

The goal of this guide is to be as in-depth as possible to help healers understand how to actually play the class. Telling someone what to do doesn't always get the message across on what being a healer actually means for the raid. If you have any questions or concerns about what's being said here, message Disrep#1095 on discord.

Overview

Healer is arguably the only class that is hard to be good at. You have so many different factors to consider while healing, especially since your counters are some of the quickest and hardest hitting classes in the game. Your raid heavily depends on you, so it's very important to understand what your exact purpose is in a raid, and how you can maximize your effectiveness. This guide will be going over everything. Classes, gear, uses of every single skill and its interactions, etc. For those of you who are decent at healing and want to get better, there will be a more advanced section for little tips and tricks.

Gear

Gearing as a healer unfortunately doesn't have much variety. You could go crafted gear but you lose out on an insane amount of healing crit, cast time, and access to things like serpentis sleeves. Full obsidian is by far the best (and cheapest) build you could go.



For a belt, you can do a life belt, or a cruel glorys sash. The glorys sash has less spirit, but offers toughness and a tk active. You can choose to go the fervent healing gems, or defense gems.



Your sleeves should eventually be shadowsong sleeves. They provide an amazing passive that can really save your ass.



Accessories are delphinad wave earrings. If you feel comfortable, you can go the carmelias earrings, but I would only do that if you feel comfortable in your tankiness. The necklace is the healer version of the halcy neck. If you feel you need to be tankier, you can go the stamina version.

The rings are a life ring and a yny ring. If you're missing out on cast time, you can swap the life ring to a wave ring. The yny ring is best in slot for healers, so be sure to get it when you have the time to grind.



You have a choice between, Club and shield/offhand scepter, and greatclub. I heavily do not recommend greatclub unless you are extensively familiar with being a healer, as it makes things much harder despite you having higher healing output. Club and shield is the safest way to go, and once you get more advanced you can get an offhand t5 scepter to boost your healing power.

Obsidian vs Ayanad is honestly preference. They both have their pros and cons, but it is completely up to you on which path you want to take. Just know that legendary t7+ is going to be the best weapon you could get.

From lowest to highest,

Epic t5

Divine Ayanad

Epic t6

Epic Ayanad

Legendary t6

Legendary Ayanad

Legendary t7

This list factors in the healing crit bonus you get from obsidian variants. ‘

Your bow should be obsidian. Blood crimson lightning is good, but you can't put a t3 gem in there, so you are left with significantly less cast time when full gemmed. On top of this, obsidian bow gives post cast mana regen as well as stamina which are both amazing for healers.

Flute can be a choice between obsidian and halcy flute. I would start with obsidian, then as you feel more comfortable, you go into a halcy flute.

Classes

There are 3 main healer classes. Cleric, Hierophant, and Soothsayer. Soothsayer is more of a revive class vs a healer class, but those are the only 3 you should play in raid. Anything with defense is not a good healer class by any means. Defense is a selfish tree to spec. You pick it up for essentially two skills, redoubt and invincibility. Redoubt can be negated by stepping behind you, and invincibility means you aren't healing your raid. Everything *could* be used but it's way better off being used by a skullknight.

If you are worried about dying too much to a darkrunner, this can be fixed almost completely by positioning. Understanding how your skills work will bring you great success in healing.

I will not be going over every single skill, but I will put emphasis on specific skills that are crucial to being a healer.

Vitalism

Antithesis

Your bread and butter. Useful in all situations, especially when comboed with conversion shield.

Mirror Light

Used as a healing increase, a purge of a debuff, and a snare all in one. Very strong.

Resurgence

A skill that is incredibly strong but almost always used wrong. Resurgence (majority of the time) should be done before you antithesis someone for a 30% healing bonus.

Mend

Your big aoe heal. Roots you in place so it's important to know when to cast to.

Fervent Healing

Your quick heal. Depending on how far you are, this should not be used as an oh shit button because of travel time.

Passive 2 Quick Recovery

Resets your cooldowns when you either crit heal or take crit damage. Extremely strong, especially when combined with long cool downs like mend or fervent healing.

Passive 7 Alms

Decreases cast time. Important.

Passive 8 Invigorated Healing

Increases crit heal bonus. Important

Passive 9 Defiance

Every time you cast antithesis, mend, or fervent healing, you get a prayer stack which decreases cast time of your abilities. At max stacks you gain the sacrifice buff which enhances two abilities (will explain later)

Auramancy

Thwart

Thwart is incredibly strong. You need to learn how to put it on a keybind that you will spam on cooldown. It gives you attack speed (which affects your global cooldowns, so any instant cast ability will have its animation be shorter) as well as a decreased cooldown on your mend, fervent healing, and antithesis. It also inflicts shaken, which decreases enemy movespeed, skill damage, and attack speed. Always needed.

Conversion Shield

Bread and butter for a healer. This allows you to cast your antithesis instantly. Incredibly strong.

Shrug it Off

Always needed. This is your main cc break.

Liberation

Silence and shackle immunity. Very important for surviving mageballs or any silence in general.

Mirror Warp

Strongest mobility spell in the game. Allows you to completely break target from the enemy, allowing you to escape easier.

Passive 2 Hearten

Doubles the duration of your thwart. Most people need to use it as you have a very small window to be able to pop thwart again before the buff expires. If you run the inspire gems, you do not need to run this.

Passive 7 Unassailable

It's 1% chance to proc, but it procs far more often than you think. Very strong on classes like hierophant and soothsayer.

Passive 10 Teleport Discipline

Good for soothsayers when trying to reposition. Can be used on hierophant, but not needed.

Songcraft

Startling Strain

When it connects, it first stuns someone, then charms them for 30 seconds. Charm allows your songs to have unique interactions(will explain when I get to songs). It also gives you a 20% cast time reduction when it hits someone.

Quick Step

Boosts your move speed. While the enemy is charmed, it slows them.

Dissonance.

Very strong skill. Reduces their magic defense, attack speed, and increases their cast time. It's in a small aoe that doesn't interrupt songs, so be sure to use it on cool down.

Healing Hymn

Bouncing heal. Use it on cooldown.

Ode to Recovery

Big aoe heal. Generally, you want to let the person with the highest stats play ode, but you can still spec it in case they die or their songs aren't reaching everyone.

Bulwark Balad

Increases everyone defense. Very strong skill, so be sure to mix that into your play. If an enemy is charmed, their defenses get cut by 50%. Make sure that you are playing this if an enemy does get charmed.

Bloody Chanty

Increases everyone's skill damage and attack speed. You need this to boost your raids attack speed, and skill damage. If charmed, their skill damage gets heavily reduced.

Cleric (Vitalism, Songcraft, Auramancy)

Pros

- Amazing single target healing
- Amazing aoe healing
- Raid buffing with songs
- Easiest to learn

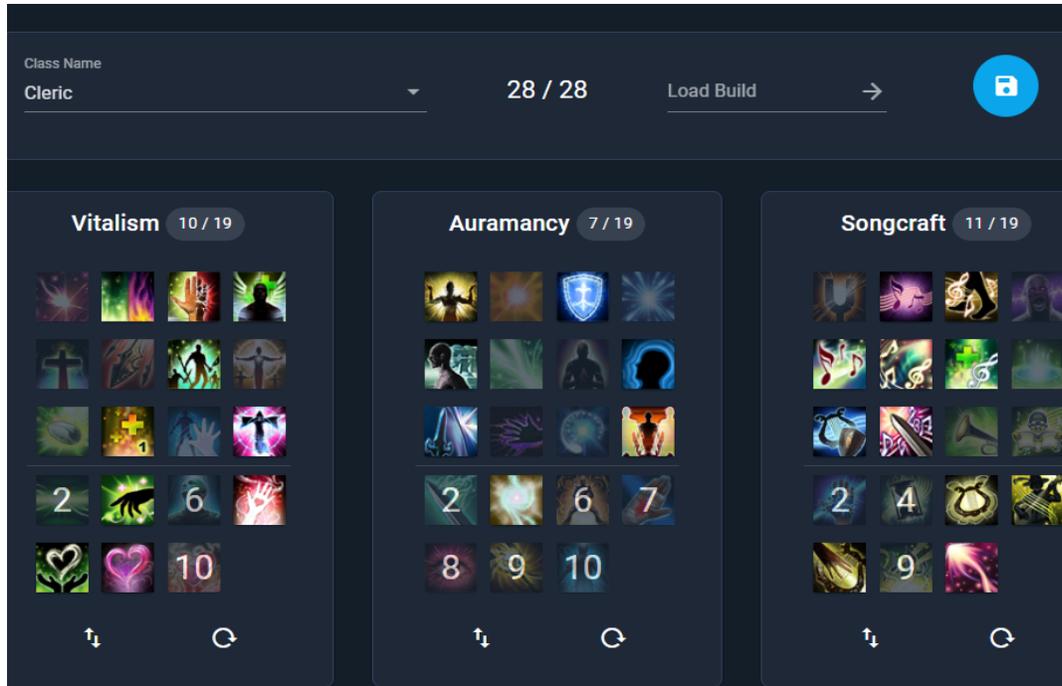
Cons

- Limited crowd control
- Limited self peel
- Have to rely more on your dps to peel for you
- Mana intensive (if played correctly)
- Hardest to fully master

Cleric is one of the best healing classes for a reason. It's got almost everything you could ask for in a healer. Contrary to popular belief, cleric is not just about playing songs. There's so much healing output you have with class.

Build

Cleric builds jump around sometimes, especially in the songcraft tree. When you're in a raid of people, it's important to understand whos taking what. For example, someone with the healer halcy flute might spec into aranzebs boon, while you do not need to. One person might focus on playing bulwark balad and grief's cadence in a raid (will explain more later) so you do not need to pick them up. If you are completely new to playing cleric, I heavily recommend this build.



You must **always** have zeal on cleric. There is no point to picking up songcraft if you are not going to spec into the zeal passive.

Playstyle

Cleric is suited to having the biggest amount of heals possible. Your goal is to maximize the amount of heals while weaving in songs to make sure there is 100% uptime on your raid.