

Raid/Reaper Healer

Build: 10 Favored Soul/6 Sacred Fist/4 Wild Mage

Alignment: Lawful Good; Race: Eladrin Chaosmancer

This Build Does Not Do Damage

Starting Stats:

Strength	8
Dexterity	12
Constitution	18 + levelups
Intelligence	14
Wisdom	8
Charisma	18

Dexterity +1 Tome required to be able to take the Dodge feat.

Other Tomes Recommended:

Racial AP Tome x3

Universal Enhancement Tree Tome x2

Destiny Tome x3

This Build requires no past lives to function, but like all builds it benefits from many.

Past Lives Recommended: (Priority Order)

Power Over Life and Death Epic Past Life x3 (+30 positive spellpower)

Arcane Alacrity Epic Past Life x3 (-10% spell cooldown reduction)

Eladrin Chaosmancer Past Life x3 (3 fey step charges + 9 spellpower)

There are a myriad of past lives that would help all builds such as the various completionist feats. I won't list those here since they don't specifically apply to this build but rather to all builds. Anything that boosts positive spellpower, universal spellpower and constitution are the most important for this build.

Leveling Order:

1 Wild Mage

2-7 Sacred Fist

8-17 Favored Soul

18-20 Wild Mage

Level Split and Build Explanation

What is the reasoning behind this level split?

10 Favored Soul/6 Sacred Fist/4 Wild Mage

This level split gets you some of the best things from both Radiant Servant and Beacon of Hope without ruining the ability to heal due to cross-classing casters. This is possible due to the enhancement called Mixed Magics in the Wild Mage enhancement tree. It also allows us to have Healing Wall and Positive Energy Burst both being used at max capacity, as well as some additional Spell Crit Damage from Radiant Servant and Wild Mage.

How does Mixed Magics work?

This Enhancement is in tier 4 of Wild Mage and has unique properties to it that aren't available anywhere else in DDO. The enhancement reads as such: **"Your Caster Level with spells is now equal to your Character Level instead of individual class levels (max 20)."**

With this enhancement we can use spells and SLAs from multiple classes (sacred fist and favored soul in our case) without a penalty because our spells are being cast based on our character level instead of our caster level. For example, at level 20, our caster level on a Favored Soul Cure Light Wounds is 20 with Mixed Magics versus only 10 without it. This singular enhancement is the motor that allows the build to function as well as a pure healer while benefiting from having multiple healing and defensive enhancement trees.

Why Sacred Fist and not just Cleric?

Cleric and Sacred Fist both have access to the same Radiant Servant tree. Because of this, we can look at what each class offers individually.

Cleric offers a chance to take a domain feat up to tier 2. The only useful domains would be luck domain for a displacement SLA and animal domain for some Hit Points. Any other thing that Cleric grants requires Action Points (that we can't spare) or more levels of the class.

Sacred Fist offers an identical enhancement tree to Cleric, in Radiant Servant, but also allows us to dip into Sacred Defender for additional PRR/MRR and Hit Points. The defensive stance grants 20% to Max Hit Points permanently as well as 25 PRR and MRR as long as we are wearing a shield. Sacred Fist also offers us Evasion as long as we are in Light Armor and use a Small Shield or Buckler. With Divine Grace, our saves are enough to make use of this. The final thing Sacred Fist grants us is the ability to use Lay on Hands which comes into play when we get into Epic Destinies. Unyielding Sentinel supports Lay on Hands and allows the ability to scale off of our Character Level instead of Sacred Fist level much like Mixed Magics does for our other spells.

Overall, Sacred Fist is a much better choice when it comes to building a complete character.

Build Breakdown

Heroic Feats:

Level 1: Quicken Spell
 Level 3: Maximize
 Level 6: Dodge
 Level 9: Empower Healing Spell
 Level 9 (Favored Soul): Grace of Battle
 Level 12: Shield Mastery
 Level 12 (Favored Soul): Energy Absorption: Acid
 Level 14 (Favored Soul): Stout of Heart
 Level 15: Mobility
 Level 18: Improved Shield Mastery
 Level 20 (Favored Soul): Energy Absorption: Electric

Epic and Legendary Feats:

Level 21: Greater Shield Mastery
 Level 22 (Destiny): Epic Spell Power: Positive
 Level 24: Intensify Spell
 Level 25 (Destiny): Perfect Shield Mastery
 Level 27: Bulwark of Defense
 Level 28 (Destiny): Deific Warding
 Level 30: Enlarge Spell
 Level 30 (Scion): Scion of the Plane of Celestia
 Level 31 (Destiny): Legendary Toughness
 Level 33: Mental Toughness
 Level 34 (Destiny): Titan's Blood

Dodge and mobility are taken for the additional dodge chance as well as the bonus tumble charge. Since this build runs in light armor with evasion, tumbling temporarily grants a large defensive boost and can be used in combat.

Shield Mastery feat line not only gives more hit-points based on the build's hit-dice but it also grants us bonus PRR as we will be wearing a shield.

Mental Toughness is taken so late because it is unnecessary earlier. It is taken in absence of a better choice at level 33. It also sets up nicely for taking more of these feats as the level cap goes up again in the future. This feat slot is open to take whatever you'd like otherwise.

Gear, Spells, Enhancements and Epic Destinies

Endgame Gear:

Helm: [Dinosaur Bone Helmet](#) (crafted Cha/Pos Crit Damage/Pos Crit Damage/Wizardry) (augmented Sapphire of Dodge +14% and Diamond of the Magi) (Reaper Stat boost) (Deacon of Auricular Sacarium set augment)

Necklace: [Legendary Pendant of Subtle Pain](#) (Sapphire of Resistance +11)

Trinket: [Gem of Many Facets](#) (crafted Sheltering/Healing Amplification/Insightful Devotion) (augmented The Master's Gift)

Cloak: [Legendary Sacarium Cloak](#) (augmented Essence of Pomura's Memento and Diamond of Insightful Dexterity +5) (Deacon of Auricular Sacarium set augment)

Belt: [Lindal's Mighty Belt](#) (augmented Wraithborn Emerald and Sapphire of Greater Heroism)

Ring 1: [Legendary Sacred Band](#) (augmented Diamond of Intimidate +20 and Diamond of Insightful Constitution +5)

Gloves: [Gloryborne Gloves](#) (augmented Topaz of Swiftiness +15%)

Boots: [Legendary Magma Waders](#) (Scale: Positive Spell Critical Damage) (augmented How To Cast Faster and Ravil's Book of Legendary Recipes)

Ring 2: [Dinosaur Bone Ring](#) (Scale: Constitution/Claw: Open/Fang: Open/Horn: Open) (augmented Diamond of Festive Constitution +2, Diamond of Festive Charisma +2 and Essence of the Cracked Core)

Bracers: [Legendary Kopru Bracers](#) (Scale: False Life) (augmented Brightbane Emerald and Diamond of Insightful Charisma +5)

Goggles: [Legendary Black Earth Guardian's Lenses](#) (augmented Sapphire of Good Luck +3)

Armor: [Dinosaur Bone Mail](#) (crafted Voidscale/Voidfang/Claw: Open/Horn: Open) (augmented Diamond of Festive Dexterity +2 and Globe of True Imperial Blood) (Deacon of Auricular Sacarium set augment)

Endgame Gear Continued:

Main Hand: [Attuned Bone Weapon](#) (crafted Shadowscale/Meltfang/Sparkclaw/Brighthorn) (augmented Meridian Fragment and Open Purple) (Curse of Minor Charisma)

Off-Hand: [Legendary Alchemical Small Shield](#) (Tier 1 Earth/Tier 2 Earth/Tier 3 Earth) (augmented Ruby of Spell Implement Acid and Open Purple) (Curse of Minor Masterworks)

Filigrees:

Weapon Filigree: Attuned Bone Weapon - 10 Slots (rare stat in parenthesis)

Soulweaver/Splendid Cacophony: Constitution +2 (+4 PRR)

Blood Feast/Frozen Wanderer: Physical Resistance Rating +6 (+4 PRR)

Purity/Touch of Grace: Healing Amplification +20 (+2 MRR)

Nystul's Mystical Defense: Fire Absorb +5% (+2 MRR)

Nystul's Mystical Defense: Electric Absorb +5% (+2 MRR)

Nystul's Mystical Defense: Acid Absorb +5% (+2 MRR)

Nystul's Mystical Defense: Constitution +1 (+2 PRR)

Otto's Irrevocable Power: Spellpower +6 (+4 Spellpower)

Otto's Irrevocable Power: Constitution +1 (+2 PRR)

Touch of Grace: Positive Spellpower +12 (+4 Spellpower)

Artifact Filigree: Dinosaur Bone Ring - 4 Slots (rare stat in parenthesis)

Soulweaver/Splendid Cacophony: Constitution +2 (+4 PRR)

Blood Feast/Frozen Wanderer: Physical Resistance Rating +6 (+4 PRR)

Otto's Irrevocable Power: Spellpower +6 (+4 Spellpower)

Splendid Cacophony: Positive Spellpower +12 (+4 Spellpower)

Set Bonuses From Gear: [Deacon of Auricular Sacrarium](#), [Divine Blessing](#), [Dread Isle Curse](#)

Filigree Sets: [Otto's Irrevocable Power\(3\)](#), [Nystul's Mystical Defense\(4\)](#), [Touch of Grace \(2\)](#), [Splendid Cacophony \(3\)](#), [Blood Feast \(2\)](#), [Frozen Wanderer \(2\)](#), [Purity \(2\)](#), [Soulweaver \(2\)](#)

Spell List and Leveling Advice



Level 1: Bless, Cure Light Wounds, Nightshield, Obscuring Fog

Level 2: Cure Moderate Wounds, Lesser Restoration, Resist Energy, Spawn Screen

Level 3: Cure Serious Wounds, Magic Circle Against Evil, Remove Curse

Level 4: Cure Critical Wounds, Freedom of Movement

Level 5: Cure Light Wounds, Mass

SLA's: Heal, Cure Moderate Wounds, Cure Moderate Wounds, Mass, Renewal, Close Wounds

At cap, I rely mostly on Healing Wall, Positive Energy Burst, Consecration, Cure Light Mass and Cure Moderate Mass SLA (Exalted) as my main forms of AoE healing. I use Heal SLA (Beacon), Close Wounds SLA (Beacon), Renewal (Sentinel) and Cure Moderate SLA (Radiant) for single target healing. It gets a Resurrection SLA from Sentinel for getting dead folks back up.

Enhancements



This build is built around Mixed Magics (tier 4 Wild Mage) and without it, the build does not function at all. This enhancement raises all spells, sla's and epic abilities to caster level based on your character level (up to 20) instead of your class level.

This character has a total of 14 Past Lives (6 racial, 5 heroic, 2 epic, 1 iconic) and has +3 racial tome and +2 universal AP tomes. The universal AP can go in any universal tree.

Final Action Point Breakdown (87):

22 Wild Mage, 32 Beacon of Magic, 13 Radiant Servant, 13 Sacred Defender, 2 Feydark

22 in Wild Mage grants spell crit damage and Mixed Magics (the most important enhancement). It also lets us turn off very bad and bad surges. Neutral, Good and Very Good have nice buffs.

32 Beacon of Hope for SLA Heal and Heal Wall as well as all our healing stats

13 in Radiant Servant gives us Unyielding Sovereignty and Positive Energy Burst

13 Sacred Defender gives us +25 PRR and MRR and +25% HP from Defensive Stance

5 in Chaosmancer gives us Feystep for a clickie that grants +102 spellpower for 10 seconds

Link to an easier to read image: <https://imgur.com/a/Kv9DoMv>

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Epic Destinies



Character has all 3 Destiny tomes and only 4 Epic Past Lives

Final Destiny Point Breakdown (73):

38 in Unyielding Sentinel for the mantle 20% HP and absorptions as well as more defense for wearing a shield, more flat hit points and more fortification and Renewal SLA

22 in Exalted Angel for as much positive spellpower as possible, a leap ability, some defense, the ability to turn undead and a Cure Moderate, Mass SLA

13 in Divine Crusader for the Consecrate epic strike and its tier 3 upgrade to give +10% damage to anyone inside of the radius. Also grants more PRR and Fortification.

With additional Destiny Points I would take the Shield Throw and the final Lay on Hands charge in Sentinel. After I have those, I would go into Exalted and reduce the cost of spells and take any remaining spellpower that I can. Finishing with my last points in Divine Crusader for more defense and hit points.

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Endgame Build Screenshots and Stats

CHARACTER SHEET

Pyrrhic
FvS 10 (Favored Soul) | Pal 6 (Sacred Fist) | Sor 4 (Wild Mage)

Eladrin Chaosmancer | Lawful Good Alignment | Female Gender | Total Level 34

Ability	Mod	Hit Points	Spell Points	Ki	Armor Class	Fortitude	Reflex	Will	BAB	Spell Resistance	Fortification
STR	33	+11	4579/4579	4020/4030	0/220	105	+2				
DEX	30	+10									
CON	76	+33									
INT	41	+15									
WIS	32	+11									
CHA	58	+24									

Damage Reduction: 242%

Resistances: 15 15 15 68 15 298

Spell Damage: Acid: 568 | 22% | 39%
Chaos: 593 | 50% | 54%
Cold: 496 | 27% | 39%
Evil: 573 | 50% | 54%
Electric: 496 | 22% | 39%
Fire: 531 | 22% | 39%
Force: 486 | 22% | 39%
Lawful: 573 | 50% | 54%
Light: 625 | 50% | 54%
Negative: 549 | 22% | 39%
Poison: 481 | 22% | 39%
Positive: 872 | 61% | 102%
Repair: 479 | 22% | 39%
Sonic: 515 | 22% | 39%
Universal: 278 | 17% | 39%

Spellpower | Crit Chance | Crit Multiplier

Final stats standing outside of reaper with only guild buffs.

This build is MRR capped at 130 (30 mrr cap boost from gear) due to being in light armor. The build wears light armor and a light shield to maintain its evasion that is granted from Sacred Fist.

Final Statement

This build WILL NOT do any damage. It is meant simply as a full Raid/Reaper healer. It will not be able to assist with dealing damage while leveling or while at cap.

Overall this build is an exceptionally strong healer that is tanky enough to off tank in high reaper quests and can solo heal any raid. It also has a high amount of dodge and evasion to assist it in staying alive. With all spells being cast at max level, it has no disadvantage in healing versus a pure healer. Its split allows it to pick up power other healers can't.