

**Elite Healing Guide
for
Scholar's and there Fairy Companions (Revision
3.5A)**

Post Patch 2.2

** I will not be discontinuing the Guide after all.

Long story short, this is my play style, please forgive

me**

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I originally wrote this guide with the intent to help the more experienced scholars, due to seeing many of them fail miserably at higher levels. It has since then become a great guide for bringing new players rapidly up to good play tactics. As with everything this is only a guide, and should be treated as such, I hope you all develop your own play styles that work best for you. Happy Hunting.

Contents

The Basics,.....	3
Adloquium The Scholar's First Heal	3
Succor, The Scholar's Second Heal.....	3
Leeches The Scholar 3 rd spell.....	4
Sacred Soil The Scholars 4 th Spell.....	4
Lustrate, The Scholars 5 th Spell.....	4
Aetherflow, Your Best Friend.....	5
Energy Drain.....	5
Cross Class Skills	5
SwiftCast – Essential Cross Class.....	5
Protect – Essential Cross Class	5
Cleric Stance – Essential Cross Class	6
Stoneskin – Optional Cross Class	6
Macro's The Scholars Backbone	7
Focus Target	7
Taming the Fairy After Patch 2.1.....	7
Summon Eos	8
Summon Selene	8
Behave macro	8
Macros	9
Adloquium (Improved).....	9
Physick (Improved)	9
Succor.....	9
Instant Resurrection.....	10
Lustrate on Steroids.....	10
Sustain (Improved).....	10
Support DPS'ing as Scholar	12
Scholar's Bane (multi Target).....	12
Scholar's Dot's (Single Target)	12
Ruin Special.....	13

The Basics,

As a scholar all your extra Stat Points should go into MND, no Exceptions. Piety is a waste and INT can be made up for with Cleric Stance. No you cannot do the reverse because Cleric stance gives you a 20% reduction in ALL heals. That's Game Over, Your dead.

Piety only gives you 20 MP per point that means if you put all 30 points into piety it only gives you 600 MP at endgame, which is very little at that point. Especially for scholar who's primary heal at lvl 50 costs 319 MP.

Adloquium The Scholar's First Heal

The first heal you will get as Scholar is Adloquium, at lvl 30. This highly underestimated ability will restore slightly less hp than Physick or Cure 1 (Conj). However unlike the other healing spells at this point, it will also place an impenetrable Shield around the recipient of it for an amount of hp equal to or greater than (if critical healed) the amount of hp it heals for.

Physick and Cure 1 are equivalent in all respects, it is important to note that the amount of hp healed by these 2 is only, 100 potency more than Adloquium.

The amount of MP required by Adloquium is however more than double that of Physick and Cure 1.

The best methods for healing in tight situations is to First Cast Adloquium, and if the tank is not at full health after that, follow it up with a Physick. In my previous statements I had left it to the reader to realize this on their own. Alternating heals gives the best results.

Succor, The Scholar's Second Heal

The second healing ability the scholar will get is Succor, while it is fairly weak healing for a potency of only 150, it is an AOE heal for yourself, your party, and your Fairy. Provided they are all within range of you. Its range is about the same as the Whm Medica. Many believe Succor to be the best AOE heal in the game however, this is due to its shielding ability. Similar to Adloquium it will shield every party member who is healed by it, with a mini-Stoneskin like ability. It will also receive the benefits of any critical heals you have. The Sad truth of the matter is that this ability is about the same effectiveness as Medica, and eventually the Whm will get Medica 2 that grants regen to party members. While the scholar still has only the first succor for the entire game does that mean whm is better? Not in the least! The real reason Scholar doesn't get a succor 2 is because they had to balance it so a scholar wasn't vastly superior to the whm.

It is possible for a Scholar to spam Succor for the entire duration of a boss fight, while a Whm will run out of MP within 5 minutes of trying to spam Medica! If I have to explain why this is so vastly important you should probably be reading a beginners guide for MMORPG's.

Leeches The Scholar 3rd spell

The Scholars 3rd ability at lvl 40 is Leeches. With a cast time just under 1 second Leeches removes Dangerous DOT's and other fatal or harmful effects from its recipients. Originally this was far faster than the whm's Esuna ability; they have since beefed up Esuna to compete. You do not have enough H.O.T.s (healing over time) abilities to ignore some of the powerful DOT's that bosses will place on yourself or your teammates. Remove them immediately from yourself and the tank right after, unless the tank is critical on health. Then Lustrate the tank, leech it off them, and then leech yourself. You may want to micro MPge the fairy to heal yourself while you are Leeching the tank.

Sacred Soil The Scholars 4th Spell

Sacred Soil was originally thought by many to be a waste. It has gained in popularity due to a few scholar's showing how incredibly party saving it can be. The primary use for this spell is Tactical and timing for it, means EVERYTHING! It requires an Aetherflow Charge to cast and consumes no MP. When casting this spell you will be required to place a half sphere on the screen, those inside of the half sphere will have 10% of "ALL" incoming damage negated, **this is in addition to any other damage negation you may have on them**. There are 2 instances when this spell should be used, and it's important to **save at least 1 charge in reserve for these**. Those Times are, when a boss is about to use a Very high Damage ability on your party, or when you are having difficulty keeping up with the healing. You may also use it to get some breathing space if you just want to heal up a bit more. However you should only do that when you have charges of Aetherflow to spare, if it's your last charge and your aetherflow ability has not finished its cooldown you should save it in case you need to use Lustrate.

Lustrate, the Scholars 5th Spell

Lustrate the spell of the gods! This is Scholars only Burst Heal, but don't underestimate it. Since it is your only Burst heal you can bet SE made sure it made up for your other weaknesses. And boy did they! Lustrate requires no MP to cast has an instant cast time, and has a cooldown of only 1 second! The catch, it requires Aetherflow charges for each cast. What this means is you can only use it 3 times max per Aetherflow cooldown, Unless!!! You stack your charges first and let your Aetherflow CD run out, than you can have as much as 6 charges On standby! $25\% \times 6 = 150\%$ Hp Healed in under 7 seconds!!! Realistically however if you have to use more than 2 charges on a person to get the health loss under control, they are going to die the moment you run out of charges. With this in mind never use more than 2 per person. That's

already 50% of their health and more restored in under 2 seconds than a whm can without a benediction. Instead save the 3rd charge for a Sacred Soil, to heal another party member, or to Energy Drain and restore some MP.

(Amendment, If you have 6 charges on standby I've had a few instances where using them all on the tank proved beneficial, You will need enough DPS to kill off the enemy(s) before you run out of charges to make this work)

Aetherflow, Your Best Friend

The Scholars Aetherflow Ability is Gained at lvl 6 while still an Arcanist, and is equally available to Summoners. However for scholars this ability is more than a lifeline, this is a must use and often. How often you're using this will depend on your MP usage and the hp of your tanks. It is essential that you try to keep up as many charges as possible in-between battles. This will allow you to have an Aetherflow cooled down in addition to having Charges ready to use in a moment's notice. (Essential for Sacred Soil and Lustrate) Aetherflow will Restore 20% of your maximum MP pool on use, and has a cooldown of 1 minute.

Energy Drain

Energy Drain, This spell can be complicated to get the timing right for. Generally it is best used when you have half of your MP left, but are able to maintain the health of yourself and party members with regular spells. In this case it is best to target the enemy your tank is holding hate on and use up all your remaining Aetherflow charges to restore your MP, then immediately use Aetherflow again to restore an additional 20% of your MP. If following the directions I have given in this guide you should have nearly recharged your MP bar. For scholar this is enough to maintain long enough for the Aetherflow Cool down to complete, resulting in near endless MP. Even when spamming Succor!

Cross Class Skills

SwiftCast – Essential Cross Class

Originally a lvl 26 Thaumaturge Spell, it is vital for scholar's and highly useful for whm's. This spell allows instant casting of a single spell once per minute. Its best uses are for re-summoning your Fairy mid combat, and for instant Resurrections of fallen party members. While it is possible to avoid this spell and get along without it, this guide is made for people who want to be elite.

Protect – Essential Cross Class

Not a lot to say about protect, it is essential since it reduces physical dmg received by a percentage. However the Whm protect is better in that it also protects from magical sources. Still in the absence of a whm in your group, you should have this available, and active at all times. I generally do not allow the timer on it to be under 10 minutes remaining before recasting it. That is a personal preference however.

Cleric Stance – Essential Cross Class

Can Swamp your Mind and Intelligence Stat, So you can nuke with your Mind attribute points. Also Grants a 10% bonus to Damage while active. But places a Debuff of -20% on all heals while active, in addition to healing off your INT attribute, while this is active. End Result: Extremely Weak Heals While active.

*Side note, Attempting to Use Cleric Stance to Switch your Int into your Mnd for healing is not recommended, Due to the 20% debuff on heals. An Adloquim for 600 normally would only hit for 480, this is not a difference of only 120, this is a difference of 240, Don't forget the Shield!.

Stoneskin – Optional Cross Class

I'm Sure many of you are wondering why I would save this spell for last. The answer to that is its effectiveness for its cost in combat varies depending entirely on the maximum health of your tank or target you're casting it on, save for a few boss fights in which it has other benefits. Outside of combat this spell is a great buff to keep up and it can help with the early stages of most fights. In combat it is less effective and more time consuming than Adloquium to cast. To help you understand why let's take a look at the tables below.

Max Hp of Target	Adloquium		Adloquium Healing + shields in 2 seconds	StoneSkin		Hp Protection Gained in 3 seconds
	* Protection per Second	MP to Shield efficiency		***Protection per Second	MP to Shield efficiency	
5,500	334.5	2.097	1336	183.33	2.067	550
5,750	334.5	2.097	1336	191.66	2.161	575
6,000	334.5	2.097	1336	200	2.255	600
7,000	334.5	2.097	1336	233.33	2.631	700
7,750	334.5	2.097	1336	258.33	2.913	775

*Does not include the actual heal restored, this is only account for the shield effect

** Protection amounts for Adloquium were taken on an average of 20 casts, from a Scholar with 417 healing magic potency at the time of the experiment. No buffs were used and only the Adloquium spell was cast. To Reach an average of 669.35, Rounded down for the purpose of this guide.

*** This does not take into account the White mages bonuses to Stoneskin, since this guide is made for Scholars. The numbers for this where gained using the formula of targets health x 0.1 for the 10% as stated by the spell tool tip. That number was then divided by the number of seconds to cast the spell to arrive at its protection per second.

**** All spell casting times for both spells where rounded up slightly to account for lag times. It doesn't matter what you see on paper, it matters what you actually get!

Now that we've covered all the bad news about this spell, let's talk about the good news to it. If you can keep your tank healed and they have a high max health pool. Throwing up a stoneskin can

help negate damage long enough for you to slip in a few other spells. Furthermore in certain boss fights stoneskin can negate bad effects. One such boss throws your entire party to the opposing end of the boss room and into a Damaging pool. However those with stoneskin up will not be thrown more than a few feet from their current position, often times avoiding the pool entirely. (Boss : Demon Wall -> Amdapor Keep)

Despite all the bad news to this spell, I was stuck on it for a while. It seems like it should have been more. Even now it does have uses in certain situations. However let it stay that way, and use it only before a fight or when the situation calls for it. You may also wish to keep a stoneskin on other party members since it has a 30 minute duration it can grant some extra health to others who might easily die, Fairies included.

Macro's The Scholars Backbone

While most classes can get away without using macros, the Scholar is one of the few classes that cannot be played well enough to be even on par with others without a good set of macros to keep them going. That said however with the right macros a Scholar can have a very strong hold on the top of the best.

Focus Target

First thing you're going to need to know however, if you don't already. Is how to set your focus Target. This can be important in the multitasking of keeping an entire party alive. To do so select a target hold Shift and press F. This will bring up a new element to your screen, your Focus target. This will show your focus target at all times, Its health, status effects, and what actions if any they are taking. It is best used for your tank so when u need to heal other party members you can keep an eye and easily switch back to your tank. This is Done with the F10 key that targets your tank. Yes you may press your party Number Function key to the corresponding tank also however, that requires you to memorize more keys each battle, adjust the roster if necessary and will not work with the macros you will need to be making.

Taming the Fairy After Patch 2.1

As many Scholars have noticed after patch 2.1, The Fairy's skills have been locked, or at least appear to be after summoning the fairy. To remedy this, The Fairy must be placed in a stance other than the free stance it automatically comes in when summoned. While you may leave it in this stance and the fairy will act on its own. You will be a weak and pathetic healer, because you will lose out on nearly 1/3 of your healing power.

In addition the Fairy just spams their abilities the moment battle starts and whenever the cool downs complete if left to her own devices. The fairy will use abilities when they are not needed, ignoring abilities that are needed and potentially allowing an ally to die while it is doing so. Furthermore The Fairy's Embrace ability has as much hp restorative power as your Adloquium just without the shield effect. If much like I do, you combine your Adloquium with the Fairy's Embrace you achieve a restorative potency of 600 + 300 shielding, bringing the total power of it to Whooping 900!! This easily beats even the White Mages Cure 2 (650 potency) spell!

In short micro MPging your Fairy makes you a Healer among Healers, and leaving it to its own devices makes you cannon fodder ^_^.

So how do we tame that disobedient little Sh_t? I have Created 2 macros for achieving this easily. It has been a sustained effort and experiment to solve. I hope that SE will fix this for the sake of new players. However until they do. You may use these macro's and modify them as needed. Just be sure to give credit where it's do.

Patch 2.2, SE has made it easier to switch the fairy into Obey mode, and no longer requires you to target an enemy. The macros now reflect this. The behave macro is mostly outdate and unessential now. Those using it may consider removing it in favor of pressing the obey button on their pets bar. Otherwise a working updated one is below.

Summon Eos	Summon Selene	Behave macro
/macroicon Summon /ac "Swiftcast" <me> /ac "Surecast" <me> /wait 1.5 /ac "Summon" <me> /wait 2 /pac Obey <me> /pac Heel <me>	/macroicon "Summon II" /ac "Swiftcast" <me> /ac "Surecast" <me> /wait 1.5 /ac "Summon II" <me> /wait 2 /pac Obey <me> /pac Heel <me>	/pac Obey <me> /wait 0.5 /pac Heel

It's important to note that all of these macros rely on you having set your primary tank as your focus target! The summon macros are set to allow you to instant resummons a dead fairy back to life and get it under control right away, without causing any more delay than needed. That includes preventing you from having to target an enemy control the fairy manually and then retarget your tank. With this macro once you are done summoning the fairy you can hit your next heal and start casting it on your tank right away knowing that your fairy has been tamed, and is awaiting your orders! ~~Once in a while though fairy's can be mischievous ^_^ or if you have summoned a fairy without an enemy present you may need to tell her to behave, that's what the Behave macro is for.~~

Macros

* It's important to note that all of these macros rely on you having set your primary Tank as your focus target!

**All macros below are finely tuned as of 1/7/14 post-patch 2.1. They account for most lag scenarios while keeping delays to a minimum. You may use these macros and modify them as needed. Just be sure to give credit where it's do.

Adloquium (Improved)	Physick (Improved)	Succor
/macroicon Adloquium /ac "Adloquium" <t> /ac "Adloquium" <focus> /ac "Adloquium" <me> /pac "Embrace" <t> /pac "Embrace" <focus> /pac "Embrace" <me> /wait 2.1 /ac "Rouse" <me> /ac "Eye for an Eye" <t> /ac "Eye for an Eye" <focus> /pac "Fey Glow" <me>	/macroicon Physick /pac "Fey Illumination" <me> /pac "Fey Glow" <me> /ac "Physick" <t> /ac "Physick" <focus> /ac "Physick" <me> /wait 1 /pac "Embrace" <t> /pac "Embrace" <focus> /pac "Embrace" <me> /wait 1.3 /ac "Eye for an Eye" <t> /ac "Eye for an Eye" <focus> /wait 0.5 /ac "Rouse" <me>	/macroicon Succor /pac "Fey Illumination" <me> /pac "Fey Glow" <me> /ac "Succor" <me> /wait 0.8 /pac Embrace <t> /pac Embrace <focus> /wait 1.5 /ac "Sustain" <me> /wait 0.6 /pac "Fey Covenant" <me> /wait 0.7 /pac "Whispering Dawn" <me> /wait 2 /pac "Embrace" <me>
600 Potency Heal 300 Potency Shield (Effective 900 potency heal) <u>10 % Dmg Reduction for 20 Sec Every 120 Seconds</u> Cast Time 2.5 Seconds Mp Cost 319 ***This will first heal your target, if you have no target it will heal your focus Target (hopefully your tank) if you don't have a focus or a target it will heal you. *** Added Rouse to help boost successive healing, and Fey Glow to boost casting speed.	700 Potency Heal + 20% with Fey CD (840 potency Heal) No Shield Cast Time 2.5 Sec Player and Fairy <input type="checkbox"/> Next Fairy heal after will have bonus, if rouse available. Mp Cost 133 ***This will first heal your target, if you have no target it will heal your focus Target (hopefully your tank) if you don't have a focus or a target it will heal you. *** Added Rouse to help boost successive healing, and Fey Glow to boost casting speed.	This Macro is made for either Eos or Selene. Though Eos will Have the greater healing. 150 Potency Heal to All party members (180 Fey CD) 150 Potency Shield to All party members (180 Fey CD) *Selene only * +30% Spell Speed to self and nearby party members ** Heal Over Time (H.O.T) to Fairy 80% over 10 sec **Eos Only** H.O.T to All Nearby Party 100 potency for 21 seconds +20% Magic Defense to Nearby Party

		<p>Finally Over Heals the Scholar for the cost of Sustain.</p> <p>Cast Time Player: 3.5 Seconds Cast Time Fairies : 7 Seconds</p> <p>It is recommended that you only allow the Fairy to complete the entire macro when You want all the buffs. To cancel it early or to recast Succor early simply hit another macro, can be another succor as I frequently do.</p>
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Instant Resurrection	Lustrate on Steroids	Sustain (Improved)
<pre>/macroicon Resurrection /ac "Swiftcast" <me> /ac "Surecast" <me> /wait 0.5 /ac "Resurrection" <t> /pac "Embrace" <focus> /pac "Embrace" <me> /tell <t> Resurrection You can have this. /p <t> Resurrection You can have this. /wait 2 /pac "Whispering Dawn" <me> /wait 2 /pac "Embrace" <t> /pac "Embrace" <focus> /pac "Embrace" <me></pre>	<pre>/macroicon Lustrate /pac "Fey Illumination" <me> /ac "Lustrate" <t> /ac "Lustrate" <focus> /ac "Lustrate" <me> /wait 0.7 /pac Embrace <t> /pac Embrace <focus> /ac "Lustrate" <t> /ac "Lustrate" <focus> /ac "Lustrate" <me></pre>	<pre>/macroicon Sustain /pac "Embrace" <me> /ac "Sustain" <me> /wait 1.0 /ac "Eye for an Eye" <pet> /wait 2.5 /pac "Embrace" <pet> /pac heel</pre>
<p>This macro Prioritizes keeping the Focus Target alive while you attempt to very quickly raise an ally. Should the downed ally be the Focus target, it will prioritize keeping you alive.</p> <p>Heal potency Variable 300-700 Cast Time 1 - 10 seconds MP Cost 798</p>	<p>This is a Double Dose of Lustrate, plus some Fairy Steroids and a Lusty Embrace from a Hot Fairy ^_^ (Eos or Selene)</p> <p>Heal Potency 25-50% Max Hp potency to Target</p>	<p>For when your Fairy needs Some Tender Loving Care ^_^ Don't Forget to Love Back!!</p>

!!! Healer Under Fire !!!

```
/p aggrohealer / healer <se.10>
/p Please assist.
/bt
/p /marking aggro X <t> + X <se.6>
/wait 0.1
/marking cross <t>
/target focus
```

This macro will Alert your party members that a mob has decided that you taste better than they do, and will do so with a loud rather annoying sound so don't use it often. Unless your tank really can't hold hate, but that shouldn't happen.

This macro takes it a step further than most, since some fights have lots of enemies which can make it hard even for veterans to quickly find that 1 stray mob and get it off you before the squishy healer dies. It helps them find that mob by quickly switching your target to the nearest enemy (hopefully the mob hitting you) and marking it with a Big Giant X on his head for everyone to see. Then it switches your target back to your Focus Target.

** be advised although rare, some tanks do use the X marking when planning the next pull. In this case you may want to plan this out in advance with the tank or change the marking used in the macro,
 HOWEVER, most tanks who know how to do their job will use the numbers instead since this prevents confusion amongst the DPS classes when pulling. be careful around a tank using symbols rather than numbers.

The following macro I provide, only because it may be of use. However I remind that earlier in this guide it was pointed out that Stoneskin is weak in most cases.

Adloquium + Stoneskin

```
/pac "Embrace" <t>
/pac "Embrace" <focus>
/pac "Embrace" <me>
/ac "Adloquium" <t>
/ac "Adloquium" <focus>
/ac "Adloquium" <me>
/wait 2.1
/ac "Eye for an Eye" <focus>
/wait 0.7
/ac "Stoneskin" <t>
/ac "Stoneskin" <focus>
/wait 0.4
/pac "Embrace" <focus>
/wait 0.4
/pac "Embrace" <focus>
```

600 potency effective healing over 3 seconds+

300 Potency Shielded

Possible Dmg Reduction from Eye for an Eye

10% of targets max Hp is shielded in addition to other shield

Additional 300 potency healing

Mp Cost 585 / Cast Time 5 seconds

Support DPS'ing as Scholar

This has been a topic I have avoided for some time now. This poses an additional Challenge for healers, and as such a risk that you may lose party members more often. However I have already had it make certain fights easier, reduce the amount of healing that was needed, and it generally makes you look better in parties.

That being said however, First and foremost a Scholar must remember that their primary duty in every fight is to keep their party standing to the best of their ability. The problem comes in with the cast times, during the time that you are throwing up your DOT's on the enemies; your party is still being hit. If that wasn't enough to make this challenging for you, you also must switch into cleric stance to make the most of your DOT's and **Cleric stance** has a 5 second recast time and a 1 second delay before you can deactivate it after using it!

The solution as many of you may already realize, is once again Macros. Since a Scholar must throw up the DPS between heals it will be important to keep the amount of time throwing up DOT's to a minimum while still allowing for the best of your DOT's to reach the enemies. For this purpose I have created 2 macros so far. There is little difference between the 2 save that one is for multiple mobs and the other is for bosses. It is important to note that the multiple mob Macro does cost a single Aetherflow charge and should be used sparingly.

Scholar's Bane (multi Target)	Scholar's Dot's (Single Target)
/macroicon Bane /ac "Cleric Stance" <me> /wait 0.5 /ac "Bio II" <t> /wait 2.6 /ac Miasma <t> /wait 2.6 /ac "Bio" <t> /wait 2.6 /ac "Miasma II" <t> /wait 0.6 /ac Bane <t> /wait 0.6 /ac "Cleric Stance" <me> /target <focus>	/macroicon Virus /ac "Cleric Stance" <me> /wait 0.5 /ac "Bio II" <t> /wait 2.6 /ac Miasma <t> /wait 2.6 /ac "Bio" <t> /wait 2.6 /ac "Miasma II" <t> /wait 0.6 /ac "Virus" <t> /wait 0.6 /ac "Cleric Stance" <me> /target <focus>
Hits for 160 Potency on First Tick 120 Potency every tick for First 15 seconds	Hits for 160 Potency on First Tick 120 Potency every tick for First 15 seconds

<p>70 potency every tick from 18-24 seconds</p> <p>Adds Disease, Has Effect of Heavy 40% and Reduces incoming heals to enemies.</p> <p><u>Spreads To nearby Targets for massive damage, ***beware of your aggro!</u></p> <p><u>*Costs Aetherflow Charge</u></p> <p>Cast Time 9.5 Seconds</p> <p><u>Must be in short range of enemies for full effect of Miasma II</u></p>	<p>70 potency every tick from 18-24 seconds</p> <p>*Adds Disease, Has Effect of Heavy 40% and Reduces incoming heals to enemies.</p> <p>*Reduces Targets STR, DEX, INT, MND by 15% for 10 seconds, every 90 seconds if Virus Cooled down.</p> <p>Cast Time 9.5 Seconds</p> <p><u>Must be in short range of enemies for full effect of Miasma II</u></p>
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Ruin Special
<pre>/ac "Cleric Stance" <me> /pac "Embrace" <focus> /wait 0.6 /ac "Ruin" <t> /wait 2.6 /pac "Embrace" <focus> /ac "Ruin II" <t> /wait 0.6 /ac "Cleric Stance" <me> /target <focus></pre> <p>160 Potency dmg in 3.8 seconds *Blinds Target Cast time 3.8 Seconds</p>

The best Damage macro is the Single Target Scholar's Dot's. The Ruin special is a macro I made of curiosity more than a practical use macro. It will however work in a pinch when you don't have the time for long casts it is the shortest possible decent damage macro available for scholar. Don't expect it to be worth risking lives to use it however.

