

Heal Alacrity Specter - WIP



Note on 20/4/24

I am not really playing Guild Wars 2 at the moment. I am not too keen on the encounter and balance decisions Anet have been making recently. I don't much like switching characters to tackle the only difficult content, especially in an MMO. So, this will be updated sporadically when I feel like it. -Lucinellia

Update 24/03 - Our lovely Deadeye colleagues got a much needed buff! Their DPS is in a much happier place, aside from axe cDE being a bit wonky. Stagger quickness Deadeye is also doing super nice damage!

Because of this, you want to have alternatives to Blinding Powder in groups with Deadeyes.

Switch out Blinding Powder to a utility of your choice, depending on the encounter. Be mindful of taking other utilities that stealth. You probably don't want these.

Take Relic of the Zephyrite and either Basilisk Venom or Shadowfall. Use this at the start of an encounter to seed Protection, this can then (generally) be used as needed on the fight. As both are mainly used for Breakbar damage and we have plenty of that, don't be concerned about using on cooldown.

You will not be able to solo upkeep 100% Regeneration with this setup, unless using Endless Night within your rotation.

To do:

Weapon choices - small section on Sc/D (ranged healing when cannot move e.g. Silent Surf CM, Ensolys Nightmare CM). Staff - bonk bonk CC whirly whirly world's saddest reflect. [Thank you Parricida123]

Some thoughts on Celestial. [Discussion with Parricida123]

Solo healing tips, tricks, what to do, where this works. [Discussion with Parricida123]

Editing, tidying, catch things that don't make sense. Destroy them.

Fixing mistakes. There are always mistakes. My thesis had two equation 1.17s and two Figure 4.37s. I remember this. You never forget it. It has been almost 10 years.

Add more images. We like images.

Encounter guide (Strikes)

Maaaayyybheeee fractals???????

Create video resource

MAKE ARENANET LISTEN TO HOW WE SUFFER AS HEAL ALACRITY SPECTERS AND HAVE THEM FIX THINGS OMG

Authorship: Lucinellia, Minas, Senapi

Thanks: Arken, Parricida123, kidbuu.4071moonsofplundarr, phoenix.117, orb7525, Yakkin, Darkglade and Kaktyc for input, discussion and suggestions.

Want a quick overview and the essentials?

[Heal Alacrity Specter Build - Guild Wars 2 - Snow Crows](#)

For discussion and questions: [Snow Crows Help Desk Discord \(Thief Channel\)](#)

Link for sharing: <https://tinyurl.com/HealSpecter>

Contents:

[Overview](#)

[Opening Rotation Concept](#)

[Suggested Skill Order](#)

[Profession Mechanics](#)

[Shadow Shroud and Tethered Ally](#)

[Ally Targeting](#)

[Gameplay](#)

[Healing](#)

[Barrier](#)

[Condition Cleanse](#)

[Boons](#)

[Breakbar Damage](#)

[Boon Rip](#)

[Utilities](#)

[Tanking](#)

[Mobility](#)

[Traits and Variations](#)

[Additional Gear Choices](#)

[Gameplay Guide](#)

[Standard Healing Loop](#)

[Bugs and odd interactions you should know](#)

[Spirit Vale](#)

[Salvation Pass](#)

[Stronghold of the Faithful](#)

[Bastion of the Penitent](#)

[Hall of Chains](#)

[Mythwright Gambit](#)

[Key of Ahdashim](#)

Overview

Heal Alacrity Specter is a complex and involved healing option that relies on ally-targeted abilities for boons and Barrier and uses skills within Shadow Shroud to provide Alacrity.

The default build is able to provide permanent 25 Might, Alacrity, Fury, Swiftiness, Protection and Vigor with a high uptime of both Resistance and Regeneration, on demand Stability, boon rip, high Breakbar damage and Barrier. A flexible utility slot allows for providing mobility or projectile destruction, alongside other options.

Heal Alacrity Specter can take a range of utility and Shortbow as the off-set weapon for increased mobility. Heal Alacrity Specter requires a considered gameplay style, knowing when to use burst healing, barrier and when to enter Shadow Shroud, which is necessary for Alacrity upkeep. Mastering Heal Alacrity Specter also necessitates awareness of fights and damage patterns in addition to using ally-targeted healing abilities.

Frequently switching between allied targets, enemy targets, and needing to use a range of abilities all while being mindful of Initiative means this is a very high APM and unforgiving healing option.

Gearing

Heal Alacrity Specter has a very large range of different viable gearing options. Two are presented here, with more detailed in a further section on gearing.

Secrets of the Obscure update:

[Plaguedoctor and Givers](#)

A well-balanced “default” build that takes some additional toughness which aids with avoiding being ripped out of Shadow Shroud.

If you do not wish to use ascended food, consider using Delicious Rice Balls with Peppermint Oil as the utility.

If toughness is an issue, switch Givers to Harrier.

[Toughness](#)

A high toughness variant ideal for high pressure fights such as Boneskinner and especially Kaineng Overlook CM and Harvest Temple CM. Heal Alacrity Specter should avoid tanking bosses that require evades, blocks and similar damage mitigation as the standard weapon set which is needed to upkeep boons does not provide this. This can be done in a pinch, if needed, through sensible use of dodges and Shadow Shroud.

Infusions - healing, concentration or toughness. Player choice.

Relic may also be switched to Monk, Karakosa, or Speed if undertaking kiting duties on HT CM.

If you have a Deadeye in your group, don't run Blinding Powder and switch to Relic of the Zephyrite and use your elite skill, either Basilisk Venom or Shadowfall, to seed Protection at the start of an encounter before Enter Shadow Shroud. Use Measured Shot / Endless Night to help with Regeneration uptime. As both Basilisk Venom and Shadowfall are mainly used for Breakbar damage, and we have alternatives for this, do consider uses these abilities on cooldown (as appropriate) to help upkeep Protection.

[Please see here for other gearing options](#), including offensive healing and a full Plaguedoctor build.

If you are in a group where Quickness uptime is poor, take Relic of the Chronomancer!

Opening Rotation Concept

Apply Well of Bounty and use Blinding Powder.

Enter Shadow Shroud to grant Alacrity to allies around your Tethered Ally by casting skills during **Enter Shadow Shroud**.

Use all Shadow Shroud skills, unless holding specific abilities for mechanics. **Exit Shadow Shroud** after 5 stacks of **Consume Shadows**, initiative has refilled (be mindful of Quick Pockets) and sufficient casts of Shadow Shroud abilities for Alacrity maintenance have been completed, depending on encounter specifics. Generally, you can **Enter Shadow Shroud** when it is off cooldown and initiative has been depleted, but delaying is possible so long as you maintain Alacrity.

If quickly building Alacrity is the priority, avoid **Mind Shock**, **Eternal Night** and **Dawn's Repose** as these abilities apply Alacrity slower than **Haunt Shot** and **Grasping Shadows**.

Spending Initiative

Spend initiative on enemy targeted **Shadow Sap** (Might), ally-targeted **Shadow Sap** (Protection) and, depending on healing pressure and boons, ally targeted **Measured Shot** and **Endless Night** (Healing, Barrier, Regeneration) or **Infiltrator's Strike** and **Infiltrator's Return** if using Sword (burst Healing). Priority Initiative spend should be an on ally-targeted **Shadow Sap** to upkeep Protection.

Wells

Use **Wells** off cooldown, unless they are being held for a specific mechanic, to maintain Shadow Force and provide healing and boons (most notably **Well of Bounty** whenever Stability is needed).

Use **Siphon** as close to cooldown as possible for boons.

Prepare for damage with ally-targeted **Endless Night** or **Consume Shadows** via **Exit Shadow Shroud**. Heal up quickly with **Well of Gloom**, ally-targeted **Measured Shot** or **Infiltrator Strike** / **Infiltrator's Return**.

Suggested Opener

Well of Bounty

Enemy-targeted Shadow Sap *[if in a low Might group or allies likely to move out of Well of Bounty]*

Blinding Powder *[if you have changed to Relic of the Zephyrite due to having a Deadeye in your subgroup, use your elite skill here]*

Enter Shadow Shroud

Grasping Shadows

Siphon (Enemy targeted)

Mind Shock

Eternal Night

Dawn's Repose

Haunt Shot

Grasping Shadows
Haunt Shot
Haunt Shot

Leave after 5 stacks of Consume Shadows. You may cast more Shadow Shroud skills if higher Alacrity Stacking is needed.

Exit Shadow Shroud

Note! The exact opener you should use depends on your group composition, the specific fight and how you choose to engage the boss. You are a healer, be flexible!

Suggested Skill Order

Spend initiative on ally-targeted **Shadow Sap**.

Enter **Shadow Shroud** on cooldown (or as close as possible if needing to deplete initiative).

Prioritise **Grasping Shadows**, **Eternal Night**, **Mind Shock** and **Dawn's Repose** unless saving **Dawn's Repose** (Barrier) or **Mind Shock** for an upcoming mechanic.

Exit Shadow Shroud when initiative is almost full (keep in mind Quick Pockets if running this).

Use **Wells**, **Blinding Powder** and ally-targeted **Shadow Sap** on cooldown, unless holding for an upcoming mechanic. Use enemy targeted **Siphon** on cooldown.

In a fight without much movement or mechanics, a “standard” healing rotation may look like:

- Initiative spending on ally-targeted **Shadow Sap**.
- Low cooldown **Wells** (Gloom and Bounty).
- **Blinding Powder** (inside a field, for example from Wells, for Relic of Karakosa).
- Ally-targeted **Shadowsquall** (can be cut short).
- Spend remaining Initiative on ally-targeted **Shadow Sap** or **Measured Shot / Endless Night**. Enter **Shadow Shroud** and let Initiative re-fill.
- Be mindful of Initiative gain from Quick Pockets and enemy targeted **Siphon** via Kleptomaniac. Exit Shadow Shroud with full Initiative.

Like Condition Alacrity Specter and Condition Specter, you want to be quick with this rotation. Do not camp in Shroud too much, unless you are deliberately stacking Alacrity.

See [gameplay guide](#) for more information on this.

Profession Mechanics

Shadow Shroud and Tethered Ally

Specter gains access to Shadow Force and Shadow Shroud. Shadow Force is a secondary resource gained through **Siphon** on an enemy target, spending initiative and using shadowsteps near allies while the trait Traversing Dusk is selected.

Shadow Force is used to access Shadow Shroud, and is consumed gradually while within Shadow Shroud at a rate of 2% of maximum shroud per tick. Shadow Force is lost instead of HP when taking damage within Shadow Shroud.

When entering Shadow Shroud, the Specter gains a tether to an ally. If an ally has been previously Siphoned, or is simply targeted when the Specter enters Shadow Shroud, they will be tethered.



*If **Siphon** is used on an ally target, the Specter will gain the effect “Shrouded Ally”. Entering Shadow Shroud with the enemy targeted will result in the ally named after the “Source:” text to become tethered. This effect, and the preferential Tether target is lost if you move 1200 units away from the Siphoned ally.*

Siphoning an ally before combat retains their preference as the Tethered Ally while targeting an ally when Entering Shadow Shroud is selective for that ally over any prior Siphon target. If no ally is selected and no previous Siphon has occurred, a random target will be selected within 1200 radius. Note: This also includes allies in other sub groups and friendly NPCs, such as pets.

Moving more than 1200 units away from the Shrouded Ally will cause them to lose the Shrouded Ally effect, reverting Shadow Shroud to being random if the enemy is targeted. This enables the major use case for ally-targeted **Siphon** which is regaining the Shrouded Ally effect after moving beyond 1200 units and then returning to the group.



In this image, the Specter has entered Shadow Shroud and is currently tethered to the Kestrel Watchkeeper. Using any of the Shroud skills will result in Alacrity being applied to the Specter, and 4 allies in the Specter's subgroup in a radius of 360 around the Kestrel Watchkeeper. The Specter here has 5 stacks of Consume Shadow, the maximum. The healing from this would be low, due to the small amount of Shadow Force. The only way to increase this while in Shadow Shroud with the standard build would be to cast Siphon on an enemy target.

Alacrity is applied by using Shadow Shroud skills with the trait Shadestep selected. Alacrity is applied to the Specter and 4 allies around your Tethered Ally, including the Tethered Ally if they are within your subgroup, by using Shadow Shroud skills. Moving beyond 1200 units will break the tether, and this will need to be reapplied for Alacrity sharing to work as intended, either by using ally-targeted **Siphon** or re-entering Shadow Shroud. Alacrity application with a Tethered Ally has sub-group priority.

Ally targeting

Ally targeting is a necessary component of Specter healing as it allows for spending Initiative for Healing, Barrier and boons, including Protection and Regeneration. Ally targeting should not be undertaken using the raid frame and clicking on allies due to the fast paced nature of the game as well as encounter and UI design being unfriendly to this playstyle. Instead, a personal target should be set and a hotkey used to quickly target this individual prior to using the ability. Ally-targeted abilities are essential for maintaining protection, but Specter necessitates switching between ally-targeted abilities and enemy-targeted abilities to maintain boons. A proficient Specter healer will not camp in a particular type of targeting.

Targeting		
Alert Target	Shift + T	
Call Target	Ctrl + T	
Take Target	T	
Set Personal Target	Alt + 4	Shift + 9
Take Personal Target	Mouse 5	Mouse 4
Nearest Enemy		

Example keybindings - target is set with Shift + 9, target is taken with mouse 4 and mouse 5. Pressing mouse 4 or mouse 5 will result in the Personal Target being taken. If the Specter were then to enter Shadow Shroud with this individual targeted, they will become the Tethered Ally for application of boons via Shadestep.

Taking the Personal Target on an Ally can also be used to ensure that your Shadow Shroud tether is placed within the stack but is not a necessity on most fights.



This is the icon that shows when you've successfully set a Personal Target.

Scepter ally-targeted skills have a splash component ensuring that other allies will see some benefit. As such, it is recommended to select an individual within your own subgroup who is likely to remain near the stack, such as the quickness DPS support, due to the 240 radius on the splash effects.

⚠️ NOTE: Using Next and Previous ally keybinds is not recommended as these can result in selecting NPCs, mini pets and downed allies. Clones from Mesmer players have the same priority as a player for Nearest Ally so this key is less reliable if your group contains non-Virtuoso Mesmers. Nearest Ally does have legitimate uses though! ⚠️

If you need to use one of these keybinds to take a different target, Nearest Ally is the most reliable as it doesn't pick up minis or creatures in the stable. It does pick up Clones though!



Left hand image: If you are close to an ally, the Nearest Ally keybind will select them. Slightly more distant, and Nearest Ally prefers the nearest ally in the line of sight of the camera, not your character.

Right hand image: Simply by stepping away from the closer allies, the Nearest Ally keybind is now preferring to target the Charr player in the distance.

Gameplay

Healing

Skills used while in Shadow Shroud that hit an enemy heal due to the trait Shadestep. **Well of Gloom** can be used for a large heal on a cooldown that also provides some Barrier. **Consume Shadows**, via **Exit Shadow Shroud**, heals depending on the amount of Shadow Force remaining when leaving Shadow Shroud and overhealing caused by Consume Shadows is turned into Barrier.

All Shadow Shroud skills heal for approximately the same base amount, however they can provide additional benefits to yourself and allies when they hit a target. **Haunt Shot** applies 1x Might per target hit, **Grasping Shadows** removes a condition, **Dawn's Repose** applies Barrier, **Eternal Night** hits twice per use, resulting in higher healing but counts as one skill activation for Alacrity, and **Mind Shock** applies Stability while also stunning enemies.

You can remain in Shadow Shroud for longer if the burst healing from **Consume Shadows** is not required. Doing so will allow for Shadow Shroud skills to provide maintenance healing.



The default build uses Relic of Karakosa, which means that blast finishers now provide healing. Therefore, as long as you have access to a field, **Grasping Shadows**, **Mind Shock** and **Blinding Powder** trigger this relic which heals around the Specter.

Burst healing:

If you have high Shadow Force, and Alacrity is well maintained, you can enter Shroud for a quick rotation using two **Grasping Shadows** with **Haunt Shot** in between. Exiting Shadow Shroud with high Shadow Force and 5 stacks of **Consume Shadows** will provide a high amount of healing, with the overhealing converted to Barrier.

Well of Gloom can be held for burst healing but if this is not needed, use on cooldown for upkeep healing and Shadow Force.

Blinding Powder now also offers burst healing via Relic of Karakosa if used while in a field. By being in Stealth, you gain access to Shadowsquall which provides healing and Regeneration.

 **NOTE:** Be aware that Blinding Powder can cancel ally autos - warn your group of this if it will be an issue. Blinding Powder severely impacts the rotation of a Deadeye (q)DPS. Consider dropping Blinding Powder and using Relic of the Zephyrite 

Healing with Initiative

All Shadowsteps, including those on **Infiltrator's Strike / Infiltrator's Return** and **Measured Shot**, provide healing due to Shadow Savior and Traversing Dusk.

The combination of **Measured Shot** and **Endless Night** on the Scepter / Pistol weapon set provides a way to spend Initiative on a combination of Healing and Barrier, alongside some additional defensive boons.

You can also spend initiative on healing by using the Sword / Pistol weapon set and using **Infiltrator's Strike** and **Infiltrator's Return**, both of which are Shadowsteps. This will also build extra Shadow Force, allowing for larger healing via **Consume Shadows** and **Exit Shadow Shroud**. Using Sword / Pistol will impact Protection upkeep negatively.

Quickly spending all Initiative on **Infiltrator's Strike** and **Infiltrator's Return** allows for quick burst healing.

Healing after Stealth

If you have been Stealthed, you will gain the ability **Shadowsquall**. This can be used with ally targeting to apply a strong heal and Regeneration. This skill has reduced effectiveness on allies that receive the splash component.

Barrier


Barrier is applied by **Well of Gloom** due to Shielding Restoration and from the overflow healing of **Consume Shadows**. Barrier can also be applied by using ally targeted **Endless Night**, ally targeted **Shadow Sap**, ally targeted **Siphon** and ally targeted **Shadow Bolt**, **Double Bolt** and **Triple Bolt**.

Pre-emptive Barrier

Barrier can be provided before heavy hitting mechanics and there are a number of ways to do this. Awareness and understanding of encounters is crucial for providing this Barrier effectively. If your allies are sufficiently topped up more than five seconds before damage is due, and you have high Shadow Force (possible via quickly spending Initiative on **Infiltrator's Strike** and **Infiltrator's Return**), **Enter Shadow Shroud** and use **Haunt Shot** and **Grasping Shadows** as normal. Before the damage is due, use **Dawn's Repose** and then **Exit Shadow Shroud**. **Well of Gloom** can then be used to recover missing health.

Alternatively, health can be topped up with **Well of Gloom** which will provide a small amount of Barrier through Shielding Restoration. Additional barrier can then be applied with ally targeted Scepter skills such as **Shadow Bolt**, **Double Bolt** and **Triple Bolt** and **Shadow Sap**, though the **Measured Shot** and **Endless Night** combination is recommended more for this.

Blinding Powder can also be used to access barrier via the trait Panaku's Ambition.

 **NOTE:** Be aware that Blinding Powder can cancel ally autos - warn your group of this if it will be an issue. Blinding Powder severely impacts the rotation of a Deadeye (q)DPS. Move them

out of your sub or switch to Relic of the Zephyrite and a different utility! ⚠

Condition cleanse

Clear conditions using **Well of Silence** and **Grasping Shadows**. Further utility can be taken for extra condition cleanse.



Example utilities for large amounts of condition cleanse.

Taking Shadows Embrace in Shadow Arts also allows for your Blinding Powder casts to remove damaging conditions.



Boons

Siphon cast on an enemy target provides Fury, Swiftiness, Might and Vigor via the Thrill of the Crime trait in addition to Vigor and situational additional might via Bountiful Theft. NOTE: Ally-targeted Siphon does not provide boons.

Alacrity is generated around the Tethered Ally by using abilities within **Shadow Shroud**. These skills do not need to connect with a target, allowing for building Alacrity during downtime.

Well of Bounty provides Stability, Might, Fury, Vigor, Regeneration and Resistance and should be used on cooldown unless being held for additional Stability.

Haunt Shot applies 1 Might to allies, which adds up due to repeated casts of this ability to maintain Alacrity.

Mind Shock is used to share Stability.



Shadow Sap with an enemy targeted applies Might around the Specter and is supplemental to other Might generating abilities.

Shadow Sap on an ally applies Protection on the ally and four players around them within a 240 radius. The duration on non-targeted allies is reduced. You should make frequent use of ally-targeted **Shadow Sap** to keep up boons and this is the main ability for spending Initiative.

Endless Night on an ally target provides Regeneration and Vigor to the target and four closest allies. The duration on non-targeted allies is reduced.

Shadowsquall on an ally provides Regeneration. The duration on non-targeted allies is reduced.

Blinding Powder provides a high amount of Protection via Cover of Shadows in the Shadow Arts traitline. Provides access to Shadowsquall.

 **NOTE:** Be aware that Blinding Powder can cancel ally autos - warn your group of this if it will be an issue. Blinding Powder severely impacts the rotation of a Deadeye (q)DPS. Move them out of your sub or switch to Relic of the Zephyrite and a different utility! 

Breakbar Damage

Breakbar damage is available via Head Shot (consider swapping to an alternative Pistol weapon set for even more breakbar with Superior Sigil of Paralyzation), Basilisk Venom or Shadowfall, Well of Silence, Siphon and Mind Shock. Further utility can be taken for additional Breakbar damage.

Boon Rip

The trait Bountiful Theft in Trickery allows for Siphon to be used for removing boons from enemies. This provides the Specter with a low cooldown boon rip however Siphon should not be considerably delayed due to providing boons and Shadow Force.



A trait selection for more frequent boon ripping. This also allows for better stacking of Swiftness and Vigor. Make your Daredevil and Vindicator DPS love you!

Utilities

Note - in the default build, Wells provide Healing, Resistance and Shadow Force. Stealth on allies provides Protection, but should be used with caution as it will impact DPS rotations.

Healing Skill:

Well of Gloom provides a high self-heal and large heal to five allies over five pulses. With the standard healing build, this skill provides additional healing via Shadow Savior and Traversing Dusk, Barrier from Shielding Restoration and Resistance from Traversing Dusk. This is our biggest healing spell aside from exiting Shadow Shroud under 5 stacks of Consume Shadows with high Shadow Force.

Utility Skills:

Well of Bounty provides Stability, Might, Fury, Vigor and Regeneration. Try to remain within this Well to gain all boons.

Well of Silence is a Daze and removes Conditions.

Blinding Powder applies Stealth to allies which allows for additional application of Protection via Cover of Shadows and Healing from Relic of Karakosa due to being a blast finisher. Allows access to **Shadowsquall** for burst healing. ⚠️ Stealth should be used with extreme caution though, as it interrupts the rotations of your allies, especially Thieves.

Shadow Refuge provides a high amount of Stealth, but allies are Revealed when moving out from it too quickly. Can be used for a small amount of pulsed healing and placed on downed allies to aid in reviving them, reviving by 5% per pulse for a total of 25%. ⚠️ Stealth should be used with extreme caution though, as it interrupts the rotations of your allies, especially Thieves.

Shadowstep is a strong mobility skill that also heals around the Specter when used.

Smoke Screen can be used for projectile destruction.

Pitfall is a strong source of Breakbar damage that can be precast in advance. The placement and activation cooldown are independent, hence the placement cooldown will tick down after placement, allowing two subsequent uses if timed well.

Seal Area is a long duration projectile destruction that can be used to deny AoE spawns that occur from a projectile landing. Can be precast before a mechanic. Placement and activation cooldowns are independent, similar to Pitfall. ⚠️ Entering Shadow Shroud while this ability is being prepared, or armed, will cause it to bug and not function correctly.

Prepare Shadow Portal offers a one-way portal for 5 allies. Placement and activation cooldowns are independent, similar to Pitfall. ⚠️ Entering Shadow Shroud while this ability is

being prepared, or armed, will cause it to bug and not function correctly.

Infiltrator's Signet offers a single Shadowstep towards an enemy.

Signet of Agility is a strong instant cast condition removal that also refills endurance.

Scorpion Wire can be used to pull an enemy towards the location of the Specter.

Skale Venom can be taken in more offensive build variants to deal condition damage.

Spider Venom can be taken in more offensive build variants to deal condition damage.

Elite Skills:

Shadowfall should be taken when high single-target Breakbar damage is not required as this allows for extra Healing, Resistance and Shadow Force. Provides moderate AoE Breakbar damage on a longer cooldown.

Basilisk Venom is a strong Breakbar damage ability that is best used when with allies.

Dagger Storm offers some limited utility via increased movement speed and the associated evade and projectile destruction.

Tanking

It is possible to tank encounters as a Heal Alacrity Specter. Toughness gear should be selected for this and your main damage mitigation will be well timed dodges, quickly cleansing problematic conditions and dropping Consume Shadows for Second Opinion to allow your Shadow Force to act as an additional health bar and allowing easier upkeep of Alacrity. Tanking can also be undertaken using a Sword/Pistol weapon set which provides raw healing with Infiltrator's Strike and Infiltrator's Return and damage mitigation with Pistol Whip but this is generally not recommended unless you are struggling as it reduces your ability to apply Protection and Barrier using ally-targeted Shadow Sap.

If tanking, you may wish to take Relic of the Zephyrite for more Protection uptime on both yourself and your group.

Mobility

Specter offers a high degree of mobility by taking Shortbow instead of Sword / Pistol. When mobility is needed, **Infiltrator's Arrow** offers a 900 range shadowstep. While inefficient due to the 6 initiative cost, this skill can also be used for healing. **Choking Gas** applies an AoE daze, offering some CC on this weapon set too.

Traits and Variations

The primary trait lines are Trickery and Specter due to the boons and healing that they provide. Trickery also allows for increased baseline Initiative.

Traits in the Specter Trait Line



Consume Shadows builds stacks while you are in Shadow Shroud, to a maximum of 5 stacks. With this trait selected, all remaining Shadow Force is consumed when using Exit Shadow Shroud and is converted into healing to allies at 10% per stack. This allows for a maximum conversion of 50% of current Shadow Force into healing. Overhealing from Consume Shadows is converted into Barrier.

Therefore, you should use Exit Shadow Shroud after gaining 5 stacks of Consume Shadows to maximize healing.

Using Enter Shadow Shroud with a higher Shadow Force, and exiting quickly after gaining 5 stacks, will result in higher healing and higher Barrier.

Dark Sentry provides a small amount of damage via allies that you grant Barrier to. Increases healing applied to allies.

Traversing Dusk allows your Wells to provide Resistance and Shadow Force while enabling your Shadowsteps to heal.

Panaku's Ambition grants Barrier to targets that you apply Stealth to.

Shadestep allows for Shroud skills to provide Alacrity around your Tethered Ally. Beneficial effects from Shroud skills, such as healing, Barrier, condition cleanse and Stability now additionally affect 3 allies around your Tethered Ally.

Traits in the Trickery Line



Kleptomaniac provides Initiative when you use Siphon on an enemy target.

Thrill of the Crime provides Fury, Swiftiness and Might when you use Siphon on an enemy target.

Preparedness provides three extra baseline Initiative.

Bountiful Theft allows for Siphon to steal boons and results in Siphon providing Vigor when used on an enemy target.

Lead Attacks reduces the cooldown of Siphon by 15%.

Quick Pockets provides three initiative on an 8 second cooldown when weapon swapping, which Enter Shadow Shroud and Exit Shadow Shroud count as. The extra initiative allows for more Protection and Might.

Alternative Trait:

Sleight of Hand reduces the cooldown of Siphon and adds a Daze to Siphon. The cooldown reduction allows for easier upkeep of boons such as Vigor and Swiftiness.

Traits in the Shadow Arts Trait Line

Shadow Arts is taken to further improve the support capabilities of Well of Gloom and to add even more healing to Shadowsteps. Shadow Arts also marginally helps when resurrecting a downed ally.



Merciful Ambush provides Stealth to yourself and a target when resurrecting. This trait also allows Stealth you apply to Heal.

Shielding Restoration adds Barrier, which is applied to allies, to your Healing skill.

Shadow's Embrace allows for entering and exiting Stealth, including that which you apply to allies, to remove Burning, Bleeding, Poison, Torment or Confusion. One condition is removed on entering and a second on exiting Stealth. This adds additional utility to Blinding Powder.

Meld with Shadows provides Superspeed when entering or exiting Stealth.

Shadow Savior results in shadowsteps providing healing, which is increased to allies.

Cover of Shadow provides Protection on Stealth you apply.

Traits in the Deadly Arts Trait Line

Deadly Arts can be taken for a more offensive Specter build which would run Scepter and Dagger alongside Skale Venom and Spider Venom.



Serpent's Touch causes Siphon to apply Poison when used on an enemy.

Deadly Ambition increases condition damage and allows Dual Wield attacks to provide Poison. This applies to both Twilight Combo and Endless Night.

Lotus Poison applies Weakness when you apply Poison.

Panic Strike causes Immobilization to deal Poison and striking a foe beneath 50% health applies Immobilization.

Potent Poison increases Poison output, Poison damage and Poison duration.

Additional Gear Choices

Due to the preferred stat distribution of Specter, our low healing modifiers, ease of play with increasing vitality and baseline boon durations, there will be very many viable gearing options. Play around and find one that works for you.

An approximate guide to gearing is:

- Our preferred stats are Concentration, Vitality and Healing Power.
- At least 80% boon duration is generally sufficient for Alacrity and Protection, including some time off stack.
- Healing Power improves healing output but we scale poorly and percentage modifiers are more impactful.
- Runes of Water are a must unless playing an offensive variant.
- Toughness will reduce damage you take, including in Shadow Shroud, enabling longer periods in Shadow Shroud on high damage fights. Higher Toughness means you may end up tanking, resulting in needing to use Sword/Pistol more often. This will mean less boon output.
- Specter does a high amount of Breakbar damage as Daze, increasing the worth of Sigil of Paralysis.
- No three-stat gear set is ideal for Specter, due to lacking Vitality. This makes Sigil of Concentration valuable as it allows for taking four-stat gear pieces with Vitality.
- Vitality improves maximum Shadow Force, allowing for an easier time remaining in Shroud and higher Consume Shadows healing.
- You may end up taking Power or Condition Damage stats, but don't prioritise these.

Suggested builds:

[Full Plaguedoctor](#)

A full Plaguedoctor build which has less healing output and lower boon duration, but a larger health pool, a larger Shadow Shroud and higher Exit Shadow Shroud healing potential.

[Offensive Heal Specter](#)

An offensive variant using Ritualist gear and Relic of Karakosa if you have access to this (Relic of the Monk otherwise). With the Mint-Pear food this build affords good DPS while also having a 30% modifier for healing on allies and plenty of opportunities to activate Relic of Karakosa due to using Deadly Ambush instead of Quick Pockets. Incorporate Mind Shock into the Shroud loops for more healing due to activating Relic of Karakosa. The Shroud loop should be extended when you expect spread mechanics, wish to use more Grasping Shadows for condition cleanse or when Mind Shock is being used for Stability. Because of the longer time potentially spent in Shadow Shroud given the encounter and how your group plays, Second Opinion is taken over Consume Shadows.

Alternative variants of this build include changing Second Opinion to Consume Shadows for additional healing and sustain but reduced Shadow Shroud flexibility and Traversing Dusk to Larcenous Torment for more damage but reduced healing and no Resistance.

Use Toxic Maintenance Oil if you don't have access to concentration infusions or want additional boon duration for stacking alacrity.

If you don't want to use Mint-Pear, you'll need to choose between more healing, boons or more damage via your food and then supplement with particular utilities.

For lower pressure fights then Tuning Icicle or Magnanimous Tuning Crystal are suggested.

If you need higher boon duration, opt for Enhanced Lucent Oil.

If healing is required, opt for Bountiful Maintenance Oil.

[Thanks to yakkin on the Snow Crows Help Desk Discord here!]

[Low Toughness Build](#)

A variant that switches out Givers for Harriers to achieve no additional toughness. Useful if you definitely never want to tank.

Gameplay Guide

Standard Healing Loop

Priorities:

Spend initiative on ally Shadow Sap.

Enter Shadow Shroud on cooldown (or as close as possible if needing to deplete initiative).

Prioritise Grasping Shadows, Eternal Night, Mind Shock and Dawn's Repose unless saving Dawn's Repose (Barrier) or Mind Shock for an upcoming mechanic.

Exit Shadow Shroud when initiative is almost full (keep in mind Quick Pockets if running this).

Use Wells, Blinding Powder and ally-targeted Shadow Sap on cooldown, unless holding skills or Initiative for an upcoming mechanic. Use enemy targeted Siphon on cooldown.

In a fight without much movement or mechanics, this may look like:

Initiative spending on ally targeted Shadow Sap.

Low cooldown Wells (Gloom and Bounty).

Blinding Powder (inside a field, for example from Wells, for Relic of Karakosa)

Ally targeted Shadowsquall (can be cut short).

Spend remaining Initiative.

Enter Shroud and let Initiative re-fill. Be mindful of Initiative gain from Quick Pockets and enemy targeted Siphon via Kleptomaniac. Leave Shroud with full Initiative.

Example (this is not exact and you are a healer, you need to be flexible!)

Ally-Targeted Shadow Sap

Ally-Targeted Shadow Sap

Ally-Targeted Shadow Sap

Ally-Targeted Shadow Sap

Well of Gloom

Well of Bounty

Blinding Powder

Ally-Targeted Shadowsquall

Ally-Targeted Shadow Sap

Ally-Targeted Shadow Sap

Ally-Targeted Shadow Sap

Enter Shadow Shroud

Grasping Shadows

Siphon

Mind Shock

Haunt Shot

Grasping Shadows

Haunt Shot

Eternal Night

Dawn's Repose
Leave Shadow Shroud

Like Condition Alacrity Specter and Condition Specter, you want to be quick with this rotation. Do not camp in Shroud too much, unless you are deliberately stacking Alacrity.

Bugs and odd interactions you should know

Due to how much of Heal Specter is a mish-mash of things that haven't been fully considered in their design or iterated on sufficiently, there are a lot to be aware of.

Ally Scepter skills state they have a five target maximum, but because of subgroup priorities, they hit 6 people if you target someone outside of your subgroup and your entire subgroup is in range of the barrier and boon radius.

Ally Shadow Sap has a friendly target cap for the projectile. If it travels through too many allied entities it will not connect with the target and simply fly through your allies, applying no barrier or protection. Avoid this by repositioning closer to your personal target or changing your target via the nearest ally keybind, being mindful that this keybind functions as an inverse of "tab target" command for enemies and therefore considers Mesmer Phantasms with the same priority as players.

Ally Shadow Squall also has the ally entity target cap issue of Ally Shadow Sap but as a ground tracking projectile it can additionally miss targets if you are too close to certain types of geometry. The walls within the arena of Ai in Sunqua Peak and the walls in the Eye of Judgement and Eye of Fate area are examples of this. The projectiles will prefer to track the nearby geometry and will appear to move over or through your target, doing no healing or boons.

The Scepter auto attacks arc, and therefore can have an effective range of greater than 900. This is useful for applying Barrier on distant allies while kiting on fights such as Dhuum and Harvest Temple Challenge Mode.

The visual effects of the tether associated with the Shrouded effect on an ally are inconsistent and sometimes do not spawn, even when the buff is correctly applied. This can happen with and without a Siphoned ally. You can quickly check to see if Shrouded ally has been correctly assigned by hitting an enemy with Dawn's Repose. If you see Barrier being applied to multiple targets, you have an ally tethered.


It is possible for your tether to end up on an allied NPC, such as Phantasm or Flesh Golem. This is more common with skill retargeting, action camera and using the Nearest Ally keybinding.

Nearest Ally is useful, but should be used with caution as Mesmer Phantasms have the same priority as any other player with this keybind.

Seal Area and Shadow Portal will break and malfunction if you enter Shadow Shroud while they are being set (the period of time between placement cast and the activation cast becoming available). The ability effect will trigger when you Exit Shadow Shroud but the prepared skill will remain on your bar.

Siphon can be used on a miniature to gain the boons normally associated with enemy targeted Siphon. This is useful during downtime phases such as after the Xera gliding phase.

If additional mobility beyond Wells and Shortbow skills is needed, you can drop out of Shroud before landing Dawn's Repose. This removes the aftercast associated with the skill and is helpful if you need to kite or reach particular destinations quickly on fights such as Dhuum and Harvest Temple Challenge Mode.

 **Heal Specter is incredibly sensitive to Quickness uptime** to ensure we can do enough Alacrity and Protection. Without good Quickness uptime, you will find yourself with surplus Initiative, insufficient Shadow Shroud ability casts for good Alacrity and very long cast times on abilities such as Endless Night and Shadowsquall. *If your group has unreliable Quickness, it is highly suggested that you take **Relic of the Chronomancer** as the standard build will achieve 100% self-Quickness from Wells being used close to on cooldown.*

Spirit Vale

Suggested utility loadout for this wing:



Vale Guardian

This fight will provide a good test of preparatory healing, applying Barrier and quickly healing people up. For this, you'll want a consistent and high degree of Shadow Force regeneration while saving big cooldowns for dealing with damage spikes.

Don't try to keep everyone alive if they are failing mechanics. If someone is taking a wander in front of Vale Guardian, or being teleported, it isn't on you to rescue them at the expense of the group. This is a generally good lesson to learn - healers should focus on healing while DPS players revive. A healer should only revive when it is safe to do so, as stopping healing can quickly result in downstates snowballing across the group.

You have many options for dealing with the breakbar here, such as Head Shot, Pitfall and Basilisk Venom or Shadowfall. However, do prioritise keeping people alive during Magic Storm.

Distributed Magic

This ability deals approximately 85% of a squad's health, so health being topped off before this ability hit is crucial. Topping off can be done with Consume Shadows, which will then apply Barrier with any excess healing and Dawn's Repose can be used before leaving Consume Shadows for additional barrier. Recovery healing can be undertaken with Well of Gloom.

Conversely, Well of Gloom can be used to top people off and give some barrier, add additional healing from the lingering effect of the Well and then Shadow Shroud skills with Consume Shadows can be used to heal up. If going this route, make sure to use Mind Shock and Grasping Shadows within fields to trigger the healing from Relic of Karakosa.

Distributed Magic can also be prepared for using Blinding Powder and Shadowsquall. Blinding Powder will apply Barrier, in addition to triggering Relic of Karakosa. Shadowsquall on an appropriate ally will give sufficient healing to stabilise the group.

If needed, don't be afraid to spend initiative on ally targeted Endless Night in Scepter/Pistol before Distributed Magic hits to apply Barrier.

Specter has plenty of ways to deal with this ability and if you are struggling, try saving Well of Gloom and Blinding Powder for this mechanic, using Well of Gloom just before the damage hits.

Seekers

Specter doesn't have the best toolset to help control seekers, but we do have the option to place Shadowfall to pull the Seekers to a certain spot. This should be used with care though, as pulling Seekers to an awkward spot can create difficulties for the group. As a Specter, you can also use Dawn's Respose on a Seeker to fear it away from the group and can apply Cripple with Grasping Shadows and Chill via Eternal Night.

Shadow Shroud and Shadow Force

Make sure you Exit Shadow Shroud, irrespective of the Consume Shadow stacks you have, before Distributed Magic hits as Distributed Magic will remove almost all, if not all, of your Shadow Force. This will result in you dropping Shadow Shroud without doing any healing or Barrier to your subgroup. Therefore, it is better to leave with less stacks, to help keep your group topped up, or shielded with Barrier to absorb some of the damage.

Boon Rip

Boons can be ripped as needed using Siphon, so long as Bountiful Theft is taken.

Crowd Control

Use Head Shot, Basilisk Venom (or Shadowfall) alongside Dawn's Repose and Mind Shock for breakbar damage.

Tanking

The following changes are recommended for tanking:

Change to a high toughness gear set.

Change Relic of Karakosa to Relic of the Flock or Relic of the Zephyrite.

Change the trait Consume Shadows to Second Opinion.



These changes will make it easier for you to stay in Shadow Shroud during Vale Guardian's attacks, allowing for upkeep of Alacrity. While tanking Vale Guardian, you will not be able to apply Protection to yourself using Blinding Powder due to Revealed. The skill is still useful for

maintaining Protection on your allies and applying Barrier, but you will not be able to use Shadowsquall while tanking Vale Guardian.

To keep Protection on yourself, switch to “Nearest Ally” instead of your Personal Target if they are not close enough and prioritise spending initiative on ally Shadow Sap.



Applying Protection to self via ally-targeted Shadow Sap.

The teleport effect from Unstable Magic Spike can be avoided by dodging backwards into the outside wall of the arena.



Positioning for avoiding the teleport from Unstable Magic Spike. Vale Guardian is facing away from the group. In this situation, self Protection would be best applied by carefully taking a Nearest Ally (be mindful of those Phantasms!) if the Personal Target remains further out.

As you do not have Consume Shadows, apply Barrier before Distributed Magic using either ally Shadow Sap or Dawn's Repose and then heal allies up with Well of Gloom, which is further enhanced by using Relic of the Flock.



Ensure that you use time between large damaging attacks to apply Alacrity.

Gorseval the Multifarious

This fight will test your ability to heal, apply timed stability and provide Breakbar damage.

Spectral Impact

Gorseval's Spectral Impact is a timed knocked back which happens at the end of an auto attack chain, with Gorseval raising a fist before slamming it down. The knockback will disrupt the ability of your group to deal damage and maintain boons, so ensuring Stability is present is important. Stability is accessible with Well of Bounty and Mind Shock, so these abilities should be held for Spectral Impact. Well of Bounty and Mind Shock both have their own range issues to contend with. Well of Bounty applies over a relatively small radius while Mind Shock applies around your tethered target. Using both of these skills is the safest way to deal with the knockback.

Ghastly Rampage

Ghastly Rampage occurs when Gorseval teleports to the middle of the arena and begins pounding the ground. During this attack, a retaliation-style effect, Vivid Echo is present on Gorseval which reflects damage. Additionally, black terrain covers part of the arena and after three seconds this detonates, dealing 50% damage to players and applying 25 stacks of Vulnerability. Ghastly Rampage can be stopped by applying breakbar damage and this should be your priority once the rampage has started. Prior to the rampage starting, keep up Barrier and Protection on your subgroup with ally Shadow Sap.

Breakbar damage can be dealt using Basilisk Venom, Head Shot and Well of Silence. Use these abilities first before entering Shadow Shroud and using Dawn's Repose and Mind Shock for extra breakbar damage. Well of Silence is especially advantageous here as, in addition to the Daze, it will remove conditions, including Vulnerability.

If your group is taking a high amount of damage due to Ghastly Rampage and Vivid Echo consider saving Well of Gloom and the Blinding Powder -> Shadowsquall combination for this attack.



Using Blinding Powder and ally-targeted Shadowsquall to deal with Ghastly Rampage.

Spirit Control

Use Siphon on the Charged Souls to apply Slow, reducing their movement speed.

Adds

This fight has a number of ghostly adds that spawn close to Gorseval after Ghastly Rampage. Hitting multiple targets with Shroud abilities will improve the supportive effects of these abilities.

Sabetha the Saboteur

This fight tests ranged healing and Alacrity, selecting targets for Tether, positioning and using shadowsteps to place boons on the squad.

If you are not kiting, Sabetha has no special requirements and should be straight forward. For this fight, make sure your personal target is someone who is not doing cannons. If you are kiting, you may need to use Nearest Ally at times if your personal target is out of range.



Tether Management using Nearest Ally Targetting. The Personal Target in this image is just returning from cannon duty, but the tether is on an alternative squad member, selected while moving in to apply boons during Firestorm.

Kiting

You may wish to switch to Relic of the Flock or Relic of the Monk if you are trying to maximise your healing on this fight. The effect of Relic of Karakosa is around the wielder and you will likely be out of range at points during this encounter.

Position yourself on the West of the platform to position flak and ensure you are targeted for Sapper Bomb. Adjust your position, slightly to the North and South, but remaining on the Western side of the arena, throughout the fight as Sappers spawn.

While at range, use either Shadow Shroud skills Haunt Shot and Grasping Shadows or ally Shadow Sap to provide healing or Barrier. After you have been targeted by Sabetha with Flak Shot, you can shadowstep to the group using Wells. Focus on Well of Bounty for boons, or Well of Gloom if healing is needed. Use Blinding Powder at this point, apply Siphon to Sabetha or the mini-bosses when you are in range of your allies and then move back to your kiting position to ensure the next Flak Shot is away from the group.

Wells can be used for mobility, should you need to reposition around Firestorm, or to ensure that you are able to throw the Sapper Bomb to launch allies to cannons.



Keep an ally tethered and keep using Shroud skills while moving to use the Special Action Key associated with Sapper Bomb. This will help maintain good Alacrity uptime

Salvation Pass

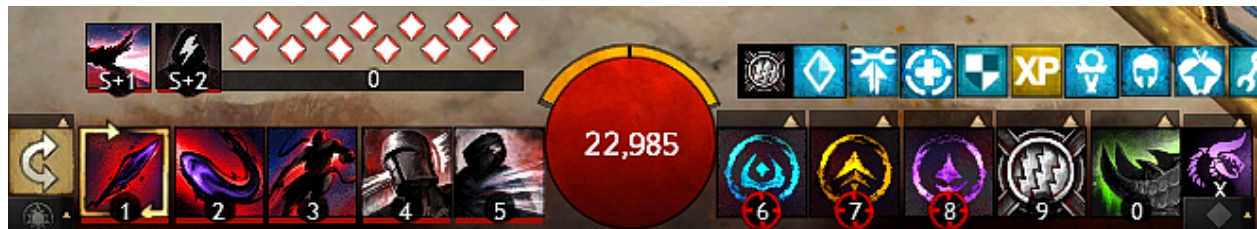
Suggested utility loadout:



Slothasor

Slothasor tests your ability to apply Stability, cleanse conditions and deal Break Bar damage.

Alternative loadouts (condition cleanse):



Alternative loadout (projectile destruction):



Note: Using Blinding Powder on your subgroup at the start of the Slothasor fight, as the initial fixation is taken by the boss, can significantly hinder Slothasor moving to the group.

If you have a Quickness player that is able to provide Protection, you can consider switching Blinding Powder to Smoke Screen for projectile destruction, though this does not work with the projectiles from Evolved Slublings. If your group is struggling with damage from conditions, switch Blinding Powder to Signet of Agility and take Relic of Antitoxin.

Breakbar and Fear

When Slothasor gains Narcolepsy and becomes invulnerable, you will need to deal Breakbar damage. Basilisk Venom and Head Shot are particularly strong here and you can also supplement early Breakbar phases with Well of Silence. If used towards the end of the Breakbar, this will also cleanse conditions, including Fear.

Fear can be handled by using Well of Bounty or Mind Shock before the bar is broken, which ensures Stability is applied.

Handling Condition Damage

Slothasor's Spore Release ability is frequently problematic due to players not dodging. The projectiles released during Spore Release cause Bleeding, Burning, Poison and Torment. After the first Narcolepsy phase, save Well of Silence for removing conditions associated with Spore Release.

You can ease the damage from this by ensuring your subgroup has Barrier applied before the mechanic from Ally Shadow Sap.

Deal with conditions using Well of Silence, heal up with Well of Gloom and then enter Shadow Shroud to mop up any lingering conditions with Grasping Shadows.

If you are near to a large pack of Slublings, you can use Black Powder to apply Blind and ease pressure from their ranged attacks. Do not go out of your way to do this specifically, and, if you do use Black Powder it is best to immediately enter Shadow Shroud and use Grasping Shadows within the Smoke Field to apply stealth to nearby allies, granting them Barrier via Panaku's Ambition and Protection from Cover of Shadow.

If you are struggling with Condition cleansing, switch Blinding Powder to Signet of Agility or swap the trait Shielding Restoration in Shadow Arts to Shadow's Embrace. Do not make both of these changes at the same time as Blinding Powder is needed to trigger the condition removal from Shadow's Embrace, unless you are planning to blast Black Powder!

Bandit Trio

This is a relatively standard encounter. There is some scope to use Shadow Portal as a utility, particularly if assigned to mortars, though this is far from a requisite. Alacrity can also be applied at range, due to the distance afforded by the tether, if assigned to release Wargs, throw Oil or gather beehives. Shadowsteps from Wells and Infiltrator's Arrow can also be used to traverse up terrain and ledges.

Matthias

Matthias is a relatively standard fight for Heal Specter. As people leave and enter the stack due to a number of mechanics requiring moving off group, it is useful to use Nearest Ally targeting at points in order to ensure both Alacrity and Protection are being applied sensibly. Completing your standard healing "rotation" quickly will ensure timely removal of conditions and good boon upkeep but ally Measured Shot and Endless Night may be required if people are moving off stack. Prioritise Initiative spend on Head Shot during the Sacrifice and ensure that you share Stability with Well of Bounty and Mind Shock during the first full-raid Zealous Benediction and Fear.

Alternative loadout (condition cleanse):



Alternative loadout (breakbar damage):



Stronghold of the Faithful

Siege the Stronghold

Specter is able to escort Glenna without issue and this does not require anything particularly special to accomplish. If you are doing this role, you can use enemy targeted Siphon and energy targeted Measured Shot and Endless Night to immobilise and slow Wargs.

It is also possible for Specter to do Towers, though it is not easy to solo capture as the toolset is not comparable to Chronomancer. However, Heal Specter can use Shadow Portal to allow 4 allies to portal up to the tower to enable capture. A Tower Chrono is preferable, but this can work in a pinch.

If you wish to do Towers as a Specter, it is recommended that you take the tanking gear set and Second Opinion instead of Consume Shadows. You will not need Relic of Karakosa for healing allies, but Relic of the Flock is useful for self-sustain and Relic of Speed can be used for an even quicker cave section. Drop Blinding Powder for Shadow Portal and take Shadowfall.

Suggested utility loadout:



The cave can be quickly traversed using Infiltrator's Arrow, Wells and by entering Shroud to use Dawn's Repose and leaving Shadow Shroud during the after cast of Dawn's Repose. Use enemy targeted Siphon on the first pack of White Mantle enemies to gain Swiftiness. Alternatively, repeatedly use Siphon on a miniature while waiting for Glenna to bomb the gate. This will allow you to stack a high duration of Swiftiness, especially if running Sleight of Hands instead of Quick Pockets.

Use Prepare Shadow Portal on the top of the tower. Well of Bounty and Mind Shock can be used either prior to reaching a tower or as soon as you land on the tower in order to prevent knockback from the adds. Glide down to your allies and use Shadow Portal. It is highly recommended to spam the ability in squad chat before using the skill as our portals are not as obvious as those from either Mesmers or Scourges!

You can help with the capture of the tower by using Shadowfall, positioned outside of the capture ring, and Dawn's Repose for the fear.

Sustain yourself with Wells and enter Shadow Shroud to ensure you have Alacrity to reduce the cooldown of Stability skills and Prepare Shadow Portal.

Keep Construct

Keep Construct is a relatively straightforward fight with little healing pressure, even on the Challenge Mode. There are no special requirements for tanking this fight and the standard gear and build can be used to tank Keep Construct as a heal Specter.

Suggested loadout:



The knockdown associated with Keep Construct's Tower Drop can be countered with Stability from Well of Bounty and Mind Shock.

Once Keep Construct has lost the Xera's Embrace buff, it will gain a Breakbar. Contribute to breaking this using Basilisk Venom, Head Shot, Well of Silence and Mind Shock and Dawn's Repose if required.

It is useful to stay in Shroud slightly longer prior to breaking the Breakbar of Keep Construct so that your allies have a high amount of Alacrity during the split phase.

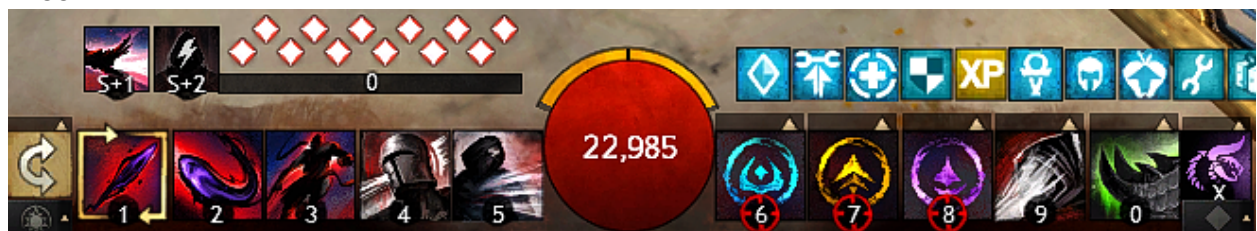
Ensure that you continue to use Wells, spend initiative on ally Shadow Sap and use Shadow Shroud abilities during the collect phase.

Sub 75% health, Keep Construct will use the Phantasmal Blades ability which spawns a pink AoE beneath the boss and orange slices that rotate around the room. The Confusion and Torment can be removed using Well of Silence and Grasping Shadows in Shadow Shroud.

Xera

Xera is a straightforward fight that tests your ability to consistently maintain boons and quickly provide Breakbar damage if you are not tanking. If tanking, the fight is considerably more challenging due to Specter not having access to blocks, requiring an ally nearby for Ally Shadow Sap to upkeep Protection and Barrier.

Suggested loadout:



General Tips - Puzzle phase

When beginning the fight, you have approximately 7 seconds after the death of the Xera illusion in which you can begin building up boons. It is recommended to use Well of Bounty at this point, Blinding Powder and then quickly enter Shadow Shroud and use Shadow Shroud abilities to generate Alacrity. If you have a Miniature enabled, you can also use downtime moments such as these to grant the boons associated with Siphon by using the skill on the Miniature. Well of Bounty can also be precast just before the Illusion dies as Stability is not needed on the first platform.

On the second platform with pressure plates, ensure that your Tether is attached to a DPS in melee range of the Bloodstone Shard so that you provide Alacrity to the highest number of DPS players. If you need to move to a new pressure plate due to the Bending Chaos, Twisting Chaos and Shifting Chaos debuffs, do so by placing Well of Bounty on the melee DPS and then moving to the pressure plate.



Using Nearest Ally targeting before Enter Shadow Shroud to ensure that your tether is on a melee DPS player.

Before engaging Xera, use the downtime to build boons via ally targeted Shadow Sap, Shadow Shroud abilities, Wells and Siphon on your Miniature.

General Tips - Xera

Deal with the Breakbar quickly using Basilisk Venom and Head Shot.
Clear conditions with Well of Silence and Grasping Shadows.



Make that Breakbar disappear with Head Shot spam!

General Tips - Gliding Phase

Be careful with using your Wells during this phase. The platform terrain is buggy and you can become stuck in the platform if it has variable elevation. Try to keep using ally Shadow Sap and your Shadow Shroud abilities as much as possible.

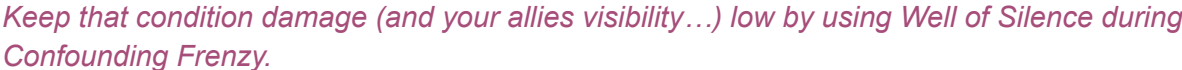
Tanking

Xera becomes a more challenging fight if you are expected to tank. Switch your gear to higher toughness and drop Consume Shadows for Second Opinion. You may also wish to switch Relic of Karakosa to Relic of the Flock for more self-sustain or Relic of the Zephyrite for additional Protection. Prioritise spending Initiative to keep up Protection on yourself with ally Shadow Sap as Revealed means you cannot benefit from Cover of Shadows via Blinding Powder. If your Personal Target is out of range, use Nearest Ally and then ally Shadow Sap.

Suggested traits:



Confounding Frenzy is the most problematic of Xera's ability to deal with. This can be mitigated via Dodging but this can be tricky at certain points in the fight. If you wish to counter this ability without too much movement then use Well of Silence as soon as Xera begins Confounding Frenzy and then enter Shadow Shroud. Confusion will be removed by Well of Silence and using Grasping Shadows while your Shadow Force will act as an additional health bar.



Keep that condition damage (and your allies visibility...) low by using Well of Silence during Confounding Frenzy.

Bastion of the Penitent

Suggested loadout for this wing:



Cairn the Indomitable

Cairn is a relatively straightforward fight. If you take Shared Agony, then you can continue to give Alacrity and Protection from range with Shadow Shroud abilities and ally targeted Shadow Sap. The boons and healing from Well of Bounty and Well of Gloom are very useful on this fight so even if you have Shared Agony it is worthwhile dipping close to the stack quickly to apply these Wells.

Mursaat Overseer

This fight has no special requirements as a Heal Specter. Practice being quick with your rotation to ensure high uptimes of Alacrity and key boons like Protection!

Samarog

Samarog is a straightforward fight that tests your ability to keep up boons while repositioning and deal Breakbar damage. Since Samarog is a low damage fight but Breakbar damage is incredibly useful, switch your Superior Sigil of Transference out for Superior Sigil of Paralyzation or take an extra pistol with Superior Sigil of Paralyzation.

Move through [your rotation](#) of spending Initiative on ally Shadow Sap, using Wells on cooldown, and entering Shadow Shroud when you have drained Initiative as quickly as possible while being mindful to position sensibly behind Samarog.

Damage the Breakbar using Basilisk Venom, Head Shot and Well of Silence in the first instance, dipping into Shadow Shroud for Mind Shock if necessary. Breakbars happen every 10%, so save Initiative for this. If you are tanking and you are targeted for Brutalize, you can cast Basilisk Venom (or Shadowfall) and Well of Silence just before being disabled. Dawn's Repose can be used prior to Brutalize for the Fear soft-CC and Mind Shock can also be pre-cast so that the ability hits during Brutalize.

Provide Stability with Well of Bounty and Mind Shock. As Well of Bounty is mainly used for other boons, do not delay this too much and hold Mind Shock for on-demand Stability.

Deimos

Deimos is another fight that is relatively straightforward, unless you are expected to tank. Specter does not have access to Aegis, and therefore you will require someone else in your

subgroup to provide this or quickly make your way to the safety zone during Mind Crush which is possible by using Wells.

If you are tanking, try and stay within Deimos's hitbox to ensure that your ally Shadow Sap also splashes protection and barrier to yourself.

Avoid Annihilate by, ideally, dodging parallel to the direction the boss is facing. This will help you control Deimos's positioning while ensuring you are not knocked back. Place your Wells close to where you are tanking and use them to assist with sustaining yourself and healing Saul while the majority of your squad is in the Demonic Realm.

Be mindful that many of your abilities will move you and ensure that you do not accidentally trigger Rapid Decay as a result of using Wells, Measured Shot or Dawn's Repose.

Hall of Chains

Soulless Horror

Soulless Horror is a fight where you will be expected to tank and will test your ability to position the boss, be aware of your surroundings as well as heal, upkeep boons and Barrier, and deal Breakbar damage as needed. If your group is struggling with Breakbar damage, switch Superior Sigil of Transference to Superior Sigil of Paralyzation.

You will want to run a higher toughness build, ideally over 2000 toughness to be on the safe side, and drop Consume Shadows for Second Opinion to allow for easier upkeep of Alacrity and to provide you with an additional health pool due to the high damage output of Soulless Horror. You can use Blinding Powder when not tanking, and Revealed has worn off, but this might leave you struggling for Protection. If so, consider running Relic of the Zephyrite.

Suggested utility loadout:



Suggested traits:



Ensure that you stay close to Soulless Horror when you have repositioned her, to ensure your ally Shadow Sap is splashing Barrier and Protection to yourself. Use your Wells for self-sustain if required and use Well of Silence liberally to clear conditions. Extra Barrier from Dawn's Repose is useful on this fight, particularly if you end up with more stacks of Exile's Embrace than intended.

Be mindful of Spinning Scythe positions as the boon conversation is particularly lethal due to Specter having an innately lower health pool and lacking active defensive abilities.

Broken King

This is a particularly tricky encounter for Heal Specter to tank as the sustain from casting scepter abilities on nearby allies is generally unavailable. If tanking, remember to switch to a higher toughness gear set. The fixate from the boss has a very long range so you can stay

beyond the reach of the very damaging melee attacks and sustain yourself with Wells. If you need to take a Hailstorm (green) in melee range, Shadow Shroud can provide an additional health buffer. If struggling with Scepter/Pistol, consider switching to main hand Sword and using Infiltrator's Strike and Infiltrator's Return to heal yourself. Remember to detarget Broken King if you wish to use this strategy and stay beyond the range of the melee attack. Use Siphon to remove Might Fury and Resistance, which are applied by the Broken King's auto attack, King's Wrath.

Eater of Souls

Eater of Souls is trivial to heal if you are not tanking but can be quite challenging if you do need to tank due to the heavy damage that Eater of Souls deals.

Remember to tank the Eater of Souls so that it is facing away from the group and move as needed to lit up section of the arena. Eater of Souls also hits quite hard, so using Toughness gear on this fight is recommended, with sensible use of Wells to sustain yourself.


Eye of Fate and Eye of Judgement

Heal Specter is a good option for using the Detonate ability of the Light Orbs. Make sure you switch out Superior Sigil of Transference for Superior Sigil of Paralyzation if doing this. If you have legendary runes, switch Superior Sigil of the Water to Superior Sigil of the Mesmer. Be careful with the Daze that is applied by Well of Silence, Fear from Dawn's Repose and the Stun from Mind Shock.

Dhuum

Dhuum is an encounter where Heal Specter really shines and has a lot of versatility. As a pure healer, a Specter is able to tank as well as be the on-stack healer if the group opts to have one. Where Heal Specter really shines though is in performing the role of kiter while also taking the second green.

All Roles on Dhuum

 **WARNING!** If you are doing the Greens and are in Shadow Shroud when you are split from your soul you will **skip** the collection phase and a Dhuum's Enforcer will spawn. Be sure to exit Shadow Shroud if you will be expected to collect a large orb.

Try and provide Stability using Mind Shock and Well of Bounty following the Cull ability in case a player is hit by the cracks and is Feared.

Clear Torment from the Greater Death Mark knock back using Well of Silence. Heal with Well of Gloom. Avoid going into Shadow Shroud prior to the Greater Death Mark cast as the Alacrity will be stripped anyway and you want to be enter Shadow Shroud quickly to begin reapplying Alacrity.

Remove boons from Dhuum after Greater Death Mark using Siphon.

At 10% you can enter Shadow Shroud for the separation of souls from players. This will consume your Shadow Force (which you can regain by using Wells on players when they return from collecting orbs) but you will skip the collection phase.

Pre-stack defensive boons before players run out to channel. If you have a miniature out, using Siphon on it for Swiftiness. Use Well of Bounty for Vigor and Regeneration. Give Protection with ally Shadow Sap. These boons are more important at this point than Alacrity, so prioritise these if you find yourself tight on time before moving out to channel.

Return from channelling using your Wells and quickly use enemy targeted Shadow Sap to ensure your subgroup have 25 Might.

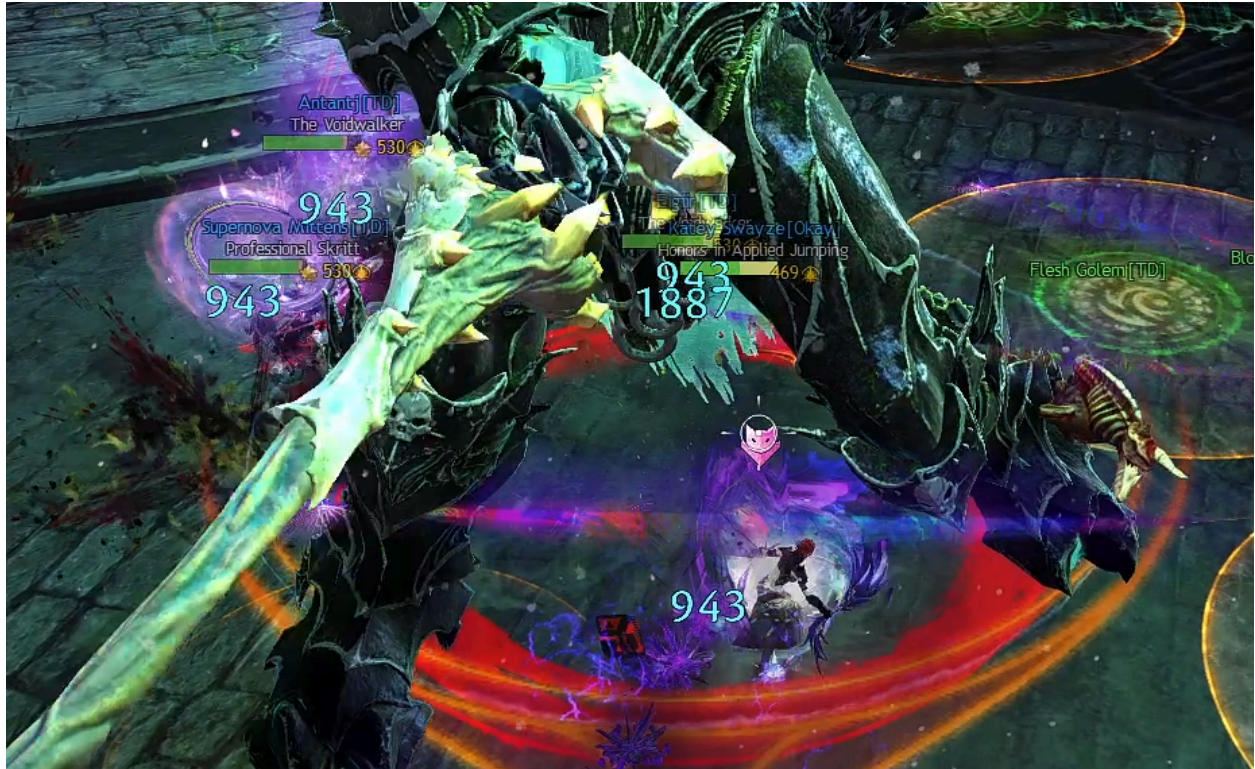
Tanking on Dhuum

If tanking, ensure you have the highest Toughness. This does not need to be a dedicated Toughness set and the recommended gear should be sufficient as Dhuum does not hit the tank hard. Dhuum has quite a large hitbox, so you want to be within this and at the tip of Dhuum's toes. This positioning means that it will be easier for you to receive Barrier and Protection from ally targeted Shadow Sap and will enable your Wells to have better coverage of both yourself and your allies too.

If you are taking a green while tanking, remember to drop Shadow Shroud before you go up.

Suggested utility loadout (tanking):





Ensure you stand in the hitbox so that you are in range of the Protection and Barrier of your ally-targeted Shadow Sap. This might necessitate using a Nearest Target keybind if your Personal Target is not in a suitable location!

Kiting on Dhuum

Ensure your Toughness is lower than the player that is tanking. To do this, you can switch your Givers pieces in the default Snow Crows build to either Plaguedoctor or Harriers.

Suggested utility loadout (kiting):



There are some other changes you may wish to make which can help with kiting. Self-sustain and healing your allies isn't a major concern so consider switching to Relic of Speed to help with movement. Damage is either quite low during the Dhuum encounter or comes at predictable times so Protection isn't too much of a concern for most of the fight. Therefore, you can drop Blinding Powder for Shadowstep which is helpful for kiting the messenger after the first Greater Death Mark especially.

For mobility you have access to Infiltrator's Arrow, Wells, Shadowstep and also Dawn's Repose (you can Exit Shadow Shroud at the end of the leap for greater mobility though you won't apply Barrier). Ensure that you use enemy targeted Siphon frequently to keep up Swiftiness, which is further improved by Relic of Speed.

Tagging Dhuum's Messengers is easiest with Trick Shot but Haunt Shot and Grasping Shadows in Shadow Shroud and the Shadow Bolt auto-attack chain with mainhand Scepter can also work.

Use your mobility skills to quickly get to Greens and keep in mind that you can remain tethered to your ally at up to 1200 units of range for ensuring that Alacrity uptime remains good.



Try and keep your Tether up and remain within 1200 units of your Tethered Ally while kiting Dhuum's Messengers.



Pick up Dhuum's Messengers with ranged abilities and use Shadowsteps to quickly get to greens!



Remember to Exit Shadow Shroud before taking a green!

Mythwright Gambit

Suggested utility loadout for this wing:



Conjured Amalgamate

There are a few handy skills and switches that you can make for Conjured Amalgamate, depending on whether or not you are collecting Shields or Swords. Doing so is highly recommended as you can ensure your Shadow Shroud tether is on an ally while you collect orbs.

If collecting, ensure you use Siphon on cooldown to build up sufficient Swiftiness. Relic of Karakosa can also be switched out for Relic of Speed to ease collecting orbs.

The knockdown from Pulverize can be countered with Stability from either Well of Bounty and Mind Shock.

The breakbars of Conjured Shields can be dealt with using Head Shot, Well of Silence and Basilisk Venom. If additional Breakbar damage is needed then Dawn's Repose and Mindshock are options.

If playing on Challenge Mode, consider dropping Blinding Powder for either Smokescreen or Seal Area. Each of these skills have their own disadvantages and advantages. Smokescreen can be used more reactively but cannot be applied on the group while collecting sword or shield orbs. Conversely, Seal Area requires preparation but can be triggered remotely and can be pre-set to allow for two shielding periods at the same time. This is particularly useful if the scepter beams line up with the group being stacked at Conjured Amalgamate's body during a DPS phase.

Largos Twins

As a Heal Specter you'll be expected to tank this encounter. The bosses can hit quite hard and your group may not stack perfectly, which can make applying Barrier and Protection to yourself with ally targeted Shadow Sap quite challenging. While taking Blinding Powder is recommended for ensuring your subgroup has good Protection uptime, both Kenut and Nikare apply Revealed to the tank so you cannot count on Cover of Shadow for supplemental Protection. Therefore, ensure you switch to a high Toughness gear set. You may also wish to switch Relic of Karakosa to Relic of the Flock for additional sustain.

Throughout the fight Slow and Chill will be applied. You can counter this using Grasping Shadows and Well of Silence. From the 50% phases of both bosses onwards, they will become immune at times and gain a Breakbar. Deal with this using the usual combination of Head Shot, Basilisk Venom and Well of Silence.

Largos Twins - Nikare

As the tank you will not be targeted for the Tidal Pool AoE, but extra attention should be placed to stepping out of Aquatic Detainment (the small multiple AoEs that trap players in a bubble), which may be difficult to see due to the visual effects from Wells. Listen out for the sound warning! Avoid being launched by the Geysers by dodging.

The other mechanic from Nikare to be aware of is Vapor Rush, in which Nikare targets the furthest player, the furthest player (from the new location) and then the tank and dashes towards them dealing a high amount of damage. You can control Nikare's movement as the tank, particularly if you are able to become the furthest player to the new location. Either which way, Nikare will return to you as the tank for the final dash and you should be prepared to mitigate the damage from this ability by evading.

Largos Twins - Kenut

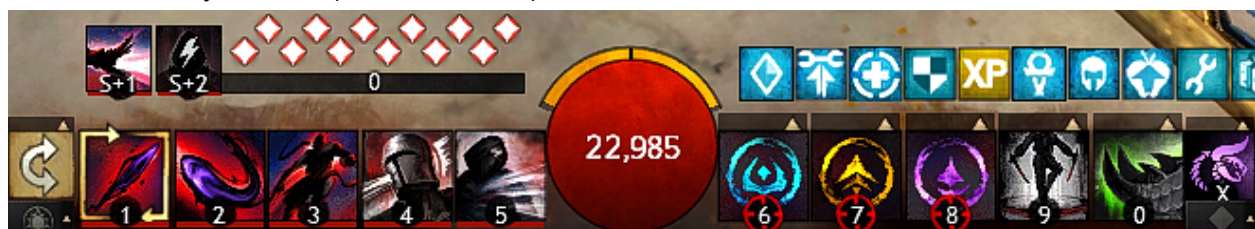
Ensure that you tank to give yourself and the stack sufficient space away from the Aquatic Vortex tornadoes, ideally staying close to the middle to avoid issues with people being separated and unexpectedly targeted by the Vapor Jet shadowstep and boon steal.

The shockwave attack from Sea Swell can be avoided by dodging or jumping and you should ensure that Stability is applied before this mechanic using Mind Shock and Well of Bounty. The AoE attacks from Cycle Burst can be easily walked out of and staying close to the middle while tanking helps to quickly reposition to avoid these.

Qadim

Qadim is a complex encounter and there are many things to be aware of as a Heal Specter! If tanking, you'll need to contend with the proximity based aggro mechanic, avoid teleports, reposition to mitigate damage and ensure quick application of Breakbar damage and consistent boon uptime.

Alternative utility loadout (Shadow Portal):



Or



General tips

Deal with Breakbars using Head Shot, Well of Silence and either Basilisk Venom or Shadowfall. Consider taking Shadowfall if you are tanking the Wyvern Patriarch sub 33% as this will be better Breakbar damage to avoid destruction of the platform.

Provide consistent Stability while fighting the Apocalypse Bringer as Wave of Force, Seismic Stomp and Shattered Earth can all be countered by Stability.

If your subgroup lacks a Mesmer player that is bringing Portal then you can drop Blinding Powder for Shadow Portal. This isn't overly useful for the sub 33% phase of the fight, but is handy when dealing with Pyre Guardians. Use Prepare Shadow Portal near the centre of the arena, where you fight Qadim, prior to moving to your Pyre Guardian. When the Pyre Guardian is almost defeated, use Shadow Portal. Be careful that you do not enter Shadow Shroud before Prepare Shadow Portal is fully set, otherwise the ability will bug!

When fighting the Elementals before the orbs, use enemy-targeted Shadow Sap to build up Might on any subgroup members that may not have been with stack, for example the kiter or lamp players.

Use Siphon on the Pyre Guardians, especially if you are assigned to a Pyre Guardian with either Protection or Resolution.

Stability can be applied prior to Flame Wave, which is Qadim's slam and knock back effect and happens during the DPS burn phases. If a player fails this mechanic they take heavy damage so apply Barrier prior to this ability going off with ally Shadow Sap, Endless Night, Blinding Powder, Dawn's Repose or Exit Shadow Shroud for Consume Shadows.

If your group is struggling to deal with the Greater Magma Elementals and Lava Elementals, then Blinding Powder or Well of Silence can be dropped for Scorpion Wire. Move out from the stack on Qadim to behind the Greater Magma Elementals (shortbow is handy for this) and use Scorpion Wire to pull the Greater Magma Elemental backwards. Done correctly, this will remove the protecting shield effect from the smaller Lava Elementals, allowing for them to be cleaved down.

Off-tank role

Position with the stack and look to execute your [standard healing rotation](#). Save some initiative and your [Breakbar damage skills](#) for Fiery Meteor on the Hydra and Summon on the Destroyer.

Tanking

It can be useful to take Toughness gear for this fight, especially while learning as your ally-targeted Scepter attacks are unlikely to reach yourself for Barrier and Protection. Consider also switching Consume Shadows to Second Opinion and Relic of Karakosa to Relic of the Flock. These changes are not necessary if you are comfortable with the encounter or tanking as Heal Specter.

Due to the specific tanking mechanic on this fight, you can use Blinding Powder on yourself for Barrier and Protection! The bosses do not apply Revealed.

Heal Specter lacks active defenses, so will mainly be mitigating damage via dodging or walking out of attacks. As a last resort, high Shadow Force Shadow Shroud can be used to face tank some hits.

All tanking aggro is via proximity on this encounter, so make sure that you are within the hitbox.

On the Hydra, dodge or use Well of Gloom during Dual Bite. Dual Bite can also be mitigated somewhat by using Dawn's Repose. Sidestep the Elemental Breath - this time can also be used to place Well of Bounty on the group. Be aware of the teleport inside the Hydra hitbox and dodge out from this before returning. This happens after the second Elemental Breath.

When fighting the Apocalypse Bringer, be aware that the teleport within the hitbox is not tied to a particular attack, but rather Qadim moving to a different platform. If your kiter is doing well, this should be at a consistent time on each run.

The Wyverns have multiple attacks that you should be aware of. Tail Swipe is shown by four different AoE segments over varying size. These can simply be sidestepped. Similarly, Fire Breath can also be sidestepped. Be sure to position yourself to avoid the flames spawning in an awkward place if another Wyvern is nearby! The main ability to watch out for is Slash. Given the lack of active defenses available to Heal Specter, save your Dodges for this and dip into Shadow Shroud if really needed! If you have only one Dodge available, save this for the second part of the Slash attack, using Stability (from Mind Shock, Well of Bounty or Blinding Powder) to prevent the Knocked Down effect from the first part of the attack.

If you are tanking the Wyvern Patriarch, be ready to deal Breakbar damage after the double Slash attack. If you are tanking the Wyvern Matriarch, ensure that she is turned away from the Wyvern Patriarch after the double Slash attack to ensure that Wing Buffet isn't targeted towards the other tank.

Key of Ahdashim

Suggested loadout for this wing:

Suggested utility loadout:



Cardinal Sabir

Sabir is a chance to show off how much Breakbar damage you can deal! Ensure you take the standard loadout for this, potentially switching Superior Sigil of Transference to Superior Sigil of Paralysis or taking an extra offhand pistol with this Sigil. If you are confident in your boon uptime, you can also consider taking Superior Runes of the Mesmer for even more Breakbar damage!

For most of the fight, you'll want to maintain a rapid and consistent [standard healing rotation](#) using [skills that deal Breakbar](#) damage as needed. Head shot is also useful for quickly dealing with the Breakbar of Voltaic Wisps as you make your way between boss platforms.

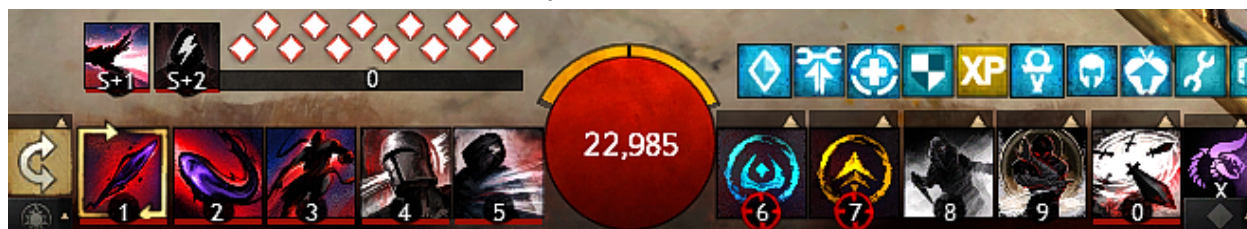
The availability of Wells on Specter does allow for a few interesting tricks such as using these to skip past the shockwave from Unbridled Tempest.

If your group is lacking projectile block for dealing with Voltaic Wisps on the last platform, you can drop Well of Silence or Blinding Powder to take Smokescreen.

Cardinal Adina

You'll want to make good use of [Tether](#) management on this fight. Pick someone as your Personal Target that won't be going out to place pillars and ensure you have them selected as your target via your Take Personal Target hotkey if your Siphon breaks due to running out to place a pillar.

Alternative loadout for Cardinal Adina (projectile destruction):



If you are tanking, consider taking a high Toughness set, dropping Consume Shadows for Second Opinion and running Relic of the Flock. This is mainly a precautionary measure if you lose people sub 25%, when damage pressure really begins to ramp or if you are in an awkward position next to mines when the boss transitions into a hands phase.

You can tank without issue with the standard Scepter and Pistol weapon set. Counter Perilous Pulse, which appears as a large orange cone that tracks the tank position with Stability or by dodging. The Knockback happens when she slams into the ground, so you do not necessarily want to use Stability as soon as the cone telegraph appears.

Clear the Stalagmites by dodging over the one closest to Cardinal Adina. This is not necessary, but can lead to a smoother phase transition.

The mechanic to be most aware of during the split phase is the Stone Claw attack from the Hand of Eruption as these projectiles knock people back. You can counter this with Stability from Well of Bounty and Mind Shock. As condition pressure is low on this fight, Well of Silence can also be swapped out for either Smokescreen or Seal Area, both of which can be used to block the projectiles. If you are using Seal Area, move closer to the Hand of Eruption if you are not dealing with it first and place Prepare Seal Area with plenty of time! Finally, as Breakbar damage is not needed on this encounter, you can take Dagger Storm as your elite and use it defensively. This is quite useful while crossing between the North and South hands. If you run slightly in front of your group using Dagger Storm, then Stone Claw projectiles will be reflected.

Qadim the Peerless

Off-healer

Qadim the Peerless is a relatively standard and straightforward fight if you are not tanking. The most pressing aspect of the fight when you are not the tank is ensuring good use of Nearest Ally targeting if you need to heal any of the Pylon kites - Measured Shot and Endless Night is particularly useful for this. Remember that Nearest Ally works as per the direction of your camera, not the direction of your character.

Use Breakbar skills on to capture hostile Pylons and prevent Qadim the Peerless from using Poisoned Power. Apply Stability via Mind Shock and Well of Bounty as needed to counter the Force of Retaliation shockwave.

Tanking

Qadim the Peerless is a horrible little fight if you are tanking. Qadim the Peerless hits hard, applies lots of conditions and generally gives you a pretty hard time of things as a Heal Specter tank.

Bring as much toughness as you can, switch out Relic of Karakosa for Relic of the Flock or Relic of the Zephyrite and switch Consume Shadows to Second Opinion. Use your Wells, Shroud Skills and Shadow Force health bar defensively. Dodge into the boss during the Ether Strikes

barrage to reduce the damage that this skill does to you.



If you are struggling to keep yourself alive on this fight, bring an offset with a main hand Sword and use Infiltrator's Strike and Infiltrator's Return liberally to heal yourself for Initiative.

Due to the unique aggro mechanic on Qadim the Peerless, you can use Blinding Powder for self-Barrier and self-Protection however doing so can be disruptive for where Qadim the Peerless casts abilities. Ensure you do this *after* an attack such as the barrage from Ether Strikes has started. Do not do use Blinding Powder when Qadim the Peerless is due to cast Force of Havoc and be mindful that this ability lingers beyond the animation.