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Guild wars 2 elementalist guide 2019

A list of PvE, PvP, and WvW elemental builds ranging from good to meta. Conquest D/F Auramancer D/F Lightning Rod Freshweaver CES Lightning Rod Fire Weaver Fractal & Dungeon Power DPS Sword Power DPS (Frattal) Open World Condi Tempest Fresh Air Tempest Basic Air Basic Air Basic Staff Basic Ele Raid Condi DPS Power DPS Sword Power DPS Support Healer Condi DPS WvW Frontline Frontline Staff Backline Staff DPS Intro: For everyone new, let me start by saying that in Guild Wars 2 you can play the way you want to play, no matter how you play the game you're playing. If you're not having fun, try a weapon playstyle that suits you best. Once mastered, learning the other weapons might be more fun than the first time you tried them. Although we, as Elementalists, can only equip one weapon at a time, we are destined to master and love them all... except trident, no one likes trident. Weapon-based play styles: Staff: Slightly favors Power, AoE, control, healing, long range. Scepter: Mix of power and condition damage, survival, medium range. Main Dagger Hand: Promotes condition damage, high mobility, fast attacks, hand-to-hand remote control, close range. Dagger with focus: survival, anti-remote. Dagger with dagger out of the way: initiation, melee control. Game styles based on game mode: Small events: Direct damage to tag enemies for loot. Boss of the Great Zone: at a distance, direct damage. Dungeons: Some survival is key. The glass cannon suffers.sPvP: player's choice. WvW: Tools, videos and learning channels of your choice: WoodenPotatoes Dagger + Dagger lead the complete list of the elemental combined field and Trahiega finisher. Noteworthy players of sPvP: wShuynhail sPvP - jump to matches. Sad Fayce Youtube Guide to sPvP Roaming and Stomping Iphone Application Build Vault lets you browse stretches from anywhere! Some of the traits are incorrect and from the beta. Noteworthy mentions - Spell naming system: (Element Element-Key#) and (Element-Key#): Finishers combos are counted at the time of their cast with the exception of Phoenix (f-3 scepter) and Eruption (staff e-2). Phoenix is counted when the phoenix explodes and turns. Phoenix just needs to explode near a combo field to activate the finisher. It can be launched before combo fields are placed until it explodes near one. The eruption is counted on its explosion. Combo fields such as Static Field (stick a-5) and Ring of Fire (DAGGER OH f-4) are counted for everything that has been thrown in the middle of the ring-shaped field. Arcane Explosion (Utility Spell) is an instant and uninterrupted combined finisher. Example: The combined finisher in healing fields for an explosion AoE team healing.Combo finishers only activate the nearest combo field. Combo fields can be activated multiple times using multiple combined finishers. Cleansing wave (OH w-5 dagger) and healing rain (w-5 stick) remove a condition. Example: Heal the long poisons that enemies apply during leveling. The Burn condition accumulates over the duration. If the enemy dies before they run out, you have a lot of wasted waste Bleeding conditions accumulate in intensity, making it much more difficult to significantly kill a target. Although power and condition damage is grouped in the Hero panel, they affect the damage of different spells. Power reinforces spells that deal direct damage, and condition damage reinforces spells that apply a condition to the target to cause damage over time. Glyph of Elementals (Elite Slot) is the most versatile Elite ability. The water elemental heals more than 6,000 at level 80, and the Earth's Elemental is a strong reservoir. Ride lightning (OH Dagger a-4) does not automatically charge the nearest unsightly enemy if you change the option to Settings to attack only target enemies. Turn off Autotargeting. Batteries could cause 35 power damage and 35 conditions each at level 80.Some abilities throw 3 malicious parts at once (MH f-1 Dagger or Stick a-1). These abilities benefit more from accuracy than from the skills they hit once as you have a better chance of criticizing. Criting most often guarantees different Bosons and unique conditions from the stretch lines. Focus on the accuracy and specific conditions of the writing in the strokes. Condition Damage bypasses armor (Armor = Defense + Toughness). Direct damage is reduced by an opponent's armor. You can change your automatic attack to instantly trigger any spell for each tuner. This is especially useful for water by setting a cure or Aura as an automatic attachment so that it launches immediately after intunement. Burning Retreat (Stick f-4) and Summoned Flame Axe (-3) act as an extra dodge, denying all damage to enemies, but not the environment. Healing does not affect downed players. Super Veggie Pizza and Rare Veggie Pizza from Cooking give 36% and 40% durability respectively. This is a huge increase in damage if you have the extra money to save. Super Veggie Pizza isn't any worse at all, but it's much cheaper on the trading spot. Noteworthy skill mentions: Arcane utility spells and Cantrip utility spells can be cast despite status effects such as Stun from enemies or Funnel from your abilities such as Churning Earth (OH Dagger e-5). Glyph of Renewal (utility) is useful in WvW and sPvP to instantly resurrect allies. Earth armor (utility) and other spells/strokes that ensure Boon stability can be used to trample enemies in PvP without interruption. Signet of Earth (utility) has a immobilized one that is useful to help land Dragontooth (Scepter f-2) and other delayed spells. Signet of Water (utility) can be very useful during leveling or dungeons if enemies often apply a long-lasting DoT spell. Summoned weapons can be made from the elemental class. Here are some reasons why they are good. Remember that everything is x2 because you get two even if recovery time is shared between weapons if used only by yourself. For an extensive list of combos, refer to the Trahiega link in Learning Tools, Videos, and Channels. Summon Earth Shield: Cripple, Daze, Pull AoE Enemies, Invulnerability by 3 seconds. Summon flame axe: flame: (Dodge), Fire Combo Field, Finisher Jump combo with ELEVATED Damage Burn. Summon Frost Arch: Probably the most summoned weapon. Healing on the hit, deals vulnerabilities, area cold, AoE with high concentrated damage, freezing a single target (such as a stun). Lightning hammer: AoE Blind explosion finisher with short recovery time, Leap combined finisher, rejected, static field AoE stunning (like a-5 personnel but with a unique recovery time). Elite: Summon The Burning Sword: High Lava Character-like damage ability (Staff f-2), Finisher combined Long-Distance Vortex (only one Elementalist gets), Jump (not a combined finisher), Decent AoE Ability (similar to the f-5 stick), Tips and combos for each weapon: Combos are a combination of spells that are combined finishers placed on cheh spells. Being on the way can be contacted jh I can be are combo camps. When a combined finisher is placed on the combo field, it will buff the user and/or their team or place a condition on the target. To learn more, see here. Staff: Fire to Earth Combo 1: Lava Font (f-2) OR Burning Retreat (f-4),Earth Attunement, Eruption (e-2), Shockwave (e-5). Explanation: Gain strength and apply burning to enemies using Lava Character (f-2) or Burning Retreat (f-4) as a combo field. Useful on stationary enemies. Note: This combo can be performed backwards using Eruption (e-2), Fire Tuning, and then Lava Character (f-2) to achieve better results during delay. Fire to Earth Combo 2: Lava Font (f-2) OR Burning Retreat (f-4),Earth Attunement, Stoning (e-1), Shockwave (e-5). Explanation: Apply burn with attacks when you switch to the Earth's Intunement from Fire Tuning. More useful than the Fire on Earth 1 combo against moving targets. Water-Earth Combo 1: Healing Rain (w-5),Earth Tuning, Eruption (e-2), Shockwave (e-5), Stoning (e-1),Optional [Arcane Explosion (Utility), Arcane Wave (Utility)]. Explanation: Each explosion finisher provides an AoE burst healing in the Healing Rain combo field (w-5). Each bullet finisher applies regeneration that will be stacked in duration. Water-Earth Combo 2: Frozen Earth (w-4),Ground Tuning, then choose:– Stoning (e-1) for cold (life stacks).– Shockwave (e-5) for Chill.– Eruption for area frost armor. Air to Earth Combo 1: Static Field (a-5),Earth Attunement, then choose:– Stoning (e-1) for Vulnerability.– Shockwave (e-5) for Vulnerability.– Arcane Blast (utility) for Vulnerability.– Arcane Wave (utility) for Swiftness.– Eruption (e-2) for Swiftness. Scepter + Dagger: Fire Combo 1: Ring of Fire (f-4), Dragontooth (f-3), Phoenix (f-2),Optional arcane wave (utility - explosion finisher), Arcane explosion (utility - bullet finisher), Optional terrestrial tuning, (e-4), Zangolan Earth (e-5). Explanation: This combo can stack 15-20 Force to your entire team with the right stroke setup with 3 could for combined finisher, 1 could for each fire magic, and 1 could perunement shoot. Air-Fire Combo 1: Ride lightning (a-4), Updraft (a-5), Fire Combo 1. Explanation: As the enemy is shot down, the Dragon's Tooth (f-3) and Phoenix Phoenix are much easier to land. In sPvP, it's faster to skip the Ring of Fire (f-4) to make sure the DragonTooth (f-3) hits the enemy. Fire to Earth Combo 1: Ring of Fire (f-4),Earth Tuning, Earthquake (e-4), Zangolan Earth (e-5),Optional [Dust Devil (e-3), Air Tuning, Updraft (a-5)]. Explanation: Earthquake (e-4) and Zangolan Earth (e-5) are explosion finishers and will grant you 6 total power from the fire combo field left by the Ring of Fire (f-4). Damage mitigation spell cycle: Updraft (a-5), Blinding Flash (a-4),Fire Tuning, Phoenix (f-3), dodge roll, Earth Attunement, Dust Devil (e-3), Earthquake (e-4), dodge roll, Rock Barrier (e-2),Water Attunement, Water Trident (w-3), Cleansing Wave (w-5), dodge roll, Air Attunement, Blinding Flash (a-3). Explanation: Although long and complicated, this is a good example of how much damage mitigation sceptre + dagger can provide. By blocking with dodge shots, you can ride a bike for a long time without taking damage from many of the slower attacking enemies. Never underestimate the dodged rolling to reposition and stop for recovery issues. Dagger + Dagger: Ground Fire Combo 1: Ring of Fire (f-4) Or Burning Speed (f-3),Earth Tuning, Magnetic Grip (e-3),Optional [Earthquake (e-4), Zangolan Earth (e-5)] Explanation: Fire Combo Field + Magnetic Grip (Jump Finisher) results in an aura shield of fire. The remaining time on the fire combo field will ensure strength for earthquake (e-4) and Zangolan Earth (e-5). Scepter + Focus: Dagger + Focus: Trident: There are no traditional combos known for underwater trident. I found that Air Attunement seems to be the best in underwater combat in terms of single-target damage, kiting (speed strokes) and control. Lightning Cage (a-5) acts exactly like Static Field (staff a-5). Against stationary enemies, you can use Air Bubble (a-4) or Rock Anchor (e-4) to move through the Lightning Cage barrier for stunning. Various Combos: Water Elemental Throws Cold Combo Field. Summoned weapons have different combo and finisher fields. Elite: Conjure Fiery Greatsword has the only Finisher Vortex for the Elementalist. Summon lightning hammer and flame axe evoked have Leap finishers; Magnetic Grasp (MH Dagger e-3) is the only other Leap finisher available for Elementlists.Arcane Wave (utility) and Arcane Blast (utility) are elementalists' only two finisher combo utility spells. Level 80 Build and Tactics: Aura Builds: Scepter + Dagger: Vulnerability/Aura/Critics/Signets/Might Stacking Objectives: Vulnerability Stack via Crits with Triple Stone Fragments. Constant Speed and Fury (20% Critical) through Aura plus other Bosons.Burst with combo by force and exchange between Burns and Bleeding to maximize damage. Bypass armor using mainly condition damage spells. Good for: Quests, Dungeons as bloody damager. WvW, solo sPvP. Bad for: SPvP Tournament, Zone Boss (Dragons). Player-of-choice decisions: Player: 5 points in the Earth can be moved. The traits of Earth V and VIII can be changed depending on the game mode. Focus Stroke V can be changed according to the player's preferences. The fog shape can be exchanged for Cantrip preferably of the player. Tactics: Crit's high probability plays well with Stone Shards (scepter e-1) as he hits 3 times by activation. in Critical Strike, you have a 60% chance of applying vulnerabilities and a 30% chance of burning. The applied concession of Aura Swiftness and Fury (20% Crit Chance) for 10 seconds of duration accumulation, you have 3 marks and Frost Aura (w-4) for 40 seconds total Fury and Speed. It's another 10-20 seconds of Swiftness and Fury for the return of recovery time: it's endless. Stacks of could be easily obtained in Fire Attunement using combos previously mentioned in this guide. The base battle will start using frozen Aura (w-4) and/or a sign, Shatterstone (w-3), then swap into Earth Tune or Fire Tuning and burst, then vice versa. Rotate damage between burning and bleeding to maximize damage. Battles can start in any Tuner and rotate to others for full potential. Aura: Dagger + Dagger: WoodenPotatoes D/D Construction. FUN! Boon Stacking through the exchange of tunings and buff auras. Daggers have access to the most Auras of any choice of weapons. Super High Mobility to dodge outbound and exit combat and reduce enemies. Good for: Missions, WvW, Only sPvP, Decent in dungeons with disadvantages of the melee range, mediocre for bosses in the area. Bad For: SPvP Tournament, Crowded Zones (aggroing several enemies accidentally). Player choice decisions: For signet activation instead of Cantrip Might boons, the focus stroke line can be changed to Strokes V and IX. The Water Trait line also changes to II, V, or VI for Signets.Although not recommended, 10 points can be moved from the Arcane stretch line to another player's pick line. Tactics: Battles are highly mobile, whizzing out and out with Burning Speed (f-3), Ride the Lightning (a-4), Updraft (a-5), Magnetic Grasp (e-4), Lightning Flash (utility), and endless Swiftness Boon. Don't forget to always keep Swiftness and Fury up from Auras. Apply Frozen Aura (w-4) and Shocking Aura (a-3) whenever available and use Magnetic Grip (e-3) on fire combo fields for additional fire aura from the leap finisher (not listed on the tooltip). The auras can be activated automatically at the time of the tuner exchange by binding them as an automatic attack of that tuning. Execute enemies through the FireFields as much as possible to stack the Use Cantrips for an extra Might. They can be launched during enemy crowd control and even during your Chur Land (e-5). The basic battle is to start with the Ride lightning or Burn speed. Get an aura from air tuning or water tuning and then lay a Fire combo field and stack Might.Save a field of fire and switch to Earth tuning, jumping through the field of fire with magnetic grip for an additional aura of fire and could Churn out the Earth and use Cantrip during the channel for additional Might.Swap to Water Attunement and apply Frozen Aura, Frozen Burst, and Cold Cone.Repeat. Arcane Build: Staff: PvE: sPvP: objectives: Staff builds have different combo fields and are generally made to activate them. This build is about setting up large combo fields, chilling or immobilizing the enemy within them, and activating fields. This build is less career than builds at closer range, but it has the added advantage of shooting long range and several crowd control spells. Good for: WvW, Zone Boss (Dragons), Dungeon Support/Damage Role, Zerg Events, Crowded Areas. Bad for: Search, Blast big if not prepared. Player choice decisions: List two builds: PvE and sPvP. The sPvP build works well in dungeons as a supporting character. Utility spells are completely the player's choice, but the arcane wave (utility) is strong for activating combo fields. The player can also choose summoned weapons for multiple combo and finisher fields (see Noteworthy Skill Mentions). Arcane Power (utility) can be useful since you will have a lot of power and not much Crit. Several traits we've taken change Crit, but the staff is attacking slowly and many attacks can't Crit. You might prefer to have arcane power to cope with the lack of burst seen in other dual-handle weapon sets.10 points in Focus can be moved to Earth for Earth Section III armor for sPvP. Tactics: These are combo camps. Set them up for your allies, activate theirs or yours. Your fields are huge due to the stretch of explosive personnel VIII in Arcane. You can activate combo fields with: Arcane Wave (Utility). Arcane explosion (utility) (projectile). Dodge Rolling in Fire OR Earth Attunement (despite the tooltip) by Arcana Trait XI.Stoning (e-1) (projectile). Eruption (e-2). Shockwave (e-5) (projectile). Each combo field has different effects depending on the type of finisher used (see Combo section). With this build you constantly dodge to trigger fields and avoid damage while waiting for recovery times. You'll use Signet of Earth in sPvP to keep enemies in your fields. You will stay on your fields so that the enemies will rough in them to attack you. Use line of sight as your fields damage for the duration. Slow them down with Unsteady Ground (e-4), immobilize with Shockwave (e-5), Stuns with Static Field (a-5), move enemies from ledges with Gust (a-3). Most importantly: dodding. Dodge to remove effects and activate fields. Combo Field Boons/Conditions: Swiftness = Trigger Static Field.Might = Trigger Lava Font or Burning Speed.Healing = Trigger Healing Rain multiple times. Chill = Projectile Frozen Ground (also launched by Water Elemental). Vulnerability = Static field projectile (useful on bosses almost invulnerable to stunners). The basic battle cannot be described. The reason why this staff building is fun is because every is fluid with every new battle. Think about what state you need and then make it happen. Repeat. Gear tips: Gear options and pre- and post-level 80 recommendations. Green quality equipment is almost equivalent to rare quality equipment (yellow) of the same level. Go to the Trading Post for every 10 levels or so and replace your equipment. At level 80, you can purchase Green level gear for stats almost equivalent to the rare (yellow) Level 80 gear. You can also purchase level 79 rare quality equipment (yellow) much cheaper than rare Level 80 equipment with a near-zero statistical difference. Use all the runes and seals you find when leveling up to see how they work or increase your stats. You won't use them at level 80 and level them up fast. During leveling, you can get away with equipment such as glass cannon (Power, Precision, Crit Damage, and Condition Damage), unless you're often running dungeons. When you buy cheap green gear when you reach level 80, go ahead and put good runes and seals in your weapons. If you have a black lion recovery kit, you can recover runes 100% of the time. Master save kits have an 80% chance, so it's not a bad investment to go ahead and get a full rune set at level 80 for your green equipment, then reuse them for upgrades. Magic Find doesn't affect chests, saves, or loot that opens. It only affects the loot collected from a corpse. It is not effective to grind an enemy type in an area for more than 20-30 minutes due to an anti-botting code in the game that limits loot later. There are other aspects of this anti-botting code, but they are not well known, and rotating enemies after 20-30 minutes will go around most loot restrictions. Condition damage only affects condition-based spells (DoT), and Power only affects direct damage spells (instant damage). Spells such as Lava Character (stick f-3) are affected by the Power

because they do not apply a damage condition. Each time you use a new vendor stroke manual (level 11, 40, and 60), all current strokes are reset. So it is safe to throw your traits up to 80 at no extra cost as it recovers 3 times. Note: You can't use the same stroke manual twice or skip a book. Use Karma to save kits, pickaxes, axes, and sickles if you want to save your gold. Gold is more valuable at the top level. Get two pieces back in your personal plot. The former can take a low-level gem, the second you receive on a personal plot mission near level 80. The second rear piece can be manded with any tall gemstone You can purchase a Level 80 water helmet upon Gavbeorn Landing at Cursed Shore for nearly 1,000 karma points from the karma seller. You can also buy lower-level water helmets while you're about every 20 levels, but I don't know where. The creation is usually a gold sink, but some people have made hundreds of gold. By now, most highly profitable items are no longer high demand and low supply. Creation can make you a much cheaper equipment set than Trading Post if you most materials. This may not seem useful for wasting money reaching 400 trades; but remember that each craft profession offers 10 levels of character experience from 1 to 400. This experience scales with the layer, so if you create from 1-400 to level 1, you reach level 11. If you craft 1 to 400 at level 70, you'll reach level 80. You can create low-cost exotic weapons with your extra skill points in the Mystic Forge when you reach level 80. Look for the weapon you want and give yourself a very powerful weapon at low cost. These are made with 30 mystical coins, 1 lady parchment near the Mystical Forge (50 skill points), 5x weapon component A (varies) and 5x weapon component B (varies). For more instructions and clarifications on creating Mystic Weapons, refer to this guide from a fellow redditor. Additional statistics: a discussion. So far, only my opinion is written. Level 80 equipment has 3 stats per piece. I would like to show that depending on your playstyle and weapon setup, you can get more out of your stats. Although you should always use each tuner, based on your traits, some tunings can be used more often. Personal: Focus on fire and Earth: power, damage to conditions, stretches of boson life, AoE section of larger personnel. focus on Precision or Crit Damage as many of your spells can't fault. Do not focus on water and air: healing, precision, power, vitality. This is a style of play based on control, support and survival. You will still often use fire and earth, but if you tend to stay in water or air, it does not benefit from damage to the conditions. Dagger + Dagger: You'll need to constantly use all attunements. Focus on: precision, crit damage, condition damage, toughness. you have different multi-hit skills and those thrive on Crit for extra boons and damage from stretches. You also have a lot of combos to get Might, so you don't need Power as much as with some other weapons. Several spells give condition in fire and earth. Toughness for melee flow and damage to complementary conditions in strokes. Scepter + Dagger: You should balance Fire and Earth since you will use both, but you can also choose to focus on one. Focus on fire: power, damage to conditions, toughness. Focus on Earth: precision, toughness, damage to conditions. Multi-shot stone fragments (e-1) 2000 roam more than Power. Scepter + Focus: Dagger + Focus: Runes and Seals: Things to Know: Weapon Exchange Seals are triggered on elemental tuning exchange with a short cooldown. The duration of the recovery time depends on the seal. Seals that accumulate in intensity such as of Bloodlust, Sigil of Corruption and Sigil of Luck do not accumulate with each other. Only one seal will be activated and the other is useless. Stacking seals in intensity can be stacked and then inserted into the bag while leaving the stacking effect enabled. For example, you can stack Sigil of Luck 25 times with a green dagger and then equip a better dagger with an on on trade and store all 25 piles of the Seal of Fortune, despite no longer being equipped. Just try not to get knocked down. If you use two weapons with the same stacking seal 25, it will accumulate 2 times per kill but will not accumulate more than 25 times. On the exchange of seal weapons to be fully explained after further testing.... sPvP: sPvP can be frustrating for new Elementalists. Be sure to read noteworthy mentions, noteworthy skills and builds, and Level 80 stretch tactics to learn more. Pre-match swiftness upgrade: Don't start the game in Air Attunement if you have speed bonuses to tune in to Air. Wait for the game to start and then Attune to Air. Ride the Lightning (OH Dagger a-4) can be used in mid-air to earn money to move quickly at the beginning of the game. Updraft (OH Dagger a-4) concedes 10 seconds of speed but throws you backwards. Instead, during the run, find a convenient way to reverse the direction of your characters and use updraft to roll the way you want and get quick. Be wary it's a long recovery time. The air stroke shaft can ensure speed whenever an aura is applied with the right construction. Complex Auras are explained in the Build and Tactics section of the Level 80 stroke. If you're using a staff, you can use Eruption (e-2), Attune to Air, and create a field combined with Static Field (a-5) very quickly for your party. Doubles the duration using the arcane wave (utility) as a combined finisher and the previous eruption (e-2). Be wary of long cooldowns. Combo: Most of this guide deals with combos and varies drastically based on weapon selection and trait. For information about other sPvP-specific combos, read the Build and Tactics section of level 80 features. SPvP game tips and tactics: You can use Lightning Flash (utility) to teleport to the top of some raised walkways from below to escape enemies, surprise enemies, or rain damage on them as they try to reach you. For example, the wooden platform walkway next to the Clock Tower. If you're below, place your cursor on the underside of the wood and use Lightning Flash. You should finish it on it. You can also use Lightning Flash and other Cantrips during funneling or under the effects of crowd control. As Lightning above, other targeted spells such as Fire shower (stick f-5) can be used on the underside of the walkways and will be thrown on top of them. Crowd Control's high number of underwater spells makes Elementalists great for defending Ruins in SPvP. you can control the crowd 2-3 enemies at a time and let the sharks eat them. Elementalists, however, are not great for taking/limiting Ruins yourself.... As already mentioned in this guide, Arcane Wave is excellent for applying damage by activating combo fields at the same time. This is especially good in coordination with Healing Rain (w-5 stick) and similar healing spells from teammates as it provides an AoE burst healing. You can cast any non-weapon abilities while in Fog Form (utility) including healing, all utility spells, and Elite Elite you are slowed down (cripple, cold, etc.) or are taking damage to the conditions before entering Mist Form (utility), you will be slowed down and you will have damage to the conditions. In other words, Mist Form makes you invulnerable to something other than the conditions and effects you had when you enter Mist Form. Use it before you have 100hp and 3 DoTs on you. Water Elemental is considered the most useful Elite ability in sPvP. Heals, provides Chill combo fields, is durable, and deals moderate damage. Regeneration timers are at XX:18, XX:38, and XX:58. If you're about to be trampled and approaching one of those times, don't stop it. Try to trample enemies right after those moments if possible. Trampling and trampling prevention: first of all, you do not have to step on someone to kill them. You can keep damaging them. I know it's crucial, but somewhere, someone has learned something. The first thing to know about trampling is that stability will prevent the interruption of a stomp or resurrection. If you are trampling someone, you can try to stun them to avoid being interrupted, but the best guarantee is to have stability on you when trampling. You can get it in the Earth's line or earth armor (utility). Mist Form can also be used as an alternative to Stability. It can be launched before or during a stomp as well as before or during a resurrection. He's not going to break the channel. Your first goal at any time is to prevent allies from being trampled underfoot. They may not relive quickly, but the time enemies spend on them is time not spent on you. If you give them enough time, they might be able to mist form or their equivalent class and relive themselves. Long-distance rump prevention: Burst (Personnel a-3). Gale (Focus a-5) Ride the Lightning (OH Dagger a-4), Updraft (a-5). Short-range stomp prevention: any spell that moves the enemy. Effective use of movement displacement skills: Each class/profession has several spells that can move their enemy. The most basic example is Gust (Staff a-3). To get the most out of these spells you need to pay attention to your placement. Never fight with your back to a ledge. They may not kill you by dropping you, but they may limit the point or defend it longer while waiting for reinforcements. Instead of being knocked down by your opponent, throw them out of the ledge. Always position for a chance to drop your opponent from a ledge. You can also use it to make a 2v1 in a 1v1. Abilities Elementalists can use people outside the protrusions: Burst (Staff a-3). Updraft (OH Dagger a-5) Wind Blast (Conjured Lightning Hammer -3) Debris Tornado (Tornado -3) Things to test: Bleeding and Burns round last tick or releasing it if not over a full duration? Fiery Greatsword Fiery Rush (fg-4) leap finisher? How often does the Water Elemental launch a cold combo field and heal? Can anyone fully explain the seals on the double branding arms exchange? If I use two of the same seal of criticism, will they activate at the same time or one after the other? I receive I receive effects of two different seals on the exchange of weapons at the same time or do they alternate? Do The On Weapon Swap and On Crit seals share an internal recovery time between them? Arcane Power (utility): Are the five auto-crit attacks consumed in two attacks by Dragon's Claw (MH Dagger f-1)? I cannot remember; what is the regeneration timer in sPvP? Is it every 20 seconds or something? Check combo fields and finishers from Summon Flame Axe despite the tooltip not indicating them. Explosive lava axe (Conjure Flame Axe - 2) as a combo blast finisher? Burning Retreat (Summon Flame Axe -3) as a combo field fire? Conjure Flame Axe -4) as Combo Field Fire? Fire?

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