



10/14/2024 Update: Did some updating in preparation of this years halloween. Updated the MF Checklist to include new sources of MF. Added some contextual edits to the Build areas, since many of the old builds are now out of date. Theorycrafted an updated thief build, just need to get some actual testing done on it.

2022 Update: I created a very simple marker pack for new commanders to follow, by request. You can find it [here](#). Boss or No bosses section should be updated now. Still need to update pathing to include vet doors

2021 Update: 2021 brought two new boss doors. The guide never got updated to include them, but the Boss or No Bosses section should still be somewhat relevant. Veteran doors are worth doing now as their drops got changed.

2020 Update: Due to the boss changes (Scaling + New MF Buff) the guide has been updated. Boss doors are now no longer a waste of time (for some people). Whether or not you'll do them depends on your squad. Check out [Bosses or No Bosses](#) for more info.

Table of Contents

Intro	2
Summary	3
What is the Lab?	3
What is it good for?	4
How do I farm it?	4
Common Courtesies	4
Map Rotation	4
Method to the Madness	5
Bosses or no Bosses	6
Steve, Viscount and the Lich	6
Boss Loot Calculations	8
Magic Find	9
MF Checklist	10
Build Recommendations	11
Build Summaries	13
Build Breakdowns	15
Shortbow Spammer Daredevil	15
Light Show Mirage	17
Flamethrower Scrapper	19
Druid Staff Tabber	21
Skills:	21
Door Burner Firebrand	24

Intro

Welcome to Teh's guide to Looting the Labyrinth! As a brief introduction, I'm xTeh.7146, or some of you may know me as **[null]** from the [Overflow Trading Company](#). I'm a long time farm commander and number cruncher. You may have seen some of my work like [How To: DF Meta Farm](#) and other various guides/spreadsheets or even run with me in-game; or maybe you have no idea who I am, no biggie!

Either way, with this year's Halloween upon us I'm back again with a new guide for farming the Lab in the most efficient way possible!

Summary

What is the Lab, what is it good for and how do I farm it?

What is the Lab?

The Lab (Labyrinth) is part of the many festivities held during the yearly Halloween festival. It's in an instanced map full of enemies that can be killed for the coveted:



Trick-or-Treat Bags

These bags can be opened for a bunch of goodies and chances for expensive infusions or sold on the trading post for guaranteed profit.

What is it good for?

As said above, it's full of enemies that drop Trick-or-Treat Bags and, as such, can be a worthwhile gold farm if you can pump your MF high enough. You can read up on why that's important in the Magic Find section, but MF does have a significant effect on the potential of this farm.

On top of gold, the Lab is also a good source of experience. Your character gets upscaled to 80 while in the Lab, so people often use it to grind alts up to 80. Level 80 characters with capped Central Tyria masteries benefit from the experience by earning spirit shards.

How do I farm it?

The lab is a fairly simple farm, consisting of running around in circles with a squad, tagging as many mobs as possible, while occasionally taking pit stops at doors and the inner circle. It's best to bring a mobile class that has access to good ranged "tagging" abilities and also spammable, fast-hitting AoEs for doors. More on this in the [Build Recommendations](#) section.

Common Courtesies

- **No Mount Engage Skills** - They're really strong and will often straight up kill mobs
- **Remove your Rings/Accessories/Back Items** - This lowers your damage so mobs don't instantly die while still letting you easily tag and not die. If you're really nice (or cheap), you can use **Rare** or **Masterwork** weapons.
- **If you join a map with a commander running, don't disrupt their map** - If you want to open doors for achievements or other things, we encourage you to leave and find an empty map
- **Don't open doors unless you're the commander** - Sometimes we don't want to open a door quite yet or at all, just let the commander do the opening.
- **Remove your LFG if your map is full** - The Lab has a relatively low player cap, around 25 players. Please be considerate and remove your LFG once your map is full.

Map Rotation



The image above shows the recommended map rotation. The light blue X's are the locations of Mob Doors, the dark blue X's are Boss Doors, the green X's are Veteran Doors. The orange path is the main route. It essentially goes around the map in a circle. The exceptions are the inner circle and the variable path.

The inner circle is loaded with mobs to kill. You enter it **once per half circle** on the east or west, exiting the same way you came. The 1x is to signify that you should only go around the circle once.

At the variable path the commander should make an informed decision on which path to take. The commander should try to spot where the group of wandering skeletons is and take that path. If unsure, just take the red path.

If your squad is doing Boss Doors, you should do them immediately when starting the run, forgoing other doors until you kill them all.

Method to the Madness

Alright, so now that you've seen the route, time to explain why we do certain things and also give a few tips on how to be more efficient in your rotations:

The Inner Circle: A great high-density mob area. It's important that we clear it, but not get over-zealous. Some commanders make the mistake of dipping into the circle at every entrance. While it does have great mob numbers, their respawn timers are simply not fast enough for "double-dipping." You'll end up essentially spending twice the amount of time clearing basically the same amount of mobs.

Mob Doors: Mob doors are a significant portion of the profit, which often leads newer commanders to beeline to mob doors when they spawn or do them all immediately when starting up a map. Not only does this mean they miss out on the loot from normal mobs and the inner circle, but they also end up stacking up doors. Stacking doors like this is inefficient because they'll all respawn at once as opposed to getting them on a proper rotation. It is counter-intuitive to what you would think -- "letting doors sit while we go around the map is a waste!" you might say -- but letting three doors sit while you do one because you stacked them all up is much worse. You can get them on a better rotation by just doing one per inner circle rotation (2 per full map rotation), assuming your squad listens when you say to skip one.

Bosses or no Bosses: With the rework to boss scaling and the new MF buff that they give, it can be worth it to do boss doors. Whether or not to do them is dependent on your particular group and who you want to cater for.

- Generally, it is best for everyone to just skip all bosses except Steve.
- Low MF squads may benefit from doing Steve/Viscount/Lich.
- The higher your MF, the less worth it the bosses are (should be intuitive).
- It's never worth doing the newer two bosses (Gourdbringer/Harrower), they simply take too long for most squads to justify it. The exception to this is if you have low base MF and you only kill them when the mob door next to them is up as well (so you have less 'downtime' while killing them – mob doors last 1 minute)
- If you want to see the math behind this, you can check out [Boss Loot Calculations](#).

Veteran Doors - 2021 changed the rewards of veteran doors. As long as you can do them in under a minute, they are worth doing!

Lab Race - Gives a 25% MF boost but unfortunately it only lasts for 15 minutes. Since the rewards aren't anything to write home about and the buff only lasts 15 minutes, participating in

the full Race is a net loss loot-wise. However, you can get a free large bag for little-to-no effort by talking to the NPC and hitting only the first checkpoint.

Steve, Viscount and the Lich

Steve AKA the Labyrinthine Horror: A giant, chainsaw-wielding skeleton. He occasionally spawns at certain spots (see image below) when a player passes by it. It is highly recommended that your squad pauses to kill him; otherwise, he will harass you through the entire labyrinth. Be extra careful to make sure he didn't spawn at the top-left before you open the Viscount door. Fighting both at the same time is a mess..



Grand High Viscount of Candy Corn:

- When he flings goop on the floor, stand in it to get the Candy Coated buff, this will protect you from his highest damage attack. Each stack will protect you from one candy corn projectile. Don't go over 8 stacks. At 10 you'll get knocked down and immobilized. Commanders can place squad markers on them for their squad, but know they won't always spawn in the same place.
- Reflects do enormous amounts of damage on this fight. It's worth stopping briefly to let your squad swap utilities if they can bring reflects (looking at you mesmers).
- Other than that, stack as a group, fully dead should waypoint and griffon back.
- If Steve spawns during the fight, focus Viscount down first, then Steve.

Skeletal Lich:

The Lich's biggest threat is his skeletons. There are a few important things when it comes to dealing with them:

- Dodging or Blocking the Grasping Hands will prevent the skeletons from spawning. Therefore group Aegis is recommended (guardians). The tell for this is when the Lich leans forward and raises a hand up
- They spawn with Retaliation that will quickly kill your squad. Thus Boon Rips are vital here.

- Strong AoEs can kill the skeletons before they apply retaliation, therefore it is important to stack as a group on top of the Lich. Be careful with AoE's after the retaliation is up, however.
- If not killed within roughly 20 seconds of spawning, the Lich will explode any remaining skeletons. Healers should try to time this burst. It's tell is when the Lich Levitates into the air.
- It's worth giving your squad time to swap utilities beforehand

New Bosses:

Todo: Add info on new bosses here

Boss Loot Calculations

The boss MF Buff works as follows:

- Each boss gives a stack of the buff, each giving +25% MF
- Each stack has its own 20 minute timer, only the highest duration is shown
- Each boss door spawns roughly at the same time that their buff runs out (sometimes takes 2-4 mins extra)
- This means you'll need to kill each boss 2.5 times an hour to keep their buffs up.

So, is it worth it? Well:

- It largely depends on your base MF and how fast your group kills (most lab groups are on the higher end, as people are intentionally undergeared)
- We know that *roughly* MF% = bags/hr. Bags/min would then be MF% / 60.
- The bosses also all have drops, which is usually ~10 ToT bags (2 large candy bags), plus some other trash.
- It's important to account for the time it takes to kill the boss (and thus, time you aren't farming bags). The easiest way to do this is to calculate how many bags you lost by stopping and killing the bosses, then calculate how many extra bags you get from killing the boss (drops + extra from MF bonus), then subtract the bags lost from the extra you get.
- This is theoretical...in reality, you will not have 100% uptime on 125% MF even if you do all bosses, and the calculations don't include travel time etc
- If you only want to do two bosses, Viscount is preferred over Lich (even though it takes slightly longer) because you can get the veteran door at the same time.

If you care to see them, the specific calculations can be seen here:

 [Mad King's Labyrinth - Boss or no Boss](#)

Conclusion/tl;dr:

- Generally, it is best for everyone to just skip all bosses except Steve.
- Low MF squads may benefit from doing Steve/Viscount/Lich.
- The higher your MF, the less worth it the bosses are (should be intuitive).
- It's almost never worth doing the newer two bosses (Gourdbringer/Harrower), they simply take too long for most squads to justify it. The exception to this is if you have low base MF and you only kill them when the mob door next to them is up as well (so you have less 'downtime' while killing them – mob doors last 1 minute)
- This doesn't account for XP/Karma from killing bosses, so if you are targetting those things, you may need to reconsider them.

Magic Find

Magic Find is the difference between getting 300-400 ToT bags an hour and getting ~750 per hour. No matter how good your commander is or how many tags you're getting, it doesn't matter if you're sitting at base MF. Typically you can equate % **Total MF = ToT Bags/hr** assuming you're tagging well and following a good commander.

Note: Some people find that *Peppermint Omnomberry Bars* provide better gold/hr output due to the +40% gold from monsters, even after losing 10% MF. While not the highest MF choice, it may be the best choice for g/hr.

Ward's Remembrance is optional as it's a relatively small increase, and it has to be refreshed every 30 mins by going back to the POI, making it annoying to keep up for long grind sessions.

↓ Magic Find Checklist Below ↓

MF Checklist		
	Celebration Booster (Or Bday Booster)	100%
	Black Lion Booster	100%
	MF Boost (Bonfire, Hallows Fireworks)	50%
	Item Booster	50%
	Chocolate Omnomberry Cream	40%
	Halloween Utility (e.g Sharpening Skull)	30%
	Magic Find Amulet Enrichment	20%
	Guild MF Banner (Or Hero Banner)	15%
	Ward's Remembrance	15%
	Guild MF Enhancement	10%
	Lucky Draketail	10%
	Spirit Banner	10%
	Enlightenment	10%
	Bonus MF Total	460%

Build Recommendations

Edit 2024: There very well could be some new builds for tagging using new weapons/changed skills etc since this guide was originally written. I don't really keep this section updated as it's a bit of a pain to, but please don't take these recommendations as the end-all-be-all of everything. Feel free to experiment on your own.

Some of the builds traits and skills will almost certainly be out of date, but the general idea behind them should still be the same. Just double check the traits and skills to make sure there's not any better alternatives.

This year I decided to do better breakdowns of the builds and the methodology behind their design, in case anyone was interested in that. I also decided to no longer promote the old Doorbusting Scourge build in hopes fewer people will use it. The frustrations last year with people mindlessly spamming Garrish Pillar on doors and fearing all the mobs away outweigh the usefulness of the build, in my opinion.

All the builds will have a short "grade" according to the following characteristics: Mobility, Tagging, Doorbusting, Complexity. These characteristics are a brief representation of all the things we look for in good lab builds: Movement(Shadowsteps, Blinks, Leaps), Stunbreaks, Condi Cleanse, Ranged Attacks, AoE/Cleave, and Ease of Use.

The grading scale: S > A > B > C > D > F; S is the best, F is the worst

Mobility: This is a sum of the build's ability to stay with the group. It accounts for Movement, Stunbreaks and Condi Cleanse (to remove cripple and immobs). Even with mounts, this aspect is crucial to staying with the group and getting tags.

Tagging: This is mostly reflective of the professions access to ranged abilities, preferably multi-target or AoE. Tagging is vital to getting bags from enemies as you do laps around the map.

Door Busting: This refers to the build's AoE/Cleave abilities, and the sum of its ability to consistently tag enemies at Mob Doors.

Complexity: This refers to how easy or 'braindead' the build is to play. Higher tier means it is more complex. This is the only grade that is better to be lower, as it means you likely won't burn out as fast.

My Recommendations: Personally, I'm a big fan of Daredevil and Scrapper due to their simplicity. Mirage is a great tagger, but requires a lot more brain power. Druid is great for tagging but requires *a lot* of tabbing. Firebrand is great for doors and an overall fun class, but lacks in the tagging department. That said, use whatever keeps you sane while farming!

Build Summaries

Note: I want to make it clear right now, DPS is **not** the purpose of these builds. More DPS is *bad* as it means things die before everyone can tag them. Because of that, these builds are specifically tailored to check all the boxes for lab without being overly strong. You'll feel like you are shooting marshmallows -- that's intended.

Because of that, all of the builds don't use accessories. They also don't need to use high tier gear. Exotics is plenty, in fact some people choose to run rares or masterwork. Just be sure to not lower your crit too much, you want to be proc-ing that fire sigil.

You'll also note all the builds use Omnomberry Bars over Omnomberry Cream, even though cream has higher MF %. The reason is, the added 40% gold from monsters will make up for and actually result in better g/hr than just 10% more MF. Halloween Utilities are always used for the added 30% MF.

Shortbow Spammer Daredevil

Mobility: S

Tagging: S

Door Busting: B

Complexity: C

Full Build Breakdown

Synopsis: Shortbow Spammer Daredevil is a highly-mobile tagging machine. You'll zoom around at Sonic speeds, easily tagging every mob. It's door busting might not be quite as strong as some of the other builds, but it makes up for it during laps and for the ease of use. Does require a lot of tabbing.

Light Show Mirage

Mobility: A

Tagging: A

Door Busting: B

Complexity: A

Full Build Breakdown

Synopsis: Light Show Mirage is the most complex build here, requiring the most attention to play. It focuses on spamming dodges and abusing the greatsword ambush skill along with clones to tag massive amounts of mobs at a time, giving the entire squad a light show of it's lasers at the same time.

Flamethrower Scrapper

Mobility: B

Tagging: C

Door Busting: S

Complexity: F

Full Build Breakdown

Synopsis: Flamethrower Scrapper is a flamethrower-wielding door-busting monster, all while being very easy to play, most of its gameplay revolving around pressing one and wafting it's cone of flames around. It does suffer with lower range but it still does well at tagging mobs and staying mobile with its superspeed generation.

Druid Staff Tabber

Mobility: C

Tagging: A

Door Busting: A

Complexity: D

Full Build Breakdown

Synopsis: Druid Staff Tabber is an excellent tagging build that suffers only from 'low' mobility, when compared to the other builds. The only reason this build is more complex than the Scrapper build is due to the ridiculous amounts of tabbing you'll need to do, the actual gameplay is ridiculously simple.

Door Burner Firebrand

Mobility: B

Tagging: C

Door Busting: A

Complexity: B

Full Build Breakdown

Synopsis: Door Burner Firebrand is close friends with the Flamethrower Scrapper build. It performs similarly, being great for doors and mediocre for laps. It's also a fair bit more complex, taking a lot more button presses and brain power to play, albeit not as much as the Mirage build.

Build Breakdowns

Shortbow Spammer Daredevil

Skills:

- **Channeled Vigor or Signet of Malice:** CV gives a nice bursty heal, SoM gives steady healing over time, pick your poison. The endurance from CV is more or less a lost bonus due to Sigil of Stamina.
- **Shadowstep:** Stunbreak + Gap closer if you get behind, just really nice to have.
- **2 Remaining Flex Slots:**
 - **Spider/Skale Venom:** Both venoms are useful to extend your already obscene tagging abilities. Overkill in most scenarios.
 - **Thousand Needles/Caltrops:** Both of these are great AoE for doors, which is what this class suffers on, making them a great choice if you don't find yourself needing any of the other utility skills.
 - **Signet of Agility:** Refills endurance + condi cleanse.
 - **Infiltrator's Signet:** Extra initiative, stunbreak and shadowstep. Probably slightly better than SoA.
 - **Seal Area:** Honorable mention, if you find yourself in a group where mobs keep getting knockbacked away from doors, you can try running this to help a little.
- **Daggerstorm:** Great AoE for doors to fill gaps in choking gas spam + 3s evade

Traits:

- **Acrobatics | 3-1-3** | Pain Response gives us a way to cleanse condi's easily. Guarded Initiation gives us resistance on our all our movement skills (5s CD). Don't Stop paired with our runes gives us 100% decreased duration of movement-impairing conditions while we have swiftness (all the time).
- **Trickery | 1-1-1** | More initiative = more choking gas spam = more tags. Caltrops can be used to place another AoE at doors, although it's a bit annoying to do in practice with our extended dodge. Bountiful Theft gives us vigor which is decent but really just a filler. Quick Pockets lets us abuse double shortbow for more initiative.
- **Daredevil | 2-3-2** | Escapists Fortitude gives us a bit of random sustain while lapping. Impacting Disruption has synergy with choking gas spam and is another unblockable. Unhindered Combatant is too good to waste time using any of the other dodges. SB will get you all the tags without them anyways.
 - **Note:** It can be useful to swap to lotus training at doors for even more tagging.

Equipment:

- **Stats:** The actual stat type doesn't really matter, you just want high crit chance without a ton of power/ferocity. Knight's is perfect for that and also gives us a bit of toughness at the same time, so that's what I recommend. Magi's trinkets can be used to further increase your crit chance without gaining any extra power. If you need more damage (unlikely), swap in some Assassin's, if you need less damage, swap in more Magi's.
- **Weapons:** Yes, double shortbow. This lets you abuse weapon swapping for more initiative. Shortbow has a bouncing autoattack for tagging and an unblockable AoE (SB4) for groups and doors, which is all you need. Alternatively, you can run staff offhand for doors/bosses. The cleave on staff is decent for doors and spamming staff 2 provides decent DPS on bosses (compared to shortbow).
- **Runes:** Rune of Melandru stacks with Don't Stop to grant -100% duration of cripple, chill and immob while you have swiftness, with added toughness and vitality to boot. Honestly, doesn't get much better than that for lab, since we aren't trying to min-max damage or anything. Screw you and your immobs mummies
- **Sigils:** Sigil of Stamina means literal infinite dodging. Sigil of Fire means our crits become AoE, which helps with tagging and for doors. We forgo Sigil of Speed in this build because our dodge provides 16s seconds of swiftness, which is more than enough for 100% uptime.
- **Relic:** Relic of Speed is the obvious choice here. 66% increase while we have swiftness (always) puts our effective speed just a bit lower than sonic the hedgehog (superspeed), and considering our near 100% uptime, you'll never have issues keeping up with the group.

General Use:

You spam choking gas on groups, normal bouncing attack on everything else. You'll easily tag everything while running around at the speed of sound. Steal often, it gives you initiative, endurance, vigor, fury and swiftness. Weapon swap often too, it gives you more energy and more initiative. For doors, spam your choking gas. It's unblockable, pulses and triggers ID. Weapon swap, and steal for more choking gas spam. Fill in any downtime with autos and daggerstorm. Other than that, don't be a dick and run out ahead of everyone else you'll make other people do the same, turning the entire thing into a race instead of a farm. Mobs only spawn so fast. Stay with the commander and you'll get easy bags.

Viscount and Lich:

At minimum, you should bring a staff in your inventory for these fights. You bring little else for them, so at least bring a bit of decent dps. Props if you bring a second set of equips to swap to.

Light Show Mirage

Skills:

- **Signet of Ether:** Passive healing and more importantly, resets the cooldown on Phantasmal Berserker for doors. You *could* opt for False Oasis here for an extra mirage mirror, but I often find that it's unnecessary, and an extra berserker will typically tag more than one more ambush beam.
- **Blink:** This is your gap closer and stunbreak. Keep in mind that this is the only stun break in the kit unless you replace one of the other utility skills, so use it only when needed.
- **Mantra of Pain / Crystal Sands:** Mantra of Pain is a great on-demand AoE skill. Crystal Sands is another offensive choice for doors. It's a good AoE and provides you with another Mirage Mirror.
- **Crystal Sands / Mimic / Sand Through Glass:** If you took Crystal Sands, I really like the versatility of Mimic here as it allows us to either double blink or use a second Crystal Sands on doors. If you took Mantra of Pain, it is a bit of a toss up. You could take Mimic for it's synergy with Blink (if you feel like you keep falling behind or need another stun break) but it has no synergy with Mantra of Pain. You could take Crystal Sands as another offensive choice. Or you could take Sand Through Glass as another standalone stunbreak that also provides a Mirage Mirror (just remember to orientate your camera so your back is facing the direction you want to move).
 - My preferred combination is Mantra + Crystal Sands as I don't find I typically need another stunbreak.
- **Jaunt:** Jaunt is our second mobility skill, a short teleport with three charges that also cleanses one condition. This is how you will get rid of those pesky immobs and why we don't worry about bringing any other condi cleanse. That said, just like blink, realize this is your *only* condi cleanse, so I advise not spamming it.

Traits:

- **Chaos | 1-3-1** | We take Chaos for Chaotic Interruption - A trait that reduces the cooldown of a random weapon skill by 5s every time we interrupt an enemy (1s internal CD). We take Method of Madness to give us another way to trigger this, as the first tick of Lesser Chaos Storm dazes enemies. Our only other *acceptable* way to trigger this is with Diversion. Chaotic is just the best of those three traits, as we don't care about damage.
- **Dueling | 2-2-3** | Dueling gives us a crucial part of the build in Deceptive Evasion. This trait summons a clone any time we dodge while in combat. This synergizes insanely well with Infinite Horizon from Mirage. We choose desperate decoy because we don't really care about more damage or pistol attack and evasive mirror to help get a few more tags by reflecting projectiles when we dodge.

- **Mirage | 1-1-1** | Mirage rounds out the build with the crucial Infinite Horizon trait. This grants mirage cloak to all of our illusions when we gain it. Meaning all of our clones will be tri-lasering whenever we are. Which is a lot of lasers. Potentially 12. Now you know where the Light Show in the name comes from. Self-Deception gives us a bunch of extra clone generation from Deception skills. Desert Distortion gives us a bit of extra tagging capabilities at doors, but keep in mind that we don't necessarily want to shatter our illusions most of the time, so only use it when you can quickly get out more clones -- i.e. full endurance and GS 2. If you don't find yourself using it or need some more durability, you can switch it to Mirage Mantle for Protection.

Equipment:

- **Stats:** As with pretty much every lab build, the stat type really doesn't matter. You want high precision to trigger your Sigil of Fire but other than that, it makes no difference. You can run whatever tickles your fancy, but Knights is what I suggest.
- **Weapons:** Double Greatsword lets us use Sigil of Speed in one for doing laps and a Sigil of Fire in the other for doors. That said, you could also swap the sigil of speed GS with a Staff at doors, just to drop chaos storm. Just know that you'll need to swap back after doors as the build has no other access to swiftness.
- **Runes:** Runes of Speed should be no surprise. Too good to not use in Lab.
- **Sigils:** Sigil of Stamina on either Greatsword is a must for the dodge spam, and one sigil of speed covers our Swiftness generation for the build. The last sigil is preferential, you could use a Sigil of Fire for more tagging (what I recommend) or a Sigil of Energy if you like to switch weapons a lot.

General Use:

DSLS Mirage does take a decent amount of brainpower to play. Generally, you're just relying on the Greatsword Ambush skill and your clones to tag enemies, but it's definitely a more active playstyle than the other classes. While you're running around, use your dodges intermittently to tag groups of enemies with the ambush skill. At doors, you want to keep out as many clones as you can and basically spam your skills (EXCEPT 5) in between dodges and gs ambush. GS2 is a bouncing attack that spawns a clone, 3 is an AoE and berserker is great for tagging enemies as well. Remember to use Signet of Ether to refresh your berserker and create a lesser chaos storm. The only shatter worth using is distortion, the rest just make you tag less stuff, and only use it when you can quickly replenish your clones. Keep track of any mirage mirrors so you don't waste them. **Remove your 5 key from your keyboard so you aren't tempted to press it.** No one likes knockbacks.

Viscount and Lich:

- **Viscount:** You should swap a utility skill for Feedback. Mimic is nice too, for the double feedback.
- **Lich:** Null Field and Phantasmal Disenchanter are great on Lich to strip the retal from the skeletons.

Flamethrower Scrapper

Skills:

- **Medic Gyro:** *Superspeed*. It's key for keeping up with your group as engie because you lack the same movement as other classes and your squad will love you. Both the heal and the toolbelt skill give superspeed.
- **Blast Gyro:** Again, superspeed. Also has the benefit of being additional cleave for doors, although you don't really need it with the flamethrower. Both the utility skill and the toolbelt skill give superspeed. The toolbelt skill will also be your emergency stunbreak in the case that you get stunned through your flamethrowers stability.
- **Rocket Boots:** Your only mobility skill. Luckily it has charges, so that's nice. It also is how you'll get rid of those pesky immobs.
- **Flamethrower:** The bread and butter of this class. You'll likely never use your actual normal weapon. Besides, you get pulsing stability while wielding it, so you don't really want to drop it. Its range is a bit short for laps so that's where you'll be losing some bags, but you can still tag most things. For doors, it's amazing and brain dead. You just need to move around a bit because of the target cap, but that's no big deal.
- **Sneak Gyro:** Once more, superspeed. We don't care about the stealth, but the rest of the elites aren't really useful for anything. Supply Crate could be good for doors but really, it's unnecessary given the flamethrower.
- **Function Gyro (Toolbelt):** Hah! You thought I was done with the superspeed. Last one, but don't forget about it.

Traits:

- **Firearms | 3-3-1** | Juggernaut is the entire reason for this traitline, the added crit is a nice bonus. Might and stability on a 3 second interval. We don't really care about the might, but the stability is amazing for the multitude of CC mobs in the Lab. High Caliber and No Scope are the best choices for the other traits, to synergize with our sigil of fire.
- **Tools | 1-3-1** | I find Static Discharge to be incredibly useful due to it being a 1200 range attack that bounces. Reactive Lenses is never really needed because of our stab from Juggernaut. Takedown Round gives us more tags via explosive charges and since we never really will drop the flamethrower, Streamlined Kits is rarely utilized. Kinetic Battery is our last skill, mainly for additional superspeed. You only thought I was done with that.

- **Scraper | 1-3-2** | Gyroscopic Acceleration is our superspeed trait. It's a necessity. Object in Motion is really just the only decent trait in it's category. Kinetic Stabilizers rounds out the build with even more stability although this stability is harder to utilize. We really only get it from Blast Gyro, as we don't really want to use the Air Blast knockback (knockback are a no-no in lab!)

Equipment:

- **Stats** - As with most lab builds, actual stat type doesn't really matter. You just want precision to proc your fire sigil as often as possible. Ideal would probably be Commander's for the concentration+ precision mix, but I don't expect most people will make Commanders gear just to farm lab, so we'll just stick with standard Knights so we get a bit of tankiness.
- **Weapons** - Engineer has one weapon that matters and that's it: Flamethrower. You're welcome to bring a hammer if you want to try and blast fields for more superspeed, but you're probably better to just stay using flamethrower.
- **Runes** - Rune of the Zephyrite is the bread and butter of our build. Unlike other builds that focus on runes of speed, we are all about superspeed and thus, the 33% longer superspeed is amazing. Plus we get a little bonus precision and concentration from the + to all stats, which is nice.
- **Sigils** - Sigil of Speed gives us a consistent source of swiftness application for when we don't have superspeed up. This build has no other source of swiftness, so that's important if you can't maintain 100% superspeed uptime (which can be admittedly tight without more concentration in the build). Or you could say forget about swiftness and run a Sigil of Concentration in its place. Up to personal preference. The other sigil is a Sigil of Fire, which I recommend no matter what as it only increases your tagging capabilities. (Not that you struggle as is, but it's nice in case.)

General Use:

Equip your flamethrower. Zoom around the map, easily keeping up with everyone because of your superspeed and burn every living (or undead) creature in site. Rotate through your toolbelt skills off cooldown to apply more superspeed, tag more mobs at 1200 range, and stack your kinetic battery for even more superspeed. For doors, wave your flamethrower around and watch the world burn. Use Blast Gyro if you really want. You can use your 2 skill or rocket boots as a blast finisher on your function gyro field for more super speed. Remove your number 3 key from your keyboard so you aren't tempted to use the skill, as it's a 5 target knockback.

Viscount and Lich:

- **Lich:** You should swap a utility skill for Throw Mine as it will strip the retal from skeletons. You can also swap to cleansing gyro to cleanse fear from your squad.

Druid Staff Tabber

Skills:

- **Troll Unguent:** Strong heal over-time, but specifically picked to synergize with the Wilderness Knowledge trait to give us a traited condi cleanse for those pesky cripples and immobs.
- **Quickening Zephyr:** Swiss-Army-Knife of the build. Grants fury, quickness and superspeed, breaks stuns and cleanses 2 conditions. Keep in mind this is your only stun break unless you swap out one of the traps, so don't blow it carelessly.
- **Flame Trap:** Flame trap is a pulsing unblockable trap used for doors. This is your strongest trap for doors and has the shortest CD of all your traps, so you don't want to swap this one out.
- **Viper Trap:** The second trap we take for doors due to its superior CD. If you find that you need another stunbreak, you can swap this for Lightning Reflexes which gives you another condi cleanse and stun break combo. Just remember to face your camera away from the direction you want to go, as it is a backwards evade.
- **Entangle:** Entangle is the best elite for our uses, giving us another decent AoE on doors and *another* emergency condi cleanse.
- **Pets:** The main reasoning for our pet choice is to avoid unnecessary CC. Unfortunately some of the best AoE pets like Wyverns have AI knockbacks or other CC abilities that are bothersome to our squad in the Lab. So we're instead going to stick to Iboga, who is a great fire-and-forget AoE pet, and River Drake which has a good chain lightning attack. Just be careful when/if you use the Iboga F2, as it is a pull.

Traits:

- **Skirmishing | 3-1-1 |** Skirmishing gives us a nice cooldown reduction on our traps via Trapper's Expertise, Spotter to give us (and our friends) more precision for Sigil of Fire, and a 66% cooldown reduction on the first skill we use after switching weapons, which allows us to use Staff 3 a lot more.
- **Wilderness Survival | 2-3-2 |** Wilderness Survival gives us much needed condi cleanse from Wilderness Knowledge, synergizing with all of our survival utilities. We also get Shared Anguish to help with any disables, transferring them to our pet on a 60s CD. Oakheart Salve is mostly just to fill the slot.
- **Druid | 3-3-2 |** The main thing we want from Druid is Primal Echoes, to reduce the recharge of our staff skills. The last two traits aren't anything important, they're just the best for our situation. Natural Stride gives us a move speed increase, and while the rest of it seems nice, we want immob and cripple cleansed right away so the reduction doesn't really matter. Lingering Light is taken primarily for fights with Steve, so you can try and help keep people alive as that's the only time you'll be in avatar form.

Equipment:

- **Stats:** I'm beating a dead horse here, but stats don't matter in the lab. I recommend Magi's as that gives you the precision you need for your Sigil of Fire while also giving you healing power for encounters with Steve. But you can run literally anything, this build does miniscule damage no matter what you put on it.
- **Weapons:** As per most builds in the lab, we run the classic double weapon. In this case, two staves. This allows us to utilize the weapon swap traits with swapping out of our laser beam.
- **Runes:** Also as per normal, we use Runes of Speed because they're just too dang good.
- **Sigils:** And unsurprising to anyone, we use the sigil kings of Lab: Sigil of Fire and Sigil of Speed. Fire gives us the much needed AoE and speed gives us our swiftness application (outside of weaponswaps). You could potentially switch out one of the Sigils of Speed, but there's not much else we need anyways, so I just keep it on both.

General Use:

Druid Staff Tabber is a really simple build when it gets down to the actual gameplay, but that doesn't mean it's not an active build. It's got "Tabber" in it's name for a reason: It needs to constantly be tabbing between enemies, not unlike shortbow thieves. Your beam (1) is a single target attack that also hits things it passes through, so you have to play a bit of geometry to try and tag everything. While doing laps, focus on quickly tabbing through targets and using your Staff 3 to keep up with the group. Swap weapons to proc your traits and get shorter CD's on your dash. For doors, alternate your traps and Entangle, and don't forget about Vine Surge, all while tabbing through enemies with your beam. Don't bother with celestial avatar unless you run into Steve, in which case you can focus on trying to keep your squad alive because you do negligible damage.

Viscount and Lich:

For both of these fights, your job is healing, as none of the other "meta" builds run heal stats. Try to spend as much time as you can in Celestial Avatar. If you're really nice, you can swap to spirits for the fights. Water, Frost, Stone, Sun and Nature.

Door Burner Firebrand

Skills:

- **Mantra of Solace:** Best heal for our situation, and it grants quickness which helps proc F1 passive faster.
- **Merciful/Judges Intervention:** Both of these are taken to make up for the lack of mobility in the Firebrand kit. JI is also a stunbreak and can be used offensively to burn groups or on doors to fill any tome downtime. You could replace MI with an offensive skill like Sword of Justice for doors if you don't have problems keeping up with the group.
- **Smite Conditions:** The build has very little in terms of condi cleanse outside of your F2 tome, and SC gives us a 20s CD skill for just to fill that gap. Can also be used on doors offensively in between tome use.
- **Mantra of Liberation:** This mantra gives us our main stunbreak, outside of JI. As tempting as it is to use it for the quickness, stab and retal, always save 2 charges so you can use it to break out of a stun if need be, without having to recast the mantra.

Traits:

- **Radiance | 1-2-3 |** This traitline is taken for the added crit chance and Radiant Fire. We take Inner Fire for the added Fury generation, as it will be our only source. Healer's Retribution is tempting for the synergy with Righteous Instincts, but IF will have a higher Fury uptime and with tomes + our elite, we can utilize both bonuses at doors. Radiant Fire is taken for more AoE at doors, and Righteous Instincts rounds out the traitline with more crit for our Sigil of Fire and RF.
- **Virtues | 2-2-1 |** This traitline is taken for the huge AoE boost that Permeating Wrath provides. Every three attacks, we basically trigger our own internal sigil of fire. We don't really want the damage increase from Inspiring virtue, so we take Absolute Resolution for a bit of extra healing. For the first trait we take Retalitory Subconscious for a chance at more random retal, as we don't really care about consecrations or more damage.
- **Firebrand | 3-2-2 |** Archivist of Whispers for more pages, duh. Stalwart speed for quickness generation for fast Permeating Wrath procs, and then we close out with Loremaster so that we can still Proc Permeating Wrath even if our book is on cooldown. The reduction is a bonus, but not typically needed as we rely on kill resets for our tome.

Equipment:

- **Stats:** As per normal, actual stats don't matter. You want precision, and maybe a little condi. Rampager's works well here. You could use a bit of concentration but meh, not worth the effort to make Seraphs and Rampager is probably better anyways.
- **Weapons:** I recommend Staff and Axe/Torch. Staff is your go-to while running around and Holy Strike + Symbol of Swiftess are great for dropping on doors and proc-ing PW. Axe/Torch is a filler for doors when your tome is down. It provides another symbol, good cleave and Zealot's Flame which is, again, great for AoE.
- **Runes:** Rune of Speed will help make up for your otherwise lackluster about of mobility, as well as help you keep up with everyone else who has it. It's basically a necessity in every build if you're with other people who are running it.
- **Sigils:** I run Speed/Fire on Staff and Luck/Fire on axe/torch. The reason being, you need a consistent source of Swiftess while running around, which you'll always have staff on for. On doors, Luck brings a bit of fun and RNG for doors, where you could potentially get Retal or Fury to help up your crit chance more and proc your fire sigil more.

General Use:

Door Burner Firebrand is pretty fun for doors, and not terrible for laps. While laps, you want to keep your staff out and just spam your autos at mobs, dropping a symbol or holy strike on any groups. Don't bother using your fire tome as it doesn't really have the range for anything. You can throw a charge of your heal or elite mantra away anytime you get 3, to give yourself some added quickness and stab/retal. Just don't use all your charges. At doors, you go full on inferno mode, setting everything within sight ablaze while laughing maniacally. Just throw down your symbols and AoEs, switch to your tome, and watch as everything spontaneously combusts. You can even use JI and SC offensively if you really want. You can of course use your other tomes as you need but really, you shouldn't need to.

Viscount and Lich:

- **Viscount:** It is recommended that you switch a Utility to Wall of Reflection for the reflect.
- **Lich:** It is recommended that you switch a Utility to "Retreat!" for squad Aegis, as well as use your F3 Tome of Courage. This will help immensely with skeleton control.