

Questions on Mesmer

Mitch's Responses

December 2007

*This text was pulled from the Team Quitters forum thread titled "Mesmers and their role in GvG". The full length text can be found at the link provided at the end of this document. The following excerpt outlines only Mitch's responses to questions given in the thread.

Someone asked me what the role of mesmers in GvG where and what aspects to focus on and there was a thread on Guru (GvG section) asking pretty much the same thing.

Seeing as how I had some free time at uni today and I was really bored I decided to write a little something about this.

Post ended up being longer than I intended, oh well.

First off I want to make clear that any guide regarding competitive play of a certain profession isn't set in stone, as the best way to play a certain character (especially a midliner such as mesmers and ranger) depends largely on the team build and a guild's general playstyle as well as on other midliners that might have slightly overlapping roles (e.g. mesmer and ranger interrupts)

However this does not mean that there aren't any basic 'guidelines' or key objectives you should focus on, I will try to elaborate on this further in a bit.

Basics:

It is of *vital* importance that a mesmer has good ping and reactions, he should be able to interrupt .75s cast times without much effort and with fairly high consistency, as well as know recharges/cast times/cast animations of important spells (everyone should really know this but it's especially important to mesmers and rangers).

Also a very important part of playing Mesmer is battlefield awareness, mainly regarding positioning. As it is very common for mesmers to carry a hard res they will often be a primary spike target. Because of this you always need to pay attention to the battle field, so you can instantly spot it when a warrior comes running for you and take measures accordingly (e.g. pre-kite, swap to shield set, move into a ward if you weren't already in it) This is a little less important for Me/E with melee wards as they are a somewhat less attractive target since they will be in a ward most of the time and can more easily use this to protect themselves if they need to push forward to shut something down.

Build specific roles:

Gimmick builds aside there's 3 'dominant' party builds in the metagame atm:

Standard 'euro balanced', 2 Warriors (usually with shock) Cripshot Ranger or Paragon, Dom Mesmer, Bsurge Ele, 2 Monks, Rit or Monk runner.



'DFesque physical pressure', 2 Warriors (1 with hard res 1 with shock or rend touch) Cripshot Ranger, Paragon/Mesmer, Mesmer/Ele with ward, 2 Monks, Monk or Rit runner.

'Vz esque condition pressure' 2 Warriors (1 sword 1 axe, usually both have shock), Magebane Ranger with screaming/deb shot, Water ele with ward and death pact, Surge Mesmer (with or without flesh), 2 monks, Rit runner (sometimes a monk)

These builds differ quite a bit in how they are executed, the first build pretty much requires clear spikes to get any kills in 8v8 (or 7v7) combat, whereas the other 2 can outpressure a team and use spikes to finish off low targets when necessary.

A Mesmer's role in spikish builds:

As a Mesmer you can't really do much on your own, you rely on other people to cast spells to accomplish anything, a diversion is useless if you don't give someone an incentive to cast through it (be it by pressure or by spike) and interrupts are useless if no one is casting for obvious reasons. Keeping this in mind, in standard euro balanced your primary objectives will be to time diversions (on defensive characters like monks/bsurge eles) with spikes as well as using enchantment removal and surge/burn on the spike target and in between spikes you work together with the ranger to get down the static defense (e.g. wards/aegis/DA) whoever gets what is mainly up to preference, just communicate with your ranger and notify your team if you landed a key interrupt.

Keep in mind that good teams will use glyph of lesser energy to fake cast key spells like aegis and wards to bait interrupts and/or wait for a fast cast, if this is the case your ranger will have an easier time getting stuff down because of the recharge and energy cost of his interrupts plus the fact that teams tend to pay less attention to ranger interrupts than Mesmer ones.

Key skills to divert in a spikish build would be: BSurge, Spirit Bond, Shield of Deflection and to a lesser extent Prot Spirit, Infuse Health (if you run into a Healer's Boon monk, try and divert his healer's boon or continuously bother him with enchantment removal)

Key skills to interrupt: Ward Against Melee, Defensive Anthem, Aegis (this can be dealt with by using strips).

A Mesmer's Role in a pressure based build:

If you're playing against a build like DF's you will have to primarily focus on shutting down monks as the only real defense they have are the monks and the ward on the Mesmer, although it's definitely to



interrupt a fast cast melee ward, especially since MoR fell out of favor and people started running less fast casting, against a good Mesmer you won't be able to reliably interrupt it, so leave it to your ranger.

Another thing you need to pay attention to is the P/Me which usually has PReturn or PSpike/Web and he will mostly be using those on your diversions. Pay attention to the paragon when casting diversion and fake it if you have to, this will make coordinating it with spikes a lot harder but versus this builds there's less of a need to.

Against Vz's build again focus mainly on monks and try and PLeak skills on the water ele and divert his trident when your flagger is getting owned by it, if you know or expect to face this build, Hex Eater Vortex is a much better elite choice than Energy Surge.

If you're playing Mesmer in a pressure build like Vz's or DF's you will have a much easier time timing your diversions with people casting spells because if you put out pressure people will have to cast, your focus should be on shutting down stuff that prevents you from pressuring (mainly wards, DA, Aegis), as well as PLeaking defensive characters to threaten their energy level and looking for opportunities to assist your warriors with surge/burn, basically your role in a build like this has much more freedom but at the same time requires you to play a lot more aggressive to maximize your success.

A Mesmer's Contributions to defense:

Now this was all mainly about what to focus on *offensively*, but can definitely also contribute *defensively*. An easy thing that can really help your defense, is an occasional PLeak on Diversion, coordinate it with your ranger as it's generally better to DShot diversions.

If your team is suffering from heavy pressure and getting pushed back, you should focus on shutting down their offense to give your backline time to recover or the opportunity to retreat. Your role in this is obviously quite limited, but disrupting skills like LBolt, EBurn, ESurge, Gale etc can help your team greatly.

If you're making a full retreat and the other team has a cripsnot throw a diversion on him (since attack skills cant be cancelled Cripsnot is a really easy target for diversion) or if they have a water ele throw a diversion on him or keep him selected while you retreat and interrupt his snares, the same of course applies when you're trying to push a flag in and your flagger gets snared repeatedly.

These were basically the main things you should focus on as Mesmer, I hope this is of help to anyone, though I imagine that anyone that plays competitively already knows (most of) it.



Some tips:

If you put diversion on a monk and he's not casting, don't wait to see if he does, but switch to the other monk and interrupt their hex removal.

On a push pay close attention to monks getting knocked down, and don't be afraid to time a PLeak with them getting back on their feet.

Make sure you hotkey your weapon switches and key spells like interrupts so you can quickly change sets and/or interrupt a spell.

Watch the battlefield and click on targets for interrupts, DO NOT tab through them.

Daemon wrote:

"What about kiting and positioning"

What about it? Kiting isn't really different for mesmers than for other casters and while positioning is, I don't really think it's worth writing a guide on as it largely depends on the playstyle of your guild and the playstyle of the guild you play against.

You're obviously a soft target so you don't push up too far but you will want to cast on the opposing team's backline so don't play too far backwards, that's really as far as you can go regarding positioning on a mesmer, it's too game dependant to accurately describe in a 'guide'.

Daemon wrote:

"[What about] target switching vs camping"

Maybe I should have mentioned this, but I don't think it's ever really worth 'camping' a single target outside of very specific situations (e.g. when people split a monk away from the stand, or when you're retreating/pushing a flag)

What I should have discussed I guess was paying close attention to recharge/down times of key skills, if you see a ward go up you know that (HSR aside) it's likely to come up again 20-25 seconds from then, by



memorising recharge times and paying attention to key skills you can predict with reasonable accuracy when someone is about to cast say, aegis or ward, and 'camp said person for a short period of time'.

Daemon wrote:

"[What about] bar formation"

This was written mainly for the 'standard' dom bar, I probably should have mentioned this, someone asked for the job of a mesmer with this bar in the guru thread, I forgot to mention it here.



NOTE SKILL DESCRIPTIONS MAY BE OUT OF DATE



Energy Surge

- 20 2 10



Core

Elite Spell. Target foe loses 1..8..11 Energy. For each point of Energy lost, that foe and all nearby foes take 9 damage. (Attrib: Domination Magic)



Energy Burn

- 20 2 10



Core

Spell. Target foe loses 1..8..11 Energy and takes 9 damage for each point of Energy lost. (Attrib: Domination Magic)



Shatter Enchantment

- 25 1 15



Core

Spell. Remove an enchantment from target foe. If an enchantment is removed, that foe takes 14..83..106 damage. (Attrib: Domination Magic)





Inspired Enchantment

Prophecies

- 1 🍷 10 🧊

Spell. Removes an Enchantment from target foe and gain 3..13..16 Energy. For 20 seconds, Inspired Enchantment is replaced with the Enchantment removed from target foe. (Attrib: Inspiration Magic)



Diversion



- 12 🍷 3 🍷 10 🧊

Core

Hex Spell. For 6 seconds, the next time target foe uses a skill, that skill takes an additional 10..47..59 seconds to recharge. (Attrib: Domination Magic)



Power Leak



- 20 🍷 ¼ 🍷 10 🧊

Prophecies

Spell. If target foe is casting a spell or chant, that skill is interrupted and target foe loses 3..14..18 Energy. (Attrib: Domination Magic)



Power Drain



- 20 🍷 ¼ 🍷 5 🧊

Core

Spell. If target foe is casting a Spell or Chant, that Skill is interrupted and you gain 1..25..33 Energy. (Attrib: Inspiration Magic)

Daemon wrote:

"[What about] weapon sets"

Not really relevant to the job of a mesmer in GvG, but I guess I can say something about this:

40/40 Domination Set

High set (dual high energy items aren't really required but make sure you've got the second one in your inventory at least)



40/40 Inspiration set (not overly important with this bar but I still use it on my pdrain whenever possible, you can use + energy/health mods instead of FC mods on this)
Low/Shield set -5 energy +30hp spear/sword/axe and +30hp +10al vs xx shield

Daemon wrote:

"[What about] avoiding disruption"

Faking diversions, I mentioned this. And use HCT sets.

Ckly wrote:

"Never tabbing is a bad policy. You're robbing yourself of an enormously useful targeting system if you completely ignore it."

Tabbing is fine, but use clicking for target selection if you're aiming for a certain interrupt, it's generally much faster.

Feenix wrote:

"If you can get A monk with a few of those[Power block] then yep PBlock pwns Shutting down half a skillbar (or more depending on thier build) in 1 shot will definately have an impact thier team"

PBlock isn't that reliable vs good monks, it's only really useful vs pure heal/prot monks unless you land it every 20 seconds.

And it's quite easy to fake out usually.



*Note: Text has been clipped from the original thread.
The full thread can be found here:
<http://www.teamquitter.com/phpBB2/viewtopic.php?t=3921>

