

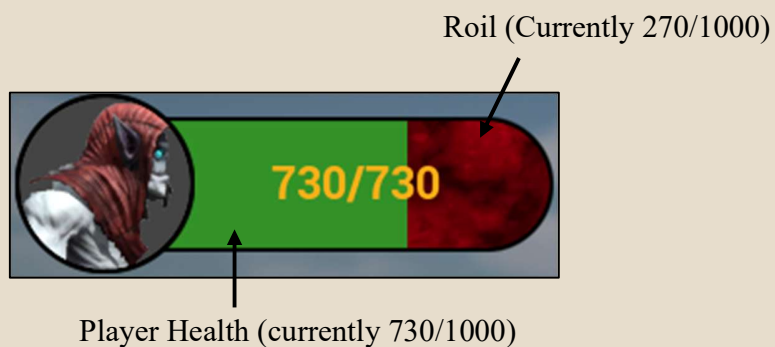
Skitter's Guide to Sanguine Priest



Hi I'm Skitters. Welcome to my guide of sanguine priest, an MMORPG healer class which damages itself to heal others. This guide should help you playtest and see how you feel about the playstyle.



Your main mechanic is called **ROIL**. Whenever you heal, your max health is reduced (Roil). Whenever you damage an enemy, your max health is reverted back. Some healing abilities are unique, and don't generate Roil at all. **Make sure to watch your health bar so you never go too low!**



Now you know what to look out for, here's the **BASIC CONTROLS**. **Hover the Mouse over an ally health bar to target them with a spell**, otherwise you'll target an enemy. **Press TAB to cycle between enemies.**



At this point it's now up to you! **You can HOVER THE MOUSE OVER ABILITIES to see what they do** and try to figure out a rotation of your own, or you can see the next page for examples until you get a feel for it.



YOUR GOAL IS TO KEEP ALLIES AND YOURSELF ALIVE FOR AS LONG AS POSSIBLE! If you want a **CHALLENGE**, ask the human to try the Raid encounter!

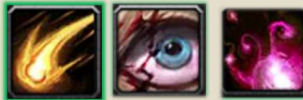
Skitter's Rotations:

The colors represent who you target for them. **GREEN MEANS ALLIES**, **RED MEANS ENEMIES**. Before the rotations, here's some general advice:

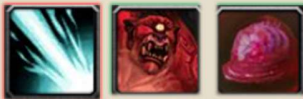
If you PANIC press one of these:



If you need to get rid of ROIL:



If you have free time to BUFF:



If you SEE THIS ICON:



Its bad! Press this on the ally to get rid of it:



With that out of the way. Here's some rotations. I call this one **THE SPAMMER** for when you just like to fire off abilities as fast as possible!

Press these combos as much as possible in any order

Press Once



Spam to Heal

Spam to Reduce Roil

Press Once



I call this one **THE INVESTOR** for when you like a careful setup so you can ignore your friends and do damage instead.

Press these on all enemies

This is you're big combo

If Ally gets really low

Big Cooldowns, press when you need them!



If you want to get really good at it, here's what all the **TALENTS** do. **YOU CAN IGNORE ALL** this unless you're super interested in being the best! Come back once you've had some fun.

Both Builds Share These:



Hypertrophy (Ability): Tightens the muscles in your body for 20 seconds, granting 20% haste and preventing damage from delaying your spell casts. While this effect is active, take 5% reduced damage. [2-minute cooldown]



Drain Lifeforce (Ability): Inflict an enemy with the curse of G'huun for 2 minutes, increasing the damage it takes by 3% and making damage you deal to it reduce your Roil at 150% effectiveness



Invigorate (Ability): Embrace the Roil you take for 4 seconds while invigorating an ally target. When this effect expires, cleanse yourself of all Roil gained during this time and heal your ally equal to the Roil removed



Throne of Bones: When an ally within 30-yard range of you dies, gain 5% haste for 10 seconds. This effect does not stack



Curing Wounds: Your blood rite heals its target for 10% of its total healing when the effect is first applied



Cauterization: Your Sanguine Bolts on ally targets increase the duration of blood rite on them by 2 seconds. On enemy targets this increases the duration of Blood tick by 3 seconds



Efficient Contract: Your Desperate Plea's cooldown is reduced by 10%.



This is **Build 1**, best for the **SPAMMER** rotation and dungeon healing



Invigorate Anger: Your Sanguine Bolts reduce the cooldown of Invigorate by 1 second



Enraged Incarnation: When casting Fountain of Blood, gain 10% haste for 5 seconds



Risktaker: You're Sanguine Bolt Generates and Reduces Roil by an additional 50%



Frenzied Ritual: Casting Sanguine Bolt consecutively grants 2% haste per cast, up to 10%. Resets when another ability is cast



Efficient Blood flow: You're Blood Rite now has a cast time of 2 second, but when cast will apply Blood Rite to the 5 closest targets within range



Denial: When Mortal Flood ends, deal Damage to all enemies inside before it's removed



Effective Concoction: Increase the damage of your Fountain of Blood by 100%



Betrayal: Reduce the cooldown of Crimson Trickery by 10 seconds



Solidarity (Ability): Fire a bolt of pure magic, cleansing your Roil and healing the targeted ally for the same amount cleansed



Restorative Mite: Your Blood Ticks heal the nearest ally for 20% of the damage dealt



Bad Omen: You deal 5% more damage while under the effects of Mortal Flood



Altar Of The Mad: Your haste is increased based on the portion of your health that is currently Roil, up to 50%



This is **Build 2**, best for the **INVESTOR** rotation and raid healing



Invigorate Magic: Casting Volatile Magic resets the cooldown of Invigorate



Relentless Restoration: increase the max stacks allies can obtain of blood rite, as well as your maximum charges of it by 100%



Leeched Power: Casting Sanguine Bolt grants you a charge of Blood Rite



G'huuns Wrath: Bile can stack up to 2 times on an enemy



Rituals Reprieve: Casting Fountain of Blood grants a stack of this effect, stacking up to 3 times. When your health is reduced past 50% health, heal for 10% health per stack and remove all stacks



Hakkar's Maelstrom: You're Blood Rite heals for an additional 50%, but generates an additional 25% Roil



Acceptance: When Mortal Flood ends, fully cleanse yourself of Roil



Reductive Magic: Generate 10% less Roil



Altar Of The Trickster: You're Fountain of Blood is always cast with the effects of Crimson Trickery



Altar Of The Unstoppable: When Blood Rite or Symbiotic Mite expires on an ally target, the cooldown of volatile magic is reduced by 2 seconds