

The Keystone Healer's Compendium: A Guide to The War Within Season 3 Mythic+

Part 1: Mastering the Crucible: The Healer's Role in The War Within Season 3

1.1 Introduction: A New Era of Challenge

Welcome to the proving grounds of *The War Within* Season 3. This season presents a formidable challenge for all roles, but particularly for healers, who will be pushed to the limits of their skill, foresight, and adaptability. The Mythic+ dungeon rotation is a curated blend of the new and the familiar, designed to test a wide array of competencies. The pool consists of five brand-new dungeons introduced in this expansion—Ara-Kara, City of Echoes; The Dawnbreaker; Priory of the Sacred Flame; Operation: Floodgate; and Eco-Dome Al'dani—alongside three returning, high-stakes encounters from the Shadowlands: Halls of Atonement, Tazavesh: Streets of Wonder, and Tazavesh: So'leah's Gambit.¹

This guide is engineered for the aspiring Keystone Master and beyond, providing an exhaustive analysis of every boss encounter within this rotation. The focus will be on the unique pressures of keystone levels +10 and higher, where the fundamental nature of the challenge is altered by a redesigned affix system. Success in this environment demands more than just powerful healing; it requires a mastery of sustained throughput under constant duress, the strategic execution of complex dispel mechanics, and an unwavering command of spatial awareness and group communication.

1.2 The "No Off-Weeks" Paradigm: Deconstructing the Season 3 Affix

System

The most significant evolution in Mythic+ for Season 3 is the restructuring of the core affix system, particularly at the +10 keystone level and above. The system is layered: at +4, groups will face one of the rotational "Xal'atath's Bargain" affixes. At +7, the familiar weekly rotation of either Tyrannical or Fortified will be active. However, the paradigm shift occurs at keystone level +10, where **both Tyrannical and Fortified are active simultaneously**.⁴

This change fundamentally dismantles the traditional weekly rhythm of Mythic+. In previous seasons, healers and their groups would adapt their strategies, talents, and even their mindset to the prevailing affix. Tyrannical weeks were a test of boss fight execution, cooldown management, and endurance through long, punishing encounters. Fortified weeks, conversely, were a trial of crowd control, target prioritization, and surviving lethal trash abilities. There was a natural ebb and flow; a group might struggle with a boss on a Tyrannical week but could recover mana and cooldowns on the relatively less threatening trash packs.

In Season 3, this distinction is erased. There are no longer "easy" portions of a dungeon to serve as recovery points. Every trash pack is a potential wipe, empowered by Fortified to its full lethal potential. Every boss is a marathon of high damage and complex mechanics, bolstered by Tyrannical's health and damage increases. This creates a state of relentless, high-stakes pressure from the moment the key is activated until the final boss falls. The demand on a healer's mana pool, cooldown availability, and mental focus is unceasing.

Consequently, the concept of a "push week" versus a "completion week" is rendered obsolete for those tackling high keys. Every week is a push week. This environment will inevitably shape the healer meta, placing a significant premium on specializations that excel in mana efficiency, possess a versatile toolkit with multiple short-to-medium duration cooldowns, and can deliver high, sustained healing-per-second (HPS) without faltering. This guide, therefore, emphasizes not just encounter-specific tactics, but a holistic approach to dungeon-wide resource management.

Part 2: The War Within Dungeon Guides

Chapter 1: Ara-Kara, City of Echoes

A. Key Threats & Notable Trash

Before engaging the bosses of Ara-Kara, healers must be prepared for several dangerous trash mobs that can quickly deplete resources.

- **Trilling Attendant:** This mob's **Resonant Barrage** is a high-priority interrupt. It channels heavy, pulsating damage on the entire group, and a single successful cast can force major healing cooldowns before a boss is even pulled.⁵
- **Bloodstained Webmage:** The cast of **Revolting Volley** must be interrupted. If it succeeds, it applies a potent poison to multiple party members, requiring immediate and coordinated dispels.⁵
- **Hulking Bloodguard:** This enemy is a dual threat. It radiates **Bulwark of the Weak**, a damage reduction aura for its allies, making pulls last longer. At full energy, it channels **Locust Swarm**, a significant group-wide damage event that necessitates a pre-planned defensive or healing cooldown.⁵

B. Boss 1: Avanoxx

Overview & Healer Focus: This fight is a pure HPS check, characterized by intense, overlapping bursts of group-wide damage and the critical need to manage Starved Crawler adds. The healer's primary challenge is to navigate the back-to-back assault of **Alerting Shrii** and **Gossamer Onslaught** while ensuring the tank survives the lethal **Voracious Bite** combo.

Ability	Target	Damage Type	Healer Action
Alerting Shrii	Group	Physical	Use a major healing cooldown; anticipate immediate add spawns.
Gossamer Onslaught	Group	Physical	Use a sustained healing cooldown; advise group to stack puddles to

			conserve space.
Voracious Bite	Tank	Physical	Heavy single-target healing required; coordinate external defensive cooldowns with the tank.
Insatiable	Boss	Self-Buff	Not a direct healing mechanic, but be prepared for massively increased boss damage if adds are consumed.

Mechanics Deep Dive & Healer's Playbook:

- **Alerting Shrii:** This is the fight's main healing crucible. It inflicts heavy physical damage every 0.5 seconds for 3 seconds. A group-wide damage reduction or major healing cooldown is not optional; it is mandatory to survive this.⁵ The damage is immediate and intense. Compounding the danger, Starved Crawler adds spawn immediately after the channel ends, meaning the group is still taking damage and must begin managing new threats.
- **Gossamer Onslaught:** Following closely on the heels of other mechanics, this 5-second channel deals continuous group damage while spawning web puddles under every player. Healers must maintain high throughput while on the move, communicating with the group to stack these puddles tightly along the edge of the arena to preserve precious maneuvering space.⁵
- **Voracious Bite:** This ability is a tank killer. It strikes the tank three times and applies a debuff that increases damage taken by 50% for 10 seconds. The true danger lies in the overlap; if this debuff is active when **Alerting Shrii** begins, the tank's survivability is critically compromised. Healers must communicate with their tank to layer external defensive cooldowns, such as a Priest's Pain Suppression or a Druid's Ironbark, over the tank's own mitigation to survive this window.⁵

C. Boss 2: Anub'zek

Overview & Healer Focus: This encounter tests positioning, dispel management, and add control. The healer's role is to manage the **Infestation** DoT strategically, assist in controlling the Bloodstained Webmage adds, and maintain group stability during the chaotic **Eye of the Swarm** phase.

Mechanics Deep Dive & Healer's Playbook:

- **Infestation:** Anub'zekt applies a damage-over-time effect to a random player. When this debuff expires or is dispelled, it creates a **Ceeless Swarm** at the player's location, which then moves in predictable straight lines.⁵ The healer's job is twofold: keep the debuffed player alive through the DoT, and coordinate with them to drop the resulting swarm in a safe location, typically along the outer edges of the room, to minimize interference with the fight.
- **Eye of the Swarm:** Upon reaching 100 energy, the boss moves to the center and fills the entire room with a lethal swarm, except for a small safe zone directly in front of him. This phase lasts for 25 seconds.⁵ The healing challenge is amplified immensely because **Infestation** continues to be cast on players inside this cramped safe zone. The group must meticulously place the new swarms at the very edge of the safe area to avoid quickly running out of room.
- **Bloodstained Webmages:** These adds spawn at the edges and must be interrupted and cleaved down with the boss. Their **Silken Restraints** channel will root a player, which is a potential death sentence if it occurs during **Eye of the Swarm** or when a player needs to dodge a **Burrow Charge**.⁵

D. Boss 3: Ki'katal the Harvester

Overview & Healer Focus: This final boss is a mechanically intensive encounter that demands precise group positioning, coordinated dispels, and a mastery of the **Cosmic Singularity** mechanic. The healer is not just a reactive force but a strategic linchpin, particularly in managing **Cultivated Poisons**.

Mechanics Deep Dive & Healer's Playbook:

- **Cultivated Poisons:** Ki'katal applies a poison DoT to three random players. When this DoT is dispelled or expires, it fires two poison waves from the player's location.⁵ This mechanic transforms the simple act of dispelling into a calculated risk. A reactive, thoughtless dispel can easily wipe the party by sending waves through the group. The correct approach requires communication and patience. The healer must ensure that affected players have moved to safe positions, aiming their potential wave paths away

from the party, before a dispel is cast. This elevates the skill requirement, rewarding proactive communication over simple reaction time. Players with the ability to self-dispel poisons can significantly reduce the burden on the healer and the risk to the group.

- **Cosmic Singularity:** At 100 energy, the boss begins to channel, pulling all players toward her for a lethal 10-yard AoE at the end of the cast. To survive, players have two options: use a personal immunity or step into one of the **Black Blood** puddles dropped by the non-attackable Bloodworker adds. These puddles will root the player, holding them safely outside the blast radius.⁵ The challenge is not over after the blast. The root persists, and players must be freed—either by using a personal freedom effect or by having an ally use an interrupt or CC ability on the rooted player's debuff—to dodge the **Erupting Webs** that immediately follow.⁵ The healer must manage their own survival of the singularity while being prepared for the burst of healing required if any party members fail the mechanic or are slow to break free from the root.

Chapter 2: The Dawnbreaker

A. Key Threats & Notable Trash

The path to the bosses on The Dawnbreaker is fraught with dangerous adversaries.

- **Nightfall Ritualist:** This mob channels **Tormenting Ray** on two players, dealing heavy damage that requires focused healing and personal defensives.⁹
- **Nightfall Commander:** Casts **Abyssal Howl**, which provides a magic shield to nearby enemies. This shield must be purged or destroyed quickly, as it also provides a damage buff.⁹
- **Manifested Shadow:** This mob is immune to interrupts and will cast **Abyssal Rot** on a random player, a heavy DoT that requires significant healing attention.⁹

B. Boss 1: Speaker Shadowcrown

Overview & Healer Focus: This fight is primarily about spatial awareness and handling a key debuff. Healers must manage the **Burning Shadows** mechanic and ensure the group correctly handles the ship-clearing **Darkness Comes** ability.

Mechanics Deep Dive & Healer's Playbook:

- **Obsidian Beam:** A slow-moving beam that sweeps across the platform. Contact is highly lethal and must be avoided.¹⁰
- **Burning Shadows & Shadow Shroud:** The boss applies **Burning Shadows** to a single player. Upon removal (either by dispel or expiration), it explodes, applying an absorb shield effect, **Shadow Shroud**, to most of the party. Healers must be ready to quickly heal through this absorb shield on multiple targets to prevent players from being vulnerable to subsequent damage.¹⁰
- **Darkness Comes:** At 50% and 5% health, the boss will cast this ability, which will kill anyone remaining on the ship. All players must use their Dragonriding mounts to fly off the ship and wait near the "Radiant Light" buff in the air until the explosion passes, then return to the fight.¹⁰

C. Boss 2: Anub'ikkaj

Overview & Healer Focus: This is a council-style encounter where the boss inherits abilities from three mini-bosses that must be defeated first. The primary healing challenge is managing the overlap of multiple high-damage abilities simultaneously.

Mechanics Deep Dive & Healer's Playbook:

- **Inherited Abilities:** The boss will use abilities from the mini-bosses you defeated: **Dark Orb** (must be aimed to travel a long distance before exploding), **Terrifying Slam** (a large AoE to run out of), and **Shadowy Decay** (heavy, unavoidable group-wide AoE).¹⁰
- **Shadowy Decay:** This is the most intense healing period of the fight. It deals heavy, pulsating shadow damage to the entire party. A major healing cooldown is essential to survive this, especially on higher keys.¹⁰ The healer must anticipate this cast and have resources ready.

D. Boss 3: Rasha'nan

Overview & Healer Focus: A two-phase encounter that tests both combat mechanics and Dragonflying skills. The healer's main stress points are the group-wide DoT from **Erosive Spray** and managing several targeted debuffs.

Mechanics Deep Dive & Healer's Playbook:

- **Phase 1 (On the Ship):** The group's priority is to pick up **Sparkling Arathi Bombs** and

throw them at the boss to push her below 65% health and trigger Phase 2.¹⁰

- **Erosive Spray:** In both phases, the boss will cast this, dealing a burst of group-wide damage and applying three stacks of the undispellable **Lingering Erosion** DoT to everyone. This requires a healing cooldown to stabilize the group.¹⁰
- **Rolling Acid:** A random player is targeted and must kite a wave of acid away from the group. The targeted player will take damage, requiring spot healing.¹⁰
- **Phase 2 (In the Air):** The fight transitions to a Dragonflying phase. The boss will target two players with **Spinneret's Strands**, which deals damage and leaves a web on the ground. Players must quickly move out of the web to break the tether.¹⁰ Healers must be ready to spot-heal those affected while managing their own movement and positioning.

Chapter 3: Priory of the Sacred Flame

A. Key Threats & Notable Trash

The Priory is filled with holy and fire-based enemies that can overwhelm an unprepared group.

- **Arathi Knight:** The **Disrupting Shout** is a group-wide interrupt that will lock out any casters, including the healer, for 4 seconds. All casting must stop before this ability completes.¹²
- **Zealous Templar:** This mob buffs itself with **Templar's Wrath**, a magic effect that increases its damage. It should be purged immediately.¹²
- **Sir Braunpyke (Mini-Boss):** This mob is encountered before the second boss and serves as a preview of his mechanics. He radiates constant group-wide damage via **Radiant Flame**, requiring continuous healing throughout the pull.¹²

B. Boss 1: Captain Dailcry

Overview & Healer Focus: This fight involves managing a high-damage add alongside the boss. The healer must contend with heavy group damage from **Battle Cry**, intense single-target damage during **Savage Mauling**, and a dangerous tank bleed.

Mechanics Deep Dive & Healer's Playbook:

- **Battle Cry:** A high-priority interrupt that inflicts physical damage to all players, ignoring armor.¹⁴ If the cast succeeds, it also enrages his companion, significantly increasing outgoing damage.
- **Savage Mauling:** The boss commands his pet to maul a random player, immobilizing them and channeling heavy damage. To stop this, the group must break an absorb shield on the boss.¹² The targeted player will need significant focused healing and should use a personal defensive cooldown.
- **Pierce Armor:** A tank-buster that applies a stacking bleed. Healers must be prepared for heavy, sustained tank damage and use external cooldowns if necessary. Classes with bleed dispels can trivialize this mechanic.¹⁴

C. Boss 2: Baron Braunpyke

Overview & Healer Focus: This encounter is a masterclass in managing "soak and suffer" mechanics. The healer's job is to keep the group stable through the damage taken from soaking **Sacrificial Pyre** while ensuring the critical interrupt on **Burning Light** is successful.

Mechanics Deep Dive & Healer's Playbook:

- **Sacrificial Pyre:** Braunpyke creates a burning pyre with 3 charges (5 when empowered by **Vindictive Wrath**). If not soaked, it explodes for lethal damage. Each time a player steps into the pyre, it consumes a charge, deals a pulse of group-wide damage, and applies a stacking holy DoT, **Sacrificial Flame**, to the soaker.¹² This mechanic requires a coordinated soaking rotation. The tank can typically handle two stacks with a defensive, but others must help, especially on the empowered version. Healers must manage the stacking DoT on multiple players while also healing the group-wide pulses from each soak.
- **Burning Light:** A critical interrupt. If this cast succeeds, the boss heals for a significant amount and applies a heavy DoT to the group, making the fight much longer and more difficult.¹⁴
- **Vindictive Wrath:** At 100 energy, the boss empowers himself, making all his abilities more dangerous. The empowered **Sacrificial Pyre** during this phase is the most dangerous part of the fight and requires major healing cooldowns.

D. Boss 3: Prioress Murrpray

Overview & Healer Focus: A two-phase fight that starts with controlled chaos and ends with a massive HPS burn phase. Healers must manage multiple sources of group damage and be ready for the intense intermission.

Mechanics Deep Dive & Healer's Playbook:

- **Phase 1 (100%-50%):** The group will face overlapping damage from **Inner Fire** (a buff causing the boss to pulse AoE damage) and **Blinding Light** (group damage and a disorient for anyone facing the boss).¹² Players must turn away for **Blinding Light**. The targeted beam, **The Sacred Flame**, must be kited away from the group.
- **Phase 2 Intermission (Embrace the Light):** At 50% health, the boss becomes immune, gains a large absorb shield, and begins channeling **Embrace the Light**. This channel deals heavy, ramping AoE damage to the entire party until the shield is broken and the cast is interrupted.¹² This is a pure HPS race. All healing and defensive cooldowns should be used here to keep the group alive while the DPS burns the shield. Adds will also spawn during this phase, increasing the ambient damage.

Chapter 4: Operation: Floodgate

A. Key Threats & Notable Trash

The Venture Co. operation is filled with mechanical and elemental hazards.

- **Darkfuse Bloodwarper:** This mob's **Warp Blood** cast is extremely dangerous. It deals heavy group damage and applies a significant healing absorb that must be healed off quickly.¹⁵
- **Venture Co. Electrician:** The **Overcharge** debuff is a magic DoT that must be dispelled immediately.¹⁵
- **Darkfuse Jumpstarter:** Radiates constant ticking damage to the group via **Battery Discharge** for as long as it is in combat.¹⁵

B. Boss 1: Demolition Duo

Overview & Healer Focus: A two-boss encounter where the healer acts as a strategic coordinator for bomb disposal via the **Kinetic Explosive Gel** dispel.

Mechanics Deep Dive & Healer's Playbook:

- **Big Bada BOOM!:** The bosses spawn six bombs that will detonate after 30 seconds, applying a lethal stacking DoT to the group. These must be cleared.¹⁵
- **Kinetic Explosive Gel:** A random player receives a magic DoT. When dispelled, it creates a 5-yard explosion that clears any bombs it hits.¹⁶ This is another "dispel with a consequence" mechanic. The healer must wait for the affected player to position themselves near multiple bombs before dispelling. A premature dispel wastes a valuable bomb-clearing opportunity. The group must also avoid being hit by Bront's **Barreling Charge**, which also clears bombs.

C. Boss 2: Big M.O.M.M.A.

Overview & Healer Focus: This fight alternates between a controlled add phase and a high-intensity burn phase. The healer's primary responsibility is to keep the group alive during the **Jumpstart** burn.

Mechanics Deep Dive & Healer's Playbook:

- **Add Phase:** The group must kill four Mechadrone adds. During this time, the boss will target players with **Sonic Boom** (a silencing wave) and hit the tank with **Electrocrush** (a nature DoT).¹⁵
- **Jumpstart (Burn Phase):** Once all four adds are defeated, the boss becomes vulnerable, taking 200% increased damage for 12 seconds. Simultaneously, it casts **Jumpstart**, dealing massive nature damage to the entire party every 1.5 seconds.¹⁶ This is the moment to use major healing cooldowns. The goal is to survive the onslaught while the DPS unloads on the boss.

D. Boss 3: Swampface

Overview & Healer Focus: This entire encounter is defined by a single mechanic: **Razorchoke Vines**. The healer must manage the DoT from this ability while the group struggles to maintain coordinated movement.

Mechanics Deep Dive & Healer's Playbook:

- **Razorchoke Vines:** The boss debuffs four players (preferring non-healers), tethering them in pairs. The tether deals constant DoT damage, and if the players move more than 14 yards apart, they are violently pulled back together.¹⁵ This creates chaos as the group tries to dodge **Mudslide** (a line attack) and the waves from **Awaken the Swamp**. The healer must keep the four debuffed players alive through the DoT while being prepared for mistakes in coordination that lead to extra damage.

E. Boss 4: Geezle Gigazap

Overview & Healer Focus: This fight weaponizes the environment, forcing every player, including the healer, to be responsible for a critical kiting mechanic while under heavy damage pressure.

Mechanics Deep Dive & Healer's Playbook:

- **Turbo Charge:** The boss channels for 10 seconds, dealing heavy, ticking group-wide damage and shooting out lines of lightning. This is a major healing phase.¹⁶
- **Dam Water & Leaping Sparks:** After **Turbo Charge**, water puddles (**Dam Water**) appear. The boss then spawns five **Leaping Sparks**, one fixated on each player. These sparks stun on contact and must be kited into a water puddle to be destroyed.¹⁵ Every player is responsible for their own spark. The healer must perform this mechanic flawlessly while simultaneously healing the immense damage from **Turbo Charge**.
- **Environmental Contamination:** Other abilities can turn the helpful **Dam Water** into dangerous **Shock Water**. Players with the **Gigazap** debuff must not run near puddles, and the tank must avoid being knocked into them by **Thunder Punch**.¹⁶ This reduces the number of safe puddles available, increasing the difficulty of the spark kiting mechanic.

Chapter 5: Eco-Dome Al'dani

A. Key Threats & Notable Trash

The Eco-Dome's corrupted inhabitants are a significant threat.

- **Ravenous Destroyer:** Targets a random player with **Gluttonous Miasma**, a debuff that requires the player to move away from the group to avoid cleaving them.¹⁸
- **Wastelander Pactspeaker:** Channels **Erratic Ritual**, dealing heavy group damage. DPS must also quickly kill the add spawned during **Consume Spirit** to prevent the Pactspeaker from gaining a large shield.¹⁸
- **Wastes Creeper:** The **Gloom Bite** tank-buster applies a healing absorb that must be quickly healed off.¹⁸

B. Boss 1: Azhicar

Overview & Healer Focus: A fight that alternates between a standard boss phase and a high-stakes add control intermission. The healer's role is to manage group damage and strategically place debuffs to aid in the intermission.

Mechanics Deep Dive & Healer's Playbook:

- **Invading Shriek:** Deals group damage and spawns multiple Frenzied Mite adds that must be cleaved down.¹⁸
- **Toxic Regurgitation:** Targets two players with a DoT and an AoE circle that leaves a slowing puddle on the ground. These puddles should be placed on the locations where adds will spawn during the intermission to slow them down, making them easier to control.¹⁸
- **Devour (Intermission):** At 100 energy, the boss becomes immune and begins pulling players in while dealing ticking damage. More Frenzied Mites spawn and walk towards the boss. If any mites reach the boss, it heals and gains a stacking damage buff.¹⁸ The group must use all available slows, stuns, and knockbacks to kill the mites before they reach the boss. This is the most critical phase of the fight.

C. Boss 2: Taah'bat and A'wazj

Overview & Healer Focus: A two-target fight with a shared health pool, featuring a complex intermission where the group must use the boss's own attacks against it.

Mechanics Deep Dive & Healer's Playbook:

- **Phase 1:** The main threats are **Binding Javelin**, which tethers players to a location and must be destroyed, and **Warp Strike**, a charge that leaves a stacking DoT.¹⁸ Players targeted by both are in extreme danger and require focused healing and defensives.

- **Arcane Blitz (Intermission):** At 100 energy, Taah'bat becomes immune and the group takes constant ticking damage. A'wazj repeatedly uses **Warp Strike** on players. To break Taah'bat's immunity, players targeted by **Warp Strike** must aim the charge so that it passes through Taah'bat. This must be done six times.¹⁸ Healers must keep the group alive through the constant damage while players execute this complex positioning dance.

D. Boss 3: Soul-Scribe

Overview & Healer Focus: A final boss that tests awareness and quick decision-making. The core mechanic revolves around collecting personal "echoes" before they are destroyed by boss abilities.

Mechanics Deep Dive & Healer's Playbook:

- **Whispers of Fate:** The boss damages all players and spawns an echo for each player somewhere in the room. Collecting your echo grants a stacking damage and healing buff, **Fatebound**. If a boss ability hits your echo before you collect it, you instead get a heavy DoT and haste reduction debuff, **Wounded Fate**.¹⁸
- **Echo-Destroying Abilities:** The boss will follow up **Whispers of Fate** with either **Ceremonial Dagger** (lines aimed at all echoes) or **Dread of the Unknown** (AoE circles around each player that will destroy nearby echoes).¹⁸ Players must quickly identify and collect their echo before these abilities resolve.
- **Eternal Weave:** At 100 energy, the boss creates three echoes for each player while rotating large, lethal cones of energy around the room. Players must navigate the cones to collect all three of their echoes.¹⁸ This is a high-movement, high-awareness phase with constant ambient damage from **Echoes of Fate**.

Part 3: Legacy Dungeon Guides

Chapter 6: Halls of Atonement

A. Key Threats & Notable Trash

The Venthyr's halls are patrolled by formidable guards.

- **Shard of Halkias:** These mini-bosses channel **Thrash**, a heavy group-wide damage event that requires a healing cooldown.²¹
- **Depraved Obliterator:** Applies **Mark of Obliteration**, a magic debuff that must be dispelled before it expires and deals massive damage.²²

B. Boss 1: Halkias, the Sin-Stained Goliath

Overview & Healer Focus: A fight about managing a shrinking arena. The healer must keep the group inside the **Light of Atonement** safe zone while helping to place damaging puddles strategically.

Mechanics Deep Dive & Healer's Playbook:

- **Light of Atonement:** A large circle surrounds the boss. Anyone who steps out gets feared by **Sinlight Visions**. The group must remain inside at all times.²¹
- **Puddle Placement:** The tank's **Crumbling Slam** and the random-targeted **Heave Debris** both create permanent puddles of **Glass Shards**. To conserve space, the group should stack and bait these puddles on top of each other.²¹
- **Refracted Sinlight:** At 100 energy, four beams rotate around the boss. The group must have saved enough space to dodge these beams without stepping in puddles or outside the safe zone.²¹

C. Boss 2: Echelon

Overview & Healer Focus: This fight is all about managing the Undying Stonefiend adds and a key debuff that turns a player into the solution for clearing them.

Mechanics Deep Dive & Healer's Playbook:

- **Undying Stonefiends:** Echelon summons waves of these adds. When "killed," they kneel and begin to regenerate, exploding for group damage via **Volatile Transformation**.²¹ They must be permanently dealt with.
- **Flesh to Stone & Stone Shattering Leap:** At 100 energy, a random non-tank player gets

the **Flesh to Stone** debuff, which will eventually stun them. That player must position themselves on top of as many regenerating Stonefiends as possible before they are stunned. The boss then leaps to them with **Stone Shattering Leap**, destroying any Stonefiends in the impact zone.²¹ The healer must spot-heal the targeted player, who will take heavy damage.

D. Boss 3: High Adjudicator Aleez

Overview & Healer Focus: A fight centered on dispel management and kiting a dangerous add.

Mechanics Deep Dive & Healer's Playbook:

- **Unstable Anima:** The boss debuffs two players with a magic DoT that also cleaves nearby allies. The healer must immediately dispel one of the debuffs, and then focus-heal the second target until the dispel cooldown is available again.²²
- **Ghastly Parishioner:** An immune add spawns and fixates a player. While it is alive, it pulses increasing group-wide damage via **Pulse from Beyond**. The fixated player must kite it into one of the open **Vessels of Atonement** around the room to despawn it.²² The healer must use cooldowns to manage the ramping damage during this kite.

E. Boss 4: Lord Chamberlain

Overview & Healer Focus: A mechanically complex fight culminating in a high-stakes soak phase that requires coordination and major healing cooldowns.

Mechanics Deep Dive & Healer's Playbook:

- **Phase 1 Mechanics:** Players must dodge statues thrown by **Telekinetic Toss** and avoid the **Unleashed Suffering** frontal cone.²³
- **Ritual of Woe (Intermission at 70% & 40%):** The boss teleports to the center and begins channeling beams toward four statues. If a beam reaches a statue, the group takes massive damage. Players must stand in the beams to intercept them, taking heavy damage themselves.²² The most effective strategy is for the tank to stand close to the boss and intercept two beams simultaneously, while another durable player with an immunity or major defensive cooldown intercepts the other two.²⁴ This is an extremely intense healing phase focused entirely on keeping the soakers alive.

Chapter 7: Tazavesh: Streets of Wonder

A. Key Threats & Notable Trash

The Veiled Market is a chaotic place with many dangers.

- **Support Officer:** Their **Hard Light Barrier** shields an ally and must be purged or interrupted. They also cast **Refraction Shield** on themselves, which is dangerous for casters.²⁵
- **Ancient Core Hound:** These must be interrupted when casting **Ancient Dread** and must be killed within a few seconds of each other, or the survivor will resurrect.²⁵

B. Boss 1: Zo'phex the Sentinel

Overview & Healer Focus: A movement-heavy fight where the healer must manage a dangerous stun/fixate mechanic.

Mechanics Deep Dive & Healer's Playbook:

- **Interrogation:** At 100 energy, the boss targets a player, stuns them in a **Containment Cell**, and slowly moves toward them with a lethal frontal cleave. The rest of the group must quickly destroy the cell to free the player.²⁵ The healer must keep the rest of the group healthy while they focus on the cell and be ready for heavy healing if the player is freed late.

C. Boss 2: The Grand Menagerie

Overview & Healer Focus: A three-boss gauntlet where abilities from previous bosses linger, creating a chaotic environment.

Mechanics Deep Dive & Healer's Playbook:

- **Alcruux:** Applies the **Gluttony** debuff, which persists through the entire fight. The affected player must stay away from others.²⁵
- **Achillite:** Casts **Purification Protocol**, a magic debuff on two players that explodes. The healer must dispel one and heal the other through it. He also spawns **Volatile Anima** orbs that must be soaked by the player with **Gluttony**.²⁵
- **Venza Goldfuse:** Uses **Chains of Damnation** to root a player, who must be freed by DPS.

D. Boss 3: P.O.S.T. Master

Overview & Healer Focus: Another "soak and suffer" encounter. Players must soak **Hazardous Liquids** puddles to prevent them from covering the floor, but each soak applies a stacking magic DoT, **Alchemical Residue**. The healer must manage this DoT across the entire group for the duration of the fight.²⁵

E. Boss 4: Myza's Oasis

Overview & Healer Focus: This fight's difficulty is concentrated in the **Final Warning** phase. The boss gains a massive absorb shield and channels a 20-second cast that will wipe the party. During this channel, the group takes heavy ticking damage. The healer's job is to use every cooldown available to keep the group alive long enough for the DPS to break the shield and interrupt the cast.²⁵

F. Boss 5: So'azmi

Overview & Healer Focus: This is an "environmental weaponization" fight that tests mobility and healing through line-of-sight.

- **Shuri:** The boss creates a massive expanding ring of energy. Players must use the **Relocator** portals to teleport inside the ring to safety.²⁵
- **Double Technique:** At 100 energy, the boss teleports to a quadrant of the room (divided by impassable walls) and begins a cast that requires two interrupts. The group must use the portals to reach him in time.³⁰ The healer must navigate this while keeping players

alive, often without direct line-of-sight.

Chapter 8: Tazavesh: So'leah's Gambit

A. Key Threats & Notable Trash

The final leg of Tazavesh contains some of the most lethal trash in the game.

- **Focused Ritualist:** The **Unstable Rift** cast is a guaranteed wipe if it completes. It is the highest priority interrupt in the entire dungeon.³¹
- **Adorned Starseer:** The **Drifting Star** ability creates slow-moving orbs that deal massive damage on contact and must be actively dodged.³¹

B. Boss 1: Hylbrande

Overview & Healer Focus: A fight combining kiting, add management, and a high-pressure puzzle phase.

- **Purged by Fire:** A player is targeted by a beam from a turret and must kite it around the room, avoiding key areas.³²
- **Sanitizing Cycle:** At 100 energy, the boss becomes immune and the group takes ramping damage. Players must solve a rune-matching puzzle to end the phase. The healer must keep the group alive through the high sustained damage while players solve the puzzle.³²

C. Boss 2: Timecap'n Hooktail

Overview & Healer Focus: This fight features a classic "dispel with a consequence" mechanic that can easily lead to a wipe if mishandled.

- **Time Bomb:** Two players get a 30-second DoT that also grants 30% haste. The DoT damage ramps up over time. When dispelled, it triggers a burst of group-wide damage

called **Temporal Detonation**.³² The healer must let the DoT tick for as long as is safe (to take advantage of the haste buff), top the party off, and then dispel one player at a time, never overlapping the explosions.

- **Infinite Breath:** The tank must aim this frontal cone at adds that fixate on the party. The healer must also kite their fixated add into the cone while avoiding being hit themselves.³²

D. Boss 3: So'leah

Overview & Healer Focus: The final boss is an ultimate test of the "soak and suffer" pattern, combined with a difficult intermission phase.

- **Collapsing Star:** A star spawns with four charges. Each time a player touches it, it consumes a charge and applies a stacking, heavy DoT to the entire party.³² The healer is often the best person to manage this, carefully stepping in to trigger one stack, waiting for the DoT to fall off and the party to be healed, and then repeating the process. Rushing this will wipe the group.
- **Power Overwhelming (Intermission):** At 40% health, the boss becomes immune and must be made vulnerable by having players position themselves so that a chain lightning effect, **Hyperlight Jolt**, passes through five relics surrounding the boss.³² Each jolt deals heavy, ramping damage, requiring major healing cooldowns to survive.
- **Phase 2:** This phase combines the **Collapsing Star** mechanic with new AoE to dodge: **Energy Fragmentation** (projectiles from the relics) and **Hyperlight Nova** (large circles around the boss and relics).³⁴ The healing pressure is continuous and extremely high.

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