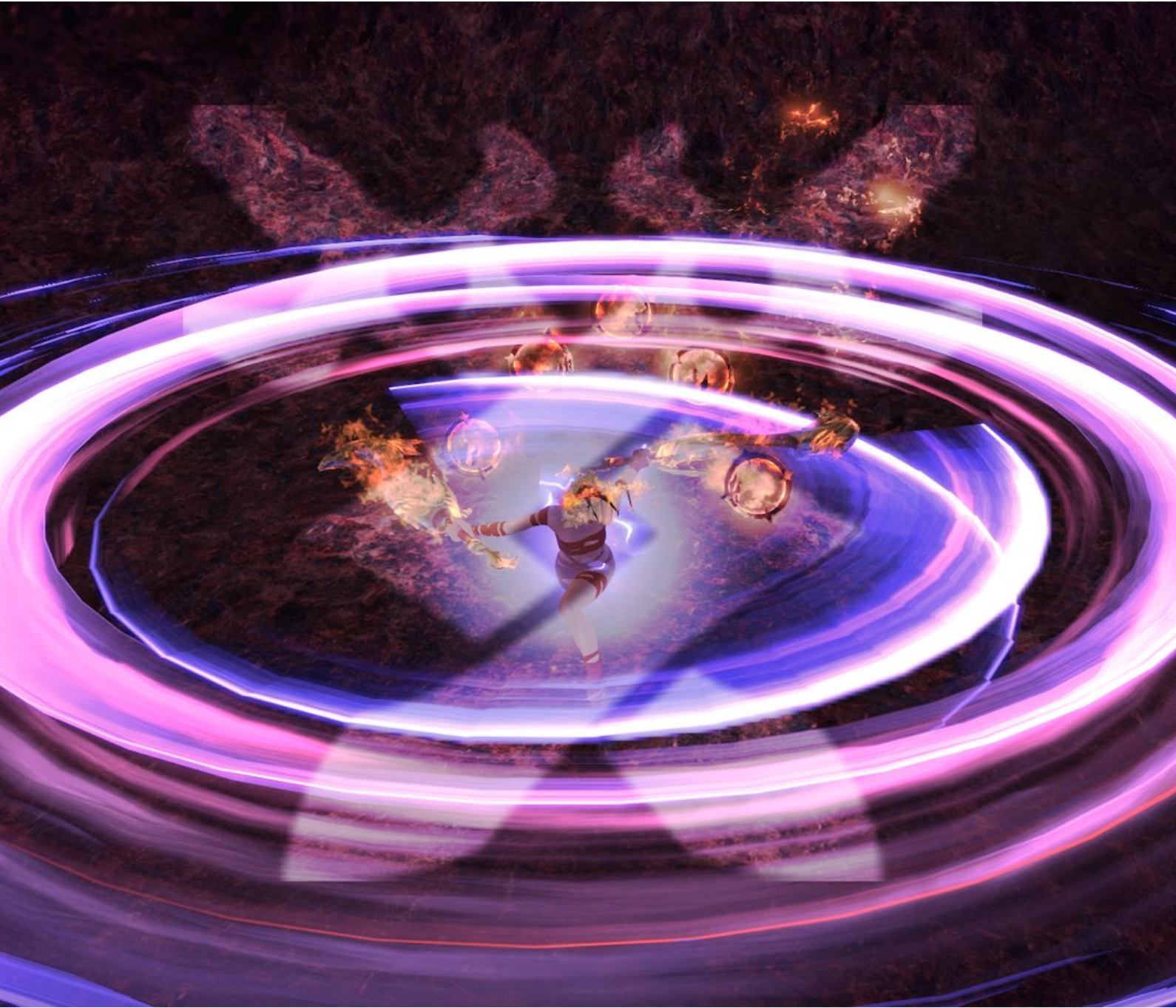


# **ASSAZINA'S ALL-IN-ONE**



**WARRIOR BIBLE -  
OLD TESTAMENT (Pre Patch v86)**

## Table of Contents

|   |           |
|---|-----------|
| <b>Table of Contents</b>  | <b>1</b>  |
| <b>1. Introduction</b>  | <b>3</b>  |
| <b>1.1. Why play a Warrior?</b>   | <b>4</b>  |
| <b>1.2. Before you play</b>   | <b>5</b>  |
| <b>1.3. The race/gender debate</b>  | <b>5</b>  |
| <b>2. Basic- and Beginner Warrior knowledge</b>   | <b>6</b>  |
| <b>2.1. Skill breakdown</b>   | <b>7</b>  |
| <b>2.2. General priorities</b>  | <b>18</b> |
| <b>2.3. Edge stacking and Scythes</b>   | <b>22</b> |
| <b>2.4. A common misconception: “Rotations” vs “Situational Gameplay, Instinct &amp; Priority Chaining”</b> | <b>23</b> |
| <b>3. The gear</b>  | <b>24</b> |
| <b>3.1. Crit factor</b>   | <b>25</b> |
| <b>3.2. Gear stats</b>  | <b>29</b> |
| <b>3.3. CDR vs. Enrage overline on Weapon</b>   | <b>34</b> |
| <b>3.4. Blade Draw CDR vs. Blade Draw Damage overline on Chest</b>  | <b>35</b> |
| <b>4. Glyphs and Talents</b>  | <b>36</b> |
| <b>4.1. A-Stance</b>  | <b>36</b> |
| <b>4.2. D-Stance</b>  | <b>37</b> |
| <b>4.3. Talents and EP</b>  | <b>38</b> |
| <b>5. Advanced Warrior knowledge</b>  | <b>40</b> |
| <b>5.1. Simplifying the edge-stacking Process</b>   | <b>41</b> |
| <b>5.2. Before you start the fight...</b>   | <b>47</b> |
| <b>5.3. Maximizing Deadly Gamble</b>  | <b>49</b> |
| <b>5.4. Boss mechanics, RNG, and dealing with attacks</b>   | <b>53</b> |
| <b>5.5. Maximizing overall DPS</b>  | <b>54</b> |
| <b>5.6. Tips and Tricks</b>   | <b>56</b> |

|  |           |
|--|-----------|
| <b>5.7. F.A.Q.</b>   | <b>59</b> |
| <b>6. Warrior Tank-Addon</b>                                 | <b>60</b> |
| <b>7. Level 70-Content-Add-On</b>                            | <b>68</b> |
| <b>7.1. Overview of Skill Advancements and Skill options</b> | <b>68</b> |
| <b>7.2. Skill Advancement points build order</b>             | <b>71</b> |
| <b>7.3. Gameplay changes (coming soon)</b>                   | <b>72</b> |
| <b>a.) Assault Stance</b>                                    | <b>72</b> |
| <b>b.) Defensive Stance</b>                                  | <b>73</b> |
| <b>8. Final words</b>  | <b>75</b> |

## 1. Introduction

Hello and welcome to my Warrior Guide updated for the Godsfall (otherwise known as Awakening) Patch on EU and NA. I am **Assazina**, otherwise known as Assazinchen, Assa, or, by my Lancer nickname, **Cataklysm**, and I am a dedicated Warrior-and Lancer main **from the EU Region on the Killian server**. I have been playing and maining Warrior since the pay to play-times when Dreamkeeper was the best possible gear, and was, from time to time again, regarded as one of the best PvE players of my classes on my region. Furthermore, in my days as an active PvPer, I was being regarded as one of the most knowledgeable Warriors regarding PvP, although I quit PvP for the most part back in VM6 patch due to it being too unbalanced and, simply put, not fun anymore.

With this guide, I hope to both encourage newer players to give this class a try as well as provide new information and a new viewpoint on the class and additional tips and tricks to experienced players to make them dish out that little extra DPS.

**Before I begin, I would like to give away a few premises, the first one being that while this guide is very long, you should not read from the very beginning unless you are completely new to this game and don't even know the functions of each individual skill.** Depending on what you are looking for, I suggest that you skip to the relevant parts for you. **Detailed explanations to a Warrior's playstyle start from [2.3](#), onwards.** If you are already well experienced with Warriors, but looking for a little tip here and there, check the sections starting from [5.1. to 5.7.](#) that cover **advanced gameplay knowledge**.

For a more compact guide, you may also look up the [Warrior Bookmark](#), also made by me.

Also note that this guide is written from the perspective of someone playing "ethically" as you might call it, **meaning no usage of damage-enhancing third party software (macros, Proxy and Skill prediction etc.) is being taken into consideration.** Like any other guide, **this guide is by no means universally applicable to everyone**, and some people might play very differently and still do well. **If your only purpose is to cheat the game and brag around or trash talk about it however, then stop reading this guide immediately.**

**If you play on Console, or aren't awakened yet, only a part of this guide will actually apply to you, and I suggest to read Dean's Mini-Guide instead, as it covers pre-awakening gameplay:**

[DEAN'S MINI WARRIOR GUIDE](#)

With all these premises out of the way, I hope you enjoy this long read and that you can learn something from this guide.

## 1.1. Why play a Warrior?

For me personally, Warriors are simply the most versatile class in the game. Having the option to both act as a DPS and Tank and being able to excel in both roles is one of the most exciting things about a Warrior. Warrior has an extremely low skill floor, and a very high skill ceiling, meaning you will be forced to invest a lot of time into this class to play it at maximum efficiency. Playing Warrior to its fullest can take **months** of practice, and there is constantly a way to improve your playstyle. This continuous strive for improvement and the sheer amount of possibilities to experiment with Warriors add a flavor to them especially for players who are looking for a more complex class with very good min-maxing potential.

But, even for less dedicated players, Warriors can be a fun experience due to their comparatively high mobility, survivability (with the highest base HP, second highest base endurance and the most I-frames per class in the game), damage potential, and an overall dynamic and fluid playstyle. As of right now, Warrior DPS are the most consistent DPS when played properly, only losing out to Berserkers in some fights, and, as of the Awakening patch, D-Stance Warriors are **by far** the strongest Tank class in the game **damage-wise**.

However, as said before, Warriors in general have a very low skill floor, which means that if you perform badly, it will be extremely evident. This means that **they are not the optimal class to start TERA with**. Because of the complexity of the class, it is easy to make mistakes, fail skill chains, buffing at wrong times etc. for a new player, which can result in a massive decrease in overall effectiveness. To some people, this challenging aspect of Warriors might be the selling point however.

In any case, it can be said that Warriors are not the most beginner-friendly class out there. Whether or not this discourages you as a new player to try them out yourself, you have to decide for yourself. Note that everything can be learned with enough practice and dedication to the class.

If you want to get a hang of how Warriors work by playing other classes, I recommend playing a Valkyrie for pure DPS players and a Lancer for Warrior Tanks as alts, as the **mechanical knowledge** learned from those classes translates somewhat decently into the Warrior counterpart. Valkyries are perfect to get used to the edge-stacking system, seeing as they have a similar, more simplified system in use for their main damage skills. It has to be noted though that the Valkyrie is much less flexible than a Warrior is.

Lancers are more reliant on actively blocking than Brawlers, making them a good choice to get a general idea of what to expect from Warrior Tanks. Warrior Tanks are, however, more dependant on mitigating damage by using skills than Lancers are. This will be expanded upon in its own section later on.

## 1.2. Before you play

If the preceding section sparked your interest in playing a Warrior, here is what you will need to bring to the table to be able to enjoy Warriors to their fullest.

- patience
- the will to improve
- quick decision making or reactions, **although this can be trained**
- a decent PC or having your client set up in a way that you get a decent amount of FPS
- **a good ping, preferably below 70ms, optimally under 50ms**

These are the most essential things to be able to play Warriors efficiently. Particularly ping plays a very important role when playing Warriors, as they are very dependant on chaining skills in a quick fashion. With a high ping, some of these chains might not even work, and you will never be able to fully enjoy Warriors, or at least, be able to play them to their actual potential.

All in all, I advise **against** playing Warrior when lag is a general problem, be it internet-related lags or hardware-related lags.

## 1.3. The race/gender debate

Before you create your Warrior, or decide to race change it, let's talk about races in general.

As with any class, there exists debates which race works best with Warriors, sometimes even providing evidence from actually calculating hit timers, frame counts on the animations themselves.

**While for Warriors, the chosen race matters less than it does with other classes,** Warriors sadly are no exception to the problem where some races perform just better than others.

However, in this case, the advantages of the races over others have to do with particular perks to them that make them stand out. **All of those are tied almost entirely to their skill reach or passives, as the animation speeds on warriors over all races are barely any different, if at all, save for some exceptions.**

### Castanic female

Overall dynamic animations making them obvious to recognize, has a crit chance passive which lets them build slightly more into power than other races.

Has the most reach on a very small number of skills, and generally the second best reaches otherwise.

Can roll to the back and hit Scythes with decent ping.

Personal opinion, they look the best out of all races. Long story short, best passive from a pure DPS perspective.

### **Elin**

Overall best reach on skills and decent animations. Animation speed (dis-)advantages over Castanic, if at all, are minimal (mostly 1 frame difference), so they can be disregarded.

Best for higher ping players, as their Scythe will most likely connect after a back-roll even with higher ping. Useless racial passives.

Long story short, best skill reaches.

### **Aman male**

Best choice for dedicated Warrior Tanks, suboptimal for DPS. Male is better than female due to better animations and wider arc on cross parry (due to slightly larger hitbox), has a racial passive that reduces incoming damage by 10% when under 30% hp. With the correct build and gear, can reach 100% damage reduction, making them **immune** to damage, which is absolutely broken on Warrior Tanks as they can attack freely at this point without having to worry about blocking or taking damage.

However, this also takes the challenging and fun aspect out of Warrior Tanks themselves, and is therefore only recommended if you are a dedicated min-maxer.

Can **NOT** connect Scythes with higher ping when rolling backwards, as they lack the reach to do so.

Long story short, best Tanking-passive, especially for Min-maxers.

**Overall however, race (dis-)advantages are minimal, so just pick what you feel comfortable with.**

## **2. Basic- and Beginner Warrior knowledge**

Now that you decided to play a Warrior, let's talk about some basic stuff. We will first look at all of the skills that a Warrior has and categorize them into certain groups. Following that, we will list each skill in their respective priority/function list. Then we will explain the edge-stacking mechanic more in depth before finally concluding by debunking a common misconception about Warrior's gameplay style.

## 2.1. Skill breakdown

This part of the guide will focus on each individual skill that a Warrior has.

[CLICK HERE TO SKIP THIS SECTION IF YOU KNOW THE FUNCTIONS OF YOUR SKILLS ALREADY.](#)

### Combo attack



Function: damage, Stagger (in PvP)

The combo attack skill that every class has a variation of. Using combo attack applies a buff which increases the casting speed on successive combo attacks for a short while once stacked to 10 stacks. However, outside of PvP, it is pretty much useless once you learn the more useful damage dealing skills of Warrior.

In PvP, the **second part** of the combo attack **stagger**s players.

### Evasive Roll



Function: I-Frame

Can be chained into Scythe.

Your bread-and butter i-frame (invincibility frame). Dodges incoming enemy attacks, and moves you in the direction that your character is currently moving towards. **Costs 500 resolve per usage, 380 if glyphed. Cost can be further reduced with Talents.**

### Torrent of Blows



Function: Frontal Block, Edge-stacking, Damage mitigation

This skill does a decent amount of damage for a, in A-Stance, standalone skill, and **stacks 1 edge**. In D-Stance, it can be chained into Blade Draw after a successful block, and is one of the strongest Blade Draw chains in that situation. In A-Stance, it can be used to block attacks that would otherwise have to be iframed, for example the tail-strike of Lachelith. This block effect also applies in PvP.



Due to its long cast animation, the skill is very situational and should, for the most part, only be used for non-iframeable attacks. It is, however, still a usable 1-Edge skill.

### Rain of Blows



Function: Damage, Edge-stacking, Damage mitigation, super-armor, Filler  
Can be chained from Combative strike and Blade Waltz  
Can chain into Scythe or Reaping Slash

Filling a vast variety of functions, it is one of the first damage dealing skills you will learn as a Warrior. It is one of the best filler skills that Warrior has due to high overall damage and versatility, and while used, provides a nice chunk of damage reduction. It consists of a total of 7 hits. It is also a **super armor**, making you **immune against attacks that would otherwise stagger or knock you down.**

**Stacks 1 edge.**

The super armor effect also applies in PvP.

### Battle Cry



Function: Aggro-shout, Stun

One of the two skills you can use in defensive stance to guarantee aggro to yourself for 5 seconds, best used if you lose aggro for a second to quickly gain it back.

In PvP, it briefly stuns opponents.

### Assault Stance



Function: toggle, self-buff

One of your two skills that should **always** be active, as not using them impairs your overall performance.

Provides 18 power, 55 crit factor, and increases skill damage by 10% against monsters. Also decreases your own endurance by 10%.

In short, it provides a substantial amount of damage and should always be active when you are DPSing.

### Defensive Stance



Function: toggle, self-buff

One of your two skills that should always be active, as not using them impairs your overall performance.

Provides 25% endurance, increases balance factor by 30 and lets attacks draw 120% more aggro. Also provides immunity to push-back from monsters when positioned correctly.

The 15% extra crit sadly don't add up as expected, and only provide a minor boost in your critical hit chance.

Regardless, your D-Stance should always be active when you are Tanking. It gives you access to Cross Parry, your main blocking skill, which you will also use to cancel skill animations.

### Death from Above



Function: I-Frame, Edge-stacking, Filler

Warriors longest I-Frame ability. Useful to dodge attacks when you are not used to the exact timing yet, or for long duration attacks (ex. Manaya's bomb). Also **stacks 1 edge** when you connect with the attack.

Has a long ending lag, which is punishable especially in PvP scenarios, therefore should be used with caution.

### Poison Blade



Function: Edge-stacking, Scythe Chain, Filler  
Chains into Scythe, Traverse Cut

Warriors best filler skill. **Stacks 2 edge** while having a fast animation. Has low base damage in return.

The Poison effect itself is not noticeable, to the point where it is simply useless in both PvE and PvP scenarios.

## Leaping Strike



Function: Mobility, Scythe Chain  
Chains into Scythe, Traverse Cut

Mostly used to move around quickly, Leaping Strike provides a quick burst to get to a safe location.

It also deals 5 times more damage to knocked down targets, however, this is only really useful in PvP.

## Retaliate



Function: Escape

Puts you back on your feet when you get knocked down. Applies a short immunity to any CC **except fears** for 2 seconds.

Mostly used in PvP, and for some bosses which still have Knockdowns in their arsenal.

## Charging Slash



Function: BD-Chain, Mobility, Filler  
Can chain into Blade Draw

Makes you quickly charge forward around 18 meters. **Stacks 1 Edge** when it connects. One of the fastest Blade Draw chains.

Also useful as a filler when at uneven edge numbers or to manage edge stacks better, since its animation is fast enough.

## Vortex Slash



Function: BD-Chain, Aggro-shout, Vacuum-Pull

Formerly the best chain for blade-draw, it is now more of a secondary priority Blade Draw chain for rare situations where you end up 2 or 4 edge short of your next best optimal step when your Blade Draw resets.

In D-Stance, it has the same effect as Battle Cry, giving you 5 seconds of maximum aggro. It should be prioritized over Battle Cry should the situation call for it, as it is much faster.

It also can pull smaller monsters together, making it excellent for grouping and killing many monsters at once. The same effect applies to PvP.

### Combative Strike



Function: Edge-Stacking, Chain Initiator, Debuff, Stagger, Movement  
Can chain into Rain of Blows, Traverse Cut, Reaping Slash.

A versatile skill in the Warriors arsenal, mostly used to chain into Rain of Blows or Traverse Cut into Blade Draw. Could also be used as a standalone skill for situations in which you miss one edge to do a 10 edge Scythe. It applies an endurance debuff that varies in strength depending on which stance you have active.

**Stacks 1 Edge**, costs HP instead of MP to use.

In PvP, staggers enemy players.

### Rising Fury



Function: Edge-Stacking, BD-Chain, Damage Reduction, Mobility, Filler (in D-Stance), Stagger + Knockdown  
Chains into Blade Draw

Another versatile Blade Draw chainer which gives you 50% damage reduction while using it, and also moves you a good bit forward while using it. **Consists of 2 parts, with the second part applying 1 edge stack.**

In D-Stance, it is possible to perform a special technique called RF skip, which speeds up this skill immensely.

In PvP, the first part of the skill staggers, the second part knocks enemy players down.

### Deadly Gamble



Function: Class-specific Steroid buff

Warriors main source of damage. During this buff's duration, you have 50% higher crit chance on all your skills and the skill cooldowns of melee attack skills are halved.

Also, **your edge generation from Blade Draw and Rain of Blows is doubled**, allowing you to extremely quickly unleash a barrage of Scythes, giving you high burst damage.

With the Awakening, when activating Deadly Gamble, you also gain Tempest Aura II, which gives you more damage, attack speed and cooldown reduction for 10 seconds.

### Cascade of Stuns



Function: Stun, Stun extender  
Can chain into Rain of Blows

A rather weird skill in its function. When used on a stunned target, it applies another stun effect for around 2 seconds. Nowadays, only really used in PvP to keep targets in a stun-lock.

### Backstab



Function: Edge-Stacking, Repositioning, Filler, Initiator, I-Frame, Stun

This skill has very different usages depending on the scenarios it is used in. In PvE, it acts as both a 2 edge filler (if glyphed) and a repositioning tool, but it can also be used to quickly get to the bosses back and start attacking from there with a 2 edge headstart.

**Stacks 1 edge (2 if glyphed).**

It should **never** be used in D-Stance in PvE because it will result in the boss turning.

In PvP, it is one of the **most broken skills** to exist in this game. As of the current patch, backstab can stun targets **EVEN THROUGH BLOCKS**, and applies one of the longest stuns in the game.

### Staggering Counter



Function: Situational Stun  
Only usable in A-Stance  
Can only be used 5 seconds until after a player was hit by an attack

Another stun in the Warriors arsenal, though it is mostly used only for defensive purposes in PvP with Assault Stance. Note that it can also be casted after blocking an attack with torrent of Blows.

### **Smoke Aggressor**



Function: Aggro-securer, Damage Mitigation  
Costs 20% of your own max HP

When used, provides a buff that decreases all damage taken by 50% as long as the smoke aggressor is alive, allowing you to facetank attacks that you usually couldn't, especially when combined with other skills that have damage mitigating effects. Also, all your aggro is transferred onto the aggressor when used. However, this function is pretty useless in almost any scenarios.

### **Command: Attack**



Function: Smoke Aggressor-specific control skill

Sends your smoke aggressor to attack the target that you are aiming at.

Almost never used in practical scenarios.

### **Command: Follow**



Function: Smoke Aggressor-specific control skill

Recalls your smoke aggressor back to yourself, making it follow you.

Almost never used in practical scenarios.

### **Traverse Cut**



Function: Buff, Party Buff (in D-Stance), Blade Draw Chain  
Chains from Poison Blade, Leaping Strike, Combative Strike, Blade Waltz.

Mostly used as a Blade Draw chain, Traverse cut applies a buff which increases your, and, if you are in D-Stance, also the Attack speed of your party members by 0,9% per stack, and stacks up to 13 times, making it a total of 11,7% attack speed, which you can, and optimally should, permanently keep active.

### Blade Draw



Function: Damage, Edge-Stacking, Main Damage skill

Chains from Vortex Slash, Charging Slash, Rising Fury, Traverse Cut, Blade Waltz, Cross Parry (D-Stance only, after a successful block), Torrent of Blows (D-Stance only, after a successful block)

Chains into Scythe.

This skill is your bread and butter and should be one of the highest priority skills. Blade draw chains should be used as often as possible, as they are the most efficient and damaging edge-stacking chains.

**Stacks 1 edge, 2 if glyphed.**

### Scythe



Function: Edge-Consumer, Main Damage Skill, Knock Down

Chains from Blade Draw, Poison Blade, Roll, Blade Waltz, Leaping Strike

Chains into Blade Frenzy.

Consumes all your accumulated edge for massive damage.

Even more important than Blade Draw when it comes to damage, **before you get your awakened skills**, Scythe is your most important damage skill. With its glyphs, it has a very high innate crit chance and contributes to a large amount of your overall damage. Never use it under 8 edge and do everything you can to use it at 10 edge.

In PvP, it knocks down enemy players it connects with.

### Reaping Slash



Function: Low Priority Edge-Stacking Skill, Knock Down

Chains from Combative Strike and Rain of Blows.

Before the awakening, you would use this skill whenever you expected to be at an uneven number of edge before your Scythe to make it to 10 edge regardless. However, it has low base damage and, if not canceled, a long animation.

Nowadays, if it is used, it is so mostly as a 2-edge combo with Combative Strike, or a 4-edge Combo with Combative Strike, Rain of Blows, and Death from Above, since other skills, in all its intents and purposes, are more usable as a 1-edge-filler.

### **Stacks 1 edge.**

Knocks down players in PvP, but has a comparatively long cooldown.

### **Cross Parry**



Function: Block, Animation Cancel

One of your most important skills when playing Warrior Tank, it can be used to both block attacks and cancel skill animations prematurely, allowing you to use more skills in the same timeframe.

**On a well timed block, stacks 1 Edge, restores 5% mana and reduces Scythe cooldown by half a second.**

Can chain into Blade Draw after a successful block.

### **Smoke Flanker**



Function: Aggro-Secure, Stun

Remove this skill. Only usable after a successful block.

In all seriousness though, when you use this skill, you teleport to the back of the boss, while creating a smoke flanker that has all your aggro (and an insane amount of HP) and will continuously generate and hold it until it disappears.

Can be used to save your party from near wipes, but most of the time otherwise, using this skill puts you into bad situations. **I advise you against learning this skill at all if you have the chance.**

In PvP, it also applies a short stun on the target, but is inadvisable to rely on with its very long cooldown.



## Binding Sword



Function: Pull, CC

Only really used in PvP nowadays. Use it to pull up to 4 targets towards yourself and force them into a stagger while doing so.

## Infuriate



Function: Force Enrage

Enrages the boss for 36 seconds. Should always be used at the start of any fight as a Warrior Tank.

## AWAKENING SKILLS

### Blade Waltz



Function: Damage/Edge-Stacking/Animation Cancelling/Chainer/ Block (Dstance)

One of the awakening skills. This skill can chain into almost every relevant skill in a Warrior's arsenal, and can also cancel the animation of every skill, making chains faster. Useful, for example, to cancel the animations of Scythes when in A-Stance.

**You can use the skill twice in between an 8 second window, each hit stacks 1 edge.**

In A-Stance, it provides a crit chance boost for the duration of the next skill that you use. Since the Patch 75 hit, it now acts like an **additive** double crit chance glyph on the next skill that you use. This essentially turns, for example, a glyphed Blade Draw to a triple crit chance skill.

In D-Stance, it functions like Torrent of Blows, but with much more usability. This skill has a higher than usual innate crit chance.

### Aerial Scythe



Function: Edge-Stacker, Edge Consumer, Main Damage Skill, Animation Cancelling, Stagger + Knock Down, Damage Reduction  
Chains into Blade Frenzy

Another awakening skill which deals massive damage. It consists of 2 parts, **the first part stacks 2 edge**, and the second part **consumes all stacked edge** and deals massive damage. However, unlike with Blade Waltz, **you can not** use any skills in between.

The second part of this skill, which deals the main damage, is in almost any situation a guaranteed crit, regardless of crit factor and from where you hit. Cancels other skills. Has 50% Damage reduction.

In PvP, first part staggers, and second part knocks down players.

### Blade Frenzy



Function: Ultimate Damage skill, Nuke

Can be chained from Scythe and Aerial Scythe

The final active awakening skill, and the final active skill we will go over, Blade Frenzy is a Warriors' long CD nuke similar to Gunners Balder's Vengeance or Ninjas Fire Avalanche. It is best used after the first Aerial Scythe when using Deadly Gamble, since it will still profit from the damage increase from the Shadow of the Tempest II buff without interfering with the cooldown of Aerial Scythe itself. Has effectively 100% crit chance.

Knocks down players in PvP.

**Warriors also have a number of passive skills, but for all intents and purposes, we will keep it at the most important:**

### Head on



Increases crit power by 0,18 when attacking monsters from anywhere except the back. This means that Warriors attacking monsters with a **Wrathful** crystal from anywhere but the back will have equal crit power to a Warrior that is DPSing from behind. Note that your crit chance is lower when attacking from the side or front though.

### Tempest Aura



Applies a buff which stacks up to 50 times and, for each stack, increases your attack speed and cooldown reduction by 0,1% each. At 50 stacks, this buff gets overwritten with a stronger version that also applies 5% damage on top for 10 seconds. After the buff expires, the stacking process begins again.

Also activates Tempest Aura II for 10 seconds when Deadly Gamble is used, which is the same buff, but even stronger, with 10% damage and 7% attack speed and cooldown reduction applied on top.

### Ready Blades



On every successful Blade Draw hit, you decrease the cooldown of Scythe by 0.5 seconds. On every successful Scythe hit, you decrease the cooldown of Aerial Scythe by 1 second.

Basically, this assures that a.) your Scythe will always be up at 10 edge, and b.) that your Aerial Scythe will always be up after using 2 Scythes if you play properly.

## 2.2. General priorities

With all the skills and their functions explained, we can now categorize them and their inherent chains into five groups: Edge stackers, edge consumers, utility, special skills and PvP skills. This should clear up inherent chains to newer players and explain which skills they should prioritize over others. I

As of the awakening patch, even with an attack-speed focused build, **Warriors should never run into situations where they have to use fillers to fill the time between reaching 10 edge and the Scythe CD.** This also means that, for example, **combo attacks are completely useless in PvE now**, even when weaving them in between attacks.

**The damage dealing skills, and their inherent chains, will be listed in decreasing priority within their respective category, meaning the highest priority skill(-chain) is on top of the list, while the lowest is on bottom.**

The skills and chains are ranked by taking a compromise between their animation speeds, damage, edge generation, and general usability.

**For our edge stackers, we have:**


Main:

**Blade Draw chains:**

Blade Waltz -> Blade Draw  

Charging Slash -> Blade Draw  




(this can be altered to lower Priority if you wish to utilize Charging Slash as a Filler instead)




Combative -> Traverse Cut -> Blade Draw   

Rising Fury -> Blade Draw  



**Special cases:**

Vortex Slash -> Blade Draw  

Blade Waltz -> Traverse Cut -> Blade Draw   


Poison Blade -> Traverse Cut -> Blade Draw   

**2 Edge Fillers:**



Blade Waltz -> Rain of Blows   (if Blade Waltz is up, but Blade Draw isn't - mostly after non resets)



Poison Blade 



Combative -> Rain of Blows  

Backstab (glyphed) 


Combative -> Reaping Slash  


Combative -> Death from Above  


also works the other way around  


Torrent of Blows -> Death from Above  


**1 Edge Fillers (edge correctors):**

Charging Slash (standalone) 

Blade Waltz (standalone and not chaining into anything) 

Combative Strike (standalone) 

Torrent of Blows (standalone) 

Death from Above (standalone) 

An elaborate explanation will follow in a later section. Mind you that you can combine many of the fillers to create combos with even larger edge yields, for example:



**For our edge consumers, there is two skills:**



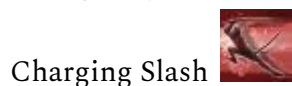
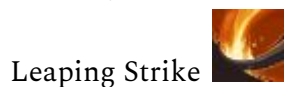
Aerial Scythe has higher priority over Scythe. In a normal fight, outside of Deadly Gamble, you usually **rotate 1 Aerial Scythe with 2 Scythes**. In Deadly Gamble, you basically rotate between each Scythe after every (extremely sped up) edge-stacking process.

**For our utility, we can list up all the skills that have considerable mobility, are I-Frames, provide Damage reduction, or have other uses for us.**

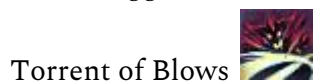
I-Frames:



Mobility:




Damage reduction/mitigation/blocks:



Rain of Blows 

Rising Fury 

Blade Waltz (in D-Stance) 

...

#### Aggro skills (D-Stance only)

Vortex Slash 

Battle Cry 

#### Enrage

Infuriate 

**Special Skills are skills that are either amazing, but fit into no other category, or are highly situational/total garbage.**

#### Ultimates:

Blade Frenzy 


#### Highly situational/ useless skills:

Smoke Flanker 


Command: Attack 

Command: Follow 

**Finally, PvP skills are skills whose usage is mostly reserved for PvP. These skills are exempt from any priority.**

Cascade of Stuns 

Staggering Counter 

Binding Sword 

Retaliate 

Combo Attack



Having categorized the skills, you should have a basis to understand the next part of this guide.

### 2.3. Edge stacking and Scythes

Now that we made it to this point, allow me to explain what edge is about. Edge is an offensive resource for Warriors that empowers their two most damaging skills, Scythe and Aerial Scythe, in **both damage and crit chance**. Those two skills are the main sources of damage of any Warrior, both together should be around 50-70% of a Warriors total damage. The rest of it falls to Blade Draw (roughly 20-25%), Blade Frenzy (depending on fight duration and boss, around 4-10%), and the Fillers and Blade Draw chainers (the rest).

To maximize the damage output of your every Scythe, you want to stack up **10 edge** before using it. In the case of Aerial Scythe, you can **and, if possible, should** use the skill at 8 or 9 edge due to the first part of the skill stacking 2 edge as well.

**But how do we go on from here? What is the most efficient, or the fastest way to get to 10 edge, while being easy to understand for an inexperienced Warrior?**

This is where the earlier priority lists come in handy. **You use your Blade Draw chains until Blade Draw is on cooldown. Should you not be at 10 edge, or, if Aerial Scythe is up, 8 edge, when this happens, you move on to using your 2 edge fillers.** If these still aren't enough to get you to 10 edge, or should you land on 9 edge (or if you can already expect that you will land on 9 edge), you move on to using a 1 edge filler to fill in the gap, **or, if you can predict this happening, use a 1-edge filler preemptively to have a 2-edge Filler up, as some of them can chain into Scythe.**

Once you reach 10 edge you use your Scythe. If your Aerial Scythe is up, you instead use the full cast of it from 8 or 9 edge, or, if you already are at 10 edge, **you can also skip the first part of the skill. I do not recommend this though, as it has high base damage and can serve as a buffer for your Blade draw chainers (mainly Blade Waltz) to come off cooldown.**

Remember though that Aerial Scythe is also able to cancel most skills (basically making it able to "chain" from anything). Therefore, it is no big deal to use it from any skill at 8 edge - in fact, as stated before, unless you are at 10 edge already, **this is the best way to use it because it is the fastest and has the highest base damage.**

**Should you not have your awakened skills yet, Aerial Scythe and Blade Waltz are cut from your priority list.** Meaning, you will "spam" Scythes and have 2 less potential BD chains. For added reference, here is the pre-awakening "meme-sheet":

<https://cdn.discordapp.com/attachments/438555146906107904/444512821137375262/warr102.png>

If you repeat these steps correctly, you should soon get a hang about how Warrior plays **outside of Deadly Gamble**. [What happens in Deadly Gamble is covered in section 5.3.](#)

## 2.4. A common misconception: “Rotations” vs “Situational Gameplay, Instinct & Priority Chaining”

Now before moving on, I want to discuss something that is a common misconception amongst many Warriors, both inexperienced and experienced ones alike.

After reading the earlier section, you might be thinking something like:

“Wait, this sounds easy! Doesn’t that mean that I can technically just spam a fixed rotation and get good results?”

Well, firstly, **no**, just because it sounds easy doesn’t mean that Warriors are easy to play. And secondly, while you can in theory create a fixed rotation that will result in you always having 10 edge at the end, this will not only make you very inflexible, but you are also wasting a lot of potential damage because you are basically throwing away any benefit that you would gain from Blade Draw resets, and following priorities on skills instead. Generally, your Edge-stacking will be slower. Because of how important Blade Draw resets are to the edge stacking procedure, unless you want to ignore each and every one of your Blade Draw resets, which you shouldn’t, no real rotation can ever be devised for a Warrior.

Technically, there is also a fixed Deadly Gamble rotation that you can use, but same as before, using it means throwing away potential damage. If you want to maximize what you get out of your Deadly Gamble uptime, you have to adapt to the situation, which means, you have to react to your Blade Draw resetting (or not).

A Warrior that learned situational awareness, and how to play by instinct and following priorities will **always** outperform a Warrior following a static rotation **heavily**, even if the latter might think he is “consistent in his results” (which, ultimately, is not true either, as crit RNG, boss RNG, the party also impact the results).

You can test this for yourself by taking out the Blade Draw reset chance glyph and practicing on, for example, the crystal in Ghillieglade between the Teraliths. You will quickly realize that while it is possible to keep up a somewhat fluid gameplay even with a “static” playstyle, that it is actually easier, more fun, and less stressful to play with situational awareness instead.

In any case, here is an example of what a “static Warrior rotation” **could** look like.





At first glance, this might look like a “stable rotation”, but **it actually is horribly inefficient** because of the amount of fillers that are used, especially those that have no chain, therefore having no way to shorten their animation. This is not even mentioning how Blade Waltz is being wasted here. So please, **DO NOT USE THIS “ROTATION” SHOWN HERE** for your own sake. **Your damage will be terribly low.**

That being said, if you haven’t yet, you need to **stop thinking about Warriors as a “rotation-based”-class**. Instead, they are a reactive, adaptive class that plays by **chain priorities**. The sooner you realize this, the better, as it will help you a lot once you hit a more advanced skill level. Now that we cleared up this misconception, and explained the basic principle of Warriors and how to DPS with them, it is time we finally get into business and discuss gear and glyphs to finally get you started.

### 3. The gear

Now that you know the basics to Warrior gameplay, it is time to check your gear and how you should go on about it. I will be covering ideal jewelry, rolls, dual options, and etchings for every purpose.

The gear needed varies depending on the healer you run with and the role you fill in. Generally, if you truly want to min-max with every possible combination, you will need to have multiple jewelry/innerwear setups.

As you might imagine, you need to tailor your gear to reach a certain amount of crit factor before you are able to play your Warrior effectively. So first, let’s talk about what the ideal crit factor numbers are supposed to be.

### 3.1. Crit factor

Before I start talking about the theorycrafting behind the crit factor choices, to the left you can find the currently accepted crit formula, which was derived thanks to several theorycrafters in the TERA community (special thanks to Ketoth for finding out and writing it down). This formula will make it possible for us to find the exact value at which our skills will reach 100% critical hit chance, provided they hit from the back.

**The crit resistance value of most bosses varies between 155 up to 210** depending on which content you do. Putting in all the values we know, you can calculate the exact numbers needed.

To understand what kind of crit factor we want to aim for, we have to understand which skills in our kit benefit the most of it and, out of these, **which ones deal the most damage**. In this case, the only skills that matter in determining the ideal crit factor are **Scythe** and **Blade Draw**, each being around 20-25% of our damage. **Aerial Scythe** can hit the crit cap even at the lowest of crit factors, and can therefore be ignored in this consideration.

Since **Scythe** gets extra crit chance when at high edges, and this innate crit chance from the edge adds multiplicatively on top of any buffs or crit chance boosts from most glyphs, skill effects (like DG) etc., **a 10 Edge Scythe has basically sextuple crit chance with the triple crit chance glyph** (or quadruple with the double).

---

**To come to a conclusion for Scythe**, the crit factor cap on most endgame bosses - **this assumes 210 crit resist factor** - sits at **a total of 224 (52+172) crit factor for all non-Castanic races**. Castanic Warriors, due to their passive, have an advantage and can go with as low as **211 (52+159) total crit factor**. Thanks to the triple crit chance glyph on Scythe, as well as the aforementioned edge crit chance boost, the total needed crit factor is

$$\%CC = 1 - (1 - X(n, G, A)) \times (1 - X(n, 1, 0))$$

or

$$\%CC = 1 - (1 - G \times (A + n) - F) \times (1 - n - F)$$

$$X(n, G, A) = G \times (A + n) + F$$

$$n = \frac{D \times I \times (B + Cf_0 + Cf)}{10 \times CR}$$

$$F = T \times L$$

$$T = \begin{cases} 1.5\% & L > 0 \\ 0.25\% & L < 0, \text{Normal} \\ 0.5\% & L < 0, \text{BAM} \end{cases}$$

A = Additional Crit Chance ( % Passives, Carving Crystal, Crackshot, ...)

B = Glyph Value of Base Crit Factor Glyph

D = Direction Modifier (1 = Front, 1.2 = Side, 1.6 =Back)

F = Level difference Modifier

G = Glyph Value of Crit Chance Glyph (Glyphs/Passives that increase Crit Chance)

I = Skill Innate Crit Modifier

L = Character Level - Enemy Level

%CC = Crit Chance

CR = Crit Resist Factor (For Current Bosses the base is 210)

Cf<sub>0</sub> = Class Base Crit Factor

Cf = Bonus Crit Factor

Ps.: There is a limit on F:  $\|F\| \leq 15\%$

surprisingly low. So low in fact, that with a mystic, you are not even able to reach a crit factor that low.

---

**As for Blade Draw**, this doesn't apply, and you can get a "measly" double crit chance out of it. **This gets boosted to x2.5 crit chance during Deadly Gamble**, because Deadly Gamble adds 0.5 to your current crit chance factors (2 becomes 2.5, 3 becomes 3.5 etc - only in Scythes case it turns from 6 to 7, as the **edge boost on it** is multiplicative).

That being said, with the addition of **Blade Waltz**, we can get some significantly better crit values on our Blade Draws now. Blade Waltz basically adds +1 to your crit chance factors. This would turn a Blade Waltz-boosted Blade Draw during Deadly Gamble to a skill with **3.5** times its crit chance.

**Still, it is absolutely not feasible to build full crit for that matter** - in fact, it is more or less absurd, and **you will be unable to hit most of the crit factor caps that Blade Draw has**.

**Blade Draw**, by itself, has a crit factor cap of +**617 (Castanic: +603)** which is **impossible** to achieve. During **Deadly Gamble**, this cap gets lowered to +**483 (Castanic: +470)**, which is still not possible to be achieved. With Blade Waltz only, the cap drops to +**394 (Castanic: +381)**. Only with **Blade Waltz and Deadly Gamble both active**, the crit factor cap for Blade Draw drops to a somewhat more realistic +**331 (Castanic: +318)**. If you were to build into this much crit factor though, you would not only completely gut your damage on Scythe and Aerial Scythe, **but also not be able to make up for that damage loss with what you gain from your fillers instead**.

**Scythe and Aerial Scythe are your main, consistent sources of damage, with Blade Draw still having a very considerable contribution, even if it doesn't crit every time.**

This is even more important as a Warrior Tank. Due to the lower crit chance from the front, the crit cap for Scythe is significantly higher. However, **due to the carving crystal actually hyperscaling with Scythes edge boost and crit chance glyph**, even Warrior Tanks can reach 100% crit chance of Scythe with "only" a total of 271 crit factor. **You also have to keep in mind that here, Blade Waltz does not add any crit chance buff to your next skills**. All of these things considered, Warrior Tanks have **huge diminishing returns** on stacking crit factor above this threshold once they hit the crit cap.

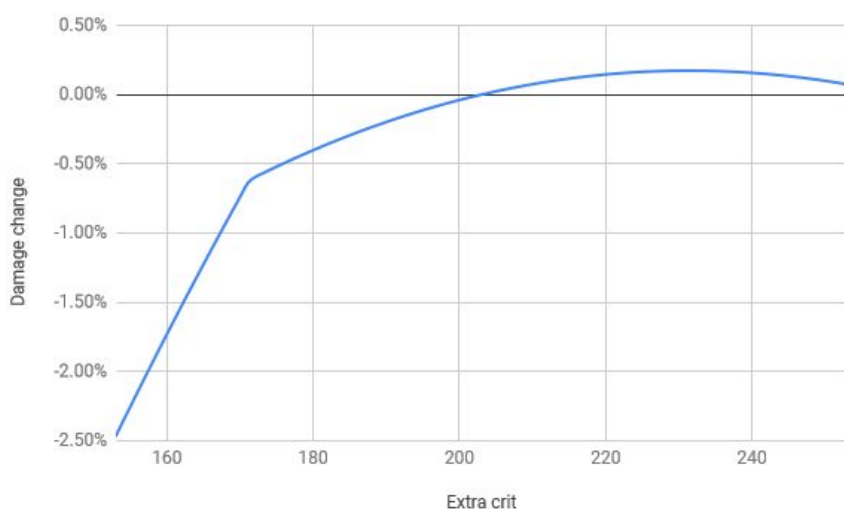
So, with all that being said, unless you play with a priest exclusively, you don't need to invest too much into crit factor on your gear, and can even drop it in some places.

---

**However, regardless of the theory behind all this**, it is still possible to go with higher than usual crit factors. One reason behind this is to use Scythe with less than 10 edge if you are inexperienced and any other decision making or option would take too much time for you, so that Scythe will crit even with less edge, since, the lesser edge Scythe has, the lesser crit chance it has, as can be derived from the adjacent table. Note that this only applies to **SCYTHER**.

| Edge  | Crit chance mod |
|-------|-----------------|
| 0 - 2 | 1.00            |
| 3     | 1.09            |
| 4     | 1.22            |
| 5     | 1.35            |
| 6     | 1.48            |
| 7     | 1.61            |
| 8     | 1.74            |
| 9     | 1.87            |
| 10    | 2.00            |

**The other reason may be to, even with everything said above in mind, still build a bit more into Blade Draw's damage.** Blade Draw, with good gameplay and good resets, can outright **outperform Scythe's** damage at times. Since Blade Draw has no 100% crit chance, but still a higher crit chance than on other skills without glyphs, it benefits more from higher crit factor numbers to deal more overall damage. Assuming endgame Warrior gameplay, it is possible to derive an approximate sweet spot at which you gain the most out of your Blade Draws, and, followingly, your overall damage, while not going overkill on Crit Factor, thus butchering your damage from safe crits.



*The adjacent graph shows the damage variation of different crit factor numbers at a current crit factor of roughly +201, assuming endgame warrior Hits per Minute (100+ Blade draw). From it, it can be derived that, with optimal gameplay, the recommended crit factor number is roughly ~+227. (thanks to Roukanken)*

Note that this Graph however changes depending on the damage contribution of your overall skills. **It is therefore to be taken with a grain of salt.** To calculate an average value which can be recommended, I looked over the average damage contributions of:

- a.) Safe crits (which ended up in roughly 50-55%)
- b.) Blade Draw which ended up in roughly 20-25%
- c.) Blade Waltz which ended up in roughly 10%
- d.) Fillers, which made up the rest.

This resulted in roughly +210-230 as a good crit factor number, with only minor damage variation between those.

However, mind you that the higher your overall power is, the more powerful crit factor gets as well in comparison. On the other hand, the Level cap increase in the Level 80 Patch causes players to inherently crit more often against monsters if the player has a higher level than them. **Ultimately, this means that the crit factor which is optimal for you depends a lot on your gear, your level, your playstyle, etc.**

If you want to look more into what is the best number for you personally, Roukanken made a calculator for this:

[Crit vs Power Calculator by Roukanken](#)

### **So, to conclude:**

**You should run with at least +180 crit (this includes active A-Stance) in any case so you are above the crit factor cap of Scythe, which allows you to fully utilize the most consistent damage skills in your kit already. From there on, it is up to you if you want to go for more, depending on how good you are, how good your gear is etc.**

With Blade Waltz's buff, a crit-focused build can reach very high crit rates on Blade Draw, which, if utilized properly, can out-damage your scythe and even Aerial Scythe depending on resets, giving you a noticeable damage boost.

**At level 65, Blade draw reaches a ~75% crit chance with roughly +210-230 crit factor. If you are already a good warrior that gets a decent damage contribution on Blade Draw (over 20%, preferably even 25%), it is fine to go for higher numbers.**

However, there is a little change when considering the Level 70 Update (Patch 80).

Due to massive power-creep and power-stat inflation introduced from relics/halidoms, skill advancements, infusions etc., it is possible to stack so much power that mathematically, stacking crit factor would prove more beneficial in comparison.

It is hard to pinpoint the "optimal" crit factor for every skill level and every character level, use the calculator above if needed instead. **But to keep it simple, at Level 70 and with average endgame player damage contributions on skills, as well as best in slot gear, the "optimal crit factor" goes up to +260-275 on bosses that are 3 levels above them, and goes more towards +250 for bosses that are at lower levels.**

### **Finally, Warrior Tanks, and for them, the conclusive answer is simple:**

It depends on your total power. If you can reach 350 total power with a pounding crystal, it becomes better than a carving crystal build due to diminishing returns on power.

**So, if your total in-combat power is below 350 (so 58+292), go with +208-219 crit factor and a carving crystal.**

However, if you can reach +260-280 crit factor while still having more than 350 total power, you should go for a double pounding setup instead.

With this information, we can now begin to roll our gear accordingly.

## 3.2. Gear stats

In this section, I will show you the optimal gear stat choices for both DPSing and Tanking as well as alternatives for niche content (for example, slaying).

**Your jewelry choices do not matter as long as you can hit the aforementioned crit factor cap. However, you should still plan out on which jewelry/innerwear you plan on using, mainly if you don't want to use a lamb bulgogi or play with a priest, as this will require you to invest more into crit factor-focused variants of gear.**

### Weapon:

#### Top-Line:

Decreases skill cooldowns by 7,2%.

Increases damage by 9,3% when attacking enraged monsters. (no longer recommended. See below.)

#### Bottom-Lines:

Increases damage by 9,3% when attacking enraged monsters.

Increases damage by 6,9% when attacking monsters from behind. (when DPSing)

OR

Increase damage by 8,6% to the target with the most aggro toward you. (when tanking)

Decreases skill cooldowns by 7,2%.

Increases damage by 6%. (drop if no 4th stat)

### Etching:

Energetic

#### Crystals (DPS):

Focused

Bitter

Savage

Pounding/Slaying

#### Dyad effects

Poisedly for non-slaying runs

Resolutely for slaying runs



#### Crystals (TANK):

Focused

Pounding/Slaying

Wrathful

Carving/Pounding (see above)

---

## Chest:

### Top-Line:

Increases damage of Blade Draw by 10%. /  
Decreases cooldown of Blade Draw by 10%.  
(only for inexperienced players, see below)

### Bottom-lines (DPS):

Decreases damage taken by 6%.  
Decreases damage taken from frontal attacks  
by 6,9%.  
Decreases damage from enraged monsters by  
10%.  
Raises max HP by 8%. (drop if no 4th stat  
available)

### Bottom-lines (TANK):

Decreases damage taken by 8,7% from the monster with the most aggro toward you .  
Decreases damage taken from frontal attacks by 6,9%.  
Decreases damage taken by 6%.  
Decreases damage from enraged monsters by 10%. (drop if no 4th stat available)

## Crystals:

Hardy Niveot x4

## Slaying:

Hardy Niveot x3  
Resolute Niveot

### +9 Stormcry Warrior Cuirass



Lv.437  
/437

For Warrior

For level 65 or above

Soulbound to 'Assazinchen', Can be liberated 1 times  
Cannot trade, No sale value, This item can't be stored in  
the guild bank.

Defense modifier 14,669 (+1,320)

Raises max MP by 702.

Raises max HP by 8%.

Decreases damage taken by 6%.

Decreases damage from enraged monsters by 10%.

Increases Crit Resist Factor by 30.

Increases Power by 22.

Increases Endurance by 6.

## Dyad effects:

Glistening  
Brutally (see upcoming section)

## Perma-Enraged (Vergos Ph. 4)

Hardy Niveot x3  
Poised Niveot

## Etching:

Grounded

---

## Gloves:

Increases Power by 5.  
Increases Crit Factor by 9.  
Increases Attack Speed by 2.25%.

## Etching:

Energetic

### +9 Stormcry Gloves



Lv.429  
/429

For Warrior, Slayer, Archer, Valkyrie, Reaper

For level 65 or above

Soulbound to 'Assazinchen', Can be liberated 1 times  
Cannot trade, No sale value, This item can't be stored in  
the guild bank.

Defense modifier 11,002 (+990)

Increases Crit Factor by 12.

Increases Attack Speed by 2.25%

Decreases damage taken from crits by 15.0%.

Increases Power by 19.

Increases Endurance by 21.

Increases skill damage by 3%.

**Boots:**

Increases Endurance by 4.  
Increases Movement Speed by 6%.  
Replenishes 2% of total MP every 5 seconds.

**Etching:**

Grounded

**Rings:**

Increases Power by 4  
Increases Crit Power by 0.04 (use if you still have it!)  
Increases Crit Factor by 4

**Crystals:**

Powerful/Keen Vyrsk, depending on how much crit factor you have or need.

**Etching:**

Pumped or Keen, depending on how much crit factor you have or need.

**Earrings:**

Raises max HP by 4%.  
Increases Endurance by 4.  
(Decreases duration of stun effects by 10%, highly situational)

**Crystals:**

Powerful/Keen Vyrsk, depending on how much crit factor you have or need.

**Etching:**

Pumped or Keen, depending on how much crit factor you have or need.

**+9 Stormcry Boots**



For Warrior, Slayer, Archer, Valkyrie, Reaper  
For level 65 or above  
Soulbound to 'Assazinchen', Can be liberated 1 times  
Lv.429 /429 Cannot trade, No sale value, This item can't be stored in the guild bank.

Defense modifier 11,002 (+990)  
Increases Movement Speed by 13%.  
Raises max HP by 4%.  
Increases Power by 22.  
Increases Endurance by 6.  
Increases Crit Resist Factor by 24.

**Pumped Entropy Ring**



For level 65 or above  
Soulbound to 'Assazinchen'  
Lv.341 /341 Cannot trade, No sale value, This item can't be stored in the guild bank.

Attack modifier 753  
Raises max MP by 178.  
Increases Endurance by 4.  
Increases Power by 23.  
Increases your healing skills by 245.  
Increases PvP Defense by 4.

**Pumped Entropy Earring**



For level 65 or above  
Soulbound to 'Assazinchen'  
Lv.341 /341 Cannot trade, No sale value, This item can't be stored in the guild bank.

Defense modifier 985  
Raises max HP by 8,698,  
Increases Attack Speed by 2%  
Increases Crit Resist Factor by 44.  
Increases Power by 17.  
Increases PvP Defense by 4.

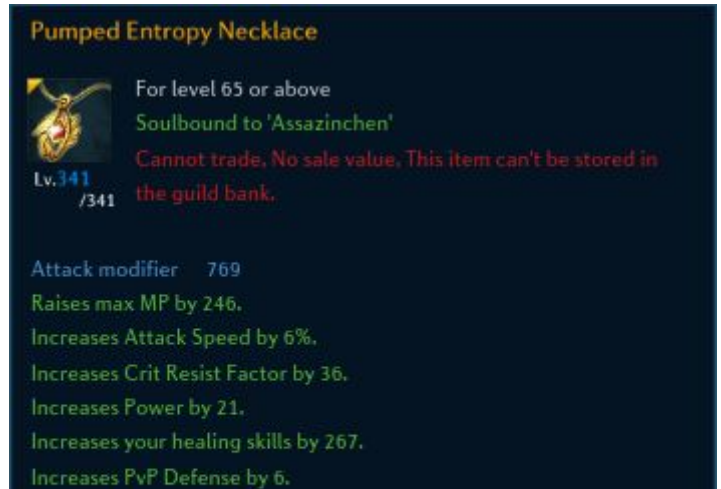


**Necklace:**

Increases Power by 4.

**Etching:**

Pumped or Keen, depending on how much crit factor you have or need.



**Circlet:**

Increases Power by 4. / Increases Crit Factor by 8.



**Brooch:**

Increases Power by 3.  
Increases Crit Factor by 6.

**Etching:**

Pumped or Keen, depending on how much crit factor you have or need.

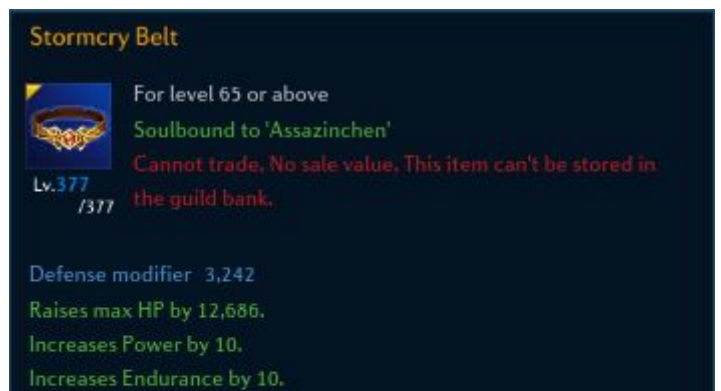


**Belt:**

Increases Power by 3.  
Increases Crit Factor by 6.

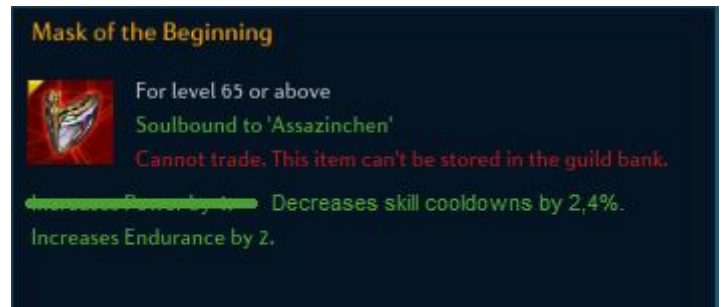
**Etching:**

Pumped or Keen, depending on how much crit factor you have or need.)



## Mask:

Decreases skill cooldowns by X%.  
Increases Endurance by X. (static stat)



---

**That covers all the gear stats, but** before we move on, let's answer some frequently asked questions in regards to some of the choices.

### **“Why do I need a glisteningly Dyad?”**

*Because even one glisteningly Dyad is able to completely sustain your mana consumption by itself. Even if you have only one of those in your chest, you can proc its effect up to 4 times.*

### **“Why should I use energetic etchings? Can't I use pumped etchings on my weapon/Gloves?”**

*While you can technically use pumped etchings as well, it will play less smoothly and slower. Also you might run into problems with your Deadly Gamble buff alignment, because 2 energetic IVs account to 6% CDR. Lastly, you have to remember that while you can get Power from many other sources, you can't so with attack speed or cooldown reduction without making massive sacrifices.*

### **“Which jewelry etchings should I use?”**

*It all depends on how much crit factor you want to build and how much you need.*

### **“Why should I use brutally hardy niveots?”**

*Because some bosses can be staggered (Manaya, Malgarios, RK9), and those staggers also count as a knock down. In that time, you will deal more damage than usual.*

### **“What if I want to play on a slaying setup?”**

*In that case, as already mentioned, exchange your pounding crystal for a slaying one and one of your hardies with a resolute crystal. If you have resolutely dyads for your weapon, use these as well.*

*Also, you should aim for a bit more crit factor because of how the slaying crystal works - it only procs when you crit. Exchanging your vyrks for keen vyrks or swapping out your innerwear should be enough.*

### **“Are there any alternative rolls? I have seen Warriors using Cooldown reduction as a top stat on their weapon, or Blade Draw CDR as a top stat on their chest!”**

*There are and they may be viable in their own way. I will go over the relevant ones in an upcoming section.*

**“Which pieces of my jewelry should be crit, which should be power? Should I go full power?”**

*A pretty important point that came up since both Dean and me kept getting asked stuff regarding crit factor. I already mentioned it before, but let me make this clear again: **You can use ANY COMBINATION of jewelry as long as you reach the crit factor cap for Scythe, which we established to be +159 for Castanics and +172 for other races. Which parts you exchange to reach those numbers DOES NOT MATTER. The pieces that I have shown are those that I personally use because I just happen to have them. JUST. REACH. THE. CRIT. CAP. AS OF PATCH 75, YOU CAN EVEN SWITCH JEWELRIES TO THEIR RESPECTIVE CRIT/POWER COUNTERPART WITHOUT LOSING ETCHINGS ON THEM, IT ONLY COSTS GOLD.***

**“What are your thoughts about the Attack speed overline roll?”**

*In my opinion, even when playing with a Canephora potion, using an attack speed roll on the weapon is a rather suboptimal choice. The extra attack speed can't really make up the lack of damage from picking it over the extra damage on Enrages, which are a Warrior's main source of damage. Moreover, especially if you play with a Bravery potion instead, you will run into massive bottleneck problems with your skills outside of Deadly Gamble, and, with low ping, are unable to do fluid Deadly Gamble chains without having bottlenecks. Also, due to the meta shift to Double CDR, **you will lose Deadly Gamble uptime**, which is important nowadays.*

### **3.3. CDR vs. Enrage overline on Weapon**

As implied before, nowadays, many warriors, particularly top-tier ones, prefer to use the Cooldown reduction roll instead of the enrage-damage roll on their weapon. This option can be theorized a lot, but for the sake of keeping it simple, a Warrior's decision to take the CDR roll over Enrage comes from either wanting to have smoother and more forgiving edge stacking processes, **have easier/stronger Deadly Gambles with less fillers, or because their fights have just the right duration that using the CDR roll would give them (significantly) more Deadly Gamble uptime over when they used an Enrage top line roll.**

**The most relevant differences are the changes to Deadly Gamble. Outside of it, the differences are negligible.** However, since Deadly Gamble is where most of a Warrior's damage comes from, people have chosen to opt for this roll over Enraged Damage. It should still be said that by just **rolling an extra CDR roll will, you will not be able to unleash more Aerial Scythes, Blade Waltzes etc. in the same amount of time. The difference comes in the usage and optimal playstyle of both the rolls. Double Enrage** is only effective if you use your **Deadly Gambles** during an **Enrage Phase**, which can happen inconsistently, depending on the party and the fight itself. **Double CDR** however allows you to use your **Deadly Gamble** more freely, **and also cuts down filler usage in it, particularly within the Tempest Rush II buff timeframe.** It essentially allows you to utilize Blade Waltz much more freely, if not use ONLY Blade Waltz to chain into Blade Draw during Deadly Gamble - more on that in the advanced sections.

**To put this further into perspective, even if you used Deadly Gamble off cooldown regardless of your setup, the difference on Deadly Gamble between using Double CDR rolls or not is roughly 9 seconds.** This means, with the correct fight duration, you might be able to fit in just another Deadly Gamble depending on how long the fight lasts. **Is it worth it? Yes.** The advantage of using Deadly Gamble off Cooldown with a double CDR setup is that it will, most of the time, align with your Crit Power Dragon buffs. You will also push the boss into enrages faster, resulting in marginally higher party DPS at the cost of **temporarily** lower personal DPS. However, if you manage to squeeze out more Deadly Gamble uptime, it will easily even out, particularly when the fight is long enough for your brooch to come off cooldown (where you will be able to sync it up to your Deadly Gamble almost always). **And this is where the Double CDR setup causes significant differences in Hits per minute compared to the double enrage setup.**

**In most endgame fights today, double CDR setups trump Enrage because of the rather long fight durations** and the addition of masks allowing for even more building into this stat, decreasing the cooldown even further. And, even in a, for example, “shorter” fight of roughly 3 Minutes 30 seconds, the double CDR option would have allowed for an extra Deadly Gamble when used off cooldown, **whereas the double enrage one would not. As said before: when using double enrage rolls, you want to use it only in enrages, whereas with double CDR, your overall Deadly Gamble uptime is more important.**

Ultimately, Double Enrage, nowadays, is only really an option for more inexperienced or casual players. **I recommend even now to simply switch to double CDR as early as possible.**

One more thing to keep in mind are Warrior Tanks. In this scenario, CDR actually gives an even more significant advantage because due to Warrior Tanks playing a lot with **block cancelling**, they stack edge faster and use up their skills faster than a Warrior DPS. Also, it **decreases their Infuriate cooldown significantly, and an extra Enrage phase can boost the DPS of the entire party, including the Warrior Tank himself, offsetting the damage loss from not taking the extra Enrage roll.** Ultimately, double Enrage nowadays is **completely unviable** for Warrior Tanks.

### **3.4. Blade Draw CDR vs. Blade Draw Damage overline on Chest**

Another unusual choice is taking Blade Draw cooldown reduction over Blade Draw damage as the chest top roll.

Before Blade Waltz existed, using this roll allowed you to smoothen out chains in Deadly Gamble if Blade Draw did not reset before a Scythe - and it still has the same function. However, because Blade Waltz has a **huge** window in which it can chain into Blade Draw, this advantage has lost a lot of its value. We also have to consider that thanks to the awakening, Warriors have gained another 10% extra chance to reset their Blade Draw. If you consistently can reset your Blade Draw - which, admittedly enough, is RNG dependant,

Blade Draw Damage outperforms Blade Draw Cooldown Reduction. **On top of that, playing with this stat will cause even more cooldown “desyncs” between Blade Draw and Blade Waltz, as these Skills share the same base cooldown.**

**Any experienced Warrior should have no need of this roll.**

However, there is one positive side to the Blade Draw Cooldown reduction roll as well: **Blade Draw CDR is very well suited to learn your Warrior, as it is more forgiving to play.**

In essence, taking the Blade Draw CDR roll gives you just very small advantages in the smoothness of your chains, as if you don't reset, your Blade Draw will be up earlier. This is true both in and outside of Deadly Gamble - **the latter is only relevant however only if you utilize the double Enrage setup.**

You could argue that if you counted out any RNG, Blade Draw CDR would allow you to stack Edge faster, because in theory, you can get out more Blade Draws than you could with the other option, and that this quickened edge stacking is the advantage over the other roll. In practice, both rolls **can** perform almost equally well, and the discrepancies between them both come down largely to RNG. As said before, **if you are using a double CDR setup or are already experienced with your Warrior, you will not need this roll.**

Final conclusion, **go with Blade Draw Damage in any case, unless you are very new and still learning stuff, or playing a double enrage setup.**

With this, we can conclude the gear section, and we can move on to the glyphs.

## 4. Glyphs and Talents

Counting in all the earlier discussed topics, skill priorities and gear rolls and stats, the glyphs are pretty straight forward. This section assumes you have all Master glyphs available. **If you don't, do Macellarius Catacombs and Sabex Armory as well as Island of Dawn and Guardian Legion Missions to get them all ASAP.**

### 4.1. A-Stance

For our A-Stance glyphs, we want to boost our most damaging skills as much as possible and we want our edge generation to be as quick as possible. Furthermore, we want as much uptime as we can have on Deadly Gamble. The leftover glyph points will be used for survival and extra buffs from our Evasive Roll. The final result should be **this glyph build.**



The only glyph that you may consider switching away from is the Backstab Cooldown Reduction glyph, which you could put into the Death From Above Endurance Glyph, or the Combative Strike HP-cost reduction glyph (if you have a bad healer) for example. Generally, switching off of these is not recommended in any way though.

### 4.2. D-Stance

Most of the logic behind the glyph choices for Warrior DPS also applies to Warrior Tanks. However, due to them not using Backstab, as well as them having the Tank role, which, regardless of their function as a more DPS-oriented Tank, is a supportive role, there are some differences.

**The following glyph build is the base glyph build for Warrior Tanks without variations.**



**This leaves us with 5 leftover points.**

We do not need any aggro glyphs, as they barely affect the overall aggro generation of Warrior Tanks, and because we have 2 skills that let us take back and guarantee the aggro for 5 seconds. **In essence, Warrior Tanks can use an “aggro shout” almost as often as Lancers can.**

The only - **at first glance** - “viable” options seem to be the Cross Parry, Vortex Slash Speed, Lingering Combative Strike, Death from Above cooldown Reduction and the Charging Slash Powerlink. There is an issue with some of these glyphs however.

..

**The Cross Parry glyph does not add 15% of your total power,** but only your base power - **making it a measly 9 power at a 30% proc chance,** at the cost of 4 glyph points. **The value of this glyph is often overestimated because of this.**

Vortex Slashes’ casting speed is also **too expensive for its limited usage** - Vortex Slash, for very good Warrior tanks, is used less than a handful of times per fight. Even more so for Warrior Tanks who have more inherent (if situational) Blade Draw chains.

This only leaves the Charging Slash, Death from Above and Combative Strike glyph. **Personally, I use the DFA CDR and CS Duration glyphs because, even more so for D-Stance Warriors, Combative Strike deals a pathetic amount of damage at this point, with the introduction of Blade Waltz pushing it even more behind.** These two glyphs add considerable QoL to Warrior Tank gameplay, as the CS helps with the effect being resisted, and DFA adds survivability plus more speed-procs, which Warrior Tanks don’t have by themselves.

### 4.3. Talents and EP

With the addition of the Talent system, Warriors were granted yet another way of amplifying their skill effects to, ultimately, boost their damage. However, in comparison to other classes, Warrior’s talents are pretty straight forward and, almost to say, underwhelming.

This makes it pretty easy to pinpoint which Talents to focus on.

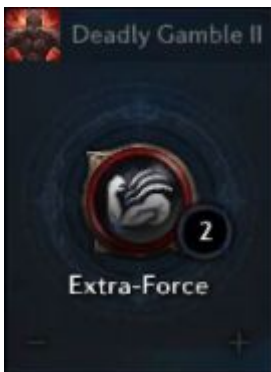


For our first, and highest priority Talent, which you should always put points into when available, we have mighty attack, a flat power boost. It has the highest priority of all other talents due to it being active over the entire fight, unlike the Deadly Gamble Talents which are only active temporarily after using Deadly Gamble.



The second highest priority goes to Deadly Gamble's force Talent, as it grants an additional power boost during Deadly Gamble that can, at a random chance, stack up **AND "REFRESH" itself, making it possible to carry this buff over for a while after Deadly Gamble has ended. Since a higher chance of gaining a stack means more chances to "refresh" the buff, this has a higher priority than the Extra-Force Talent, which requires this talent to be at a certain Level regardless.**

---



After you have maxed out these two talents, you should focus on maxing out the Extra-Force talents to give you more headroom for the Power buff that Deadly Gamble grants. Essentially, with this talent maxed out, and with good RNG, you can reach uptimes of around 50-60% with the Force buff.

**After you have maxed out these talents, the choice on what to take next comes down to your personal preference.** That being said, there is still only a limited number of talents that is viable to put any points into. **Just keep in mind to NEVER GO for EP DAMAGE talents, as their damage scaling is horrible and will do literally nothing to help with your overall damage.**

Here is a little list of other viable talents, sorted by usefulness:

**Very useful:**

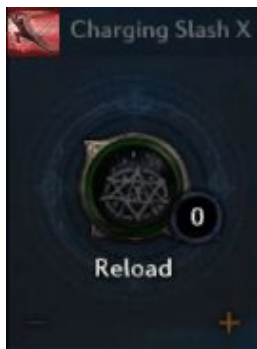




**1 point to get good use out of these:**



**Situationally useful:**



**D-Stance specific:**



## 5. Advanced Warrior knowledge

From this section onward, we will assume that you now have a general understanding on how Warriors function and how to apply their basic playstyle in practice. We will now expand upon those basics by simplifying the edge stacking process, and giving you hints, tips and tricks for common situations to help you maximize your own DPS, and in conclusion, master your Warrior to a point where you are able to improve yourself on your own.

## 5.1. Simplifying the edge-stacking Process

This is the part where we will elaborate the earlier priority chains even further by adding situational context into them. From there on I will introduce you to a little trick you can use to help yourself with your Edge-management.

As we have already established, to play our Warrior efficiently, **we want to reach 10 edge as fast as possible**. Let's assume we have a sandbag and we are at 0 edge. We have Blade Draw up and Aerial Scythe up, so we will start with our best possible chain.



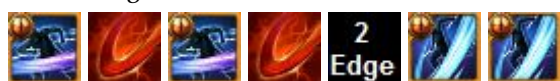
Already at this point, we can have two possibilities of how we will continue, which one we choose depends on whether or not Blade Draw resets. At a 60% reset chance, it can be assumed that Blade Draw will more than likely reset, so we will continue with the next best Blade Draw chain available.

**Generally, you should always go for the highest priority chain, and in this case, keeping the second cast of BW would also cause it to go on cooldown at the start of the next Edge-stacking phase, making it unavailable then.**

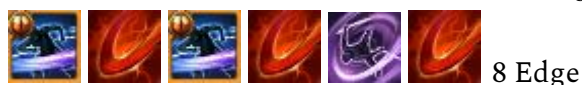
So now we are at this point.



From here on out, we only need 2 Edge to be able to use Aerial Scythe. It would look something like this:

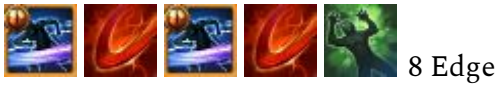


And depending on whether or not our Blade Draw resets, we have multiple options for this scenario as well. If it resets, then **IN THEORY**, the “best” option would be, if you have it available, Vortex Slash, as it is the best 2-Edge chain DPS wise.

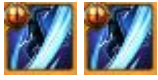


**For inexperienced players however, this might not be perfectly true. I will explain why later on.**

But given the nature of RNG, we assume that this time, it won't reset. In this case, **since we are at an even number of edge, we would move on to using our 2 edge fillers**. In our priority list, the highest priority 2 Edge Filler is **Poison Blade**.



From either scenario, we can just use the full Aerial Scythe to get to 10 edge and unleash a 10 edge Aerial Scythe from there.



This is an ideal scenario. But again, **given the nature of RNG, and human error**, this can also go different. **Assuming that instead of Vortex Slash, we (accidentally) used Charging Slash and landed at 9 Edge, what would be the best option?**

**After some further testing testing with the animation speeds**, I came to the conclusion that actually, the fastest way to get off your Aerial Scythe efficiently in this situation **is to use a full cast of it** instead of using a 1 Edge Filler and skipping it to the second hit directly.



The reason for this is that, surprisingly, **the animation speed of a well timed full Aerial Scythe is actually faster** (by roughly 3-5 frames) than for example Combative Strike -> Skip Aerial Scythe. Plus, you keep that Filler off cooldown.

But let's go even further. What if even after the first Blade Waltz -> Blade Draw, we didn't get any reset? Let's assess the situation.

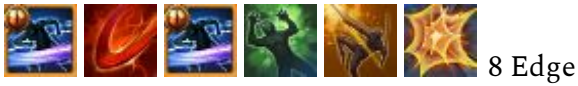


**Our current situation is that we are at 3 edge** - an uneven number of edge. We have all of our 2 edge fillers up, but if we used them wildly now, we would either land at 9 edge, one edge too far of our sweet spot, or at 7 edge, which is one edge too short. We do not want that to happen. We have to use one of our Edge correctors. We can do this either at 7 edge, or right before we use our 2 edge-fillers.

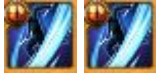
Given that we just used Blade Waltzes' **FIRST** cast only, and that Blade Waltz by itself stacks 1 edge, the best option would be to use it now.



From this point, we just fill the gap to 8 Edge with our 2-Edge-Fillers.



And we use the full Aerial Scythe.

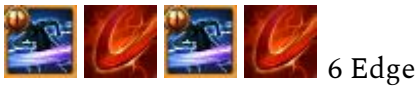


The same rules apply for Scythe. Only that here, we have to reach 10 instead of 8 Edge, meaning, we might need another filler or chain.

Let's assume we start the same way as we did before.



And let's assume at first, that we get a Blade Draw reset. We have Blade Waltz still up, so it is our next best priority chain.



Now let's assume we didn't reset Blade Draw. The next thing we would do look something like this:



Following our priority list, the finished procedure would look like this:



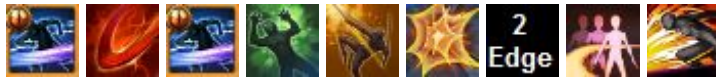
If we get no Blade Draw reset, the principle stays the same. We will be at 3 edge.



So we will use our next best "Edge-corrector" to get to an even number of edge. From there on we just need 3 2-Edge-Fillers.



Here, we get into a bit of another special case. After Rain of Blows, the only available fillers **do not chain** into Scythe. We will use a roll to combat this problem (and also cancel out the animation of either chain a bit).



And, following our priority list, the next best available 2-edge-filler is Backstab. The finished product will look something like this.



These are the **easiest** - or rather, the **most easily controllable ways to stack to 10 edge** from there on. However, DPS-wise - as can be deduced from the priority list of fillers - it would be smarter to use the Blade Waltz to boost the most damaging filler and then fill the gaps through other means. In this case, you would use Rain of Blows as that filler. Especially with the Level 70 patch, where Rain of Blows, in A-Stance, will have the same crit chance as Blade Draw, this will be quite significant. Also, by changing around the order of fillers in a way that the last filler always chains into Scythe, you omit the need of a roll at the end. The altered “optimal” combo **could** look more like this:



**The same can be applied to Aerial Scythe on a non-reset scenario.**



**So, in essence, we can simplify all the situations into multiple scenarios which change depending on our Blade Draw resets and which Scythe we are about to use.**

### Aerial Scythe

We have to remember that a.) the first part of Aerial Scythe stacks 2 edge and b.) that Aerial Scythe can cancel other skills, **including the first part of itself.**

No reset:

We have 1 Blade Draw chain, and need 1 Edge corrector and 2 2-Edge-Fillers.



1 Reset: We have 2 Blade Draw chains, and only need one 2-Edge-Filler.



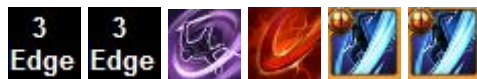
2 Resets: We have 2 Blade Draw chains, and we have 3 options. **We can treat this the same way as a 1-reset-scenario**, we can use Vortex Slash if it is up, or jump to 9 edge and use Aerial Scythes full cast from then. This situation is why Vortex Slash was earlier marked as “special situational” chain. **In case Aerial Scythe is not up when at 8 edge, you might need to use fillers and maybe skip the first part of it. This should however not happen under any circumstance, if it does, chances are you used Aerial Scythe too early.**

The common situations are these:

Normal Situation:



If Vortex is up:



## Scythe

We have to remember that Scythe can also chain from **Evasive Roll**.

No reset:

We have 1 Blade Draw chain, and we need 1 Edge corrector and 3 2-Edge-Fillers. We **may** have to use an Evasive Roll to chain our Scythe.



1 Reset:

We have 2 Blade Draw chains, and we only need 2 2-Edge Fillers. The easiest scenario.



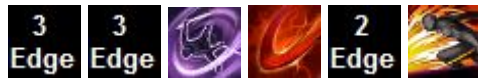
2 Resets:

Same as with Aerial Scythe, we have 2 Blade Draw chains. If Vortex Slash is up, we can use it and then only need another 2-Edge-Filler to do our Scythe. If not, we use another Blade Draw chain and an Edge corrector, with a possible Evasive Roll to chain into our Scythe. There is also another option that involves the usage of Poison Blade in a Blade Draw chain, however, **this is usually not recommended as it deprives you of one filler in your next Scythe stacking procedure.**

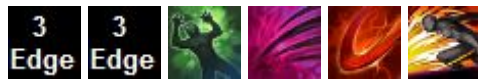
Standard scenario:



If Vortex is up



Poison Blade > TC > BD Alternative (risky, see above)

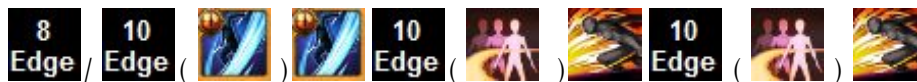


The problem with all double reset scenarios is that if you use another Blade Draw chain, **and you are inexperienced**, you run into a risk. If you are at 6 edge, particularly in Aerial Scythe's case, and have Blade Draw up, using that Blade Draw will run you into the risk that if you don't reset Blade Draw. If you aren't experienced yet, this might throw you off. Some might think that for the sake of consistency or simplicity, it might be better at this point to just follow the 1-reset-scenario. **However, experienced Warriors should be able to get the hang of it even if they don't get a reset and be able to fill the gaps until Blade Draw is up again.**

**Warriors have enough fillers to bridge any gap that comes up if Blade Draw doesn't reset, regardless of when it doesn't.**

Putting out the situations over multiple Scythe usages, we have a general rule of thumb for the greater scheme of things:

1 Aerial Scythe, 2 Scythes.



As we just discussed however, there might be situations where your Blade Draw is not up at start, **mostly if after a second Blade Draw reset it doesn't reset again**. Depending on Blade Draw's cooldown (and/or how fast you are), this alters the order of skill usage, while the priorities stay the same. Basically, you use fillers until BD is up.

If we don't have Blade Draw up for another ~3 seconds or so, it could look like this:



...or...



And this only applies to non-Deadly Gamble time. With Deadly Gamble active, we have a much faster edge-generation, which makes for another bunch of possible situations depending on our resets. **We will go over this in detail in 5.3.**

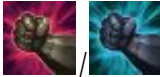
However, this is all just theory. **In any real boss fight, where you also have to deal with mechanics, the priority of your chains might always change depending on the situation.** If you are for example at 6 edge, but far away from the boss since you did a mechanic, **you will likely use Backstab over anything else to get to the bosses' back quickly.**

Apart from your own RNG, there is Boss RNG, mechanics and also **human error** to deal with. The latter of which happens a lot to even the best Warriors and is nothing to be ashamed of. You can train to limit its impact upon your playstyle.

What I want to say in this entire section, particularly with the last shown example where your Blade Draw might not be up at start, is that you have to **not just rely on certain situations to happen.** You have to learn to **adapt to any situation that might happen,** and act reactively in your decision making. Regardless, reading this section should have given you a much clearer understanding about how you can go on when you run into certain situations and/or Edge numbers, and help you manage your edge much easier and quicker.

## 5.2. Before you start the fight...

To maximize your potential, you need to be well prepared as well. How you initiate any fight depends both on your party and how you want to go about the run, whether or not you want to slay the boss or not, and how many consumables you want to spend.

First, make sure you have your **stance**  **on before every fight.** There exists a bug since ages which causes you to sometimes lose your stances effect **after resetting a dungeon. So whenever you enter a dungeon, make sure that you have your stance active.**

After that, use whichever consumables you want to use. The very basis is to use at least a **Nostrum and a Bravery potion.** After that, consumables become more optional, with some of them being mostly for the purpose of tryharding (or, well, if you are used to them).

### Mandatory:



<- provides overall Damage boost, Cooldown Reduction, Mana regeneration etc.



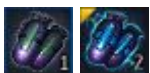
<- Damage boost and Attack speed. It is easy to come by and there is no excuse to not use one!

### Alternative to Bravery:



\*

### Highly recommended:



<- much more raw Damage



### Optional:



<- more Attack speed during bursts (DG), which translates into better HPM



<- more crit factor and Attack Speed



<- more raw Damage



\*A commonly asked question at this point is whether Canephora or Bravery is better. There is no definitive answer, as both have advantages over each other in their own way. Canephora generally yields higher damage numbers as it has a higher damage percentage modifier. However, **Canephora is more unforgiving to play in literally every way**, making it only recommendable if you know what you are doing. **If you have very bad reset RNG during Deadly Gamble, or mess up, you could lose one Aerial Scythe per Deadly Gamble, for example.** To make full use of a Canephora potion, you would optimally need to start every Deadly Gamble with a pre-stacked 8 or 10 edge which you then instantly unleash into an Aerial Scythe after using Deadly Gamble. A Bravery potion, in that regard, is much more forgiving.

**Remember to adjust your crit factor for your healer (and whether you are using lamb bulgogi or not).**

**Check your Cooldowns on your Brooch, Blade Frenzy, and Deadly Gamble.**

Finally, wait for your party to get ready.

**As a DPS**, let the Tank aggro the boss first, then use your backstab to get to the bosses' back.

**Unless you have Traverse cut prestacked, use   without chaining into Blade Draw, and then pop Deadly Gamble, your Brooch and, if you are using it, your Dark Root Beer.**

If you are still playing with double Enrage - **which I DO NOT RECOMMEND** - and you are using a second weapon rolled with double CDR to cut the cooldown of the first Deadly Gamble, you will have to use Deadly Gamble and then switch to your actual weapon while running in.

You will start off at 2 edge.

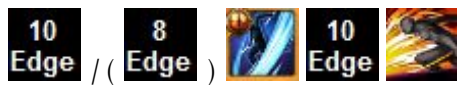
**As a Tank**, engage the boss as quickly as you can. **DO NOT USE BACKSTAB. Use Vortex Slash**, then **Infuriate** the boss. Doing so will give you massive amounts of aggro. **Use Combative Strike, and if you haven't prestacked it, Traverse Cut without chaining into Blade Draw.** Pop your Deadly Gamble, Brooch, and, if you are using it, your Dark Root Beer.

### 5.3. Maximizing Deadly Gamble

Since we are ready to start a fight, this is the perfect opportunity to talk about Deadly Gamble, our class specific buff. It is the main source of damage, and in it, the priorities we learned earlier are altered. As we know, Deadly Gamble **doubles the edge generation from Blade Draw and Rain of Blows**. This opens a bunch of possibilities.

The general rule is still the same, except, while in Deadly Gamble, our Aerial Scythe cooldown **is low enough that we can now alternate between one Aerial Scythe and one Scythe**.

So, it would look like this:



In Deadly Gamble, because of how fast Edge generation is, and how fast cooldowns are up again, it is generally better to stack to 10 Edge and use Aerial Scythe from there always - and, unless for specific circumstances, always use the full cast of it. Only if you don't reset Blade Draw, you should use it from 8 Edge instead.

**Your goal in Deadly Gamble is to hit as many Aerial Scythes, Blade Draws and Scythes as possible.**

Regardless, the priorities in Deadly Gamble are much simpler. Because every Blade Draw chain (except Vortex Slash -> Blade Draw) is now a **5 edge chain**, and because of **Blade Waltzes now insanely low cooldown**, you will always either be at 10 Edge, or have an easy way to stack to 8/10 edge regardless, **as you can use the second cast of Blade Waltz after your Blade Draw as an Edge-corrector**, from which you can use Poison Blade or Rain of Blows to land at 8 edge. **If you need to use Aerial Scythe, it is generally better to use Poison Blade after the second Blade Waltz instead, since it is much faster.**

**You should also use Scythe at 8 edge during Deadly Gamble to rotate between Scythes faster, and get more Hits per Minute on Blade Draw and Aerial Scythe. Your Scythe will still crit because it will have the additional Crit Chance boost from Deadly Gamble itself.**

For the first 10 seconds of every Deadly Gamble, Warriors also have Tempest Aura II active which is lowers cooldowns even further. **Let's get into it and start illustrating how an optimized Deadly Gamble should look.**

---

During Tempest Aura II , your gameplay is straight forward:

If you reset Blade Draw just once, you already have the most optimal scenario that can happen to you, **regardless of which of the two edge-consumers you will be using.**



And since we established that Blade Waltz almost will always be up, sometimes with a slight delay, it should look something like this.



**Should you not reset**, you simply use Rain of Blows or Poison Blade into either Aerial Scythe/Scythe, depending on the healer and which Scythe.

**Aerial Scythe, Priest:**



**Aerial Scythe, Mystic:**



**Scythe, both healers:**



**\*As said before: the reason you want to use 8-edge scythes on non resets is because they allow you to use an additional Aerial Scythe during Deadly Gamble, which makes up for the loss of damage on them. Instead of 4, you should be capable of 5 Aerial Scythes by doing so. YOUR AERIAL SCYTHES SHOULD STILL ALWAYS BE AT 10 EDGE. REMEMBER THAT AERIAL SCYTHE'S FIRST PART ALSO STACKS 2 EDGE.**

**This goes on until Tempest Aura II ends.**

---

**Here is where the issue comes in. How the rest of Deadly Gamble ultimately plays out depends on whether or not you have a Mask and which healer you play with, as well as what Ping you have.**

With the amount of attack speed we have during bursts (due to our own buffs, healer buffs, adrenaline rush or traverse cut, brooch, Root beer etc.), **it is possible that the stacking process is too fast for the cooldowns of Blade Waltz, Blade Draw or even Aerial Scythe to**

**catch up.** This is particularly true with mystics, as they lack Energy stars, **which stack absurdly well with Deadly Gamble's buff.**

In these cases you need to practice for yourself to try and find out what is the best option for you.

Your options are:

### **1: Buffer to Blade Waltz with Death from Above**

This means that after every Scythe, and, with Mystic, after every Aerial Scythe as well, you use Death from Above, **which you cancel with Blade Waltz** once it is up again - **YOU DO NOT WANT TO STACK EDGE WITH DEATH FROM ABOVE.**

The advantage of doing this is that you can still keep spamming Blade Waltz -> Blade Draw, and have a chance of gaining additional Attack Speed from the Glyph on Death from Above. It also guarantees that **if Blade Waltz is up after a Scythe, Blade Draw will also be up as well.**



**If you have a CDR mask and play with a priest, and don't care about scoring this is the preferred solution for you.**

### **2. Continue with lower priority chains:**

This mostly happens with mystics, and only **should be utilized after a Scythe**, since Aerial Scythe has a long Animation lock **for which you want to have Blade Waltz up under any circumstance.**

Essentially, you simply use the next lowest Draw Chain in the Priority list to keep fluid gameplay up. In our case, it would look like this.



This has a **downside** however. Doing this will cause Blade Draw and Blade Waltz to desync their cooldowns, which will cause you to have lower Blade Waltz hits per minute and by extension, lower crit rates on Blade Draw.

**This will be your most likely outcome if you have no CDR mask yet, play with a mystic, Double Enraged rolls, or if you are fully buffed AND tryharding for a score to get the maximum Blade Draw HPM.**


In any emergency, **remember that you have a long window to chain into Blade Draw after using Blade Waltz.**

Finally, there is one more skill we need to talk about, because the most optimal way to use it is in the first 10 seconds of Deadly Gamble: **Blade Frenzy**.



Since Deadly Gamble also applies Tempest Aura II for 10 seconds when you use it, you will have 10 seconds to deal 10% extra damage on the skill with the highest base damage.

So you want to use it after the first Aerial Scythe ideally. Followingly, the start could look something like this, assuming a reset:

skip to second 

**Should your healer however be incompetent enough to not be able to place their buff on you in time (Thrall of Wrath or Edict of Judgement)**, you should use Blade Frenzy after the first Scythe instead.

Some Warriors prefer to cancel the ending animation of Blade Frenzy with either Evasive Roll or Death from above, as Blade Waltz can't cancel it. However, it doesn't make too much of a difference, and worst case scenario, you might actually cancel the skill before you dealt the big hit **if you are not used to the timing yet**. So really in the end, it doesn't matter too much.

If we apply all of the earlier mentioned stuff into a scenario for the **start** of a boss fight, it **could** look something like this:

But, as we already established earlier: **NEVER FOLLOW A STATIC ROTATION, ADAPT TO THE SITUATION.**

Other than that, Deadly Gamble usage is pretty straight-forward. If you still need more information, you can also check out the [corresponding section in the complementary Warrior Bookmark](#), or check out [Dean's Video](#).

## 5.4. Boss mechanics, RNG, and dealing with attacks

Now as we have established before, boss mechanics and RNG are a deciding factor in your decision making. How do you deal with those?

First and foremost, your first priority is to **stay alive**. A dead DPS, or even worse, a dead Tank, contribute **nothing** to their party for the duration of their death. And you won't see any good numbers for yourself either.

Sometimes this means that you will have to interrupt chains in order to follow mechanics. This means you may sometimes land at an uneven number of edge when you didn't plan to. In this case, you have to correct the process. Let's play out a scenario: We assume that you just reached 7 edge, and your Aerial Scythe, Blade Waltz and Blade Draw, as well as Charging slash are all on cooldown. You have to do a mechanic, leaving you at 7 edge.

At this point, you need to make a decision: Will your Blade Draw be up again when you are able to hit the boss again? If not, which combo will get you to 10 edge the fastest?

The answer is that you will use any combination of an Edge corrector and a 2-edge Filler. You might also need an Evasive Roll depending on which Filler you are using, or in which order you are doing either chains.

7 Edge -> / ( )

Same scenario, this time from 5 edge:

-> ( )

In other cases, **particularly while using Deadly Gamble**, you only might reach 10 edge if you overshoot your Scythe, meaning you use Scythe at "11" edge or more. In this case, it is better to overshoot it rather than "undershoot" it and risk it not critting.

**Other times, the boss may start turning around a lot.** Often, people start to back-chase the boss, losing a lot of Resolve for their Evasive Rolls, and ultimately time wasted **while not attacking at all**. Sometimes, **when you can expect the boss to turn around multiple times, it may be better to not chase the back and instead continue stacking edge from where you currently stand**, to instead finish your stacking procedure, and **only then roll to the back to crit your Scythe**. Your damage on your stacking skills will be lower for that amount of time, but remember that Aerial Scythe and Scythe are your main, safe critting damage dealers, so you should **ALWAYS** be hitting them from the back regardless. **Particularly with a good**

**tank, this should however not happen often and you should always chase the Bosses' back when it turns in those cases, unless it is part of a mechanic (see below).**

A similar rule applies to Warrior Tanks, although they are both more versatile and also more responsible in this. Warrior Tanks can attack the side of the boss and still deal full damage, as everything that doesn't hit the back is technically counted as "front" hit, although attacking from the side yields higher crit chances. You can even attack the back of some bosses while standing sideways, **and get frontal crit modifiers with back crit chance.** However, **as a Tank, your priority is to keep the boss steady and well positioned. So you should always be aware of when you have to be back at the bosses front.**

Lastly, only facetank when you can expect no HP-draining mechanic coming up soon and when you are **100% certain** that you can survive the attack. This is particularly true for Warrior Tanks who have to play a lot with damage mitigation.

## 5.5. Maximizing overall DPS.

At this point, we have all the knowledge we need to go over into the actual maximizing of our overall DPS. Apart from staying alive, your main priority otherwise is to **never stop attacking, and trying to stay fluid within your edge stacking flow.** You want to position yourself that you can attack the boss from behind for as much as possible, and you want to stack up your edge and unleash your Scythes as fast as possible.

There is a lot of factors that play into your personal DPS, however. Apart from the RNG factor and the boss mechanics that we talked about earlier, you also want to maximize each usage of your Deadly Gamble depending on what playstyle your weapon roll of choice brings: **by either getting out as much Deadly Gamble uptime as possible on double CDR setups, or trying to align it with Enrage Phases on Double Enrage setups,** and, more optimally, with buffs from your party, like Adrenaline rush, and debuffs on the boss, like contagion.

As you can already see, this means that it is highly party dependant as well. **If party DPS is low, you will have lower enrage uptimes,** and in general, longer fights also mean lower personal DPS. If you run with multiple bad players, expect a fight to take longer than if you were to run with top-end players.

**On Double Enrage setups, and partially on Double CDR setups,** if your party DPS is extremely high, or the boss dies too fast, you might have to skip or delay the usage of your Deadly Gamble and keep it for later when the boss is enraged, instead of using it on a non-enraged boss. **This is relevant mostly when the boss is at low HP (below 30%), and whenever you know that regardless of whether you use your Deadly Gamble now or not, you would not gain any uptime differences.**

**In the optimal fight, you should be able to use Deadly Gamble off cooldown when the boss enrages again.** As we stated before, the general consensus is that Deadly Gamble uptime beats everything in that regard, **(which is the reason why double CDR is considered**

**the superior option nowadays**). With double Enrage, you sometimes have to consider (and estimate) if you would lose Deadly Gamble uptime when delaying it to line it up with buffs/enrages compared to when you didn't. For example, if you can expect a fight to take around 3:30 minutes, and you know that your Tank is re-infuriating the boss, **then you should consider waiting till your brooch is up again. This way, you gain another significant burst at the end of the boss fight.**

If you use double CDR instead (as you should), **USE DEADLY GAMBLE OFF COOLDOWN.**

Should the fight take longer forever, let's say, 5 minutes, you might actually use Deadly Gamble off cooldown even with double Enrage rolls to give you an uptime advantage, even if you have to use it out of enrages. The reason is that since the addition of Aerial Scythe, the extra hits per minute you can gain on that skill by using Gamble off cooldown can easily make up for not aligning it with enrage phases.

**Long story short, one important component to maximizing your DPS is having a good party and having a good perception on when you should use your burst.** Another component is, as we talked before, situational awareness - this also means knowing to adapt to changing situations, and knowing your chains.

Furthermore, it is important to minimize your own mistakes, and even if you do them, to not panic and to adapt to the changing situation. As we have stated earlier, mistakes do happen, and sometimes might throw you off, causing you to, for example, use Scythes too early or way too late. Remember that you always can correct your edge numbers, and that there should always be a 2 Edge-filler available as well, as improvised as they may be.

However, you also need to remember that **using some of your edge correctors might block other chains.** If you truly wish to maximize your Warrior, you need to be prepared for those situations - have a bit of foresight. Or if not that, then just be able to adapt.

To go over it one more time, let's assume we have a "bad" situation.

**Blade Draw, Blade Frenzy, Aerial Scythe, Rain of Blows, Poison Blade, Blade Waltz, and Backstab are all on Cooldown, and we are at 7 edge - this is a very very unlikely scenario, but for the purpose of demonstration, let's assume this happened.**

We are 3 edge short of our Scythe sweetspot and most of our options are already taken.

We can still fix this, but in this case, with a little twist.

7 edge -> ( ) ->

Since we know which skills aren't up, we would just have to use our best available chains/skills at this point. However, here we have a conflict - the best available corrector and 2-Edge Filler both use Combative Strike, meaning it would be on cooldown for the 2-Edge Filler if we used it. **In this case, we need to keep the Combative Strike for the chain/combo**



**which has the higher priority, in this case, the 2-Edge Filler.** So for the sake of this, we will have to use the skill that is one tier lower in priority, that being **Torrent of Blows**.

7 edge ->

We could also change it up and, instead of Combative -> Reaping, use Death from Above -> Combative instead. Death from Above will cancel the ending animation of Torrent of Blows, and we will get a chance for an Attack Speed proc.

What you could also do is swap out the 2 Edge Filler and the Edge corrector, **and in this particular case, use two Evasive Rolls in between so you can still use Combative strike as an edge corrector and as part of a 2-Edge Filler.**

7 edge ->

And even in this rather **bad and unlikely** situation, we fixed it and got our Scythe at 10 edge. **Don't panic and be aware of the possibilities.**

## 5.6. Tips and Tricks

With the last sections making clear among that, amongst many other factors, vision plays a big role into maximizing your potential as a Warrior, it is time we go over some tips and tricks that you can use in general to your advantage. Most of these will have been already touched upon in earlier sections, so think of this as a more elaborated summary if you will.

First, animation cancelling. This is particularly important in D-Stance where **Block cancelling** plays a huge role, but also applies to A-Stance with **Blade Frenzy**, **Aerial Scythe**, **Death from Above**, and **Evasive Roll**. If you have to use a skill with long ending animation, and if either of those skills is up, and not blocked by another one which has priority over it, (like Blade Waltz as a BD chain), then you can use them to cancel the ending animations of skills with long ending lag like Torrent of Blows, Reaping Slash, Death from Above itself, Blade Frenzy. You will play more fluently and get a little advantage in Edge stacking speed. But keep in mind, you have to evaluate if the situation allows for it, or if there maybe is a better option available.

For quick movement, you can combine a number of skills to get outside of Bosses' attack range. A commonly used technique is Rising Fury First hit into Leaping strike, for when you have to traverse a larger distance quickly.

If you need a quick burst of movement to just get out of something or help with a mechanic, either Rising Fury or Combative Strike work well. The latter of which for example can be useful if you have to take a sphere in RMHM.

Backstab can also be used at moments where you have to get back to the boss quickly, and is optimal when you are not at 9 edge or higher. It will consume one of your high cooldown 2-edge fillers, but as we established, you should always have another 2-Edge Filler ready to take the spot. Just note that in this situation, **Backstab gains a lot of situational priority.**

If you are about to facetank something, and unsure whether or not you will survive, remember that **many of your skills have an innate 50% damage reduction that you can make use of.** So if you are expecting to take a heavy hit, you can use one of these skills to facetank the incoming attack. This is particularly useful for attacks like the Balls-mechanic on Antaroht, the firebreath on Ghergof after the knock up-mechanic, the Zigzag-Explosions on RK-9 (normal Mode), the non-enraged Waves in Bahaar's Sanctum etc. You can even boost this effect further by stacking your **Smoke Aggressor** on Top, granting you another extra 25% damage reduction on top when using one of these skills.

/ ...

Following that, another little, **but important tip is in regards to Blade Waltz.** Even if Blade Draw doesn't reset, or Blade Waltz is used without chaining into it, you should use **both casts of it as soon as possible to manage the cooldown better.** As the cooldown only starts after the second cast, you essentially lose HPM (and a valuable chain/filler for your next stacking process) if you keep the second cast till the last second. This is very important **since most of the time you want to use Blade Waltz as a chainer for Blade Draw.** If you decide to not use Blade Waltz at all after not resetting, **you lose 1 edge per Scythe stacking process in this situation. If you decide to use it too late, your Blade Waltz will be unavailable. So, final conclusion is to always get rid of both casts of Blade Waltz as fast as possible.**

An example of what you can do in a 0 Reset scenario that involves the use of Blade Waltz as both a chainer and animation cancel is if you combine it with DFA and Rain of Blows. **This**

is however just one of many possibilities, and every Warrior can go about this differently. I personally do not recommend this exact usage either, as I believe Blade Waltz, on non resets, should be used as soon as possible, but it's just to show one of many possibilities that you can try out.

... <- 6 Edge

Another little tip, if you need to run out of a mechanic at 10 edge, or in Aerial Scythe's case, 8 edge, and weren't quite able to use your Scythe, you can use leaping Strike to either chain directly into your Scythe, or to cancel it out into your Aerial Scythe.

**By this point you probably can guess that most of the Tips are regarding knowledge of each individual skills function.** So long story short, if you are aware of what your skills are capable of, you will be able to improvise yourself if the situation calls for it. For example, it helps a lot if you know how much a skill moves you forward and if you can still hit it and stack the edge you gain from it if you use it from a distance.

The general consensus is to follow your priorities, but in some cases, the situation can make certain skills more valuable than others.

Another small, but important tip is **to get used to Aerial Scythe's timing** at which the first part stacks 1 edge. If you use the second cast too early, you won't stack the 2 edge, if you use it too late, you basically waste time. Practice it on the Ghillieglade crystal if you must.

Another repeat from earlier on, if the boss is being a ballerina - turning around a lot, feel free to stack your edge from the side until either the boss holds still, or, if you are fast enough, are able to Scythe. As mentioned earlier it is possible to otherwise lose DPS if you are unlucky with Attack-Speed procs because while rolling, you deal literally no damage, and lose time that you could use to stack your edge more quickly. Your most important skills are as we have established many times, Aerial Scythe and Scythe. **But keep in mind, in general, it is preferred to be at the back of the Boss whenever you can.** Personally, I also back-chase many bosses deliberately. A situation where this may be useful however is for example **Malgarios' triple spit** as he may turn around a lot during this and you might be spending more time chasing the back than DPSing the boss. **Generally, once you know the Boss is going to hold still, it is safe to chase after the Bosses' back without having to worry about any DPS loss.**

As for the **Traverse Cut buff**, since with the addition of Blade Waltz, CS -> Traverse -> BD has been pushed into even lower priority on the Blade Draw chain list, you might have to now sometimes use it fully outside of Deadly Gamble to keep it up. You might even consider pre-stacking it in boss fights where you can, but keep in mind that doing so might accidentally proc your crit dragon/phoenix/etc. buffs. Another, and **in my opinion more recommended and practical** way to keep the buff up at all times is to sometimes weave in a Traverse cut before a Blade Draw after using Blade Waltz. So, in essence, this would look like this:

This can also be done **once** while in Deadly Gamble once the Shadow of the Tempest II buff is down, as this is where you **might** start running into problems with your Cooldowns, and Traverse Cut can help ease it up a bit. **Generally speaking though, I do not recommend trying to stack your Traverse Cut forcibly, especially in Deadly Gamble, where you are better off using Blade Waltz/Combative > Rain of Blows if your Blade Draw isn't up yet.** Only at the very start of the fight should you consider stacking up Traverse Cut in Deadly Gamble.

**Try to keep it up naturally, and prioritize CS -> Traverse -> BD or weave in a Traverse Cut after Blade Waltz before chaining into Blade Draw to keep it up if you see that your Traverse Cut buff might be running out.**

Finally, regarding **Aerial Scythe** outside of Deadly Gamble, you can, and should, still use the full cast of it even at 10 edge, as the first part of Aerial Scythe already yields high base damage. **This can be used as a buffer for other skills.** However, it is not necessary and you can skip it as well if you know how to go on about without that buffer.

## 5.7. F.A.Q.

To round up this section, I will answer some frequently asked questions (again).

### **Should I use Blade Waltz only when Blade Draw is up?**

*No! Blade Waltz itself has considerable contribution to your Damage. While the optimal usage of it would of course be to have it up for every Blade Draw, in practicality, this is impossible to achieve, as due to the nature of Blade Draw resets, sooner or later Blade Waltz and Blade Draw will desync their cooldowns from each other (basically whenever you get no reset or 2 or more resets). Use Blade Draw and Blade Waltz as often as possible, and, in Blade Waltzes' case, make use of it's properties as an universally usable chain skill and animation cancel.*

### **Should I only Deadly Gamble in enrages?**

*Despite this question being answered multiple times, I repeat once again:*

*If you play double cooldown reduction, your goal is to achieve maximum Deadly Gamble uptime. This means that you would always use it as soon as it comes off cooldown. The only times you wait for an enrage are if either you play with double enraged damage rolls on your weapon, or under the specific circumstance that the boss is on low HP (below 30-25%), but not enraged yet, and you are certain that by delaying the Deadly Gamble into this enrage, you wouldn't lose any uptime.*

**Please contact me on Discord with any ideas so I can add more questions to this FAQ.**

## 6. Warrior Tank-Addon

Now that you are confident enough to play a Warrior DPS, and you are still interested to master a Warrior Tank, we can go over this subclass of a Warrior as well.

To be able to understand and master the way a Warrior Tank plays, you need to also understand how a Warrior DPS works, as much of the knowledge translates into it. **I do not recommend trying a Warrior Tank as a standalone subclass, ever. Or rather, I do not recommend trying them out without understanding how to DPS as a Warrior first. If you haven't done so yet, I highly recommend reading sections 2.3 and 2.4. as well as the entire section from 5.1 to 5.7. before continuing to read.**

**Since Warrior tanks require an aggressive playstyle to achieve their maximum potential, which means they have to be effectively DPSing as a tank, having experience as a Warrior DPS will help you out a lot in the long run.**

As mentioned earlier, you will also have a headstart if you have played a Lancer before or have a Lancer alt, as you will have a general idea of the tanking role, and be used to actively blocking, and probably have a conception on how to position yourself. It should be said that compared to Lancers, Warriors have a pretty unique style of tanking. Their unique trait is how much they can facetank compared to any other class. They have the most skills with inherent damage reduction of all classes, allowing them to play more aggressively than any other Tank (which is essential if you want to maximize your DPS).

In any case, as a repeat of earlier, your main goal as a Tank is, first and foremost, to hold aggro, stay alive, and position the boss well so your DPS can do their jobs without the Boss going haywire on them. Optimally, you want to keep the boss in a steady line, and only when it forcefully turns, chase the front of the boss to keep it from turning even more, which will hinder your DPS on doing their jobs. Utilize your Blocking and Mitigation skills, particularly Cross Parry, to react to the Bosses' attacks and stay alive if needed. **Mechanical knowledge of the boss and knowing the attack patterns is crucial, not just as a Warrior Tank, but any Tank class in general.**

Beyond that comes the advanced Tanking knowledge which for Warrior Tanks consists of, **amongst others**, efficiently DPSing the boss as a Tank (which is why you should learn to DPS in A-Stance first if you want to master a Warrior tank), HP-, facetanking- and mitigation-management, and learning to utilize your Cross Parry and your other Blocks as, quote on quote, “offensive” skills, which will be covered in this section. Let’s refresh the earlier learned knowledge and expand upon it.

Since we covered the gear and glyphs already, we will directly move forward to the expanded priority lists. Due to Warrior Tanks getting access to Cross Parry, their priorities are altered. To be exact, Warrior Tanks gain new Blade Draw chains and new Edge-Correctors. So, to recap, here is the priority list of those, altered for Warrior Tanks.


Main:

**Blade Draw & Blade Draw chains:**




**Blade Waltz -> Blade Draw**  

Cross Parry -> Blade Draw

Torrent of Blows -> Blade Draw

Charging Slash -> Blade Draw  

RF Skip -> Blade Draw

Combative -> Traverse Cut -> Blade Draw   

Rising Fury -> Blade Draw  

Special cases:


Vortex Slash -> Blade Draw  

Blade Waltz -> Traverse Cut -> Blade Draw   

Poison Blade -> Traverse Cut -> Blade Draw   

1 Edge Fillers (edge correctors):

Cross Parry

Charging Slash (standalone) 

Blade Waltz (standalone and not chaining into anything)



Combative Strike (standalone)



RF Skip (standalone)

Torrent of Blows (standalone)



Death from Above (standalone)



Skills and Chains in Blue require a successful block to work.

Skills and Chains in Purple require you to learn a special technique, and are therefore dedicated only to those who can utilize it.

Already, you might see some significant changes compared to Warrior DPS. The reason for this is that with the switch to D-Stance, we can now chain Blade Draw directly from our blocks. These chains are, **without any question, the fastest and equally most efficient Blade Draw chains a Warrior has available with the exception of Blade Waltz**. Also, with the addition of Cross parry as an edge stacking skill, and the nature of Tanking, for Warrior Tanks, **even their skills that only stack 1 Edge should be seen as Edge stacking fillers**. A well-played Warrior Tank can stack edge so fast even with just using 1-Edge-Fillers that in the long run, it isn't really needed to play in a perfect order. The latter is impossible anyway because as a Tank, you will be focusing on positioning the boss and holding aggro as well, and dealing with the bosses' attacks actively and reactively.

Last, we have the addition of the so called "RF Skip", short for Rising Fury Skip. This is a special technique exclusive to D-Stance that allows you to skip to the second part of Rising Fury directly, effectively doubling its speed. If utilized correctly, it makes Rising Fury an actually viable 1-Edge Filler and **one of the strongest Blade Draw chains when you can't block, not even counting that while using it you take much less damage as well**. The speed advantage is just that great.

Also keep in mind that while you gain new ways to stack edge, you also lose one of your 2 Edge-Fillers, that being Backstab. **As a Tank, you cannot afford at all to let the boss turn onto your DPS ever**. Backstab puts you and your party in that exact situation however. **So let me make this clear:**

**Don't. Ever. Use. This. Skill. Ever. When. Tanking.**

**<- DO NOT.**

There is only **some very rare instances** where you might use it, the best example being to position yourself to block the Backswing pushback on Hexapleon for your DPS players, but

as you might realize, even in those instances, **its usage is tied to being a team-oriented player**. Let that sink in for a moment: **as a Warrior Tank, your FIRST AND FOREMOST FUNCTION is to ACT AS A TEAMPLAYER**.

---

Some people might say that you should use Backstab at the start of the fight to turn the bosses' back to your DPS, or optionally even rolling to the front immediately afterwards. However, this more often than not can backfire depending on the Boss. Some bosses **will not turn instantly**, others might do bullsh\*t that cause them to position themselves **even worse** (looking at you, Atrocitas). Only in some cases you can you pull it off consistently (RK9). The only classes that really benefit from it are some ranged DPS. Melee DPS either have some sort of Backstab, **which most of the time they will use INSTANTLY** (causing them to be in front) or can brainlessly smash around from the front/sides without any drawbacks (hello Berserkers).

**For your general priorities, as we established before**, you want to keep the boss **well positioned** so your DPS can do their jobs well. **You want to keep your Traverse Cut Buff, and your Combative Strike debuff up at all times**, and you want to Infuriate the boss multiple times if the fight duration allows for it. **You want to stay alive so the DPS and Healer can stay alive as well**.

These are just the basics for any Tank for that matter. You will have realized this if you played a Brawler, or better even, a Lancer before trying out to Tank on a Warrior.

The big difference between both subclasses comes down to how you react to the boss attacking you. If you know that a boss is about to attack you, you have to consider if the best decision is to block the next incoming attack, or if you can mitigate it with your damage reduction skills, and also keep in mind that you have to stack Edge while doing so.

**The best option is usually to just facetank and keep attacking**. However, whether or not you can do this depends on your Healer, Gear etc. - a warrior tank that takes too much damage or isn't healed enough will have to play more defensively, whereas warrior tanks with good gear and parties should play almost like a DPS, with added tank responsibilities.

At this point you might be thinking that therefore, Warrior Tanking is much more complicated than Warrior DPSing. While it is true that Warrior Tanks are indeed more complex, and, **by far, the hardest (sub-)class in TERA**, this exact reason is why I mentioned earlier that you need a good understanding of Warrior DPS to be a good Warrior Tank.

**Warrior Tanks are best played by instinct.**

Of course, you can just play a Warrior Tank casually and do your job just fine, holding aggro and keeping the Boss in one place (and not dying). However, the skill gap between a casual, a good, and a master Warrior Tank is **massive**. Master Warrior Tanks can pull damage numbers **equal to or higher than non-awakened DPS classes**, and are not that much behind in terms of damage compared to awakened classes.



A **casual** Warrior Tank can keep aggro and keep the debuffs on the boss and the buffs to the party.

A **good** Warrior Tank will reposition himself or the boss accordingly to give his party members an advantage, and respond to their situations as well.

A **master** Warrior Tank will do all of the above and pull massive damage on top of that.

So with that out of the way, let's get into the real stuff.

First of all, we need to talk about Block cancelling. Block cancelling is the process of shortening a skills ending animation by using a properly timed Cross Parry to cancel it out. **If you really have no idea what I mean**, activate your D-Stance and try to use any skill, like for example Combative strike, and when you are mid-way through its animation, tap your Cross Parry to cancel it. Compare it to a Combative Strike without block cancelling, and you will realize the advantages you get from it. In essence, Block cancelling speeds up our edge-stacking process and our chains by making them last shorter. Learn when to block cancel every skill correctly and make a habit of it to use this technique as much as possible.

**With good block cancelling, Warrior Tanks, on average, stack edge faster than their DPS counterparts when outside of Deadly Gamble.** That being said, let's get into their edge stacking process.

Warrior Tanks, in general, are built upon the same principle as Warrior DPS when it comes to edge stacking. However, due to their added skills and the function of their Cross Parry as an "indirect DPS skill" since it stacks Edge as well, **Warrior Tanks can utilize many more 1-edge Fillers and land on uneven edge numbers and get away with it.**

**This, by extension, also means that Blade Waltz can be used much more actively and independently as an animation cancel for skills that can't be block cancelled efficiently (Torrent of Blows), but also as a standalone 1-Edge Filler.**

Let us assume the following situation, we have a boss that is actively attacking us, and we will block every attack it throws at us. We used Blade Waltz and Blade Draw didn't reset.

**Mind you that Blade Waltz itself is a Block in D-Stance.**

-> 3 Edge

At this moment, the Boss is about to hit us with another attack. **We can use either Cross Parry OR Blade Waltz.**

/

**DPS-wise, Blade Waltz is the better option here.**

If we use Cross Parry instead, we have to fill up with 2 Edge fillers and other Cross Parrys and/or 1-Edge Fillers until we reach 10 edge (or 8 if it is an Aerial Scythe).

Let's play out this scenario.

Boss attacks

Boss attacks

We can also go for something else, however. What if instead of blocking, we decide to facetank the attack with one of our mitigation skills? This can be the case if you are trying to facetank an unblockable attack, or already have learned to play by instinct. Then it **could** look something like this:

Boss attacks

Boss attacks

This is one of those situations where the earlier mentioned "RF Skip" makes sense. As established earlier, if you know the technique, it is a very usable 1-edge Filler and Blade Draw chain. Considering that Rising Fury also has a very short cooldown, it is effectively a second, standalone Combative Strike, except that it might be probably even more usable thanks to it chaining **ONLY** into Blade Draw, whereas Combative Strike might be blocked by other, higher priority chains.

So let me explain how you can train and eventually learn how to use it.

Hold down `Shift`, keep holding it, and tap `Space`. If done correctly, you will skip to the second part of Rising Fury immediately. **The effectiveness of this depends on how well you can execute it and how low your ping is. Lower ping = better results.**

That being said, as a Warrior Tank, thanks to Block cancelling AND Cross Parry's Edge-stacking on a successful block, you can also save yourself from situations like these with just using 1-Edge Fillers (including RF Skip and Cross Parry).

no reset

( )

A nice trick that you can use if you are used to a Bosses' attack patterns is that you block **each individual hit of multiple hit attacks** (Atrocitas, Perimos, Malgarios) with one usage of Cross Parry each instead of just holding it. This will give you a much higher edge generation depending on the number of hits, on top of the cooldown reduction on Scythe. Thus, more DPS. You can basically think of your Cross Parry as a DPS skill both because it can cancel animations and because it actually stacks Edge and provides a similar effect to Orbit Charge for Blade Draw whenever you can actually block.

You can maximize this by learning to fill in other short animation fillers, like a block-cancelled Combative Strike, in between two usages of Cross Parry to stack up your Edge even faster. You should never run into Cooldown Problems with Scythe as well if you play this way.

---

All things considered from this point onward, this is why I mentioned earlier that the best way to play Warrior Tanks, and even Warrior DPS, is by **instinct**.

Keep in mind that to deal maximum DPS, your goal is still to stack 10 (or 8) edge as quickly as possible. The rules from Warrior DPS still apply to you, just with added challenges.

**As said before - the best way to play a warrior tank is to play them like a warrior DPS with added tank responsibilities. Facetanking is strictly encouraged, if possible.**

Finally, let's talk about the changes to Deadly Gamble, although even those are only minor. Considering that you - most of the time - only use Deadly Gamble inside enrages, you have much higher damage reduction than usual, **even more so if you use poisedly Dyad crystals**. So, you can assume that you will be facetanking quite a bit in Deadly Gamble.

In essence, the only differences are that you gain two situational Top-Priority chains (situational because they are dependant on your blocking, and this in turn is dependant on the boss itself) and - if you have learned it - RF Skip -> Blade Draw has a higher priority, **depending on how fast you can utilize it, it can be almost equal to Charging Slash -> Blade Draw, not to mention that it has high damage reduction**. Blade Waltz still keeps the highest priority due to its animation cancel property and because **in D-Stance, it also blocks attacks similar to Torrent of Blows**.

In general, you should keep in mind that due to the situational nature of the Blade Draw chains that require a block, you should still focus mostly on the normal priority list that a Warrior DPS follows. If you happen to be able to get a chain off of Torrent of Blows or Cross parry though, then use them. Otherwise, if your Blade Waltz is down, **you should still move on to using Charging Slash** rather than waiting for a Block to chain into Blade Draw. Blade Waltz is the only chain that, no matter what, is better than Cross Parry/Torrent chains, as it has higher innate crit factor, is a block itself, cancels animations, and deals considerable damage, making it the best Blade Draw chain that Warriors have.

So, the basic principle still stands as this:

/

Or, with no resets, depending on which Scythe you are about to use:

/ or

**Unlike Warrior DPS, Warrior Tanks - assuming they can keep the Death from Above Attack speed-Glyph up - have much less of a problem if they Scythe at 10 edge on non-resets, since you can block cancel Rain of Blows into Poison Blade, making it much faster to get to 10 edge. In other words, Scything at 10 edge as a Tank isn't a problem.**

So, the first burst with Deadly Gamble active, as a Warrior Tank, **could** finally look something like this:

In this example, you use Vortex Slash before Infuriate so you can guarantee yourself holding aggro until your first Aerial Scythe, at which point you should have generated so much aggro from your damage that you can hardly even lose it anymore. Keep in mind that **if you lose Aggro, you should use Vortex Slash or Battle Cry immediately to get it back.**

Other than that, there is not much to be learned, and everything following up ultimately comes down to one thing alone: **Practice.** This is particularly true with Warrior Tanks.

By practice in this case I mean the following: Knowing when to attack, knowing when to block, knowing when you can facetank, knowing when you need to play for your team, knowing the bosses, just as **some** examples.

With this, you should be well on your way of understanding how you should go on about if you want to take the challenge and play a Warrior Tank - a highly underrated subclass that is by far the hardest in the game but also one with the most rewarding feel to it once you master it.

- DM me on Warrior Discord and tell me if you want Tank positioning Info here as well -

## 7. Level 70-Content-Add-On

The upcoming sections will discuss and elaborate upon the skill polishment and options (also called **TalYphs**) that got introduced with the Patch v80. In these sections, we will go over the general function of those options, which ones to pick and the gameplay changes associated with them.

### 7.1. Overview of Skill Advancements and Skill options

Warriors, as with any other class, get improvements on 5 skills starting from Level 66. It is important to note that these can be divided into two categories: **Skill polishments (Tal's)**, which are more similar to talents in how they work, meaning, you level them up with Skill XP that you gain from monsters, fishing, dungeons etc. and can NOT be switched around once points have been spent into them, and **skill optimizations (Yph's)**, which work more like glyphs, meaning you can switch between them to your heart's content.

We will go over the Tal's first. Tal's provide one effect to certain skills along with a passive stat increase of either Power, Crit Factor or Endurance, depending on which. Tal's can be leveled up 60 times until they max out:

#### **Lv. 66: Combative Strike**

Skill damage increased by X% (increased by 2% for every level, up to 120%)

Power increased by X (increased by 1 every 3 levels, up to 20)

#### **Lv. 68: Blade Waltz**

15% chance to increase skill damage by X% (increased by 1,5% per Level, up to 100%)

Crit Factor increased by X (increased by 2 every 3 levels, up to 40)

### **Lv. 70: Scythe**

Skill damage increased by X% (increased by 0,3% per Level, up to 18%)

Endurance increased by X (increased by 1 every 3 levels, up to 20)

As for the Yph's, these, as mentioned before, work more like Glyphs. You unlock them once, and that is all of it. You can switch around every Yph you unlock freely. However, only one of them can be active at a time for each skill.

For Warriors, the two skills affected are Rain of Blows and Deadly Gamble, which gain 3 possible effects, **each suited for a particular gameplay branch** (DPSing, Tanking, PvPing).

### **Lv 67: Rain of Blows**

#### **Option 1: Dueling Scar**

This skill optimization option is primarily suited to Warrior Tanks. It applies, depending on which type of foe it is used on, a different version of an endurance debuff. On Dungeon bosses, it applies a 1,5% endurance debuff which lasts for 30 seconds and stacks with other endurance debuffs such as Triple Nemesis, Contagion and Combative Strike, whereas on Non-Boss-Monsters, which also includes open world BAMs, it applies a version which lasts only 12 seconds, and can't stack with Healer debuffs, but is much stronger at 9%, and also stuns all monsters that the debuff applied to for roughly 2 seconds. This makes it excellent for grinding BAMs, even for Warriors that would otherwise play DPS only. **It requires the user to be in Defensive Stance to work.**

#### **Option 2: Rapid Strike**

The skill optimization option for Warrior DPS players. It noticeably speeds up Rain of Blows and gives it double the chance to crit, making its overall crit chance on par with Blade Draw. This brings along benefits that will be discussed later on.

**However, it also removes the damage reduction effect from Rain of Blows,** meaning, if you wish to facetank an attack like, for example, Bahaar's waves, you will have to use other means of mitigating damage, like Torrent of Blows.

**It requires the user to be in Assault Stance to work.**

### **Option 3: Wound**

The final skill optimization option for Rain of Blows is suited purely to PvP players and applies a debuff that cause a Bleeding effect on enemy players and increase their damage taken during the active period of this debuff. This effect does NOT work on monsters in any way, and is therefore exclusively to be used in PvP scenarios.

The effect works in either stance.

## **Lv. 69: Deadly Gamble**

### **Option 1: Spirit of Iron**

This is Deadly Gamble's skill optimization option dedicated to Warrior Tanks. When active, you gain frontal block effects while using Blade Draw, Rain of Blows, Scythe and Aerial Scythe during Deadly Gamble. Essentially, this turns you more or less into a Brawler whenever you have Deadly Gamble active. However, it also reduces PvP damage by 20% when Deadly Gamble is in effect.

Important to note is that when blocking with any of those skills during your Deadly Gamble, this allows you to chain into Blade Draw.

**This effect only functions if the user is in Defensive Stance.**

### **Option 2: Bellicosity**

The skill optimization option for Warrior DPS. When active, the duration of Deadly Gamble is increased by 20% - which means Deadly Gamble lasts 28 seconds with its duration glyph on top - and when using Deadly Gamble, the cooldowns of Rain of Blows, Blade Draw, Scythe and Aerial Scythe reset.

In essence, this Yph guarantees you to hit 6 Aerial Scythes within one Deadly Gamble, and also brings with it an interesting playstyle change regarding Aerial Scythe which will be discussed on later.

**This effect only functions if the user is in Assault Stance.**

### **Option 3: Encouraging Shout**

Finally, we have the final skill optimization option, which is dedicated to PvP players. With this active, when using Deadly Gamble, your character will cast an aura around them, similar to Mystic's Auras, which increases PvP damage of all players within range (6 Meters) by 8%. This is mostly useful in Mass PvP situations, however,

6 meters are a surprisingly small range, and for some situations, the other options on Deadly Gamble might be a better choice.

This effect works in both stances as well.

## 7.2. Skill Advancement points build order

Now that we have gone over all Talyphs, we should discuss in which order you should spend your Skill Advancement points on your Tal's, because while it may sound straightforward to just keep your points for the skill with the largest damage contribution, this is actually not the case.

In reality, the Scythe Tal is actually the worst out of all Tal's in terms of damage increase. While at maximum points, this makes Scythe hit almost as hard as an Aerial Scythe at 10 edge, the problem lies with the passive abilities on the other Tal's. To put it into perspective, Scythe is, in general, about 20% of your damage. Were you to increase the damage of this by 18%, it would amount to a **total damage increase of roughly 3,6%**.

These 3,6% however are already beaten by the extra power that the Combative Strike Tal adds to your character. 20 power, **depending on how much power your character has**, can be anywhere from **3-4% increase in damage**, and with the extra damage on Combative Strike on top, which amounts for another ~1,2% damage increase, **it easily beats out Scythe's Damage Tal**. For Scythe to beat the Combative Strike Tal, your character would need to be at power values so high that the damage increase from additional power is extremely diminished. This value is at roughly ~733 total power - an impossible number.

The same is true for the Blade Waltz Tal. While, due to it's RNG nature, it is comparatively weaker than the Combative Strike Tal (roughly 0,9%), it still adds 40 crit factor - an offensive base stat that is equivalent to the 20 power of Combative Strike's Tal. Scythe's secondary passive effect only adds 20 endurance which don't grant any direct damage increase.

Extra crit factor becomes especially relevant because due to the level cap increases and the increasingly higher numbers of Power that new gear and jewelry are going to bring, the optimal crit factor is also subject to change due to diminishing returns on power.

**To make a long story short, for the Tal's, level them up in the order you unlock them: Combative Strike first, Blade Waltz second, Scythe last.**



As for the Yph's, it is very straightforward:

If you play as a DPS in Assault Stance, use **Rain of Blows - Rapid Strike** and **Deadly Gamble - Bellicosity**. If you are tanking, or possibly even just leveling in Defensive Stance, use **Rain of Blows - Dueling Scar** and **Deadly Gamble - Spirit of Iron**.

The other Yph's are for PvP purposes only.

### 7.3. Gameplay changes (coming soon)

With the extra power gained from those Skill advancements and Skill optimizations, the damage that a person deals also slightly shifts onto other skills.

Generally however, there aren't any big changes to how Warrior plays, in A-Stance at least.

#### a.) Assault Stance

In A-Stance, with the Deadly Gamble skill optimization, you are no longer required to hold Aerial Scythe before using Deadly Gamble. **You should optimally use Aerial Scythe before using Deadly Gamble now, regardless of its edge, so long as you don't delay Deadly Gamble itself.**

In other words, even if you would only get a 6-edge Aerial Scythe off of it, you should still use it here and now.

Furthermore, regardless of which situation you are in, **Poison Blade in Deadly Gamble gets replaced by Rain of Blows** in every circumstance, since Rain of Blows is noticeably faster now and deals way more damage.

**Aerial Scythe NON-RESET scenario:**



For the standard Scythe non-reset scenario, for people with faster overall response time (due to ping, FPS, attack speed, etc.), **you may consider using Combative Strike -> Rain of Blows after Blade Waltz instead of just using Blade Waltz -> Rain of Blows**, leaving you at 9 edge instead of 8. This is because Combative Strike,

especially with the Powerlink from Charging slash, hits extremely hard **once skill advancement points have been put into it.**



You should also now be able to hit 6 Aerial Scythes in Deadly Gamble **guaranteed** due to the extra 4 seconds of duration, provided you don't get interrupted in between.

Other than that, nothing much changes. Just beware that **you can no longer use Rain of Blows to facetank damage.** It still retains its super armor property, but to facetank lethal hits, you should rather rely on Aerial Scythe, Torrent of Blows or, if you can time it well, Rising Fury!

## b.) Defensive Stance

The changes are much greater in the Defensive Stance, as Warriors gain another extra 1,5% endurance shred that they have to take care of. This however is easy to upkeep, as you will naturally use Rain of Blows enough to keep the uptime near 100%. **The debuff lasts 30 seconds on bosses, giving you plenty of time to replenish it.** A much bigger change is in Deadly Gamble and the way you start fights now.

Since with the Deadly Gamble Skill Optimization option, Blade Draw, Rain of Blows, Scythe and Aerial Scythe get a frontal block effect, this allows you to play way more aggressively during Deadly Gamble. This isn't a big change in itself however, as you could already do that with a trusty healer by your side.

The big change is that all of those skills, if they successfully block an attack, can be chained into Blade draw. This literally means that a combo like Blade Draw -> Blade Draw is possible.




In this example, you would now use Aerial Scythe or Scythe instantly after.

This changes priorities during Deadly Gamble around completely. Basically, **unless you are at 8 edge or higher**, you want to always use Blade Draw whenever it is available to you in Deadly Gamble, especially if you get it off by blocking an attack with one of your other attacks.

However, proceed with caution. Due to this change in priorities, Edge management during Deadly Gamble can become weird in some situations. **You have to consider that Blade Draw by itself, in Deadly Gamble, is 4 edge.**

Another issue is that you have to be extremely careful if the boss does attacks that hit you multiple times in a short timeframe. **If a Blade Draw is chained from a successful frontal block attack during this, it will result in a slow cast if you mash your Blade Draw hotkey.** Make sure to only use a single tap, or even your spacebar to chain Blade Draw here, and only during those multiple-hit-attacks, so as to not lose out on time and Blade Draw hits.

As for the start of fights, since you want to get the endurance shred applied on the boss ASAP, the starting order changes. The optimal start as a Warrior Tank would look like this now:

Run to Boss > 

This ensures that you apply the important party buffs and endurance debuffs in the shortest amount of time at the start of the fight.

Lastly, RF skip in D-Stance has become a lot weaker due to how much stronger Combative Strike has become, both as a filler and as a Blade Draw chain, where CS should be prioritized over it at all times now. RF skip is no longer viable unless you like showing off.

## 8. Final words

Finally, you made it to the end of this guide.

By this point, I have shared with you the most important bits of knowledge you need regarding your Warrior, and am confident enough that you will be able to improve and master your Warrior on your own now.

You learned the functions of your skills, and their general priority in regards to their animation speed, usability, and overall damage contribution.

You learned how to stack your edge in the most efficient way and learned to adjust the procedure to situations that might come up due to RNG and other factors.

You learned how to correctly gear and glyph your Warrior, and spend your EP points correctly.

You learned the value of consumables and the influence of which healer and party setup you have and the impact of those on your personal performance.

You learned to think ahead and expect outcomes to happen, and adjusting to them on the fly.

At this point, the only thing that can help you to truly master your Warrior is patience and practice. Take every opportunity you have to run dungeons, check your own performance, contemplate your mistakes that you did. Go into Ghillieglade and spend some time just hitting the crystal between the Teraliths and practice with that, if you must.

Think about whether or not you could have made better decisions after you finished your runs. Analyze yourself and be open for suggestions from more experienced people as well. Use a meter if you must to keep track of your performance DPS-wise.

At some point, your practice might bring you so far that you can basically play Warrior almost intuitively, if not to say **purely instinctive**. If you reach that point, you can be assured to be really close to mastering your Warrior. But even then, there will always be room for improvement.

*“Perfection is a goal that changes and never stops moving. You can’t catch it, but you can chase it.”*

**More importantly than anything however, have fun at your Warrior, because you can't force yourself to play something well without enjoying it.**

*Step by step, I am sure you will be able to improve if you follow this advice.*

In closing, I hope that I could shed some light on some of your questions and that I could help you to improve your gameplay and skill level as a Warrior. I would like to thank you for sticking around and taking your time to read this guide, which was created from years of experience and dedication to the game and the Warrior class itself.

I would be glad to hear from you to tell me if this guide helped you improve or not, or if you have any questions left, or even if you have any suggestions.

**Feel free to add me on Discord for those matters: Assazina#4765**  
**I am also occasionally streaming on Twitch: [twitch.tv/assaklysm](https://www.twitch.tv/assaklysm)**

You can also join the Warrior Discord where many other top-notch warriors such as Dean from NA or Yunfang from EU are also present: <https://discord.gg/8nzaTNs>

I also would like to thank several people for their work and effort, and creating the sources that I used to write some of the theoretical input of this guide.

This includes Ketoth, Bernkastel, Roukanken and the TERA theorycrafting community who came up with the crit factor formula and their respective guides.

I want to thank some of my friends and guild members in my guild, Weak, most importantly Lloyderino, for motivating me to finish this guide regardless of the circumstances, and having a look over it to give feedback and suggestions.

I want to thank Dean for giving feedback to and featuring this guide, and for letting me borrow some style/design aspects of his older guide into mine.

And lastly, I want to thank everyone that stayed true to me and allowed me to play, experiment around with, and master this class so I could share the knowledge later on. I hope you enjoyed this long read as much as I enjoyed writing it and bid you farewell with these final words:

*Keep practicing, and with time, you will achieve greatness.*

Assazina/Cataklysm signing off.

Link to Lancer Guide:

[https://docs.google.com/document/d/1omKLTJkKA\\_rrz-vP5gyjmzgVAmOV5DEwA9-39BqIPE](https://docs.google.com/document/d/1omKLTJkKA_rrz-vP5gyjmzgVAmOV5DEwA9-39BqIPE)

## Changes:

RENAMED GUIDE TO BIBLE after request from readers

Added some more information regarding Blade Draw Resets and Vortex Slash in 5.1., Backstab usage during D-Stance and racial discrepancies, made gear section look better. Added small changes and rephrasings to make the point clearer. Fixed D-Stance Deadly Gamble start (Combative Strike was missing, scenario for no TC prestack, see sections 5.2. and 6.), added extra info to gear section + Blade Waltz usage, some more little stuff.

### **ADDED IMPORTANT INFORMATION IN REGARDS TO SKIPPING AERIAL SCYTHER.**

Added extra info to Tank-Section. Added info in regards to stacking from side/front and back-chasing.

Added Warning regarding the guides information in relation to 3rd party stuff, and some additional info to AS usage, added Mask into gear section, added links to Dean's pre-awakening guide and the meme-sheet. Added quick links to the introduction for convenience.

Added something regarding the crit caps, again. *Ask me those questions one more time and i'll rip your head off.*

**Added IMPORTANT INFORMATION regarding Double CDR setups and using Gamble off Cooldown.**

## **PVP SECTION CANCELLED, AS PVP IN TERA IS BOUND TO DIE.**

Sorry to those that might have hoped for it, but there literally is no point in putting effort into writing something that might not hold any regard in the future. I tried myself to get some fun out of it again but ultimately, there is no fun left to get out of it. It is simply sucked dry at this point. Should you have PvP-related questions, ask on discord.

UPDATE 20th August 2018 - added more info regarding double CDR, added some Links, fixed some stuff

Update 9/11/2018 LOL - added Deadly Gamble 8 edge scything info

Update 10/12/2018 - updated for Blade Waltz fix, and made some changes to the Double CDR and Gear section

Update 9/3/2019 - small update in section 5.1., removed the crit cap meme

Update 18/5/2019 - part 1 of updates for Level 70 patch

**FINAL DISCLAIMER:**  
**As of Patch v86, this Guide**  
**will no longer be updated.**

**A new, reworked Version**  
**of the Bible will be**  
**released after Patch v87**  
**hits, written in accordance**  
**to the class changes**  
**introduced in the latter.**

**Thank you Trynius for this quality meme**

**If you feel like hating me or the guide feel free to message me as well and remember to link me your own, better guide with all the maths that nobody wants to read because it's pointless in a game that is filled with rng, I love me some good drama ayylmao**

**ALSO, IF YOU ARE A STUPID E-GIRL, THIS GUIDE IS NOT MEANT FOR YOU, SHOULD HAVE MENTIONED THAT BEFOREHAND :^)**