

Doom's Runeblade Healing Add Guide

(Storm Sigil)

I would've included GIFs, but I'm clueless on how to do that.

Healing Add Mechanics

If you are on add duty or backup add duty, always try to position yourself towards where adds will spawn. Make a mental note of staying on that specific side of the boss.

If you miss an add with your blade chasm, your impact can kill the remaining one. If you end up missing that too, you will have to climb up or have your backup-add person take care of it.

Adds can heal almost immediately after spawning, and there's nothing you can do to prevent that.

During phase 1-2, Devorak will most of the time spawn adds after 1 Laser and 1 Slam. If he does not, he will spawn them after doing 1 or 2 other attacks. If he doesn't spawn them after that, he will skip spawns until he finishes another laser.

You can keep an eye on your map with peripheral vision, Adds will show on the map before they spawn on screen, so you can be early to the punch.

When Devorak does his Potion Debuff attack (Red push back), there's a small amount of time you can use your blade chasm in, where it will not be cancelled. (Do not recommend doing this until comfortable with basic add killing)

Devorak's shadow spawning push back attack can and will cancel your blade chasm. Be very careful to avoid this happening.

Always watch out for Devorak's slam attack, sometimes he will slam where you need to go to clear the adds. I'm sure this doesn't need to be said, but let him finish and then clear the adds. You would rather let off a heal than be stunned and let a heal go off possibly twice.

If a laser is coming towards your way while adds are spawned, kill them quickly and hop off to the side where it can't hit you.

You **WILL** most likely let off a heal or two during phase 4 if you're blocked off by the flames. You can be quick and kill them before they heal, or you can camp up on the platforms where they heal and kill them when they spawn to prevent this. Personally I don't, because I have the dps to make up for any heals I let go off in a 10 man, but you may want to stand up there until you're more comfortable with climbing up or killing them quickly.

Phase 4 Specific Mechs:

Adds (as far as I know) spawn at random. You'll always want to be in position to kill them when they spawn. Personally, I just rely on instinct.

Fire can and will block you off in this phase. You can choose to go through the fire and chasm to kill them, but you have a good chance of dying if you're not sticking to your priest after killing them.

Adds can and will spawn right after being killed. There's nothing you can do to prevent this, just be ready to take care of them.

Island 2 (3 o clock)

Option 1 (basic)



Stand on the Purple Mushrooms on the ground, chasm downwards. If they aren't there, try to memorize positioning by going into shadow altar alone



This is the general area where you can chasm downwards to kill both adds.

Option 2 (Opposite direction basic)



Stand under the tree-like thing. On the upper half of the block, dash upwards.

Phase 4 : Fire Floor Blockage



Try to position yourself here as much as possible. You can hit the boss, then use your chasm when adds spawn to go here, or just chasm to kill the adds through the fire :



Climb up the wall and onto the tree using 3 jumps. 2 jumps to get high enough for the next, 1 more jump onto the blue platform while using Flurry.



Once on the top, use whirling to kill the other add.

Island 3 (12 o clock)

Option 1 (basic)



You have a very big margin for error here, if you are within the red, a storm chasm will always kill both adds.



I like to stay between the two blocks so I don't fall below the platform onto the grey part.



Option 2 (Chasm is on cooldown, or you missed, or chasm got cancelled)



Jump onto this block



Once there, jump forward while using flurry in the air.

Once that add is killed, stand here:



Use Storm Impact to kill the add on the upper platform

Option 3 (Last Resort)

Stand here and use Illusory Blades while jumping and hope one of them hits an add.



Phase 4: Fire Floor Blockage

Position yourself here as much as possible.



You have two options, walk through the fire to kill with chasm, or:



Walk/Chasm to the left, and climb up to kill both adds.

If you really don't want to let a heal go off you can camp yourself up there and kill them when they spawn.

Safe Spots

Sometimes you will be in danger of being hit by something while trying to clear adds. You can go to these spots to avoid that.





If you're being chased by shadows while adds are about to spawn, run towards a direction where you can turn to circle around and chasm to kill them.





Videos for reference

Tetsu 4 Man Cdev

<https://www.youtube.com/watch?v=AhxIwdQPSG4>

My 4 man Cdev (other runeblader's perspective, just try to watch my name)

<https://www.youtube.com/watch?v=vN5rl8NiWhE>