

GUILDWARS 2 Jormags Rising Meta Guide

Things you need to know about Jormags Rising Meta.

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REQUIREMENTS : DRIZZLEWOOD First Meta needs to be completed. Either new map led by you or map where it is already done.

Meta: +- 2-2,5 hour long

Minimum Keys needed for loot: 32

Minimum players for medium mode: +-30

Minimum commanders: 1

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Phase 1: Attack

After the champion train in first meta you go through the bridge and you wait for the Tribune to spawn.

Next there are 3 camps in which you need to do some superfast events to fill up the disruption bar.

After that you kill the Tribune in each of the camps. You have total of 5 tribunes to kill.

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Phase 2: Defend

When all tribunes are killed you go to Bloodfields and first you defend the landing pads.

Next you build and defend cannons to kill the main gate of the Fortress.

After that there is an attack on the fortress. You have enemies in lines there that you must CC or otherwise you cannot progress further inside.

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Phase 3: Escort Citadel

You follow the NPCs deep into the citadel and do the events popping up on your path. (NOTE: use siege equipment, Charr cars or electromagnetic charges on this big tank spawning in the meantime ).

Order of Inside Citadel Events once gate is breached:

1. 2 Walls of Elite Phalanxes - Get through with using CC on them [2 chests for room clear]

2. Big Boi Tank - Get through by disabling left and right shields using Charr tanks nearby, then nuke. [2 chests for room clear]

3. Blood Processor + Icebrood Construct - Get through by destroying processors, cleaning blood from floor and nuking ice construct [2 chests for room clear]

4. Escape + 1 Wall of Elite Phalanxes - Same as 1, clean blood from floor. Siege the gate the with Remote Charges and Siege weapons. After the tank event there are some machines to kill called Blood processors.

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Phase 4: The Endboss

First you build cannons from scrap, kill champions, then use cannons again.

Last part of phase 4 is the boss kill, it is pretty straightforward and similar to the Drakkar Meta. Beware of his blowing attack cuz you can get blown of the platform you are standing on.

Upon success 26 chests spawn all over the 2nd half of the map, including inside the citadel.They are marked on the minimap so you can send your squad free to collect, there is enough time to get all of the chests.