast Summon: Beacon of the Drake

#5 Interrupt

#show Lava Lance

suppressmacrofailures

cast @focus Lava Lance

cast Lava Lance

(this will cast interrupt at your focused enemy instead of your current target, if you don't have a focus or it is out of range then it cast on your current target)

#6 ST + MW

#show Molten Wave

suppressmacrofailures

cast Molten Wave

cast Serpent Tooth

Skill Bar Setup



Farseer Variant (1.46M)

21 Lord 18 Vulc 0 Farseer

Build

100% ranged (except Serpent Tooth) and mobile

Simply replace the 0 Maelstrom in the above build with 0 Farseer and legendary Rend Spirit.

By doing so the build is 100% mobile, ideal for fights requiring constant movement.



Change Macro #1 from last build to:

#show Rend Spirit

suppressmacrofailures

cast Stroke of Brilliance

cast Vorpall Salvo

cast Scything Strike

cast Rend Spirit

cast @self Spiritualism

Rotation

Opener:

Scorpion to at least 80 fury, swap out and back VP trinket, pre-cast ~35s of RotB if possible ->

LSS -> Beacon -> ST + MW

SoB -> Rend Spirit -> LSS -> ST + FB

Main rotation cycle:

SoB -> Salvo or Rend Spirit -> LSS +ST -> MW

(RotB) SoB -> Salvo or Rend Spirit -> LSS -> ST + FB

Repeat

Main rotation cycle macroed version

(xNumber indicates GCDs, for example 'M1 x1' means **spam** Macro1 for 1 **GCD** etc., not macroed skills use skill name instead):

M1 x1 or x2 -> M3 x1 -> M6 x1

(RotB) -> M1 x1 or x2 -> M3 x1 -> FB

Repeat

Beacon:

use Beacon at:

SoB -> Rend Spirit -> LSS +ST -> Beacon -> MW

Notes

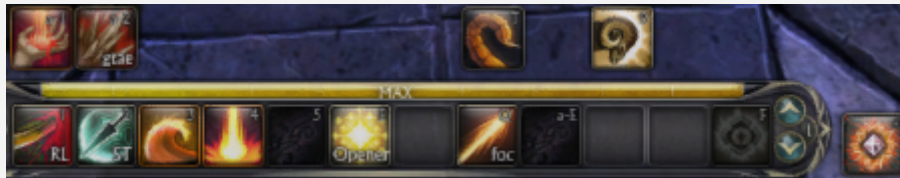
1. Make sure your 'Harmony of Life' buff is proc-ed when you switch to this build at true harmony. If not you have to switch to another build and switch back. For this rotation, after MW or FB you should always at true harmony to proc the 'Harmony of Life' buff.
2. For MW block you can do either (SoB -> LSS or Rage Spike -> SoB -> ST + MW) or (SoB -> Salvo -> LSS or Rage Spike -> ST + MW), just make sure you don't spend an extra gcd for thies block due to over spamming or other reason. But if you want to use Beacon then do the rotation in the Beacon section.
3. Rend Spirit is off-gcd so it can cause over-spamming your macro when you already had enough fury, be careful with it.
4. Only Serpent Tooth requires melee, if played in ranged you will lose that dps (~60k dps for me).

A parse video:

1.46M 5mins

 RIFT Prima Rend Lord parse 1.46M

Skill Bar Setup



21 Lord 9 Vulc 9 Mael (1.53M)

Build

Requires melee very often (aka sucks in current content)

<https://cdn.discordapp.com/attachments/613391579570241567/1109337173347536946/image.png>



Rotation

Video link:

Rift Prima MaelLord 1 536M

Opener:

Scorpion Pierce to at least 60 fury, cast your Beacon, swap out and back your VP trinket, then pre-cast about 35s of RotB ->

Scald x2 -> MW

-> SoB -> Salvo -> LSS -> ST+FB

Main rotation cycle:

Opener->

SoB -> Scald -> SoB -> ST + MW

(RotB) SoB -> BL -> LSS +ST ->FB

SoB -> Scald -> SoB -> ST+ MW

(RotB) SoB -> VS-> LSS + ST ->FB

Main rotation cycle macroed version

(xNumber indicates GCDs, for example 'M1 x1' means **spam** Macro1 for 1 **GCD** etc., not macroed skills use skill name instead):

M1 x3 -> M4 x1

(RotB) -> M1 x2 -> M3 x1 -> FB

M1 x3 -> M4 x1

(RotB) -> M1 x2 -> M3 x1 -> FB

Repeat the last 4 lines.

Cleave option

Use lv65 Ancestral Force mastery

Do this to cleave when you have at least 2 stacks of RotB:

LSS -> Ancestral Force

Notes

1. Make sure your 'Harmony of Life' buff is proc-ed when you switch to this build at true harmony. If not you have to switch to another build and switch back. For this rotation, after MW or FB you should always at true harmony to proc the 'Harmony of Life' buff.

2. For 'SoB -> BL -> LSS ->FB' you will cast FB at 90 fury, this is intended, as this build has no points on Clarity of Focus (Vulc talent), which means your VS will not be refreshed when reaching 100 fury.

3. Beacon lasts forever until you recast it.

4. '(RotB)' means you should ALWAYS use your RotB at this point of time if it is backed up from CD and by this way RotB is guaranteed to cover two FB and prevents it from eating your LSS before FB in some rare cases if you macro it.

Macros

#1 MW builder

#show Stroke of Brilliance

cast Stroke of Brilliance

cast Scald

cast Serpent Tooth

cast @self Spiritualism

#2 FB builder

#show Stroke of Brilliance

cast Stroke of Brilliance

cast Vorpall Salvo

cast Bloodletting

cast Scald

cast @self Spiritualism

#3 LSS

#show Scything Strike

cast Serpent Tooth

cast Scything Strike

#4 ST + MW

#show Molten Wave

suppressmacrofailures

cast Molten Wave

cast Serpent Tooth

#5 Beacon

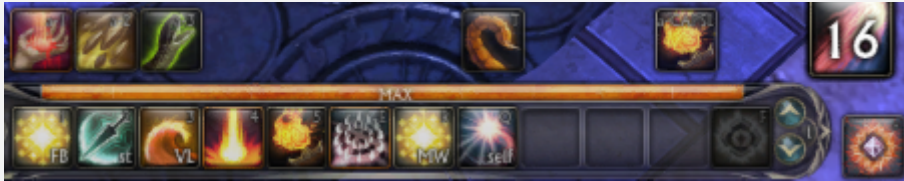
#show Summon: Flashpoint Beacon

target @self

cast @gtae Summon: Flashpoint Beacon

targetlasttarget

Skill Bar Setup



Skill Break Down

<https://cdn.discordapp.com/attachments/613391579570241567/1102101160409698374/image.png>

Ryuukou: Damage Done	
Total	492.7 M
Fury Blast	271 M (845 k, 55.0%)
Stroke of Brilliance	84.95 M (264.9 k, 17.2%)
Molten Wave	41.92 M (130.7 k, 8.5%)
Serpent Tooth	26.27 M (81.9 k, 5.3%)
Scald	17.74 M (55.32 k, 3.6%)
Vorpai Salvo	13.83 M (43.11 k, 2.8%)
Spiritualism	12.91 M (40.24 k, 2.6%)
Scything Strike	7.379 M (23 k, 1.5%)
Legendary Scything Strike	7.17 M (22.36 k, 1.5%)
Auto Attack	5.027 M (15.67 k, 1.0%)
Bloodletting	2.717 M (8.471 k, 0.6%)
Tenebrean Equation	1.816 M (5.662 k, 0.4%)

05:20 1.536 M

14 Lord 24 Vulc 1 Mael (1.54M)

Build

100% ranged but not very mobile due to Scald and Precise Aim

<https://cdn.discordapp.com/attachments/613391579570241567/1109336823265767565/image.png>



Rotation

Pre-pull:

Scorpion Pierce to at least 60 fury, swap out and back your VP trinket

Opener:

Scald x2 -> MW

Avatar Drake-> LSS -> FB -> Beacon of the Drake

Main rotation cycle:

SoB -> PB -> SoB -> MW

SoB -> VS -> LSS -> FB

SoB -> Scald -> SoB -> MW

SoB -> VS -> LSS -> FB

(&&) Repeat and **finish** the last 4 lines till your Avatar and Beacon are almost back from cooldown, then do:

(&) SoB -> PB **or** Scald -> SoB -> MW

Avatar Drake-> LSS -> FB -> Beacon

Repeat the main cycle rotation.

Main rotation cycle macroed version

(xNumber indicates GCDs, for example 'M1 x1' means **spam** Macro1 for 1 **GCD** etc., not macroed skills use its skill name instead):

M1 x1 -> PB -> M1 x1 -> MW

M1 x2 -> LSS -> FB

M1 x1 -> Scald -> M1 x1 -> MW

M1 x2 -> LSS -> FB

Repeat last 4 lines till your Avatar and Beacon are back, then do:

M1 x1 -> LSS -> M1 x1 -> MW

Avatar Drake ->LSS -> FB -> M3 x1

Repeat the main cycle rotation.

Notes

1. Make sure your 'Harmony of Life' buff is proc-ed when you switch to this build at true harmony. If not you have to switch to another build and switch back. For this rotation, after MW or FB you should always at true harmony to proc the 'Harmony of Life' buff.

2. My rotation is slightly different to the parse video and where I marked (&) (as well as the opener) in the Rotation section since I'm predicting SS proc for Beacon. See Note #4 in the Notes section in the 21 Lord 18 Vulc 0 Mael build. If you think predicting is too tricky then use this rotation, the dps difference is un-noticeable.

3. I didn't include Serpent's Tooth in macros since I really don't like the lag it produces when macroing it. The dps loss is very minimal but I don't know the exact number. I'm estimating probably ~12k since ST has a way longer cooldown and doesn't have RotB to buff it compared to other 21 Lord builds.

4. For the situation described at (&&), it should happen when you are finishing your FB and just about to start your next MW build up like in my parse video. So you are going to replace that MW block with rotation marked (&).

Dummy Parse 1.544M

Video: [RIFT 24 Vulc 14 Lord 1 Mael 1.544M](#)

Ryuukou: Damage Done	
Total	454.4 M
Fury Blast	223.8 M (760.6 k, 49.3%)
Stroke of Brilliance	73.03 M (248.1 k, 16.1%)
Primal Avatar: Drake	52.88 M (179.7 k, 11.6%)
Molten Wave	36.58 M (124.3 k, 8.1%)
Vorpai Salvo	16.57 M (56.3 k, 3.6%)
Summon: Beacon of the Drake	16.57 M (56.29 k, 3.6%)
Scald	7.58 M (25.76 k, 1.7%)
Spiritualism	7.527 M (25.58 k, 1.7%)
Precision Bolt	6.943 M (23.59 k, 1.5%)
Legendary Scything Strike	4.527 M (15.38 k, 1.0%)
Scything Strike	4.476 M (15.21 k, 1.0%)
2 Auto Attack	2.489 M (8.456 k, 0.5%)
Tenebrean Equation	1.36 M (4.62 k, 0.3%)

04:54 1.544 M

Macros

#1

#show Stroke of Brilliance

suppressmacrofailures

cast Stroke of Brilliance

cast Vorpai Salvo

cast Bloodletting

cast Scything Strike

cast @self Spiritualism

#2

#show Rage Spike

suppressmacrofailures
cast Serpent Tooth
cast Stroke of Brilliance
cast Rage Spike
cast Vorpal Salvo
cast Scything Strike
cast @self Spiritualism

#3

#show Summon: Beacon of the Drake
cast @gtae Summon: Beacon of the Drake

#4

#show Lava Lance
suppressmacrofailures
cast @focus Lava Lance
cast Lava Lance

Skill Bar Setup



Pseudos

A highly versatile primalist support soul that can be hybrid with other builds.

This section explains what is and why using primalist pseudo in raids, along with a dedicated melee pseudo dps build. However, pseudo can be hybrid with tank or healer builds too and those builds are introduced in their corresponding tank or healer section.

Pseudo Mechanism - What and Why

Pseudo prima refers to a prima build with 14 Mystic as an off soul, with Legendary Primal Savagery (LPS), Vulpine Cunning (Lv63 mastery) and Wild Storms (talent at 14 points) learned. LPS will provide 2 different raid buffs - one is an active 30s +5% dmg buff same as the chon's +5% base dmg buff, and the other is a passive aura that gives +5% base dmg. Wild Storms gives a +12% dmg buff for 6s and occurs every 18s when you hit and only has a radius of 5.5m. It always triggers on both you and a random target around you at the same time. The passive +5% dmg aura and Wild Storm buff are unique which means they can stack on top of other supports' raid buffs, making pseudo prima quite valuable for raid dps boost if the raid can stack up tight for most of the time.

Notes:

1. The active 30s buff from LPS is not necessary since chon will provide it, all you need is the passive aura and Wild Storms. But if you have Legendary Rend Spirit in your build and macro, it is gonna proc the active buff of LPS, same for any other cast abilities, this is fine.
2. The passive aura of LPS persists even when you are dead.
3. Don't use Hurricane Breach unless you negotiate with your chon.
4. 14 Mystic has a ST cleanse and a -6% dmg taken buff for the raid, use those utilities if needed.
5. Both Primal Savagery buffs only show 2% base damage increase on skill tooltip, but the actual effect is 5% on each and are additive to other buffs (tested 05/12/22)

Sum up

Two dmg booster buffs:

1. A passive +5% dmg aura with a radius of 10m
2. An active 6s, +12% dmg buff that has an 18s internal cooldown with a maximum radius of only 5.5m around you and the target it hits.

Pseudo Melee DPS (1.255M no consumables)

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1112618473990934538/image.png>



Rotation

Start with at least 80 fury

(&)

LSS-> ST + FB (macro 2)

macro 1 once (40 fury) -> MW->

macro 3 once -> Savage Blow -> TM-> (!)

spam macro 1 to 80 fury -> LSS -> ST + FB (macro 2) ->

macro 1 once (40 fury)-> MW->

macro 3 once (harmony) -> Savage Blow -> (!)

spam macro 1 to 80 fury ->

repeat from (&)

Notes

1. Every time you are at 60 CUNNING, there are 2 routes from here depending on whether your Aerial Boon is on cd (it will always be ready for one and every other). If it is on CD then you don't go to 100 but 60 Cunning instead.

2. Only TM requires melee cast, if you need to be at 100% ranged consider using this alternative rotation (of cause there is going to be some dps loss):

Start with at least 80 fury

&

LSS-> macro 2 once

macro 1 once (40 fury) -> MW->

macro 3 twice (Aerial Boon+ Air lash) -> Salvage Blow -> macro 1 once (harmony)

spam macro 1 to 80 fury -> LSS -> macro 2 once->

macro 1 once (40 fury) -> MW->

macro 3 once (Air lash) (harmony) -> Salvage Blow
spam macro 1 to 80 fury -> LSS -> FB->
repeat from &.

3. If you really have a good feel of auto SS proc, you can aim your Salvage Blow for it by changing the sequence of the rotation marked at (!).

For example:

macro 3 once -> TM-> Salvage Blow ->

Parse

Dps: 1.255M no consumables (8604 CP)

Healing Done
00:07 0
Overhealing Done
I. Ryuukou 29.88 k (4.153 k, 100.0%)
00:07 4.153 k
Ryuukou: Damage Done
Total 363.3 M

Ability	Damage	Percentage
Fury Blast	197 M	(680.8 k, 54.2%)
Salvage Blow	38.82 M	(134.1 k, 10.7%)
Stroke of Brilliance	36.68 M	(126.7 k, 10.1%)
Molten Wave	29.12 M	(100.6 k, 8.0%)
Thresher's Maw	13.03 M	(45.03 k, 3.6%)
Vorpal Salvo	9.288 M	(32.09 k, 2.6%)
Scything Strike	6.894 M	(23.82 k, 1.9%)
Aerial Boon	6.623 M	(22.89 k, 1.8%)
Legendary Scything Strike	5.988 M	(20.69 k, 1.6%)
Serpent Tooth	4.6 M	(15.89 k, 1.3%)
Living Armor	3.47 M	(11.99 k, 1.0%)
Auto Attack	2.583 M	(8.925 k, 0.7%)
Tainted Winds	2.486 M	(8.591 k, 0.7%)
Air Lash	2.474 M	(8.548 k, 0.7%)
Tenebrean Equation	1.525 M	(5.268 k, 0.4%)

04:49 1.255 M

RYUUKOU
Level 70 - Mathosian - Guardians - Primalist

CHARACTER
STATS
PLANAR FRAGMENTS
FRAGMENT INVENTORY
SKILLS
INSTANCES
CURRENCIES
NOTORIETY
ARTIFACTS
MOUNTS
BOOKS
WARDROBE
APPEARANCE SETS
COMPANIONS
TITLES

STATS
MAIN
Health 391447 Armor 385899
Strength 32796
Intelligence 87 Wisdom 91
Dexterity 47973 Endurance 29884
OFFENSE
Attack Power 59099 Spell Power 89
Physical Crit 41634 Spell Crit 89
Hit 2550 Crit Power 8604
DEFENSE
Dodge 48873 Block 0
Guard 0
RESISTANCE
Life Resist 16188 Water Resist 17507
Death Resist 16822 Earth Resist 16188
Fire Resist 16802 Air Resist 17758

PLANAR FOCUS

Macros

#1

#show Stroke of Brilliance
suppressmacrofailures
cast Stroke of Brilliance
cast Vorpal Salvo
cast Living Armor
cast Forced Apathy
cast @self Spiritualism (if using Spiritualism, see Variant section below)

#2

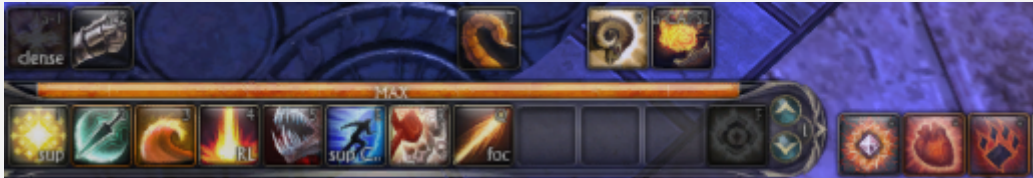
#show Fury Blast
suppressmacrofailures
cast Serpent Tooth
cast Fury Blast

#3

#show Aerial Boon
suppressmacrofailures
cast Aerial Boon

cast Bind Life/Air Lash

Skill Bar Setup



Hybrid Tanks / Mitigation Tank

Multiple hybrid tank builds plus a main tank build for raids.

DPS Tank/Off Tank

Build

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Rotation

Opener:

Scorpion Pierce to 80 fury first, then pre-cast RotB for ~35s (if possible)

Main rotation cycle

LSS -> ST + FB (macro 2)

SoB (macro 1) -> ST + MW (macro 3) -> Crystalline Lance -> TM ->

spam macro 1 to 80 fury (should use 2 GCDs) ->

Repeat the main cycle.

Notes

1. Requires semi melee due to TM
2. Pre-casting RotB is important, do it!
3. No need to activate Titanic Spirit for holding aggro since your dps is so high and one taunt should usually be enough, use Titanic Spirit if you need to tank some big damage.
4. You have no Guard and way less Armor (compared to a normal tank) without activating Titanic Spirit, keep this in mind.
5. Do use Titanic Spirit for big incoming dmg if necessary. Macro 2 will cancel Titanic Spirit every time before FB to maximize damage.
6. If you have to be ranged, do double 100 fury rotation at the cost of losing eternal proc.

Macros

#1:

```
#show Stroke of Brilliance  
suppressmacrofailures  
cast Stroke of Brilliance  
cast Vorpall Salvo  
cast Bloodletting  
cast Scything Strike  
cast @self Spiritualism
```

#2:

```
#show Fury Blast  
suppressmacrofailures  
cancelbuff Titanic Spirit  
cast Serpent Tooth  
cast Fury Blast
```

#3:

```
#show Molten Wave  
suppressmacrofailures  
cast Molten Wave  
cast Serpent Tooth
```

Skill Bar Setup



Pseudo Tanks

There are 2 different builds for this. One has all the essential pseudo buffs plus Uplift (which is a raid cooldown (RCD) same as Archon's Lava Field) and Hastening Vigor (similar to Archon's Burning Purpose but better), at the cost of being more squishy compared to the other build. The other build doesn't have these extra offensive support buffs, but is more tanky and still provides the essential pseudo buffs. For general tanking mechanics of Titan please refer to the Notes section in the [Mitigation Tank guide](#) below.

The Offensive Pseudo Tank

This is the build that has Uplift (a 40s, +15% raid dmg raid buff same as Lava Field) and Hastening Vigor (which is twice better than Archon's Burning Purpose). This build is ideal to use in easier contents and when you don't have an Archon in raid.

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1112618814979444836/image.png>



Notes

There is no specific rotation for this tank spec, I build macros based on functionalities, you may want different ones, but here is the walk through for some key points:

1. Earthquake macro is for manually casting Earthquake since sometimes I want to put it in a specific place instead of spamming it. Spam with a target selected to cast it if the Earthquake icon is gray.
2. Make sure you spam Macro 4 AOE Fury spammer to 100 fury at least every 20s so that your eternal proc can buff most of your dmg abilities (significantly) for better aggro.
3. **See the [Pseudos](#) section to learn more about Pseudo (Mystic) buffs.**
4. You can use Bond Life -> Hurricane Breach to get 6% more dmg reduction on all raid members, coordinating with your chon if needed. This reduction buff stacks with oracle/bard/bm's reduction buff.
5. This build is Fury heavy so no specific macros needed to trigger rAftermath.

Skill Bar Setup (feel free to change)

A screenshot of the game interface showing the 'MAX' level bar and various skill icons. The top row of icons includes 'Self', a dark figure, a blue moon, a green figure, a red flame, a yellow figure, a blue figure, a green figure, a green figure, a green figure, and a green figure. The bottom row of icons includes 'sup', 'sup1', 'sup1', 'sup1', 'dense', 'sup1', 'Focus', a purple figure, a green figure, a green figure, and a green figure. The 'MAX' level bar is a horizontal orange bar with the word 'MAX' in the center.

1. Earthquake
#show Earthquake
cast Earthquake
cast Bind Life/Air Lash
cast Essence Strike

```
#show Essence Strike
cast Crystalline Lance
cast Essence Strike
cast Crystalline Smash
```

```
#show Aerial Boon
suppressmacrofailures
cast Aerial Boon
cast Hastening Vigor
cast Tailwind
cast Living Armor
cast Essence Strike
cast Forced Apathy
cast Crystalline Smash
```

```
#show Crystalline Lance
suppressmacrofailures
cast Earthquake
cast Crystalline Lance
cast Raze
cast Essence Strike
```

```
#show Natural Remedies
cast @group01 Natural Remedies
cast @group02 Natural Remedies
cast @group03 Natural Remedies
cast @group04 Natural Remedies
cast @group05 Natural Remedies
cast @group06 Natural Remedies
cast @group07 Natural Remedies
cast @group08 Natural Remedies
cast @group09 Natural Remedies
cast @group10 Natural Remedies
cast @group11 Natural Remedies
```

cast @group12 Natural Remedies
cast @group13 Natural Remedies
cast @group14 Natural Remedies
cast @group15 Natural Remedies
cast @group16 Natural Remedies
cast @group17 Natural Remedies
cast @group18 Natural Remedies
cast @group19 Natural Remedies
cast @group20 Natural Remedies

5. Beacon @Self

#show Summon: Lifewarding Beacon

suppressmacrofailures

target @self

cast @gtae Summon: Lifewarding Beacon

targetlasttarget

6. Ancestral Force @Self

#show Ancestral Force

suppressmacrofailures

cast @self Ancestral Force

The Defensive Pseudo Tank

This is the more tanky Pseudo tank that has no Uplift and Hastening Vigor, but is tanky enough to main tank Isiel without too much death if you have decent gears.

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1112619080495669249/image.png>



Notes

1. For this build you need a specific Aftermath trigger (Macro 1) to trigger it at least every 10s since this build is Cunning heavy.
2. Use Macro 2 when there is no Archon in raid, skip it if there is an Archon.
3. Use Macro 3 as your main spammer, but you should switch to Macro 1 at least every 10s when Aftermath is about to expire.
4. Use Macro 6 and negotiate with your chon. It is usually used when you need an extra mitigation buff when you are tanking big damage (like on Vindicator and Isiel). It overwrites Archon's debuffs and meanwhile gives you a 6% mitigation buff. You can use this macro as the main spammer instead of Macro 3 if you choose to do so.
5. Since Primal Savagery has a radius of 10m, and Wild Storm has only 5m, you want your raid members to stack very closely on you whenever it is possible. **See the [<Pseudos>](#) section to learn more about Pseudo (Mystic) buffs.**
6. For general Titan tanking mechanic notes please find them in the [Mitigation Tank build](#) below.

Skill Bar Setup (feel free to change)



Macros

1. Aftermath Trigger

#show Earthquake
cast Earthquake
cast Crystalline Lance
cast Bind Life/Air Lash
cast Essence Strike

2. Raid Buffs

#show Aerial Boon
suppressmacrofailures
cast Vine Whip
cast Aerial Boon
cast Tailwind
cast Living Armor
cast Essence Strike
cast Crystalline Lance
cast Crystalline Smash

3. Spam

#show Crystalline Lance
suppressmacrofailures
cast Earthquake
cast Vine Whip
cast Crystalline Lance
cast Essence Strike
cast Crystalline Smash
cast Titan's Fury

4. Nurture self heal (good with warrior Standtall on you)

#show Nurture
cast @self Nurture

5. ES (same as in build 1)

#show Essence Strike
cast Crystalline Lance
cast Essence Strike
cast Crystalline Smash

6. Debuff Spammer

#show Hurricane Breach
suppressmacrofailures
cast Hurricane Breach
cast Earthquake
cast Vine Whip
cast Crystalline Lance
cast Forced Apathy
cast Crystalline Smash
cast Essence Strike

7. Cleanse ST (same as in build 1)

#show Natural Remedies
cast @group01 Natural Remedies

cast @group02 Natural Remedies
cast @group03 Natural Remedies
cast @group04 Natural Remedies
cast @group05 Natural Remedies
cast @group06 Natural Remedies
cast @group07 Natural Remedies
cast @group08 Natural Remedies
cast @group09 Natural Remedies
cast @group10 Natural Remedies
cast @group11 Natural Remedies
cast @group12 Natural Remedies
cast @group13 Natural Remedies
cast @group14 Natural Remedies
cast @group15 Natural Remedies
cast @group16 Natural Remedies
cast @group17 Natural Remedies
cast @group18 Natural Remedies
cast @group19 Natural Remedies
cast @group20 Natural Remedies

8. Ancestral Force @Self (same as in build 1)
#show Ancestral Force
suppressmacrofailures
cast @self Ancestral Force

Heal Tanks

There are two variants for this build too, one has Self and AoE heals and the other build is AoE only but has a battle resurrection (B-Res) ability. The two builds are almost identical to each other with slightly different functionalities, I would recommend the B-Res & AoE heal build for most encounters. Both builds **only** work well (healing wise) when you have your eternal weapon - Judgement (Eternal quality) is equipped. They are ideal for solo tanking Titan X without a healer in BOS if you have decent gears. For general tanking mechanics of Titan please refer to the Notes section in the [Mitigation Tank guide](#) below.

About Soul Shroud Healing (Very Important)

Before diving to the builds you need to know some Soul Shroud (SS) tricks so that you will be able to do enough healing when your tank buff is activated:

1. Soul Shroud heals up to 100% more when cast at 100 Cunning, make sure you cast it at exactly 100 Cunning for max heal. if you want even more heal from SS, drop your tank buff then cast it at 100 Cunning, use this macro:

```
#show Soul Shroud  
cancelbuff Titanic Spirit  
cast Empower Soul  
cast Soul Shroud
```

But don't forget to re-activate Titanic Spirit after using this macro.

2. If you are having a hard time to cast SS at exactly 100 cunning, use UN-empowered SS (aka SS itself not Soul Fragment then SS) to push your focus, one SS = 40 cunning.
3. Predestination improves your healing on its target significantly especially if you have to cast SS with tank buff on.
4. Eternal proc buffs your healing even more, so make sure you hit 100 Cunning before pulling the boss (and at least every 20s after pulling).
5. AoE healing synergy crystal (Medico's Crystal) also improves healing of SS by a decent amount, especially if tank buff is not canceled when casting SS.

Self & AoE Heal Variant

Please read the [intro above](#).

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1112619231826153482/image.png>



Notes

1. Use the AoE healing synergy crystal (Medico's Crystal) when playing this build, obtain 5x Soul Fragments before pull (usually through 5x Insight).
2. For trinket use Horn of Daclaron for more (doubled) SS healing on (only) yourself (recommended), use Heart of the Berserker for extra max HP if needed.
3. You do Soul Fragment + SS for every SS. Most of the time you only use Predestination on yourself, but you can do Predestination on all raid members if you have the leisure.
4. Make sure Cultivate, Predestination, empowered SS and Prescience are always active on you or someone you want to heal.
5. Make sure you hit 100 Cunning before pulling the boss and at least every 20s after pulling.
6. You can drop 2 points on Titan and put them into Farseer for a bit more healing (either Rewrite Fate or Army of Souls) if you don't need the AoE taunt.
7. Legendary Rend Spirit (included in macro #3) gives 1 Soul Fragment every 12s, which is sufficient for empowering SS every 20s.
8. Macros are designed to push to Cunning, while the main spam macro Macro 3 still ensures you to use Earthquake and Crystalline Lance at least every 10s for Aftermath as well as Earthquake's spell dmg reduction buff.
9. Predestination in macro 1 has a @mouseoverui function and you can use it to quickly put Predestination on everyone through hovering on raid frame UI, remove it if you don't need/like it.

Skill Bar Setup (feel free to change)



Macros

1. Cultivate ST

#show Cultivate

cast Cultivate

cast @mouseoverui Predestination

cast Predestination

2. Soul Fragment + SS

#show Soul Shroud

cast Empower Soul

cast Soul Shroud

3. Main Spammer

#show Crystalline Lance

suppressmacrofailures

cast Crystalline Lance

cast Earthquake

cast Vine Whip

cast Spiritual Guidance

cast Essence Strike

cast Crystalline Smash

cast Rend Spirit

cast Delayed Fate

4. Cleanse

#show Rewritten Past

cast @group01 Rewritten Past

cast @group02 Rewritten Past

cast @group03 Rewritten Past

cast @group04 Rewritten Past

cast @group05 Rewritten Past

cast @group06 Rewritten Past

cast @group07 Rewritten Past

cast @group08 Rewritten Past

cast @group09 Rewritten Past

cast @group10 Rewritten Past

cast @group11 Rewritten Past

cast @group12 Rewritten Past

cast @group13 Rewritten Past

cast @group14 Rewritten Past

cast @group15 Rewritten Past

cast @group16 Rewritten Past

cast @group17 Rewritten Past

cast @group18 Rewritten Past

cast @group19 Rewritten Past
cast @group20 Rewritten Past

5. Oversoul GTAE
#show Oversoul
cast @gtae Oversoul
cast Oversoul

B-Res & AoE Heal Variant (Recommended)

Please read the [intro above](#).

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1210410721427329044/image.png?ex=65ea75d4&is=65d800d4&hm=98e946f760f9cabe72fef03777bbc71ee029d3d266543ca1144d48572e070434&>



Notes

1. Use the AoE healing synergy crystal (Medico's Crystal) when playing this build, obtain 5x Soul Fragments before pull (usually through 5x Insight).
2. For trinket use Horn of Daclaron for more (doubled) SS healing on (only) yourself (recommended), use Heart of the Berserker for extra max HP if needed.
3. Do Soul Fragment + SS for every SS. Most of the time you only use Predestination on yourself, but you can do Predestination on all raid members if that extra raid healing is needed but make sure you don't lose aggro.
4. Make sure your Prescience is always active/on cooldown (use Macro 3), every tick of it has a 33% chance (in this setup) to reduce the cooldown of Oversoul and Inner Peace by 0.2s per person affected.
5. Macros are designed to push to Cunning, while the main spam macro Macro 2 still ensures you to use Earthquake or Crystalline Lance at least once every 10s for Aftermath and Earthquake's spell damage reduction buff.
6. Legendary Rend Spirit (included in macro #3) gives 1 Soul Fragment every 12s, which is sufficient for empowering SS every 20s.
7. Predestination in macro 1 has a @mouseoverui function and you can use it to quickly put Predestination on everyone through mouse hovering on raid frame UI, remove it if you don't need/like it.
8. You have an AoE cleanse and Battle Resurrection!
9. You don't have AoE taunt, except Epicenter.

Skill Bar Setup (feel free to change)



Macros

1. Soul Fragment + SS (same as in build 1)

```
#show Soul Shroud  
cast Empower Soul  
cast @self Soul Shroud
```

2. Main Spammer (same as in build 1)

```
#show Crystalline Lance  
suppressmacrofailures  
cast Crystalline Lance  
cast Earthquake  
cast Vine Whip  
cast Spiritual Guidance  
cast Essence Strike  
cast Crystalline Smash  
cast Rend Spirit  
cast Delayed Fate
```

3. Predestination

```
#show Predestination  
suppressmacrofailures  
cast @mouseoverui Predestination  
cast Prescience  
cast Crystalline Smash  
cast Rend Spirit
```

4. Earthquake/Aftermath Trigger (Optional)

```
cast Earthquake  
cast Crystalline Lance  
cast Spiritual Guidance  
cast Essence Strike  
cast Titan's Fury
```

5. Cleanse (same as in build 1)

```
#show Rewritten Past  
cast @group01 Rewritten Past  
cast @group02 Rewritten Past  
cast @group03 Rewritten Past  
cast @group04 Rewritten Past  
cast @group05 Rewritten Past  
cast @group06 Rewritten Past  
cast @group07 Rewritten Past  
cast @group08 Rewritten Past  
cast @group09 Rewritten Past
```

cast @group10 Rewritten Past
cast @group11 Rewritten Past
cast @group12 Rewritten Past
cast @group13 Rewritten Past
cast @group14 Rewritten Past
cast @group15 Rewritten Past
cast @group16 Rewritten Past
cast @group17 Rewritten Past
cast @group18 Rewritten Past
cast @group19 Rewritten Past
cast @group20 Rewritten Past

6. Oversoul @gtae
#show Oversoul
cast @gtae Oversoul
cast Oversoul

7. Beacon @self
#show Summon: Lifewarding Beacon
suppressmacrofailures
target @self
cast @gtae Summon: Lifewarding Beacon
targetlasttarget

8. Nurture @self (Optional)
#show Nurture
cast @self Nurture

Omni Tank

The strongest hybrid tank ever.

A hybrid tank that can tank, AoE heal and provide pseudo buffs. Requires the Eternal weapon and very decent gears. Ideal for main/off tanking and healing Azrael in BOS.

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1181349866992042105/image.png?ex=6580bccc&is=656e47cc&hm=09a7ada25c0d08999d405a96fa00d87d11fcb1c1e5c78e15138bfdb554d0c1ca&>



Macros

1. Spam

```
#show Predestination  
suppressmacrofailures  
cast @mouseoverui Predestination  
cast Rend Spirit  
cast Crystalline Smash
```

2. Empowered SS + cancel tank buff + activate Delayed Fate

```
#show Soul Shroud  
suppressmacrofailures  
cancelbuff Titanic Spirit  
cast Empower Soul  
cast Delayed Fate  
cast @self Soul Shroud
```

3. Prescience & Tailwind

```
#show Prescience  
suppressmacrofailures  
cast Prescience  
cast Tailwind  
cast @mouseoverui Predestination  
cast Rend Spirit
```

cast Crystalline Smash

4. Tank buff + activate Violent Fate

#show Titanic Spirit

suppressmacrofailures

cast Titanic Spirit

cast Violent Fate

5. Pre-cast

#show Predestination

suppressmacrofailures

cast Prescience

cast @mouseoverui Predestination

cast Predestination

6. Oversoul @GTAE

#show Oversoul

cast @gtae Oversoul

cast Oversoul

7. Inner Peace + cancel tank buff

#show Inner Peace

suppressmacrofailures

cancelbuff Titanic Spirit

cast Inner Peace

cast @self Inner Peace

General Gameplay

You will be putting Predestination on all raid members, keeping Empowered SS up all the time, canceling and reapplying tank buff depending on if you are the active tank or not. Use Intercept or Ancestral Force on raid members when necessary. Also stack with the raid all the time if possible so they can get all pseudo buffs for as long as possible.

Rotation

This is a (maximum of) 20s rotation cycle, the rotation cycle below only includes skills/actions that you MUST do in this rotation and with the EXACT order listed, which are the essences of this build. You will have some free time left during/after finishing all those skills.

For pre-pull you want to make sure to have:

- a. 5 stacks of Empowered Souls.
- b. Predestination on all raid members.
- c. (as a product of b) 100 cunning / Eternal proc Furious Bond.

1. Pre-pulling and pulling the boss:

Insight x5 (for 5 Empowered Souls) ->

[Macro#5] Predestination x10 on all 10 raid members ->

[Macro#2] Cancelbuff Titanic Spirit -> Delayed Fate -> Empower Soul -> Soul Shroud ->

[Macro#3] Prescience ->

[Macro#4] Titanic Spirit -> Violent Fate on boss ->

Ideally pulling boss now with Essence Strike ->

[Macro#1] Spam Predestination on all 10 raid members -> do Rotation cycle below

2. Rotation cycle:

[Macro#2] Cancelbuff Titanic Spirit -> Delayed Fate -> Empower Soul -> Soul Shroud ->

[Macro#3] Prescience ->

[Macro#4] Titanic Spirit -> Violent Fate on boss ->

Essence Strike -> Air Lash/Tailwind (optional) ->

6 free GCDs here, you can just spam macro #1 here ->

[Macro#1] (at 10s or 11s before SS would expire) Predestination x10 on all 10 raid members ->

Repeat rotation cycle.

Rotation/Macro Notes

1. Macro #1 Predestination spam uses @mouseoverui to easily apply Predestination through mouse hovering on raid frames to avoid constantly changing targets. It is recommended that you put

Predestination this way on different raid members in the same order, e.g. starting from the member in the top left of your raid frame, then the one below it, then again the one below it and so on.

2. Despite the healing boost, 'Predestination x10 on all 10 raid members ->' also ensures you have 100 Cunning before next Soul Shroud for most of the time, unless a bad Rend Spirit timing happens.

3. Make sure you have 'cast on target's target' ticked in your Settings -> Interface -> Combat so that when you use Macro #4 you will apply Violent Fate to the boss even if you are targeting a dps.

4. You may have aggro issue at the start of a fight since everyone is bursting hard with flava and trinket proc. You can add this rotation to the rotation cycle solve the issue:

(On aggro lost) -> Essence Tap -> continue rotation cycle ->...

(If aggro is lost again) -> Life Bond (cast on boss with 'cast on target's target' enabled) -> continue rotation cycle ->...

(If aggro is lost again) -> Essence Tap -> continue rotation cycle ->...

(If aggro is lost again) -> Essence Tap -> continue rotation cycle ->...

This should usually solve the problem. If not, check if you have Violent Fate on boss.

5. In free GCDs you can do whatever you want (even afk), but this won't last long, only 5-6s. Make sure you keep tracking your SS's timer so that you can do Predestination x10 before SS expires.

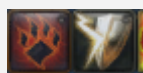
6. Technically you can skip those free GCDs and shorten the duration of the main rotation cycle, if you want.

7. If the other tank is a defiler healer it is encouraged to activate tank buff with macro #4 even if you are not the active tank to get that dmg mitigation from guard to all members in the raid. But make sure to switch to Delayed Fate after using macro #4 for extra healing.

8. The macro #7 Inner Peace removes tank buff to get significantly more healing, don't forget to reapply your tank buff if needed.

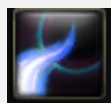
Bufs

Mandatory:



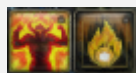
Plus depending on your purpose:

1. Delayed Fate if not tanking and the other tank can provide guard:



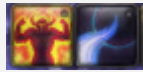
Or:

2. Titanic Spirit + Violent Fate (on target) for tanking and aggro:



Or:

3. Titanic Spirit + Delayed Fate if not tanking but the other tank **cannot** provide guard:



Notes

1. Main features about this build:

- a. descent AoE healing without Standtall (~500k hps / 1.5m ohps with just a Defi-healer in Azneral fight).
- b. descent tanking/aggro capability (should be able to hold aggro except the initial burst (with Flava) on pull, hold threshold = ~ 1.5-2M dps).
- c. Pseudo buffs (raid dps boost).

2. Other features include: ST cleanse, battle rez, intercept, interrupt, ancestral force. All these are useful for supporting.

3. Gear-wise you want to max out Endurance, Max Hp and Crit Power. CP doesn't scale well in this build, but it's still better than AP and PC. Technically 450k HP (self raw) with Titanic Spirit is enough for tanking Azneral, but to be safe I would recommend 500k+ HP (self raw) since we are canceling tank buff occasionally for extra SS healing. Note Berserker VP Trinket doesn't work well with this build, use VP intercept trinket or Soldiery Horn (from last boss in hard mode Comet of Ahnket COA located in TB) instead.

Heal mechanics (same as explained in [About Soul Shroud Healing \(Very Important\)](#))

4. Predestination amplifies all heals from you on that ally significantly, it is mandatory to put it on all raid members.

5. Soul Shroud heals more/significantly more if cast:

- a. at 100 Cunning.
- b. with eternal weapon proc - Furious Bond.
- c. with Delayed Fate and having 5 stacks of Empowered Soul.
- d. without Titanic Spirit.
- e. with a healing synergy crystal, either the ST or AOE one.
- f. with Predestination buff.

The rotation above ensures all of these conditions if cast in order so don't interchange the order of skills in the rotation section.

6. Delayed Fate boosts your Soul Shroud even if it is canceled after SS is cast. The rotation does so with 'Titanic Spirit -> Violent Fate' since you can only have 1 Fate buff. However, you can skip this part if you are not the active tank.

7. Predestination triggers Violent Fate on each cast, so it's used to improve aggro since you spam Predestination alot in the rotation and it is actually your main aggro source.

8. In Macro #1 Legn Rend Spirit gives a Soul Fragment every 12s, sufficient for empowering SS every 20s.

9. You can use this build for other bosses too, as long as aggro and survivability are not big issues for you.

Raid Buff Stacking Notes

1. In an optimal raid setup that has Defi buffs and chon, Aerial Boon, Living Armor, Hurricane Breach will either overwrite or be overwritten by the two other supports. Don't use those skills at all.

2. Though the active 30s raid buff of Primal Savagery can not be prevented from being cast, and it will overwrite or be overwritten by chon's 5% dmg raid buff, this is fine.

3. The passive Primal Savagery aura (5% base dmg additive), Wild Storms (12% dmg 6s duration/18s cd) and Gusting Veil (6% raid dmg reduction) don't overwrite and can be stacked upon any other raid buffs of the same type. However, Gusting Veil is only triggered by Hurricane Breach in this build.

Skill Bar Setup



Isiel Variant

A variant of Omni Tank that is made for the Commander Isiel encounter in BOS, ideal for Off tanking + AoE heal. However, only use this setup if your group **can phase Vindicator relatively fast** since you are significantly squishier than using normal tank spec.

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1181351415923351682/image.png?ex=6580be3e&is=656e493e&hm=e99f6a2253097d5c95ace3d6a67a965d1460b036c7c51ccbb80733e867d57220&>



Rotation

Rotation is similar to the original Omni build, with a shorter cycle. Please refer to the Rotation, Notes and General Gameplay section in the original [Omni Tank](#) build. The biggest difference here is that you need to endure one Lightning Blast + Cannon Blast from Vindicator while you are the active tank and you should do this rotation when Lightning Blast are about to cast:

Earthquake -> ES -> Epicenter (on Vindicator) -> Oversoul @self (The order here can be interchanged) Do it before Lightning Blast is cast, this ensures that you have the maximum mitigation and healing so you don't die to Lightning Blast.

Notes

1. Use Macro #4 to trigger Aftermath at least every 10s during Vindicator phase. Typically doing this using Earthquake or Crystalline Lance. However this build is very Cunning heavy so this macro is made with Cunning skills only (to push to fury) to easily cast Earthquake and Crystalline Lance.
2. Spam Macro #1 on all raid members to put Predestination on them same as in the original build.
3. For Soul Shroud use Macro #2 when you are **not** the active tank on Vindicator phase (since it cancels tank buff), however I would recommend you to use macro #3 for SS since the first lightning blast on you to phase change.
4. Use Macro #3 for SS while you are actively tanking Vindicator, don't cancel your tank buff until the main tank has aggro. Ideally you want to use this macro just before you are going to take aggro from your main

tank while you don't have tank buff, then put your tank buff on after using this macro for SS, then taunt the boss.

5. If you need extra 6% dmg reduction on the raid or main tank, do Bind Life/Air Lash -> Hurricane Breach and keep HB on cooldown. But negotiate with your Archon since Hurricane Breach will overwrite his debuffs. I would recommend doing this on Isiel phase or after Isiel has 50% health, but it can be totally skipped if your tank and healers are strong enough.

6. You have a tank intercept in this build, which can be helpful for your main tank during the very last stage of Isiel phase when a lot of mines spawn. Similarly, since the Berserker VP trinket doesn't work for this build, you can use the intercept VP trinket (Horn of Daclaron) for one more intercept (but you have to move to the main tank and use the trinket, beware of the purple drones).

7. This build functions mainly as a healer and pseudo hybrid, so for maximum pseudo value you want to stack with the raid even on Isiel phase as much as possible.

8. This build cannot be used as a backup tank during Isiel phase since it is too squishy for that.

Macros

1.

#show Predestination

suppressmacrofailures

cast @group01 Natural Remedies

cast @group02 Natural Remedies

cast @group03 Natural Remedies

cast @group04 Natural Remedies

cast @group05 Natural Remedies

cast @group06 Natural Remedies

cast @group07 Natural Remedies

cast @group08 Natural Remedies

cast @group09 Natural Remedies

cast @group10 Natural Remedies

cast @group11 Natural Remedies

cast @group12 Natural Remedies

cast @group13 Natural Remedies

cast @group14 Natural Remedies

cast @group15 Natural Remedies

cast @group16 Natural Remedies

cast @group17 Natural Remedies

cast @group18 Natural Remedies

cast @group19 Natural Remedies

cast @group20 Natural Remedies

cast Prescience

cast @mouseoverui Predestination

cast Rend Spirit

2. Cancel SS

#show Soul Shroud

suppressmacrofailures

cancelbuff Titanic Spirit

cast Empower Soul

cast @self Soul Shroud

cast Crystalline Smash

3. Emp SS

#show Soul Shroud
suppressmacrofailures
cast Empower Soul
cast @self Soul Shroud

4. Aftermath trigger

#show Earthquake
cast Earthquake
cast Crystalline Lance
cast Bind Life/Air Lash
cast Essence Strike
cast @mouseoverui Predestination

5. Precast

#show Predestination
suppressmacrofailures
cast Prescience
cast @mouseoverui Predestination
cast Predestination

6. Debuff (Optional)

#show Hurricane Breach
suppressmacrofailures
cast Hurricane Breach
cast Bind Life/Air Lash

7. Buffs (Optional)

#show Aerial Boon
cast Aerial Boon
cast Tailwind
cast Living Armor
cast Crystalline Smash
cast Crystalline Lance
cast Rend Spirit
cast Essence Strike

Skill Bar Setup



Mitigation Tank

Highest raw HP, dmg mitigation and best cooldown coverage for main tanking

Build

<https://cdn.discordapp.com/attachments/613391579570241567/1103130728935473204/image.png>



Notes

Rotation highly varies depending on your choice and macros you are using, feel free to play your own style. But there are some important mechanics you need to execute while playing this build for maximum damage mitigation:

1. Use Earthquake at least every 20s, it gives you 10% more spell damage reduction on top of the 5% from soul tree. It also triggers Aftermath (6% damage reduction for 10s).
2. Crystalline Lance should be on cooldown all the time, it is for triggering Aftermath (6% damage reduction for 10s).
3. Use Essence Strike at least every 20s somewhere in your rotation, it's a 3% damage reduction for 20s.
4. Legn Epicenter and Legn Upheaval has a -15% dmg done debuff on all enemies they affect (including raid bosses) for 12s! The dmg reduction debuffs from these two skills can be stacked (additively) which results in a -30% dmg done debuff! This is extremely powerful and can be considered as another big cooldown. Legn Upheaval only has a 20s cooldown when hitting 5 targets, regardless what the tooltip of Reverberations (soul tree) says.
5. Vitrify affects not only you but also all allies behind you in a cone of 10m, though dmg reduction is reduced to 20% and lasts for 10s for them.
6. Legn Vine Whip is another 5% dmg reduction on you.
7. Make sure you push to 100 Fury every 20s for Eternal weapon proc, which boosts dmg for most of your skills (especially those in Berserker soul as the source for AoE aggro). Use Font of Wrath instead of Font of Retaliation for this purpose too, if you can spare that 5% armor and some self heal.
8. Nurture @self and Font of Retaliation can cover some healing tick rate issues, but only when you have a proc-ed Standtall on you from a warrior. Also you have to be stationary to do Nurture @self since lv63 Mastery Ursine Tenacity is not learned in this build.

9. Legn Icy Cleave was chosen for ranged AoE aggro coverage, lv63 Mastery Feline Reflexes was chosen for extra targets on Crystalline Lance.

10. You can use Steadfast Rejuvenation for lv62 Mastery if Reflect is not needed.

Macros

Feel free to make your own, as long as you can cover those points in the Notes section.

1. Earthquake

#show Earthquake

cast Earthquake

cast Underworld Shards

cast Icy Cleave

2. ST spammer

#show Vine Whip

suppressmacrofailures

cast Vine Whip

cast Crystalline Lance

cast Underworld Shards

cast Essence Strike

cast Corpsefall

cast Crystalline Smash

cast Underworld Shards

cast Icy Cleave

3. AoE spammer

#show Crystalline Lance

suppressmacrofailures

cast Underworld Shards

cast Crystalline Lance

cast Earthquake

cast Vine Whip

cast Icefall

cast Icy Cleave

4. Nurture @self

#show Nurture

cast @self Nurture

5. Upheaval

#show Upheaval

cast Upheaval

cast Underworld Shards

cast Icy Cleave

6. Ancestral Force

#show Ancestral Force

suppressmacrofailures

cast @self Ancestral Force

7. Threat transfer

#show No Witnesses

cast No Witnesses
y { Transferring threat to... %t! }

8. Life Beacon @ self
#show Summon: Lifewarding Beacon
suppressmacrofailures
target @self
cast @gtae Summon: Lifewarding Beacon
Targetlasttarget

9. Life Beacon @ mouse cursor
#show Summon: Lifewarding Beacon
suppressmacrofailures
cast Summon: Lifewarding Beacon

My Skill Bar Setup



AoE DPS

Typhoon and Berserker builds for AoE.

Typhoon

Build

Melee (due to Font of Wrath)

<https://cdn.discordapp.com/attachments/613391579570241567/1112619776884351026/image.png>



Use Font of Wrath (from Berserker soul)



Don't use the Typhoon one, it's bad.

Rotation

Video link:

<https://youtu.be/tZPmAQVmg1w>

Pre-cast:

Raze at least twice to 60 fury or more, reset VP trinket

Main rotation cycle (1min, 3x 20s Tsunami):

Raze -> Legendary Icy Cleave ->

(&) Primal Avatar -> Storm Rage -> Tsunami at 100 Cunning->

Ancestral Force ->

(Fury Macro) Hurricane -> Cloudburst -> Hail Volly (or Underworld Shards) ->

Legendary Icy Cleave (100 Fury) + Sudden Strike -> Spam Spam macro until next Tsunami at 100 Cunning->

Tsunami ->

(Fury Macro) Hurricane -> Cloudburst -> Hail Volly (or Underworld Shards) ->

Legendary Icy Cleave + Raze (optional) (100 Fury)+ Sudden Strike -> Spam Spam macro until next Tsunami at 100 Cunning->

* Tsunami ->

(Fury Macro) Hurricane -> Cloudburst -> Hail Volly (or Underworld Shards/Raze) ->

Sudden Strike (optional) -> Spam Spam macro until Primal Avatar almost back from CD ->

Raze -> Legendary Icy Cleave -> repeat from (&)

Main rotation cycle macroed version

(xNumber indicates GCDs, for example 'M1 x1' means **spam** Macro1 for 1 **GCD** etc., not macroed skills use skill name instead):

Raze -> Legendary Icy Cleave ->

(&) M3 x1 ->

Ancestral Force ->

M2 x3 ->

(90/100 Fury) Legendary Icy Cleave + Sudden Strike -> Spam M1 until next Tsunami at 100 Cunning->

M1 x1 (Tsunami) ->

M2 x3 ->

Legendary Icy Cleave + Raze (optional) (100 Fury)+ Sudden Strike -> Spam M1 until next Tsunami at 100 Cunning->

M1 x1 (Tsunami) ->

M2 x3 ->

Sudden Strike (optional) -> Spam M1 until Primal Avatar almost back from CD ->

Raze -> Legendary Icy Cleave -> repeat from (&)

Notes

1. Crit chance is bugged on Tsunami (the skill), it has only ~30% for me and is not affected by Storm Rage's crit chance buff, so AP could likely scale better for this build but I haven't tested yet.
2. Tsunami can be buffed by eternal proc that's why focus is pushed to 90/100 Fury for every Tsunami block.
3. The Font of Frenzy from Typhoon is very bad so use the berserker font buff instead, but you have to play in semi-melee range. Underworld Shards is a melee skill, the macro 2 will use Raze instead if you are not in melee range, this is fine in terms of Focus position.
4. This build includes a lot of AoE +% dmg buff, so Savage Honing - Predator is better than Wild Assault - Berserker.
5. During the 3rd Tsunami block (marked with *) after getting 90/100 Fury there is no need to push focus back to 100 Cunning, you can refresh your Raze etc. (literally doing anything is fine, just dont touch Storm Rage).
6. Legn Icy Cleave is refreshed in every Tsunami block, Raze is refreshed only in the 2nd and 3rd Tsunami block.
7. Sometimes you may not have enough turmoil to cast Hail Volly (especially during the 3rd Tsunami block), use Underworld Shards/Raze to replace it (automatically done by spamming fury macro).
8. Raze and Icy Cleave may expire early in the very late of the 1 min cycle, at that point since you don't need to push back to 100 Cunning, feel free to replenish them even if they are fury pushers.

9. Icy Cleave is a 10% dmg increase, keep it up all the time as Tsunami is a damage over time spell.
10. Don't delay Tsunami by any means, always refresh debuffs (Legn Icy Cleave/Raze) at 100 fury or end of the 1 min rotation.
11. Sudden Strike is not necessary, you will always get to 100 cunning before the next Tsunami's up by spamming Spam macro.

DPS parse 8 targets:

Ability	Damage	Percentage
Total	1.692 G	
Tsunami	1.01 G (3.141 M, 59.7%)	
Ancestral Force	123.1 M (382.7 k, 7.3%)	
Wind Shear	109 M (339 k, 6.4%)	
Ethereal Meditation	108.3 M (337 k, 6.4%)	
Hurricane	81.14 M (252.4 k, 4.8%)	
Hail Volley	78.9 M (245.4 k, 4.7%)	
Low Stability	49.09 M (152.7 k, 2.9%)	
Cloudburst	45.38 M (141.1 k, 2.7%)	
Rippling Ether	38.24 M (118.9 k, 2.3%)	
Icy Shards	33.5 M (104.2 k, 2.0%)	
Sudden Strike	3.742 M (11.64 k, 0.2%)	
Raze	3.302 M (10.27 k, 0.2%)	
Icy Cleave	3.272 M (10.18 k, 0.2%)	
Underworld Shards	2.861 M (8.898 k, 0.2%)	
Tenebrean Equation	1.629 M (5.068 k, 0.1%)	

05:21 5,264 M

Macros

1. Spam macro:

```
#show Tsunami
suppressmacrofailures
cast @gtae Tsunami
cast Rippling Ether
cast Low Stability
cast Wind Shear
cast Icy Shards
```

2. Fury macro:

```
#show Hurricane
suppressmacrofailures
cast Hurricane
cast Cloudburst
cast Hail Volley
cast Underworld Shards
```

3. Burst macro

```
#show Primal Avatar: Griffon
cast Primal Avatar: Griffon
cast Storm Rage
cast @gtae Tsunami
```

Skill Bar Setup



Berserker

Build

<https://cdn.discordapp.com/attachments/613391579570241567/110320609881255315/image.png>



Rotation

Pre-cast:

Raze to at least 60 Fury -> reset VP trinket ->

pk

Main rotation cycle (1 min):

Raze -> Whirlpool + Planar Spout -> Avatar Tiger (burst) ->

US -> DT -> Keep spamming macro 1 until Avatar expire and next US is up -> US ->

LS -> Ancestral Force -> CD -> US -> HV ->

From here you mainly just spam macro 1 and use HV or CD (please refer to my video) ->

Always use HV right after US so that you don't delay US ->

Skip the last HV when Whirlpool, Planar Spout, Avatar Tiger are almost back from cooldown ->

Repeat the main cycle.

Notes

1. Your eternal proc - Cunning Bond doesn't re-proc itself if you always stay at 100 Fury, you need cunning pushers to re-proc it. In the rotation I use DT, CD and LS to do so.
2. During Avatar burst (20s) you only use DT to re-proc the eternal proc, which lasts long enough (20s) for the entire Avatar burst. Use LS to re-proc eternal right after the Avatar buff expired.
3. DT timing will be slightly delayed every time.
4. Creeping Doom isn't that important, prioritize US, DT, Shatterfrost, Icefall and HV, use CD to fill once when all those skills are on cooldown. You should always do US -> HV.
5. Delay Ancestral Force if VP trinket is about to back from cooldown, and always do US -> Ancestral Force.

6. Skip the last HV when Whirlpool, Planar Spout, Avatar Tiger are almost back from cooldown, this will make the rotation after Avatar Tiger much smoother.
7. Never use HV, as well as any skill that is not DT or not in macro 1 during Avatar burst.

Macros

#1 Spammer

#show Underworld Shards

suppressmacrofailures

cast Underworld Shards

cast Icefall

cast Shatterfrost

cast Low Stability

cast Icy Cleave

#2 Burst

#show Planar Spout

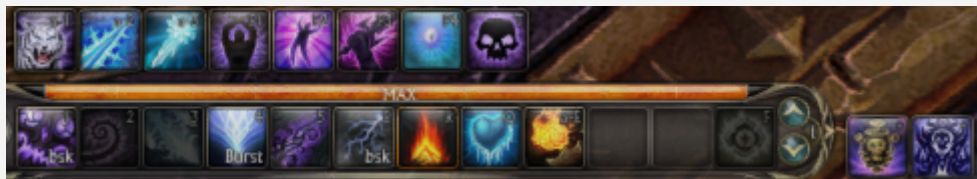
cast Planar Spout

cast Spirit's Wrath

cast Whirlpool

cast Primal Avatar: Tiger

Skill Bar Setup



Parse Video

8 targets, 4.09M @ 5:31

📺 RIFT Prima Berserker AOE 4.09M 8 Targets 5:30



