



Darkeden Legend Guides: Healer guide



Storyline

After several attempts to fight the threats outside Eslanian walls coming from the vampires, E.V.E council decided to bring more help to the field, they discovered that the cleric power is able to cure the vampirism curse and save the fighting soldiers and warriors from those blood drainers. All the priests have been called then for a training field in order to be prepared for this huge war between humans and vampires.

Healers have now the ability to give life to dead Slayers, resist & cure all sorts of demonic curses, and the ability to support the group by using mystical healing skills and powerful magical spells. If you are a healer, make sure you bring your cross to the field!

Healers' types:

There are two kind of healers, the priests and the paladins. Priests are the ones with huge knowledge and intelligence, while the paladins are combining intelligence and strength in order to survive longer in the battlefield.

Priest Healer: Pure INT build.

Paladin Healer: INT/STR build.

Advantages:

- Powerful magical attacks, which poison the blood of Vampires & Ousters with Silver, which blocks their HP from regenerating past the Silver infected HP
- Healing spells, ability to regenerate HP quickly & survive longer.
- Increased Resistance, of Vampires demonic curses.
- Outstanding Magical Resistance, Denial Magic allows the healer to be the last survivor versus any type of mage.
- Highest Survivability, if built & played correctly
- One of the most feared Slayer classes, due to the arsenal of magical skills.

Disadvantages:

- Very slow and have a small defense and protection versus Bosses and high level monsters.
- Weak versus Melee classes (Melee vampires, combat ousters, gunners, bladders and swordsmen.)
- Dependence on others, you will almost always be in parties if you want to level effectively, especially at the lower levels.

What gear and pet to use.

As a Priest healer, your set must contain as much INT as possible, you can combine it with all resistance or just look/make INT/INT and INT/AA items then use the all resistance bonus given by the Lilith drops. More int you have more your damage will be higher against other races and monsters.

A paladin healer can use an STR/AA set or AA/all resistance set and be always wearing a Sword and Shield to increase his STR. Use your cross when you PVP for INT recovery or keep using Sacrifice buff.

Leveling set: if you have the ability to make a secondary set for leveling, an HP Steal/ Defense set is the best one to be using along with balance rings (INT to DEX +10% combined with either HPS or DEF).

Pet: the most common used pet for healers is a pure INT one, combined with all attributes.







Where to learn skills:

You can learn your non JC skills by talking to the Slayers Helper NPC at Perona SW or Rachmanov at Cleric Guild 3F (Eslania City).









Bufs and de-bufs skills:

Skill icon	Skill name	Level condition	Effect
	Protection from Poison	Level 15	Type: Buff This skill have the ability to protect you or your allies from the all poisons.
	Protection from Curse	Level 35	Type: Buff This skill have the ability to protect you or your allies from the all Curses.
	Protection from Acid	Level 60	Type: Buff This skill have the ability to protect you or your allies from the all Acid skills.
	Protection From Blood	Level 73	Type: Buff This skill have the ability to protect you or your allies from the all Blood skills.
	Remove Curse	Level 30	Type: De-buff This skill removes the curse effect from your character or from your allies.
	Cure critical Wounds	Level 5	Type: Buff Restores your HP with a certain amount temporary.
	Denial Magic	Level 65	Type: Buff A strong spell to protect yourself from all the incoming magic attacks.
	Sacrifice	Level 65	Type : Buff Can be used by a paladin healer in order to consume HP instead of MP while using his skills and not wearing a cross.
	Activation	Level 90	Type: Buff A spell that helps you and your allies heal faster using the healing ampules and the healing bottles simultaneously.
	Passing Heal 2	Level 171 Maat Class 1	Type: De-buff Removes all curses and poisons from your character and your allies.
	Depend Soul	Level 211 Geb Class 1	Allows the healer and his party to resurrect from the dead while having this buff, it gives physical and magical defense for 10 secs when you revive.
	Divine Traces	Level 221 Shu Class 1	A huge power granted to the healer to be healing greater than any other healer type class.












Attack type skills:

Skill icon	Skill name	Level condition	Effect
	Genesis	Level 161 Set Class 1	Powerful light of judgment used in the war of Gods before.
	Spector Inverse	Level 181 Osiris Class 1	Upgraded version of Illusion Inverse using six clones to attack the enemy.
	Via Crucis 1	Level 201 Nut Class 1	Summons a huge cross rising from the ground to all enemies around.
	Via Crucis 2	Level 201 Nut Class 1	
	Holy Acidalium 1	Level 231 Ra Class 1	Summons a multiple servants of holy spirit that applies multiple damage to all nearby enemies.
	Holy Acidalium 2	Level 231 Ra Class 1	





Healing and resurrecting type skills:

Skill icon	Skill name	Level condition	Effect
	Cure Serious Wounds	Level 25	Can summon a healing area that instantly recovers your HP and your allies'.
	Resurrect	Level 40	Can use this skill to resurrect one of your allies at a time with a low amount of HP and MP.
	Whitsuntide	Level 130	A wide range resurrection skill used to bring your allies from the dead with full HP and MP.
	Great Heal 2	Level 171 Maat Class 1	An upgraded version of Great Heal 1, it instantly heals your HP with a certain amount.
	Glory Ground	Level 171 Maat Class 1	A Land of glory that heals slayers and causes damage to enemies clearing all enemy's ground skills. Walking on Glory ground area will make you heal faster.
	Passing Heal 2	Level 171 Maat Class 1	Type: De-buff Removes all curses and poisons from your character and your allies.
	Depend Soul	Level 211 Geb Class 1	Allows the healer and his party to resurrect from the dead while having this buff, it gives physical and magical defense for 10 secs when you revive.
	Divine Traces	Level 221 Shu Class 1	A huge power granted to the healer to be healing greater than any other healer type class.







Passive type skills:

Skill icon	Skill name	Level condition	Effect
	Prayer	Level 55	A divine force given to healer to make his MP recovery as fast as it can't be noticed going down.
	Eternity	Level 88	Grant a second life the healer.
	Blast of Mana	Level 191 Toth Class 1	Increases the magical damage by 40.
	Blast of Evasion	Level 191 Toth Class 1	Increases your defense by 100.
	Blast of Vitality	Level 191 Toth Class 1	Increases your HP by 800.
	Prayer of Saint	Level 201 Nut Class 1	Increases your magic defense by 30 and magical damage by 30.
	Bind of Blood	Level 211 Geb Class 1	Increases your HP by 1500.
	Bind of Patience	Level 211 Geb Class 1	Reduces incoming physical damage by 10%
	Bind of Spirit	Level 211 Geb Class 1	Reduces incoming magical damage by 10%
	Slayer mastery	Level 221 Shu Class 1	Increases slayers damage by 15%.
	Increase of Health 1 to 15.	Level 151 to 291.	Each increase of health skill book Increases your HP by certain amount.

Other skills:

Skill icon	Skill name	Level condition	Effect
	Create Holy Potion	Level 47	You can create Holy potions using this skill outside safe zone with potion bottles in your inventory (can be bought from Thing NPC at Cleric Guild 1F).
	Cause Critical Wounds	Level 70	Temporary paralyses your target.
	Peace	Level 85	The power of priest prayers that makes monsters and bosses not attacking you.
	Warp portal	Level 251 Nun Class 1	Use this skill to teleport from an area to another.

Ranks passive skills

Rank Skill icon	Name	Effect
	Behemoth Armor	Increases defense.
	Soul Smashing	Increases damage of healer class.
	Diamond Bless	Increases curse resistance.
	Wight Hand	Increases HP Steal.
	Stone of Sage	Adds INT+5 to your abilities.
	Behemoth Armor 2	Increases defense by 5%.

Healer tips and playing style.

-Always have at least 3 bikes keys in your belt, a healer must stay in movement all the time.

-Make sure that you are always fully buffed (especially Denial Magic).

-Always use Activation right after using Denial magic (Denial magic doesn't have a visual effect showing that you have it buffed, and if you have a lot of buffs on, you can't know if you have it on or not. Activation and Denial magic have the same CD, use them one after the other to keep an eye on your buff)

-First move while PVPing is to paralyze your enemy using CCW, then spam your attacking skills, Genesis, Via Crucis, Holy Acidium (and Spector inverse if you are pvping 1 enemy). The same previous skills are used in PVE except Spector inverse.

-Always have 400cc (healing bottles) and HP Ampules in your belt, you can use both at the same time if you have Activation on.

-Use a bike and keep running around on the Glory Ground area to recover your HP fast.

-While PVPing, spam Warp portal + an attacking skill of your choice while waiting for CCW cool down to finish then paralyze your enemy again.

May the force be with you!

By [GM]Badr, Darkeden Legend