

# **Assa's complementary Bookmark**

**Rehash of Priorities, Practical usage of Priority chains, Final crit factor verdict  
and Deadly Gamble.**



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## 1. Premises

- This document is more or less a cheat sheet, designed to compress most of the advanced information given in the Bible into a shorter package with little to no details
- That being said, this is not a beginner guide or anything of that sort, and assumes you know how your skills function, when to utilize DG, what your gear has to look like, etc. (essentially, that you have read most of the Bible if you are coming from that)
- **The main point of this document is to clear out the “optimal crit factor” and how Deadly Gamble should be utilized, as it is the main source of damage.**

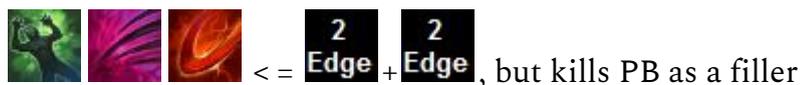
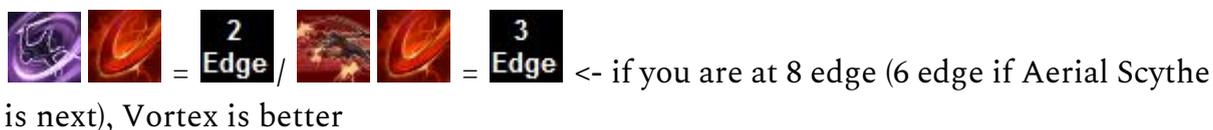
**- DO. NOT. FUCKING. ASK.  
FOR. A. CRIT. CAP. AFTER.  
READING. THIS. EVER.  
AGAIN.** (kys if you do and your entire family with you)

- This assumes double/full CDR build, as it is currently the most effective in terms of damage. This includes a mask.
- **Keep in mind:**  
**These rotations and chains do not assume any 3rd-party tool usage, it might be possible to be able to fit more skills in Deadly Gamble if you are unethical (this is particularly true with a mystic).**

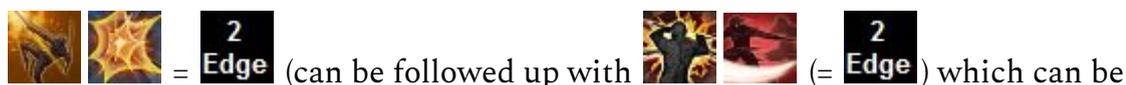
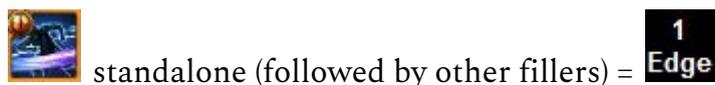
- Please kill any mystic mains you find along the way, preferably in a painful and slow way so they suffer for choosing to play their class, before their pathetic life flashes in their eyes until their consciousness fades into darkness, and they bleed out a while after

## 2. Basic Priorities

### Blade Draw Chain priorities:



### Filler priorities:



cancelled with Blade Draw icon (1 Edge + potential Blade Draw icon chain if it comes up)



Generally, you should use the second cast of Blade Waltz close to the first one for several reasons. First of all, **if you delay the second cast, you also delay the point at which Blade Waltz will go on cooldown.** Second of all, it makes you lose a 1-edge skill per Scythe/Aerial rotation. Lastly, Blade Waltz in itself deals good damage, so opting to have lower HPM **just to keep the second cast for Blade Draw to come up**

**again** may still result in an overall damage loss, especially considering the RNG involved in critical hits. This gives BW a very high priority if it has to be used as a filler.

In DG, 's Edge generation gets increased to 4, and 's to 2.

### 3. Practical usage outside of DG

This is just a short repeat of what should be pretty clear now: basically, you just follow your priorities. For example, if you have BD up as an opener, and BW is up, the optimal scenario would be this:

Double Reset Scenario, optimal



Double Reset Scenario, no BW up:



You get the idea.

Now, if BW came back up in one of these situations, the start would look like this:



And if it didn't reset after Blade Waltz instead, it would change up into this:



Et cetera, et cetera.

Technically, you can make scenarios in regards to how your edge-stacking processes look like, but relying only on scenarios to happen will make you inflexible. If you know the priorities by heart (which will happen sooner or later if you play warrior regularly) and have situational awareness, you will know when to use what skill.

**All that needs to be said is that any BD chain has priority over any filler. If BD doesn't reset after a first cast of BW, BW gains very high priority over all fillers so it can go on cooldown and function as a 1-Edge Filler while doing so.**

### 3. Crit Factor - final verdict:

We know the crit factor caps for Scythe **which is 52+172 for Non-Castanic and 52+159 for Castanic**. This caps out a skill that is usually around 20-22% of our damage with optimal gameplay.

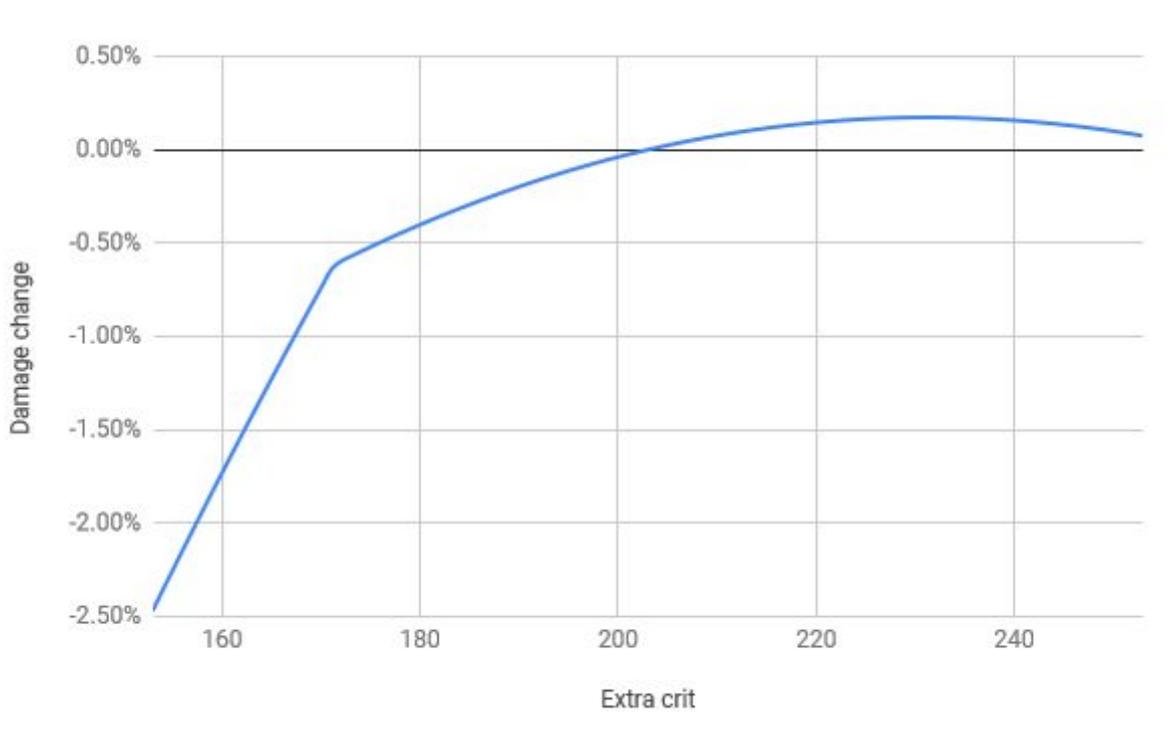
As for Blade Draw, let me quote the paragraph from the Warrior Bible:

**“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).”**

While the latter crit factor numbers are able to be achieved, building into them costs too much power and will ultimately only hurt your damage, because you would be giving up on damage gained from already safe crits, which amount for a bit over half the damage you deal: Aerial Scythe which is usually 24-27% of your damage, and Scythe which we already established to be 20-22%, plus Blade Frenzy for another 3-6% Damage contribution on top of this.

However, it is still advisable to go for a bit more crit factor regardless. This is because there is a sweetspot at which the power loss is not too great for crit factor to diminish in value, while also boosting Blade Draws Damage well enough for it to be a considerable contributor.

After many calculations (*thanks to Roukanken*), we found this sweet spot to be at roughly **+220~230** crit factor, assuming endgame player power/crit damage multiplier values, HPM's (assuming roughly 100 BD HPM or more) and 50% enrage uptime. **Between +180 and +260 however**, the variation in damage should be less than 1%. Still, it is advisable to aim for the sweetspot or slightly lower half of the spectrum due to the safe damage that Aerial Scythe, Scythe and Blade Frenzy provide.



Graph for Damage variation at +203 crit factor with 375 total power which are approximate endgame values. Anything below the 0.00% line means there is a theoretical damage loss, anything above a damage gain. Note that this assumes Blade Draw to have an average triple crit factor (due to Blade Waltz and Deadly Gamble). The sweetspot on this graph is at roughly +230, but since it is an estimation, we can assume that there is a bit of room for variation particularly with the RNG nature of Crit and how runs work in general.

So, the final verdict is, **run anything around the sweetspot of +225 +/-10** if you want to play it safe. **Lower numbers than that are usually safer than higher numbers**



**due to** having safe crits. **Up to +180-260 crit factor, the variations are still small enough to not be a major factor**, but it is still recommended to stay near the sweetspot regardless.

**If you are inexperienced, it is safer to stay at lower crit factor numbers.**

**Put everything else into power.**

And never ask anything in regards to crit factors ever again.

## 4. Deadly Gamble

How Deadly Gamble is handled depends on your healer. **Please don't be an idiot that uses Aerial Scythe when the next Deadly Gamble is coming up in less than 10-12 seconds.**

### Basic / Priest

If you have a Priest, you can make much more usage of Blade Waltz during Deadly Gamble - essentially, you can use only Blade Waltz as Chain starter if you wanted to.

The variations are as follows:

**During Shadow of the Tempest II, this is your optimal edge stacking combo:**



Should you not reset the first Blade Draw, the second Blade Draw is replaced with Poison Blade, regardless of whether or not Aerial Scythe or Scythe is next. You will Scythe at **8 edge**.



This is because during the Tempest Aura buff, which adds 7% CDR, your Cooldowns are low enough to make these combos possible.

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**Once the buff runs out, everything depends on your resets and which Scythe comes up next.**

For Aerial Scythe, this is still the single reset scenario:



This is the non reset scenario:



However, there are some changes to Scythe which CAN impact Aerial Scythe.

First of all: If during a Scythe rotation, Blade Draw doesn't reset, we will still NOT stack to 10 edge.

Instead, we replace the Poison Blade mentioned earlier with **Rain of Blows**.



If you do this combo, Blade Waltz will be up again by the time you Scythe. With Poison Blade, this is no longer possible due to you lacking the CDR from the Tempest Aura buff.

If you get a single reset, you use  as a buffer and potential speed proc UNLESS you have any speed buff up, in which case, buffer with PB or RoB and just keep stacking edge (check whatever works better with your ping).



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Finally, **with full buffs - Rootbeer, Brooch, Adrenaline Rush, (D-Stance Warrior Traversecut)** - this gets altered yet again, since you should be able to fit the full Filler combo on a non-reset Scythe scenario due to how much Attack speed you have.



For Aerial Scythe, this means that on a non-reset Scenario you can replace Poison Blade with Rain of Blows for extra damage without HPM loss.



**Check with your ping if this works for you though - in some cases, it might not be possible without compromises!**

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The second variation comes on a double Reset scenario. If you get a double reset for a Scythe Rotation after an Aerial Scythe, you would have to fill in a bit of time until

your Blade Waltz would be up again, or continue with the next best Blade Draw chain. **It is generally better to keep damaging the boss - this means, not using any Fillers like Death From Above or Combo Attack.**

So, after such a Scythe, the next chainer would be Charging Slash instead.



From here on out it depends on whether or not the Blade Draw resets.

Non reset:



Reset:



In both scenarios, should you get a non-reset, you will have to replace the next 3-edge Filler Combo or Blade Draw chain with their respective lower priority counterparts (since BW isn't up).



Otherwise, just use CHS > BD again.



And that's it for priest. **If you feel lazy here however**, you can simply spam Blade Waltz -> Blade Draw/Rain of Blows and just use Death From Above after every Scythe Rotation with a Blade Draw Reset.



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## Variations for Mystic

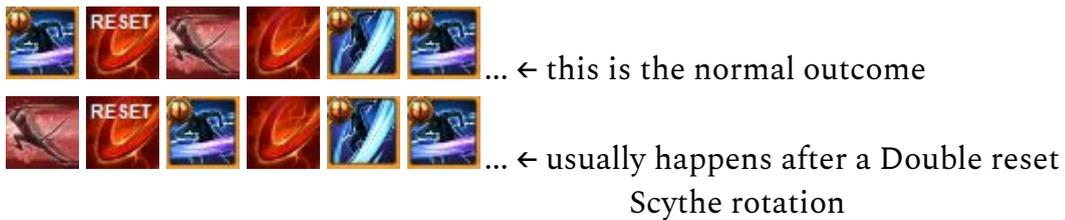
I'll be straight up with this, **Mystics are OBJECTIVELY garbage compared to Priests because of two things: a single scenario that fucks your Aerial Scythe HPM (Double Scythe during DG), and loss on BD crits to keep overall HPM up.** Due to how CDR stacks, without Energy Stars, you will have 14% (!!!) less Cooldown reduction during Deadly Gamble. **Mystics are HORRIBLE for Warriors.**

For Mystics, the basic Combos look similar, if not almost the same on first glance. However, due to the lack of CDR, certain things are bottlenecked, particularly once you lose the Tempest buff.

Generally, **I recommend far more usage of Charging Slash** at the cost of Blade Draw crits with mystic, since bottlenecks pretty much guarantee you losing out on your total Scythe number, **and it is pretty much unavoidable to get bottlenecks if you play exactly like with a Priest** (with added DFA's?). Having worse (Aerial) Scythe HPM just to get more Blade Draw crits is a risky and more often than not counterproductive trade.

Essentially, what you need to keep in mind with Mystics is that you have to **make sure to always have a Blade Waltz after an Aerial Scythe** to cancel it, since it is the only skill able to do so without giving you DPS downtime (Roll or DFA...).

This means that for every Aerial Scythe “Rotation”, you would optimally have to use **one** Charging Slash.



This will automatically cause you to use Charging Slash more often in DG (if you get lots of resets, that is). If you decide to not do this, **you will have to use a DFA** in between.

Another option is to simply use a DFA either right before or after Aerial Scythe (depending on its cooldown) if you mess it up, or want to keep up the Attack Speed buff provided by DFA's Glyph.



8-Edge-Scything on non-resets should usually still work like it does with priests, but depending on your ping/unethicalness/whatnot you might be able to stack to 10 edge here without compromises. Test it for yourself.

The double reset etc. scenarios are still the same, pretty much the only difference is that on the single reset Scythe Scenario this combo is not optional, but mandatory:



Now to the big problem, the **Double Scythe scenario**:

**If you get lucky Blade Draw resets while playing this way**, you will sometimes stack your edge too fast for Aerial Scythe to be up again. Depending on how fast you are - Attack Speed buffs, Ping and whatnot - this can sometimes be just 1-2 seconds off (where you honestly could just fill with DFA, CS->RoB or whatever) and go up to 4-5 seconds.

Let's assume we get the luck of god:



You would usually Aerial Scythe here but with Mystics not having Energy stars, it will likely not be up if you are fast.

As said before, what you should do depends on your leftover cooldown. If it is below 2 seconds, just use any fillers and **insta-skip the Aerial Scythe**, since BW will be up after it regardless.



If it is any longer than that - particularly within the 4 second mark, just use your Scythe. and curse at your mystic for playing their class because you may have just lost an AES in DG.



While this is a pretty rare scenario it should still be mentioned regardless since it can really mess things up, and it can happen even without crazy reset luck, particularly if you 8-edge Scythe.

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**As said beforehand, check whatever works best with your ping.**

This concludes this document, I'm now off to the psychiatric clinic to cure myself from exposure to severe idiocy of people and mystic overdose PTSD

