

Spells Cast Times Compared to GCD

Effuse, Vivify - 1 GCD

Enveloping Mist, Sheilun's Gift - 1.33 GCD

Essence Font - 2 GCD

Haste's Effect on GCD:

$\frac{1.5}{1+(.01h)} = x$ Where h = %Haste. This is both your GCD and the Cast Time of Effuse/Vivify.

GCDs During Essence Font HoT:

- GCDs: Precise Number
- 5: 16.7% - 5428 Haste
- 6: 33.4% - 10855 Haste
- 7: 50.0% - 16250 Haste
- 8: 66.7% - 21678 Haste
- 9: 83.4% - 27105 Haste
- 10: 100% - 32500 Haste

Formula:

$2x$ This is the cast time of Essence Font

$6 + (3 - 2x) = y$ This is the total amount of time you have to heal people affected by the HoT of Essence Font. People that receive the final bolts, combined with the people who received the initial bolts

$\frac{y}{x}$ This is the total amount of GCDs you can cast before the final HoT drops off.

ReM | UT Proc per ReM

(23 second Artifact trait)

00.0% Haste - 12 ticks | .387

04.4% Haste - 13 ticks | .412

13.5% Haste - 14 ticks | .435

22.6% Haste - 15 ticks | .458

31.0% Haste - 16 ticks | .480

39.5% Haste - 17 ticks | .500

48.0% Haste - 18 ticks | .520

57.0% Haste - 19 ticks | .540

65.5% Haste - 20 ticks | .558

74.5% Haste - 21 ticks | .576
 83.0% Haste - 22 ticks | .593
 91.5% Haste - 23 ticks | .609
 100% Haste - 23 ticks | .609

Formula for UT procs per ReM: $1 - (0.96)^t$ where t =ticks. Replace 0.96 with 0.94 if you have 2 pc T19

Mana Tea GCDs

00.0% Haste - 6 GCDs
 05.0% Haste - 7 GCDs
 20.0% Haste - 8 GCDs
 35.0% Haste - 9 GCDs
 50.0% Haste - 10 GCDs

Formula: $\frac{10}{x}$

MW Specific Legendaries

- [Ei'thas, Lunar Glides of Eramas](#) - RSK causes your target's next auto attack to extend HoT duration by 2 seconds
 - Only affects the enemy's target (ie Tank)
- [Eye of Collidus the Warp-Watcher](#) - SooM heals increase absorb of next life Cocoon by 1%.
- [Leggings of the Black Flame](#) - When using TFT, grants additional use of a random spell's TFT bonus.
- [Unison Spaulders](#) - SooM heals an ally with 15 yards of the original recipient for 50% of the amount.
- [Petrichor Lagniappe](#) - Revival's CD is reduced by 2 seconds for each cast of Renewing Mist.

Formula:

$V = T \left(\frac{180}{2R+T} \right)$ where V = Revival's cooldown, R = Renewing Mists during T , and T = Timeframe ([Spreadsheet](#))

- [Ovyd's Winter Wrap](#) - When Enveloping Mist heals a target at full health, it's healing bonus is applied to 2 allies within 20 yards.

Renewing Mist Ticks per Minute | Uplifting Trance Proc Rate per Minute (with T19 2pc)

- Without Dancing Mists, but with Extended Healing
- The given Haste % give an extra half tick of Renewing Mist

00.0% Haste: 78 ticks | 3.12 (4.68)

09.0% Haste: 83 ticks | 3.32 (4.98)

18.1% Haste: 90 ticks | 3.6 (5.4)

26.8% Haste: 96 ticks | 3.84 (5.76)

35.5% Haste: 103 ticks | 4.12 (6.18)

43.8% Haste: 109 ticks | 4.36 (6.54)

52.5% Haste: 117 ticks | 4.68 (7.02)

[\(Source\)](#)

Chi-Ji Casts (Assuming Perfect Cast)

1 Jump = 3 150% Heals

- 00.0% Haste - 30 Casts
- 03.4% Haste - 31 Casts
- 06.7% Haste - 32 Casts
- 10.0% Haste - 33 Casts
- 13.4% Haste - 34 Casts
- 16.7% Haste - 35 Casts
- 20.0% Haste - 36 Casts
- 23.4% Haste - 37 Casts
- 26.7% Haste - 38 Casts
- 30.0% Haste - 39 Casts
- 33.4% Haste - 40 Casts
- 36.7% Haste - 41 Casts
- 40.0% Haste - 42 Casts
- 43.4% Haste - 43 Casts
- 46.7% Haste - 44 Casts
- 50.0% Haste - 45 Casts

Every 3.333333...% Haste adds a Cast

Note that he loses casts (roughly 30%) due to him running around your group