

Cori's Healing Guide

Introduction

Hello fellow healing rats! Guide is up to date now for Season 3!! Bear with me because my thoughts are a little hard to put into words sometimes - I'll do my best. I will be updating this guide as new thoughts and findings come along so be sure to check in semi-regularly!

Why AOE healing?

With the current Meta being full Melee team comps, single target heals are honestly wasted. Throwing down your AOE and then going into your VG to support your team is a massive increase in group DPS and utility - and ultimately keeps you safer than if you camp your Lifestaff at range.

TLDR

Basic gameplay: don't heal until your tank is where they want to be. Use LS abilities, switch to VG and go wild. Remember to dodge. This is more important than ever right now. See skilltrees below.

Attributes

25 Strength - more damage for Voidblade

50 Dex - more Crit chance and Damage at full health

350 Intelligence - More damage from your Orb, execute on Voidblade and infinite mana supply!

200 Focus - I find that I don't need any more in all of the pugs that I've run with random tanks or DPS, but if you want more, feel free to drop Int. I just don't think it's needed and the Focus passives from 250 onwards are not that great if you intend to use your Void Gauntlet.

50 (or whatever you can get up to) Constitution

I do not think that running less int for more con or more focus is worth it. These are the stats I concluded were the best (for me) to go with. I wouldn't change anything regardless of mutation.

Gearing and Abilities

Lifestaff

Abilities

Orb of Protection - Fortify and Health regen for your entire group

Sacred Ground - Same as above, cast where you kill (turn off target healing in your settings), ideally so it reaches both your tank and your DPS.

Beacon - AOE Healing and group-wide Crit Chance buff. Super useful on clumps and bosses without backs (Cilla, Neishatun, Chardis...)

Splash of Light - note: I use this **exclusively** in Nature mutations to get rid of roomba damage or roots.

Weapon

Use a Fortifying Sacred Ground staff. Fire of Life from Empyrean Forge or Corrupt Progenitor Lifestaff from Shattered Mountain.

Running a Beacon staff is wasted because you want to spend time in your VG, not camping your Lifestaff. Keen Beacon won't re-apply when the weapon is sheathed, unless you have it on your armour instead of your staff.

Void Gauntlet

Abilities

Voidblade - DPS, Rend, CDR, Fortify. Lifesteal. There's nothing VB doesn't give you.

Oblivion - Empower for your entire group, mass Weaken on mobs. Additionally, a cleanse for the Genesis soldiers and Forge Men-at-Arms buffs.

Orb - Additional healing for your group or a nice damage proc into clumps of mobs with massive CDR.

Essence Rupture - Healing and Stamina on hit, a great ability for bossfights.

Note: You can have all 4 abilities skilled into and switch as needed in certain parts of dungeons.

Weapon

I intend to run a Blessed/Vicious/Voracious Blade VG and switch to Vicious/Blade/Keen or Vicious/Blade/Attunement on bosses without and with backstabs respectively. Blessed for clump fights where Orb can provide healing value. Not that many great perks for the VG anymore now that Bane is gone and RM is no longer needed.

Gear Sets

Armor

Mandatory weapon perks in every dungeon

- Fortifying Sacred Ground (Lifestaff)
- Keen Beacon (Armor)
- Voracious Blade (Void Gauntlet)

For example, I intend to run the following:

- Headpiece - Health/Enchanted Ward/Refreshing (or N. Oblivion in Genesis and Forge)
- Chestpiece - Health/Enchanted Ward/Refreshing
- Gloves - Health/Enchanted Ward/Keen Beacon
- Pants - **Attuned Leather Pants (Artifact)** - final perk: Health.
- Shoes - Health/Enchanted Ward + Refreshing if you have an old earring with Beloved (see below) that doesn't have it. Otherwise the final perk slot is unoccupied. Maybe Mending Protection for those who want it super bad.

Jewellery

- Amulet - Health, Elemental Protection, Empowered. One for each element.
- Ring - Sacred and Hearty. Never drop either of these.
For your 3rd perk, grab Keen Awareness for Cilla, Neishatun etc., and Leeching for everything else.
- Earring - If you have one of your old Beloved earrings saved, use it once you reach 700 GS on everything else and it will put you at a total of 695 GS, perfect for M3s.
Otherwise, Purifying Toast/Nimble/Refreshing

Heartrunes

I just use Stalwart Bile Bomb these days to help with additional healing for my group.

You have loads of options though.

Stoneform in fire mutations if you're getting knocked around too much.

Vines if you feel it's needed.

Firestorm for additional Weaken.

Brutal Detonate for bossfights.

Gameplay and Skill Trees

Rotations

Please note that most of your gameplay is intuitive and adaptive, there is no fixed rotation that will always apply, but here are the basics:

When you start a fight, wait for your tank to get into position. Cast your Sacred Ground and Beacon, then use Orb of Protection. Try to hit as many of your group members as possible.

Switch to Void Gauntlet. Start out with Oblivion, Heartrune if it's available, then Orb with damage proc (charges heartrune back up). Use Orb off cooldown, you don't have to explode it everytime. Get your Voidblade out and start swinging. In clumps, your abilities will reset insanely fast, keep spamming them.

Skill Trees

Void, Fire, and Ice Mutations



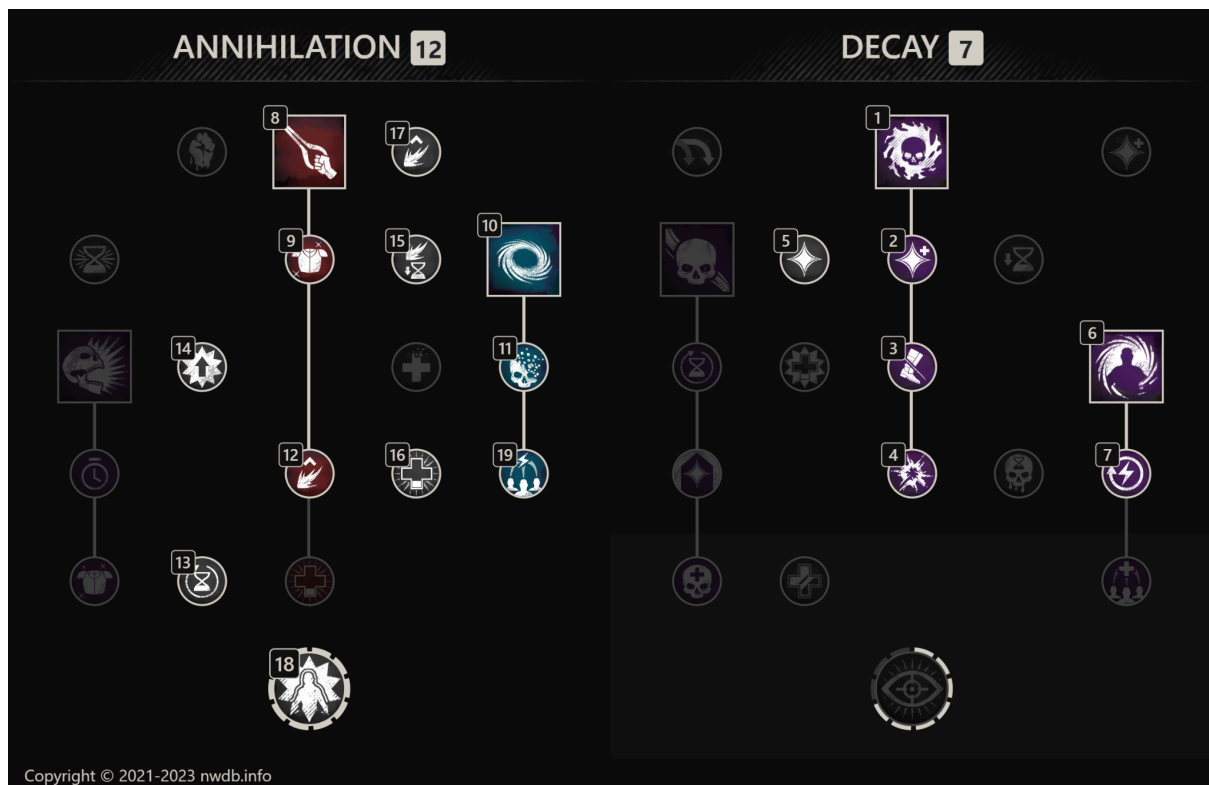
Nature Mutations



Splash of Light can be used in Nature Mutations because unlike the Ice Mutation's crystals, Nature roombas will ensure that the people you want to cleanse are not full HP (which is the condition that has to be met in order to cleanse). The cleanse will either get rid of the pool's DOT or the root.

Void Gauntlet Trees

Orb and Rupture Tree



In Closing

I genuinely hope that you enjoy this playstyle as much as I do! If you ever have questions in regards to any of this, please approach me anytime - on Twitch when I'm live, in our discord server in my channel, or in DMs. I'm happy to help wherever I can.

Where to find me

Our little rat discord community: <https://discord.gg/QnDz3Yf5hE>

Twitch: <https://www.twitch.tv/corisola>

Youtube: <https://www.youtube.com/@corisola>