

Spearmaster Tank Guide (Outdated)

by RIPSoul

Outdated, not planning to update anytime soon as I'm learning Warriors

My other up to date guides:

[Crystal Warrior Tank Guide](#)

[Crystal Warrior DPS Opener](#)

- I. [Beginner Build](#)
- II. [Intermediate Build](#)
- III. [Advanced Build](#)
- IV. [Rotation / Skills Usage](#)
 - A. [Opener](#)
 - 1. [Beginner Opener](#)
 - 2. [Intermediate Opener](#)
 - 3. [Advanced Opener](#)
 - B. [Filler](#)
 - 1. [Without Great Hatred + Sacrifice](#)
 - 2. [With only Great Hatred](#)
 - 3. [With Great Hatred + Sacrifice](#)
- V. [Dragon's Roar Refresh Mechanic](#)
 - A. [How it works](#)
 - B. [How to perform](#)
 - 1. [When the target already have the debuff](#)
 - 2. [When the target does not have the debuff](#)
- VI. [Tricks and Tips](#)
- VII. [Everything about aggro](#)
- VIII. [Frequently Asked Questions](#)
- IX. [140k DPS Tank Burst](#)
- X. [Current Raids Parse](#)

Beginner Build

This build is designed for new tanks who are not comfortable with the game and bosses' mechanics, and want as much survivability as possible even in the harshest circumstances.

Tankiness: ◆◆◆◆◆◆
 DPS: ◆◇◇◇◇◇
 Support: ◆◆◆◆◆◇

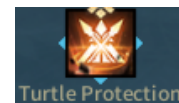
- **Equipments:** Full non-haste pieces
- **Talismans, Socketed Gems, Astral, Blessings, Glyphs:**



- **+5 Fortune order (Quality level):** Top > Necklace > Pants=Weapon > Amulets (Accessories) > Right Class Symbol > Rings > Head > Left Class Symbol > Belt > Middle Class Symbol > Bracers.



- **Comprehensive Defence**: for more team damage if the party has lots of melees.



- **Turtle Protection**: for

more tankiness

Intermediate Build

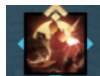
This build is designed for tanks who want to level up their tanking skills, while providing some damage output for the team without much sacrifice to the overall tankiness.

Tankiness: ◆◆◆◆◇
 DPS: ◆◆◆◇◇
 Support: ◆◆◆◇◇

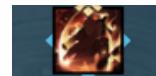
- **Equipments:** Full non-haste pieces preferably (Weapon, belt, pants, bracers, and middle class symbol can be haste)
- **Talismans, Socketed Gems, Astral, Blessings, Glyphs:**



- **+5 Fortune order (Quality level):** Weapon > Necklace > 3x Class Symbols > Amulets > Rings > Top = Pants > Head = Shoes > Bracers = Belt.



- **Great Wall** : for more team damage via [Dragon's Roar Refresh Mechanic](#).



- **Indestructible** :for

more personal damage

Advanced Build



This build is designed for tanks who mastered the art of tanking, who do not need the extra defenses, and want to provide as much damage for the team as possible, whether in the form of personal damage output or support for more overall team damage output. It is recommended for the person who uses this build to learn and know when to pop DR (Damage Reduction) at the right moments, to provide the extra tankiness aside from just face tanking.


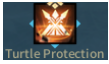
Tankiness: ◆◆◆◇◇
 DPS: ◆◆◆◆◆
 Support: ◆◆◆◆◆

- **Equipments:** Full non-haste pieces preferably (Any pieces work, except Necklace and Top, as they provide the most defensive stats if non-haste)
- **Talismans, Socketed Gems, Astral, Blessings, Glyphs:**



- **+5 Fortune order (Quality level):** Weapon > Necklace > 3x Class Symbols > Amulets > Rings > Top = Pants > Head = Shoes > Bracers = Belt.

- : for more team damage via [Dragon's Roar Refresh Mechanic](#). : for more personal damage.

- : for more team damage if the team has lots of melees. : for more tankiness.





Rotation / Skills Usage

Opener




Beginner Opener

- ❖   during countdown for 4 stacks 
- ❖      
- ❖    < Repeat x6
- ❖ Video: <https://www.youtube.com/watch?v=s0E430hdUHI>

Intermediate Opener

-      
-   WASD     
-     
-     < Repeat x4
- Video: https://www.youtube.com/watch?v=HBwi_n_zL6k

Advanced Opener

- ★     at 3 seconds (skip   if boss doesn't auto at start)
- ★  WASD      
- ★  Jump      < Repeat x2
- ★  Jump     < Repeat x2
- ★  Jump   Jump  (Army Breaker runs out, substitute with Jump)
- ★     < Repeat x2
- ★ Video: https://www.youtube.com/watch?v=h873i_z83oc

Filler

Without Great Hatred + Sacrifice

- ❖ Auto attack until 73+ Rage 
- ❖ Bring  to 5 stacks using  /  then  
- ❖ Repeat

With only Great Hatred

- Auto attack until 73+ Rage 
- Bring  to 5 stacks using  /  then 
- Similar to Step 2-4 of [Intermediate Opener](#)
-   WASD     
-     
-     < Repeat x4








With Great Hatred + Sacrifice

- ★ Auto attack until 23+ Rage 
- ★  
- ★ Bring  to 5 stacks using  /  then 
- ★ Similar to Step 2 of [Intermediate Opener](#) and Step 3-6 of [Advanced Opener](#)
- ★   WASD     
- ★  Jump     
- ★  Jump     < Repeat x2
- ★  Jump   Jump 
- ★     < Repeat x2

Dragon's Roar Refresh Mechanic



This will ensure high  debuff uptime without building full haste.

How it works


- What you need:  .
- After a successful block with , you will get a free  .
-  costs no rage and refreshes  debuff back to 12 seconds.

How to perform


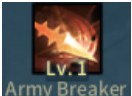




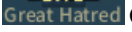




When the target already have the debuff




-  

When the target does not have the debuff

-    

Tricks and Tips

- Practice canceling  with  properly, canceling too early will make you miss the last 1-2 hits of . If it is too hard to get the timing down, simply replace  with Jump for a similar effect while guaranteeing all  to be hit
- Faster Rage regen:**
 -  x4, Jump at the end for a slight animation cancel.
- Use  off cooldown:**
 - Don't use  when  is less than 5s away, otherwise you will not have enough Rage when  is up. Exception:
 - When  is also up, as it will restore 50 Rage.
 - When during idle phases. If after the idle phases are over and  is less than 30s away, save  to use with .
- You can cast  even when cc-ed.
-  can prevent knockups while channeling.
 - However,  works against all cc while channeling.

- 
 can dash/pull as far as 25 meters. Before the target dash away, use  Lv. 1 Heavenly Fang to “hook” on it.
- If you want to  Lv. 1 Comprehensive during opener for your melees, one way to keep aggro:
 -  Lv. 1 Heavenly Fang  Lv. 1 Comprehensive WASD at <0.9s left  Lv. 1 Clouded Hand .
-  Phalanx Defence can help in niche situations to save key players (healers, top dps) in the party against an upcoming one shot mechanic, or to guarantee their safety at certain moments .
-  Lv. 1 Heavenly Fang have a 2 seconds cc, so don't use  Lv. 1 Heavenly Might right after the pull. Wait for mobs to recover from the 1s immune cc then use  Lv. 1 Heavenly Might .
- There is a current bug where using  Lv. 1 Comprehensive while auto attacking will sometime make you unable to do anything for the duration.

Everything about aggro

- Turn the Threat Monitor on, it boosts your DPS :)



- Aggro is a pool system. Think of it like a Total Damage chart, but for Aggro Point (AP):
 - If maintank taunts when another member is Yellow (80%+), the maintank will double his current AP (ie. 100AP to 200AP).
 - If offtank taunts, the offtank will gain an amount of AP equal to the maintank's AP (ie. MT has 100AP, OT has 60AP, after taunts OT will have 160AP, maintank is still at 100AP).
 - If someone dies and was not the top aggro, all AP will be transferred over to the person with top aggro.
 - If the top aggro dies, the AP will be lost; no transfer will happen. Second person on the Threat Monitor will simply take over.
 - Aggro bug (Most commonly occurs after a tank die, get revived, and try to taunt aggro back from the current tank):
 - After taunting, if the 2nd aggro on Threat Monitor is within 80%+ aggro of the top aggro and is a tank, subsequent taunts won't work until aggro is switched again or a DPS is also yellow on the Threat Monitor (ie. OT has 10AP, MT has 100AP and is top aggro. After taunting OT has 110AP compared to MT's 100AP. MT will now be at 91% on the Threat Monitor

and is > 80% as mentioned above, thus, any subsequent taunts made by the OT won't work unless the MT get aggro back again or a DPS is also yellow on the Threat Monitor)

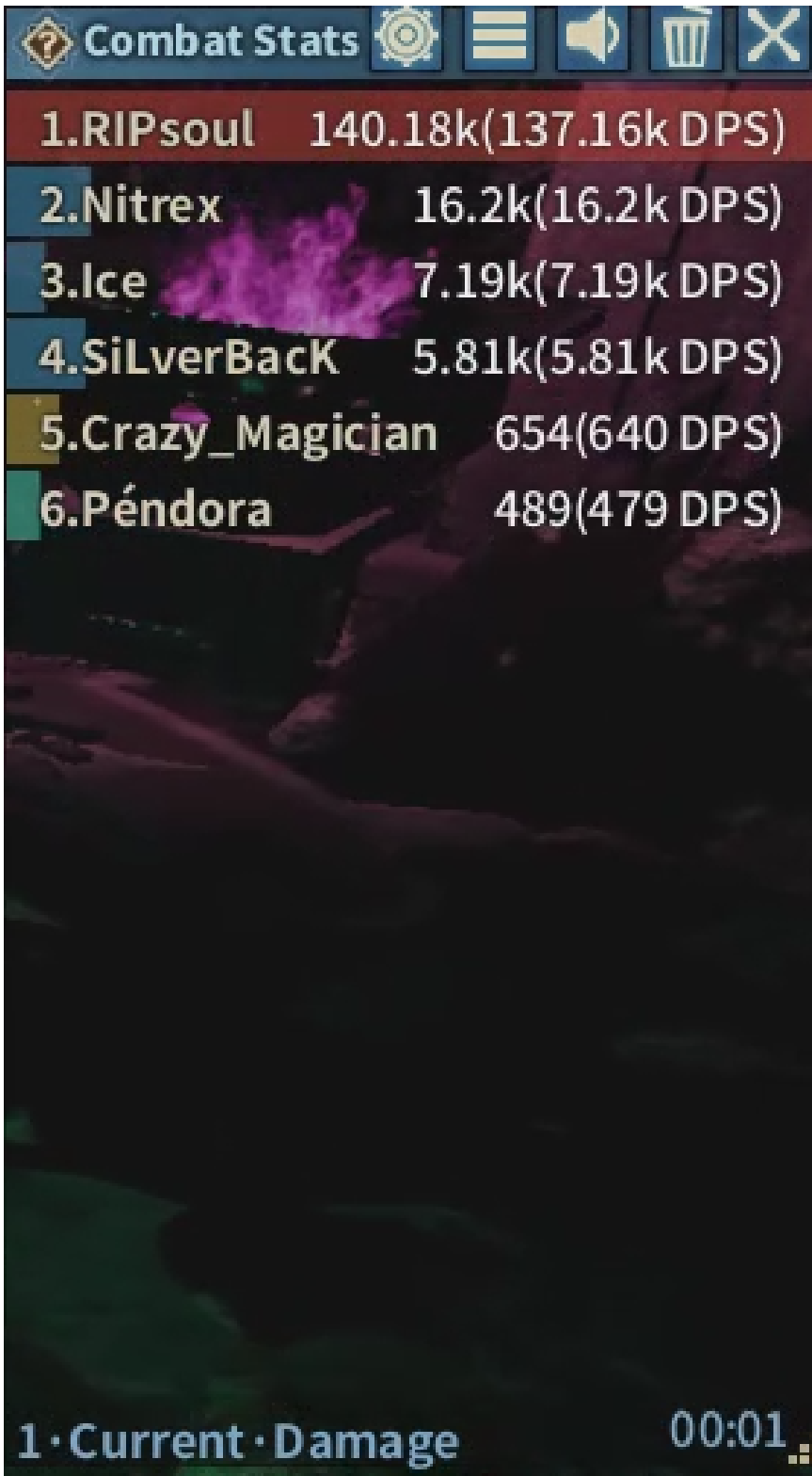


- Your first taunt skill on the boss will give you and you give **yourself, an extra 8430 Point(s)** to the target. If there is a red other than yourself, or yellow on Threat Monitor, any taunts will give the same effect above.
- Your taunt has no aggro effect if you are top aggro and everyone else is green on the Threat Monitor.

Frequently Asked Questions

- ❖ What is the Support Rating based on?
 - It is based on how much damage buff you can provide for the team and how often you have healing effects up to reduce healer pressure.
- ❖ Why don't you include what stats to focus on, and what is the most important?
 - There are only haste and non-haste pieces. Non-haste pieces will give you the most defensive stats, including Mastery, Double Defense, Crit Resist, etc.. As for the most important stat (Crit Resist), with the current Astral Points, you will get more than enough Crit Resist needed, without buying the weekly 1% Crit Resist Buff from the shop.
- ❖ What do you think about prescience as the main focus for a build?
 - Think of Prescience as Dodge Rate, but at 50% effectiveness. It should not be the main focus; rather, treat it as a bonus stat you can get from a piece of gear.
- ❖ Sometimes taunts do not work even though there was a yellow on Threat Monitor, how to fix?
 - Refer to bullet point 2.5 in [Everything about aggro](#).
- ❖

140k DPS Tank Burst



Combat Stats	
1. RIPsoul	140.18k(137.16k DPS)
2. Nitrex	16.2k(16.2k DPS)
3. Ice	7.19k(7.19k DPS)
4. SiLverBack	5.81k(5.81k DPS)
5. Crazy_Magician	654(640 DPS)
6. Péndora	489(479 DPS)

1 · Current · Damage 00:01

Current Raids Parse

Hard raids

