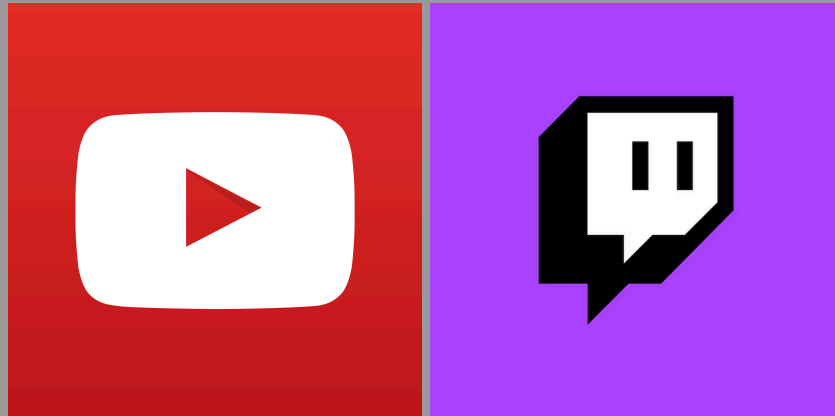


Tab 1

Guide by Fragmentations

Chain Lightning Youga 1 (Space Time) SS9


<https://www.minmaxedarpg.com>



Introduction

Season 9 updates

Warning - This build is stupid expensive this league. Cost me twice as much to do SS20 compared to previous leagues. This doesn't count raw FE drops. Likely well over 300k fe and I havent even minmaxed the build due to prices.

Total Revenue	
 Flame Elementium	226722

Day1: End of Campaign: VcP7yGOTefCmKwAAAAAAHw==
Ignore the pet choice

Day1 80M+ : Traveler 7 Kill Setup: Uj2lmGPJEfCmKwAAAAAAHw==
Ignore minion ring - base affix and prefixes on that ring

Day2 800M+: TM8 SS8 Kill: 1NmEGmUDEfCM7QAAAAAACw==

Day 3 8B+ Traveler 8 Kill: gOSg6mYYEfCOBAAAAAAAFg==

Day 4 11B SS12 Kill: 7LSRa2bjEfCKYwAAAAAAAFQ==

-Saving for priceless gear bases

Ignore erosion on wands. Cold or lightning base is better

Day 8 80B SS14 kill Setup: /OAb8WnAEfC6HgAAAAAADA==

-see endgame for gear crafting as a lot of my gear in suboptimal still

1.4T SS16 Kill Setup: WuFwO3FLEfCucwAAAAAAAFg==

-still need a lot of gear upgrades and some affixes are not correct

4T SS18 Kill Setup: i53nJnTvEfCtPwAAAAAAAFQ==

15T SS20 Kill Setup: 1uDrKnvjEfCZUAAAAAAAFg==

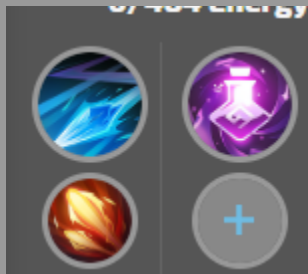
Must have enough damage to skip the pools without skipping the swords moving together at the end of the phases. Will have to play around with damage until this is achievable.

Campaign

How to <90 min campaign:

Order of skills

1-3



4-7

Remember to only use the Shadow dash with **two** charges

- you can alternate without putting both on cooldown if 1 dash goes to 0 charges both do.



7-16



16-22

Once you get a Born in Fire ring from TT, drop Compound Source for Blurry Steps. Your skills no longer cost mana and life regen from the ring is too strong. Use Blurry steps in between shadow dash charges. Shadow> Shadow> Blurry repeat. There is about a 0.5s to 1s wait before each is pressed but you will have decent uptime.



22-27

Psychic Burst is a massive damage increase. Ignore the % decrease it displays on the skill. At 25 switch in your movement speed pet, Preserver or Starcatcher, if you have one.



27-55

Get Frigid Transmission over Shadow steps when Ice pulse gloves drop in TT. Add in Magic Dash as you can on them. With 3 charges now that instantly refresh on freeze you should never run out charges if you do your blurry steps that have two charges. You should be flying at this point.

Also swap "Lightning to Cold" over "Control Spell" on CL for the Freezing to occur.



At the end of the campaign switch to Skills in the Skills section.

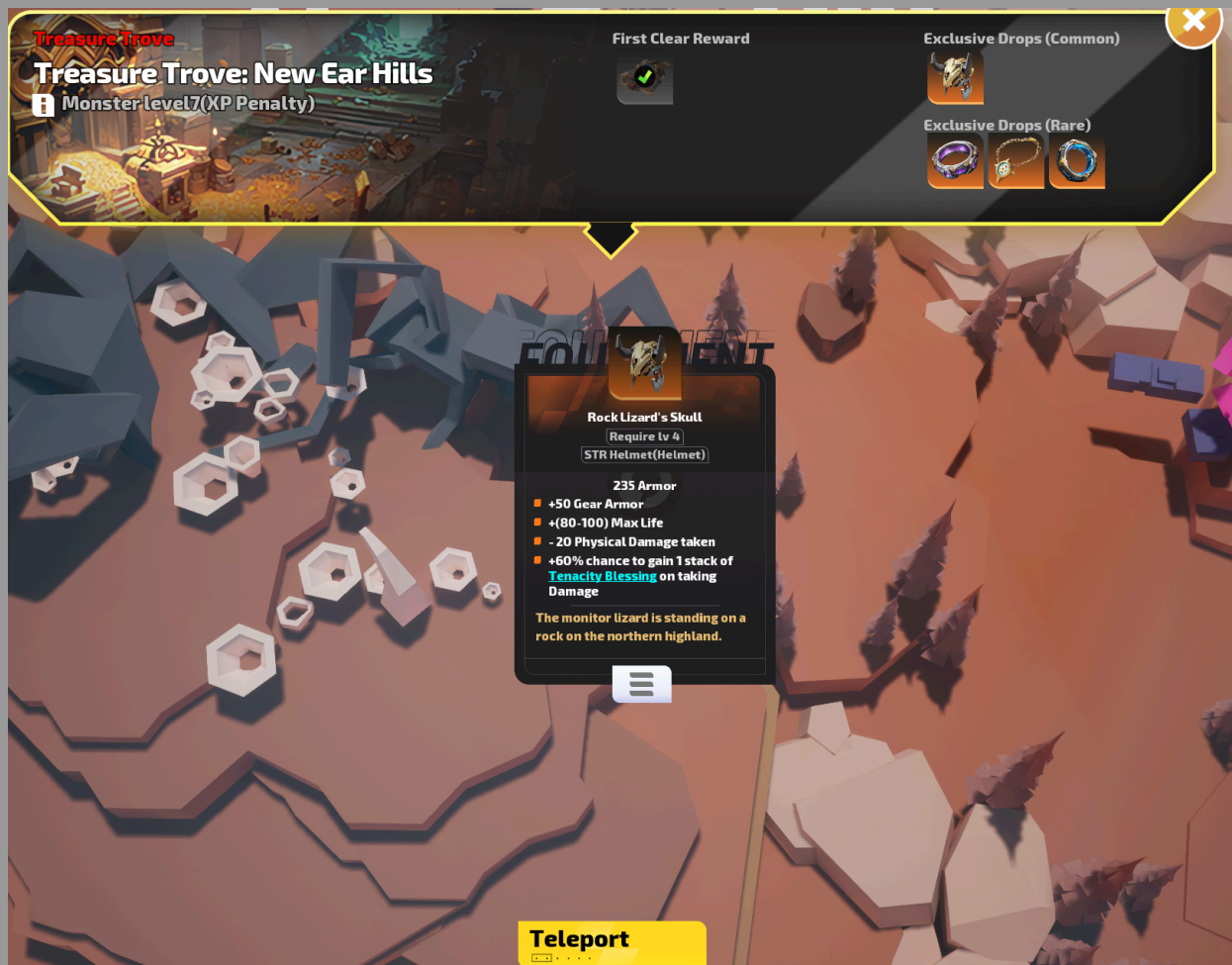
Treasure troves

Trove Level 7

Equip Rock Lizard's Skull (helmet) these are a common drop.

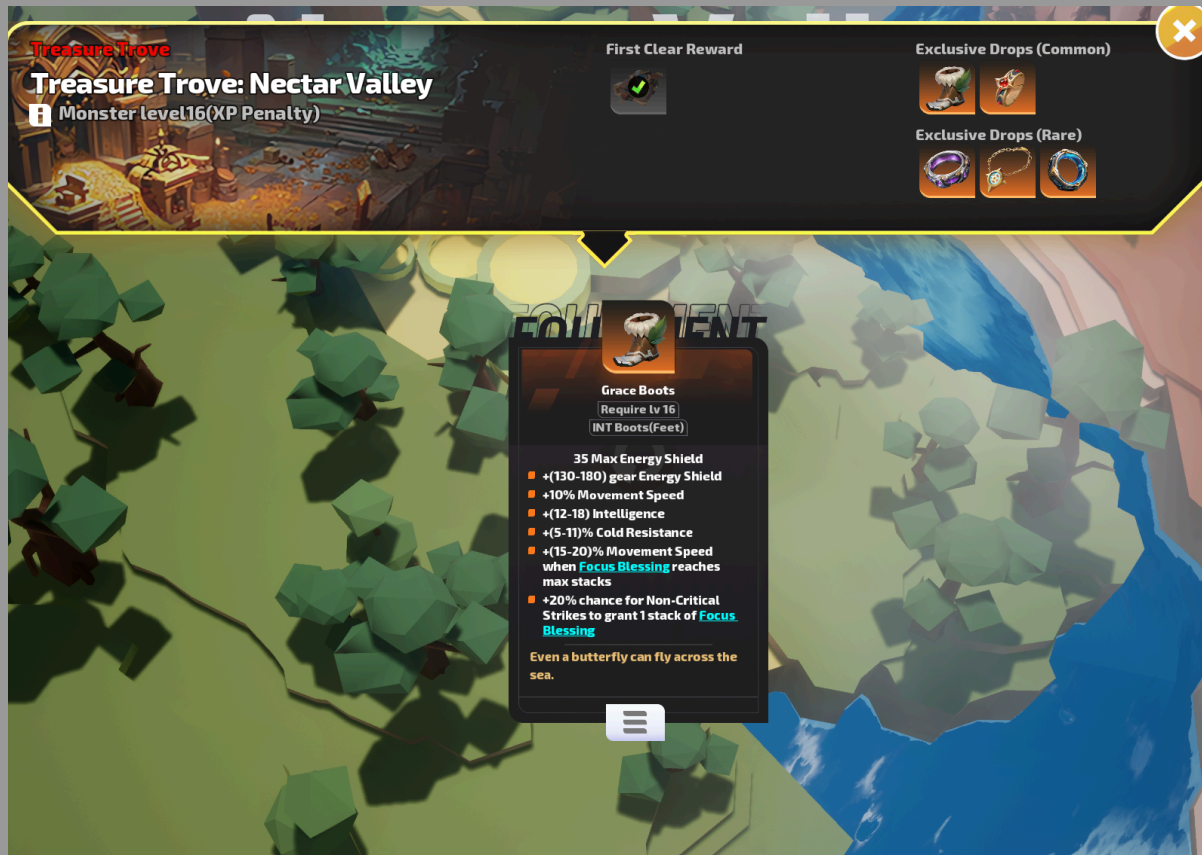
-Tenacity Blessings will reduce your damage taken by 10% per charge.

Season 9: Can drop this once you get the node that gives 8% chance to gain Agility Blessing and Tenacity Blessing when gaining Focus Blessing in the Elementalist tree.



Trove Level 16

Equip Grace Boots these are common drop. Must get at least one of these. Stay until it drops.
 -This is how we will generate our Focus Blessings (10% additional damage per charge) for early game.

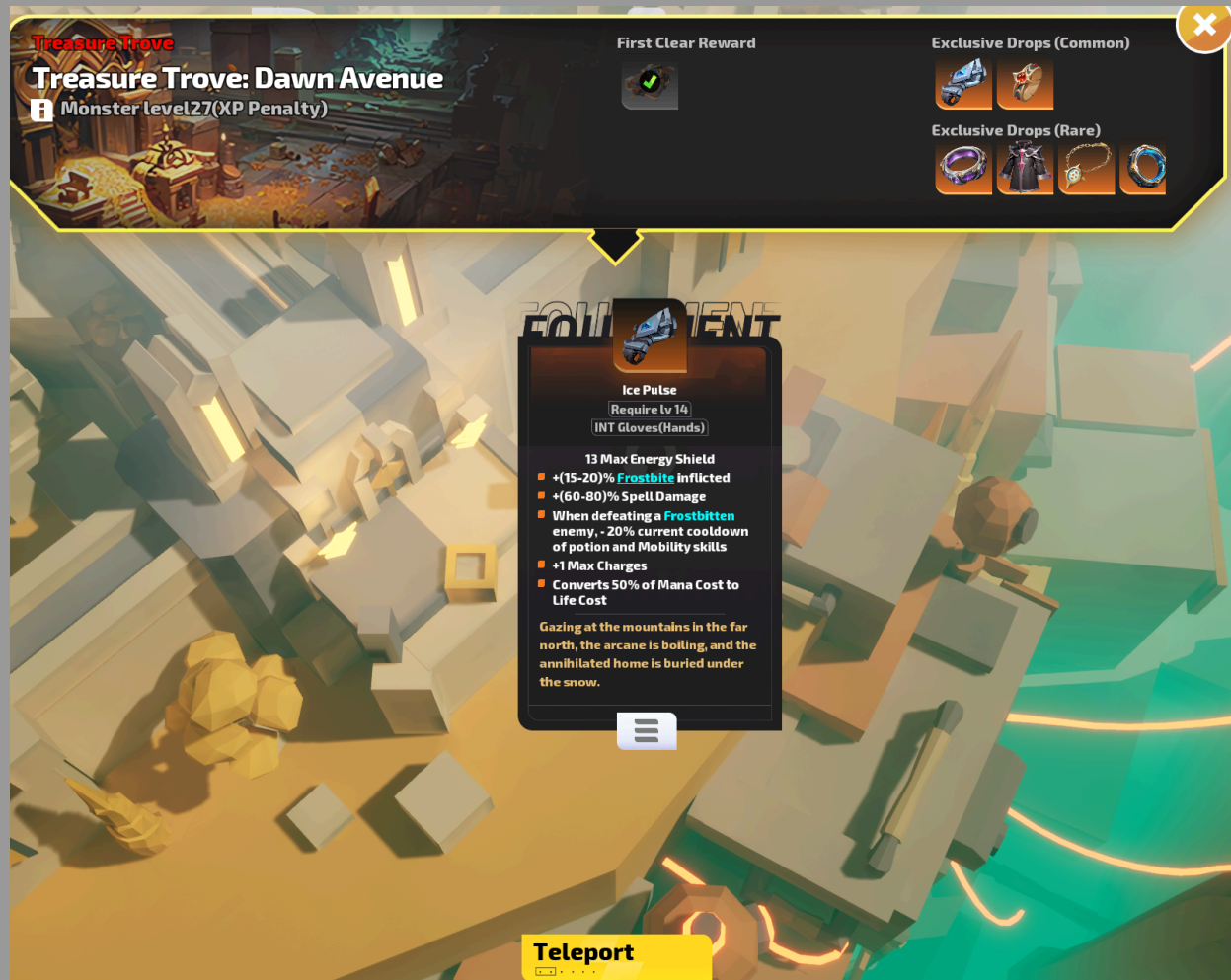


Born In Fire also starts to drop from treasure troves as a common drop. These are nice for life sustain due to their regen. Equip them as you get them but do NOT stay to farm as they drop from multiple troves.



Trove Level 27

Equip Ice Pulse (gloves) for a nice damage boost. The +1 charge is also nice for movement skills.



Trove Level 35

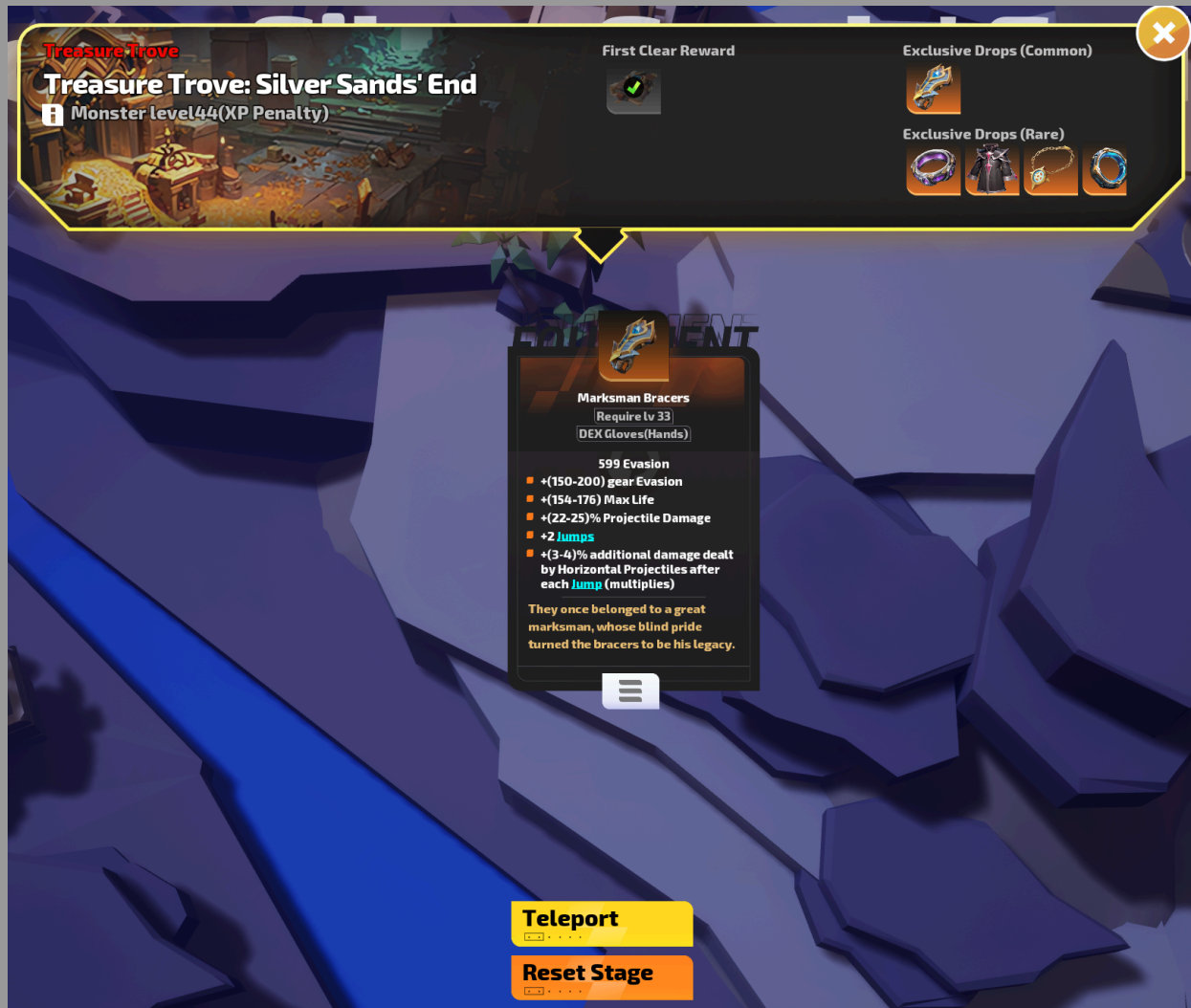
Equip Sage Foresight (2 handed weapon). This will be a significant boost to damage. Must get one of these. Do until it drops.



Treasure Trove Level 44

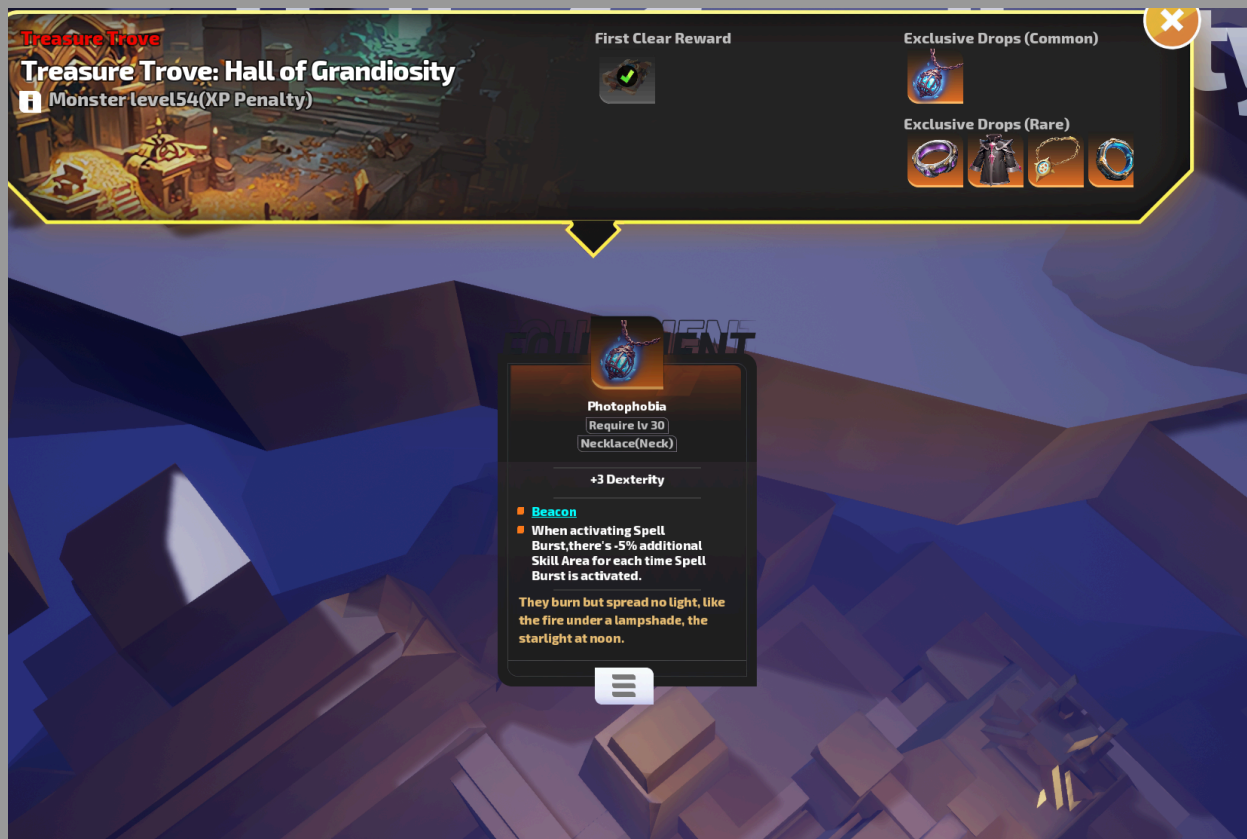
Equip Marksman Bracers (gloves)

-These have 2 jumps and with damage coming from the talents we can now replace Ice Pulse for these as they will greatly increase clear speeds in Treasure Troves. Can use Ice Pulse for cdr of movement skills outside of Treasure Troves, your clones will kill things as you speed by.



Treasure Trove Level 54 (Last Trove)

Equip Photophobia (necklace) common drop. This is a must stay until it drops
 -This gives us our Beacon, the first Core Talent in Goddess of Knowledge which now allows us to pick a different Core Talent Peculiar Vibe for free.

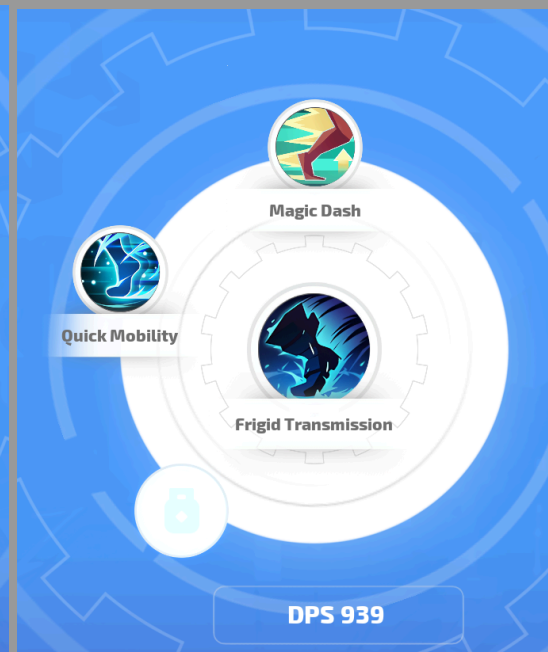
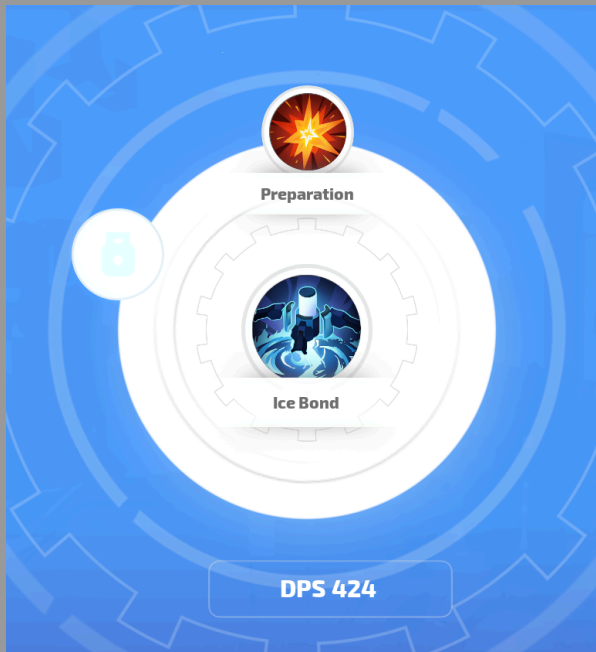
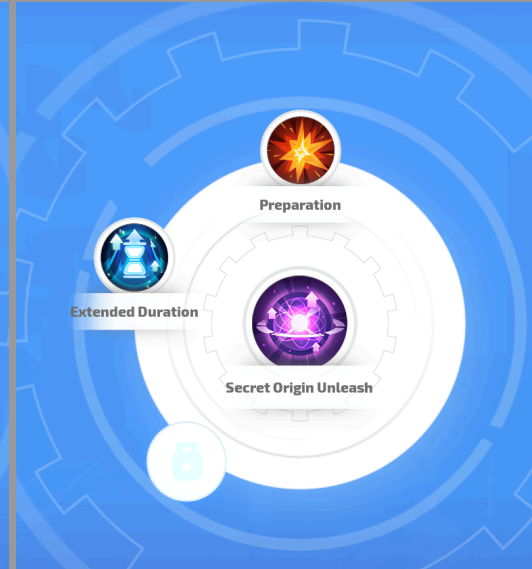
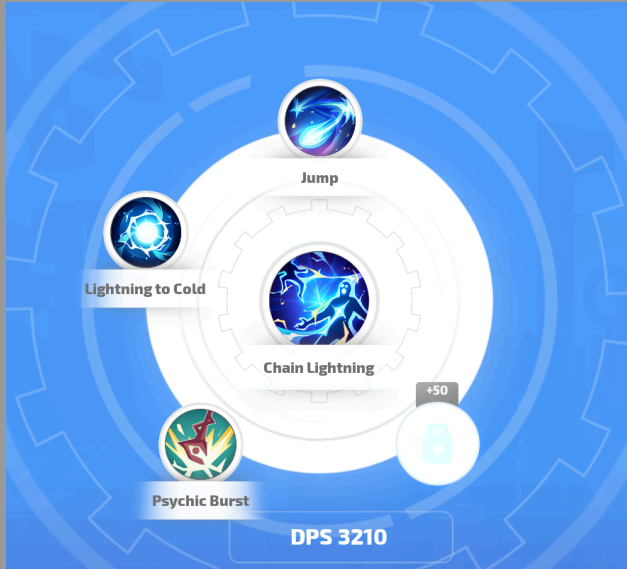


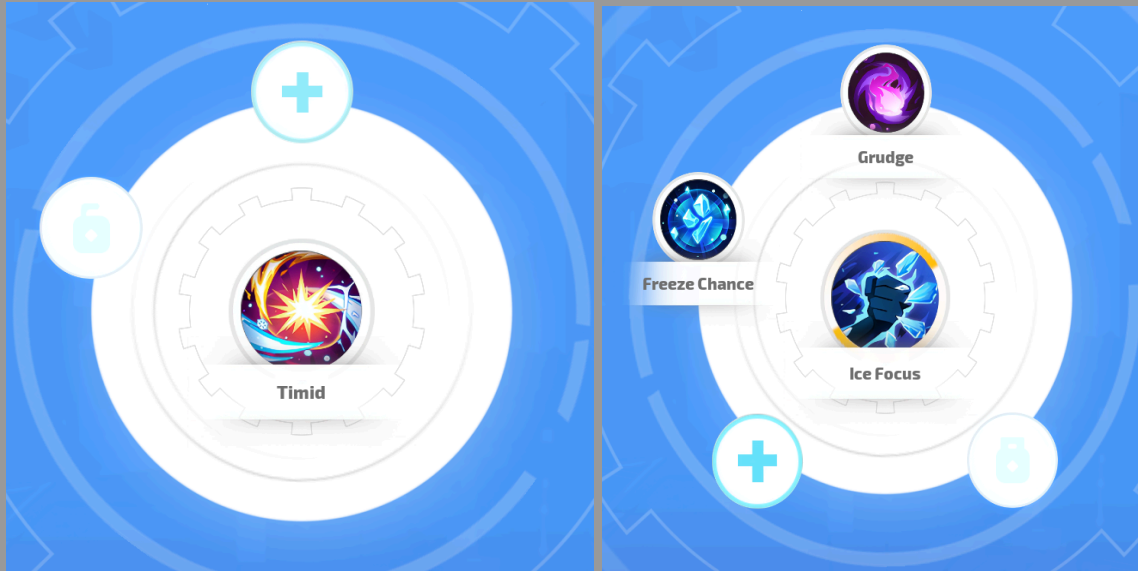
Switch Core Talent Beacon to Peculiar Vibe once Photophobia is equipped.



Skills

Season 9: Skills are unchanged, we will likely use new Ice Focus or Thunder Focus since Ice Imbue is gone to proc grudge early depending on which works for us.





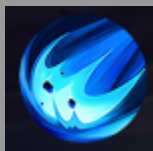
Note: You will need to manually curse bosses for Grudge procs until you can add Preparation.
 Note: Preparation casts your skills every 8 seconds for you, this gives decent uptime until we can get Activation Medium: Spell Burst.

Talents

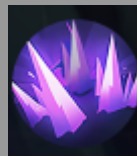
Season 9 update: (will fix to make look better once released in game)

Goddess of Knowledge

12:

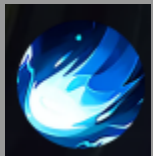


Beacon until Photophobia(neck) then



Peculiar ViBe

24:



Insight



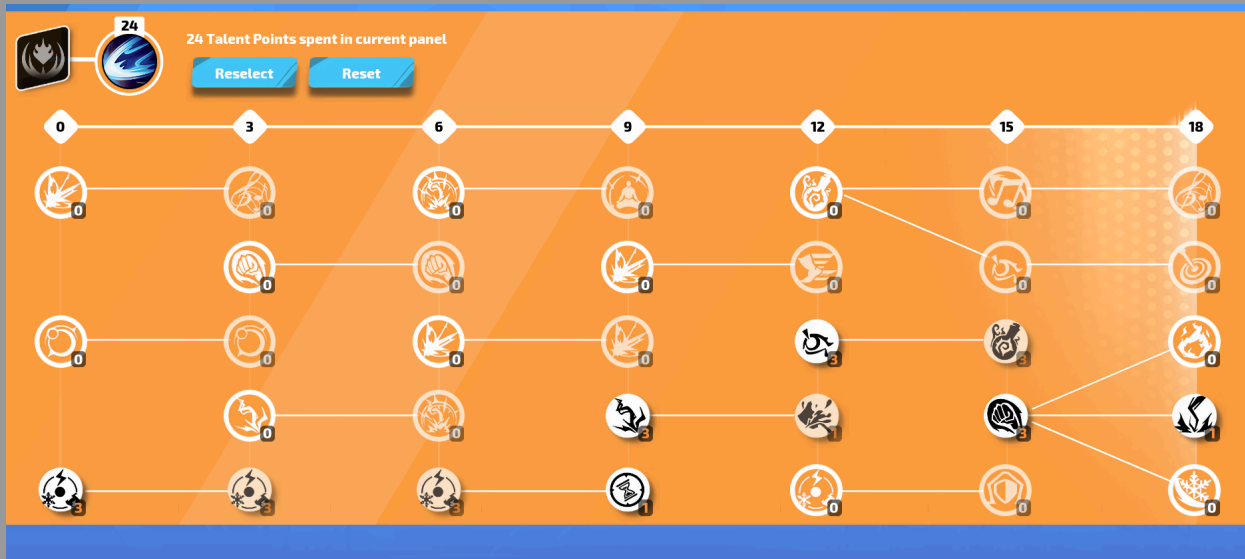
Elementalist

We skip Magister for now since the tree is terrible for the early game as there are no good nodes for 7-12 unless we use a shield since our crit chance is awful.

24:

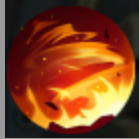


Penetrating



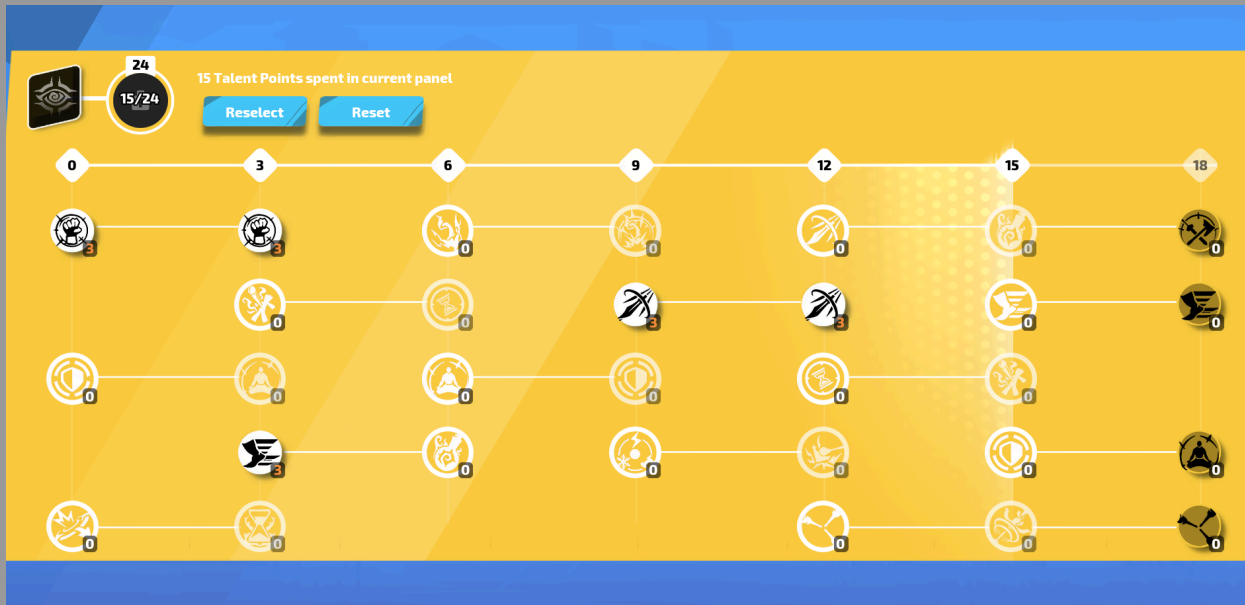
Lich:

24:



Off the beaten Track

Most of the early game nodes moved out of Warlock and into Lich, we will need Off the beaten track. We lose a ton of early movement speed. Blur on defeat with 27% movement speed is gutted from the game.



Fourth Tree will be Magister

Gear

Weapons

Treasure Trove Weapon until TM2

Helmet

Treasure Trove Helmet until TM3, replace with ES helm or Hekate's Vision

Bodyarmor

Any body armor is ok until TM7, just equip whatever has the highest damage and survival %, ES base

Belt

Any belt is ok until TM7, just equip whatever has the highest damage and survival %, ES base

Necklace

Treasure Trove Necklace, will wear until TM8+

Rings

Treasure Trove Rings until TM3, Replace with crafted resistance rings

Gloves

Treasure Trove Gloves until candles and/or slate give 2 jumps

Shoes

Treasure Trove Boots until can craft T1 or T2 movement speed boots hopefully can find new ones with energy in time marks

Early/MidGame

This is how we progress to TM7 should be able to clear TM7 1 and 2, Should be able to Farm T8 with this setup. Start making upgrades to endgame gear to push into profound.

Skills

As energy becomes available for supports slowly add the following:



When you get to TM8 start slowly working towards endgame Skills. Replace Preparation with Activation Medium: Spell Burst, these can be bought from AH. Replace Control Spell and Freeze Chance on Chain Lightning with any Tier 3 Magnificent: Web of Lightning and Noble: Merge, these can be bought from the AH. Don't upgrade T3 Magnificent and Nobel Skill, just save them to Upgrade your T1s you will buy later. Can also replace Aura with Precise versions if they are cheap on ah.

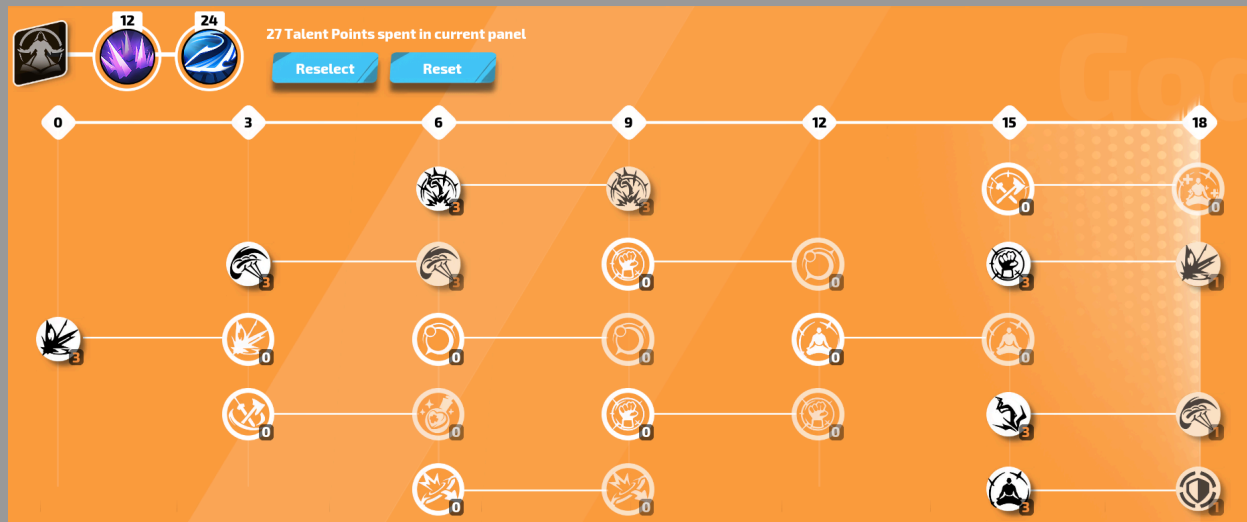
Auras



Talents

Goddess of Knowledge:

Insight or Winter. Insight is slightly more damage but if you have one on pedigree then choose the other.



Elementalist:

Translucent or Penetrating, spells hit against armor so ignoring is massive increase to our damage. Use dummy to figure out which is better for your gear. Also cheap pedigree option here for one and choose the other. Translucent will work because this tree gives flat to all 3 types at 15 points and we are using a thunder magus.

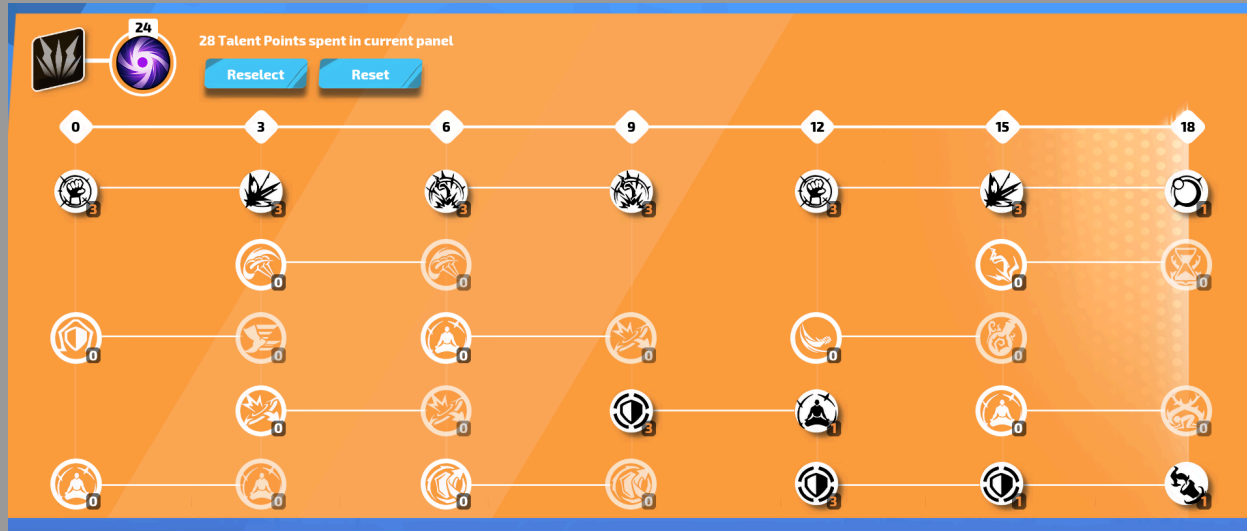


Lich:

Off the beaten track is our only option.



Magister:
Bunch



Gear

Weapons

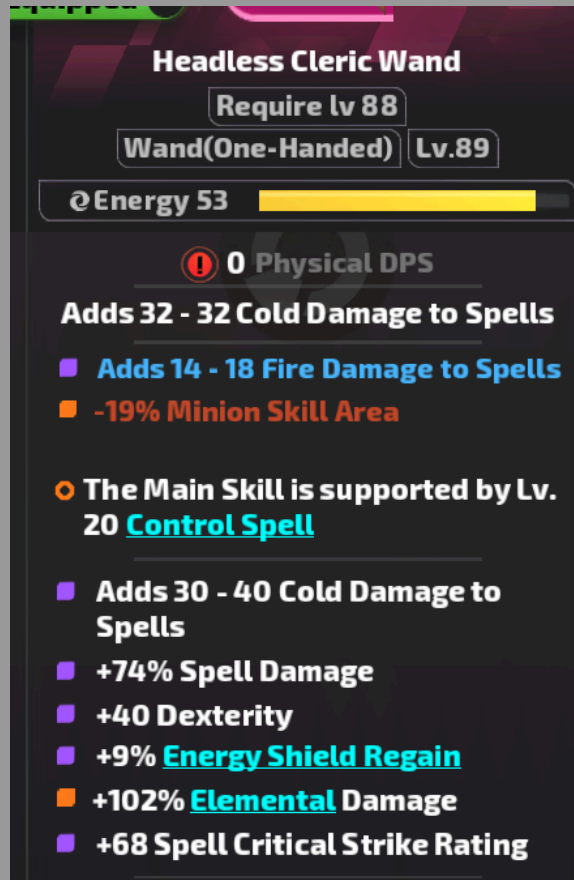
Season 9:

Oversight +4 is worse than crafted wand. Due to the sequences (aim for +10 additional spell damage since it easier)

If you have extra after boots burn your bound FE and embers on rare 86+ wand

Start with T2 crafted wands and slowly upgrade an 86 base. Dont be too picky on the mods here and waste a bunch of currency. Only mod you should really worry about is Regain. Not much in the talent trees anymore and it is our only survivability this early.

Obviously lighting to spells is best then cold. Int is better than dex.
But neither is significant enough to waste currency on this early.

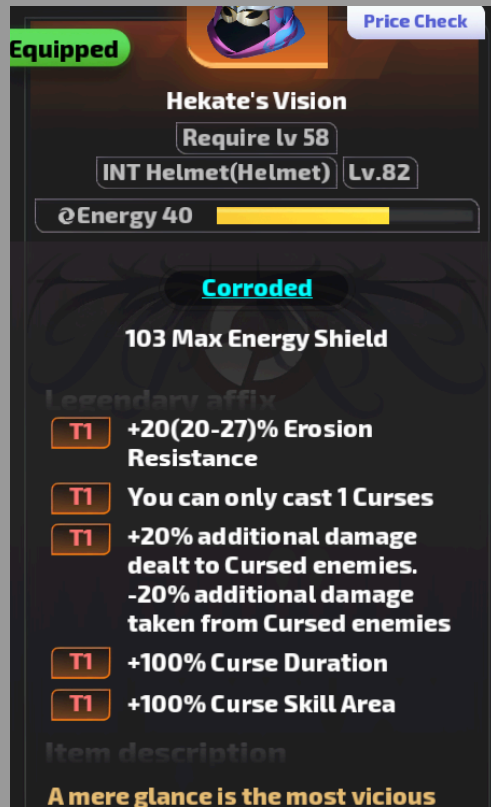


Helmet

Crafted Rare Energy Shield Base(Lv.82-85):
Aim for

T2 %Damage
T2 Flat Energy Shield
T2 +INT
T2 Lightning Resistance
T3 Fire Resistance
T2 Erosion Resistance

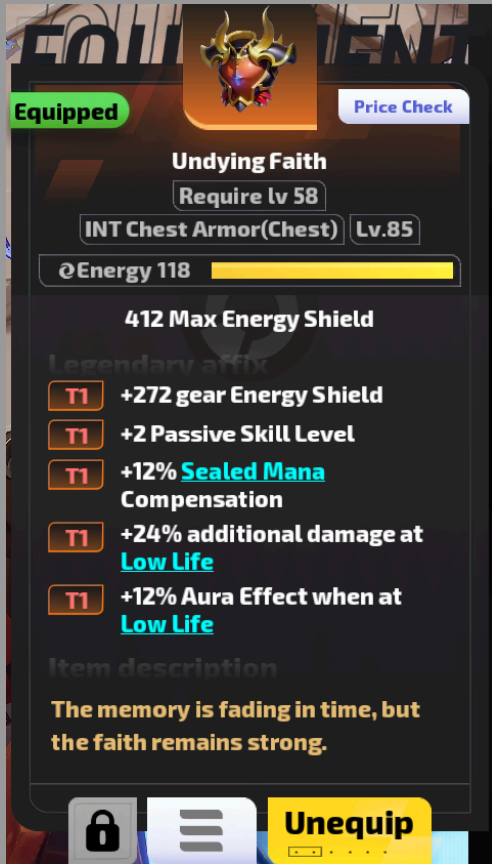
Season 9 is a bit slower so i'd get if you are able to cover resist



Bodyarmor

Undying Faith, the Aura effect in SS9 is nerfed more slightly but doesn't really have much of an impact.

We will pick up mana seal in tree to bridge the gap so take any rolls here.



Belt

Crafted Rare Energy Shield BASE (Lv.82-85):

Aim For:

T2 % Defense

T2 % Damage

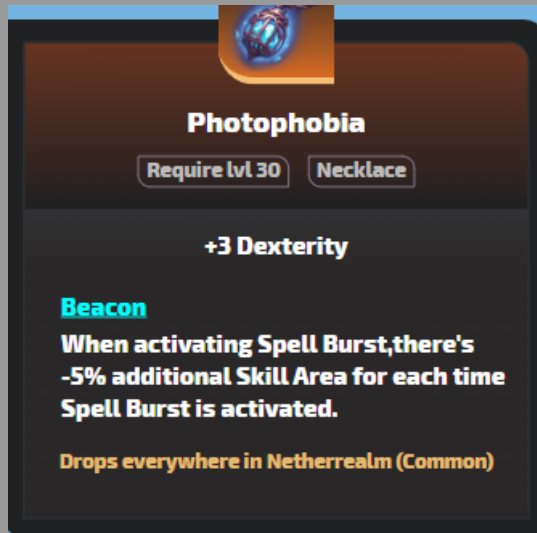
T2 Flat Max Energy Shield

T2 All elemental resistance

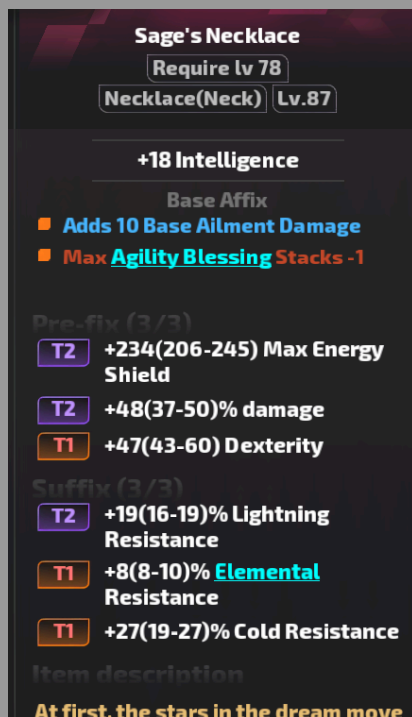
T2 Cold Resistance

T2 Erosion Resistance

Necklace



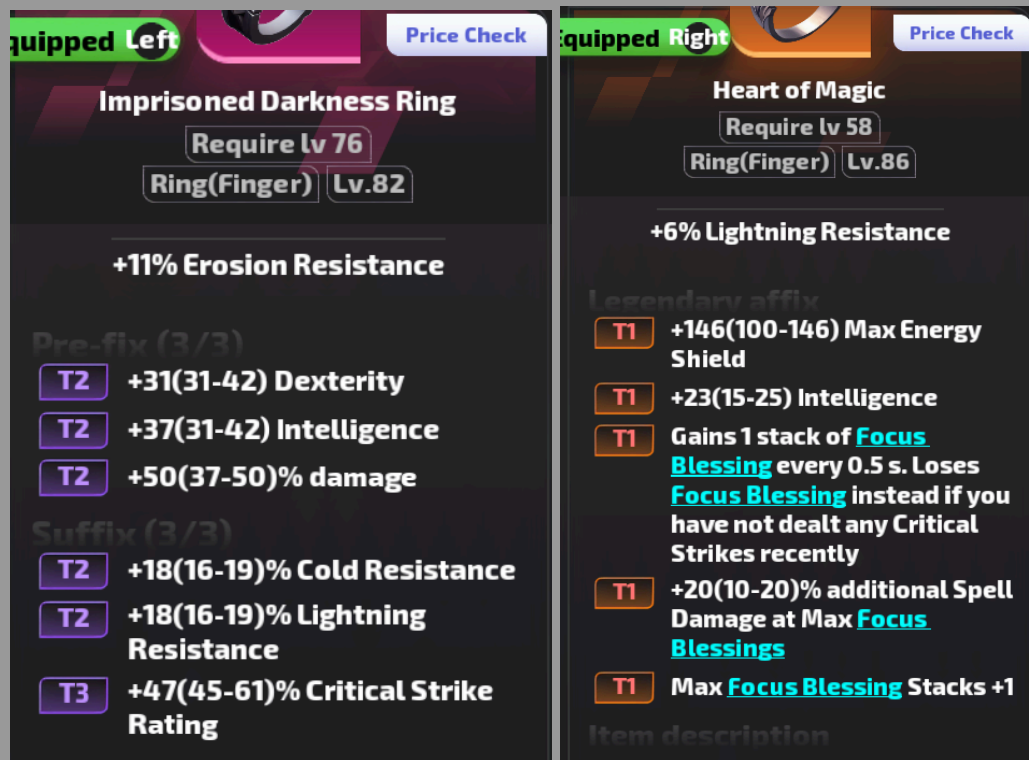
If you have the currency can grab a 10 base ailment necklace (sweet dream) and a Dirty Tricks Pedigree. Don't be picky on the pedigree, we won't be keeping it. Remember to choose Beacon in the Goddess of Knowledge and drop Peculiar Vibe if you do this.



Rings

We have access to a new unique ring. We can go with 1 crafted rare ring and 1 Heart of Magic Rings

(Not sure if bugged but for some reason 2 of these are a dps loss) Just wear one and a rare. Will need the resist anyways due to market.



Gloves

Keep the Marksman gloves or craft some jump gloves. There was a nerf to jump support in season 9 from 3 to 2. We can get some rare gloves but our first upgrade we should be aiming for Israel's Laws. See endgame section.

Shoes

We will need to replace our Boots as we will want the energy and resistance
Wear Grace Boots with energy for as long as you can once you switch you will need to switch from Winter to Chilly for Core Talent in Goddess of Knowledge.

:

Crafted Rare Energy Shield BASE (Lv.82-85) or go all T1 on 86+ base:

Aim For:

T2 Gear Energy Shield

T2 % Damage

T2 Flat Energy Shield

T2 Movement Speed

T3 Fire Resistance

T2 Erosion Resistance

If you want to spend your bound FE and embers then do so on Boots, higher movespeed, or weapon (86+ base)



Endgame

NEED TO UPDATE THIS SECTION PROCEED AT OWN RISK

Dps: 5T+

This is a tanky setup in this guide for killing ss20 and ss21 at the cost of some dps so it will only hit ~9T on the dummy using dps spreadsheet. However we can easily cap dps (~ 15T) if you want to make a few modifications away from defense.

Skills

All Defensive Setup 22M DPS hits for ~9T used for SS21 Season 7



Offensive Setup used for 3430+ in Boss Conquest Season 7

134M DPS hits for 15T+

This is done by dropping the defensive aura for offensive aura and dropping block memories for crit damage/crit rating.



Main Skills:

Notes:

- Aim for T1 Noble and Magnificent and then fully upgrade
- Blind on blizzard comes last and can be dropped for something else but it is a nice defensive layer.
- Blink is better than Frigid once you get decent Cooldown recovery, it is a must for SS boss fights.
- Mapping cause use blurry steps for movespeed if you don't want blink with Activation Medium Spell Burst. Max CD 25% gives 100% uptime with cdr and extend duration supports.

New:

Based on dummy testing Mass Effect only works when self casting. Thus changing it for Overload on Ice Bond another debuff to enemies and cdr on Secret Origin Unleash.

I opted for Magic Dash on Blink for the +1 charge over Blind on Blizzard due to movement speed nerfs.



Auras:

Notes:

-The blue star on the top left of the skill means "Precise:" of that skill. This may change slightly in Season 8 due to changes to Mana compensation and Aura Effect. May need more or less Precise Restraints.

-Precise Concentrate works here since Frigid Domain has the aura tag but debuffs the enemy. So we are only affected by two Auras.

-If you push you mana compensation further with more Precise: Restrain and Precise: Superpower then use: Precise Selfless on Frigid Domain in place of Aura Amplification and another Precise: Selfishness on Spell Amplification for more damage.

Defensive:



Offensive:



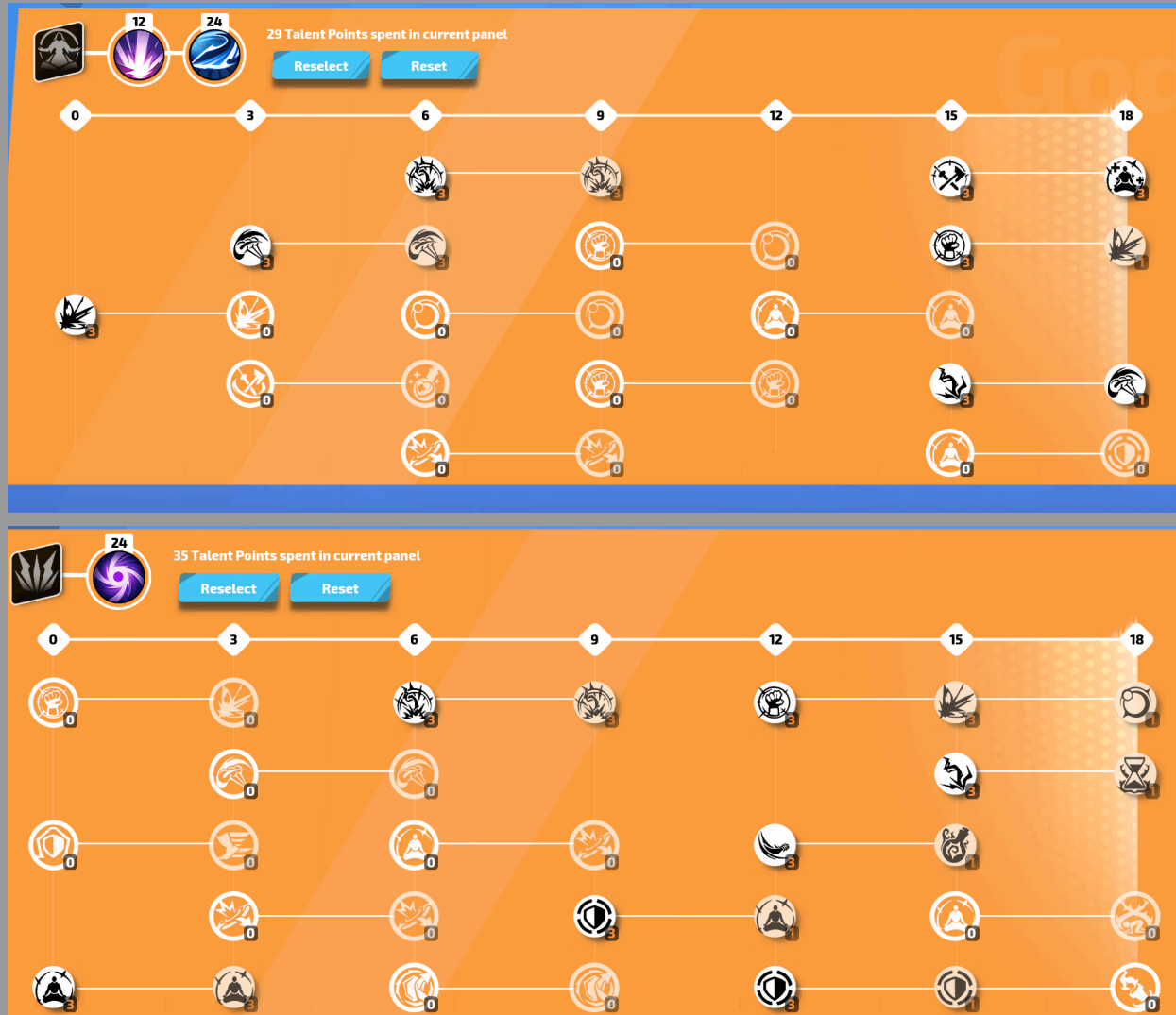
Talents:

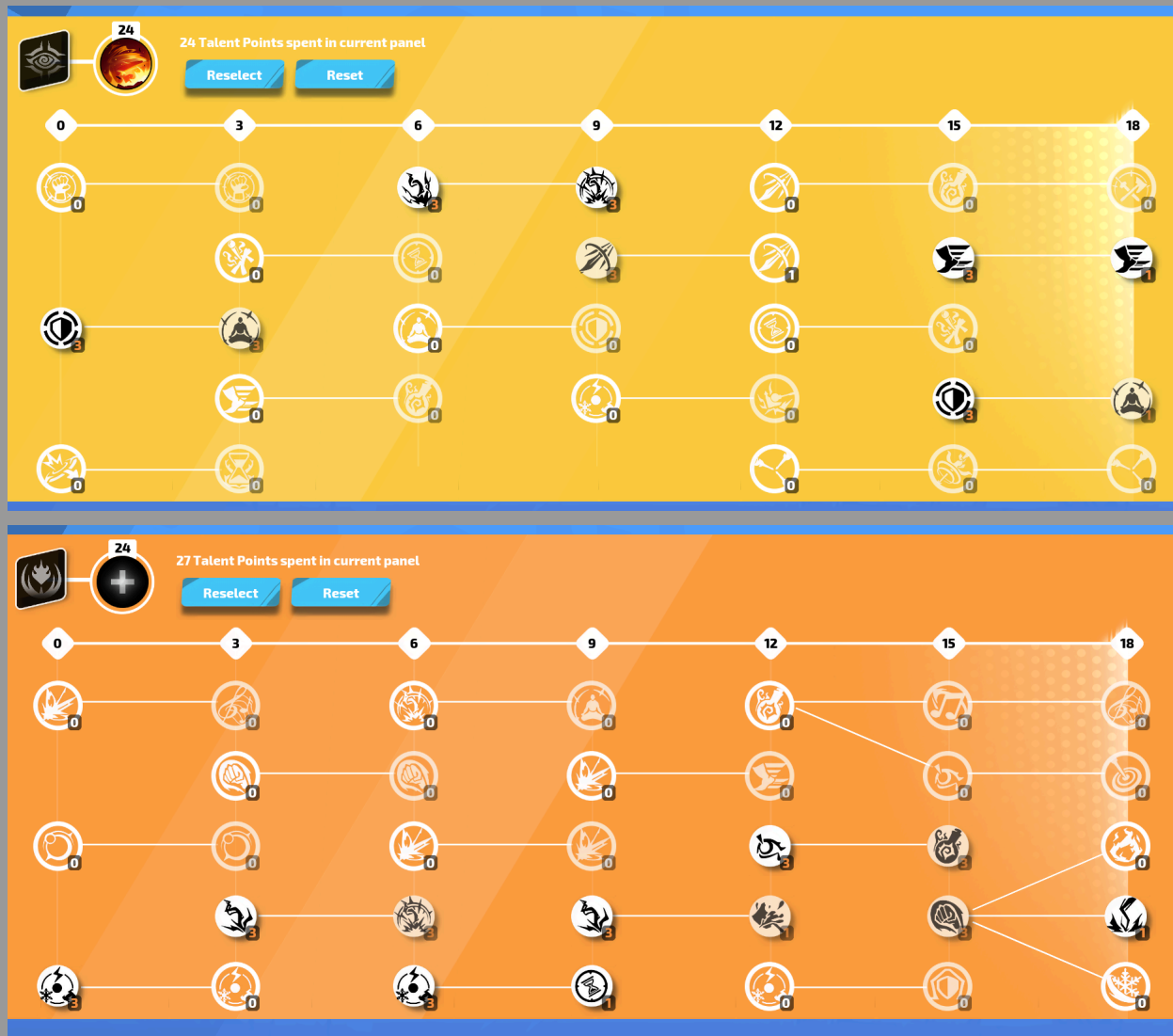
Goddess of Knowledge Core Talent 2 is Insight until Hot Ice Kismets. These are typically cheap so can take them one off if you want to freeze but make sure to change back to Insight.

Winter is best for long boss fights if using Hot Ice Kismets. 300 can take a while to ramp but it is 150 additional damage. Chilly outperforms Peculiar Vibe late game due to buff to Israfel's Laws.

If your Laws are not corrupted for Additional Cold they are likely pretty close in damage, check the dummy.

There is flexibility in the tree depending on gear and slates. Dont double things that dont stack. Like the recharge when reaching low energy shield.





Gear

Weapons

Bis: Headless Cleric Wand

Base affix: Max Focus Blessing Stacks +1

Dream affix: Max Focus Blessing Stacks +1

For Ultimate Crafts:

Additional Hit Damage for sills cast by Spell Burst is required on both wands

Then we want either DD on both wands

or +4 spell skill level on one and then pick either DD or Additional Spell for other
All of these combos are pretty equal around 10 levels on Ordruk.

Likely bis crafts prefixes are now int and spell damage and flat damage
Suffixes are -cast speed/additional dmg and additional hit with spell burst
Then crit rating on both wands.
Cast speed does nothing for us.

Sequence

BIS is Apocalypse and Snow Maiden

Basic sequences are Control Spell then Additional on Spell Burst

Budget Base:

Equipped M

Headless Cleric Wand - Priceless

Require Lv 86

Wand(One-Handed) Lv.100

⌚Energy 61

0 DPS

Adds 32 - 32 Lightning Damage to Spells

- Adds 1 - 32 Lightning Damage to Spells
- +7% Elemental and Erosion Resistance Penetration
- Max Focus Blessing Stacks +1
- -18% Minion Skill Area

- +92 Intelligence
- +2 Lightning Skill Level
- Adds 10 - 186 Lightning Damage to Spells
- +88% additional damage for skills cast by Spell Burst
- -15% additional Cast Speed
- +54% additional Spell Damage
- +132% Elemental Damage

At first, the thorns in the dream

Equipped S

Headless Cleric Wand - Priceless

Require Lv 86

Wand(One-Handed) Lv.100

⌚Energy 61

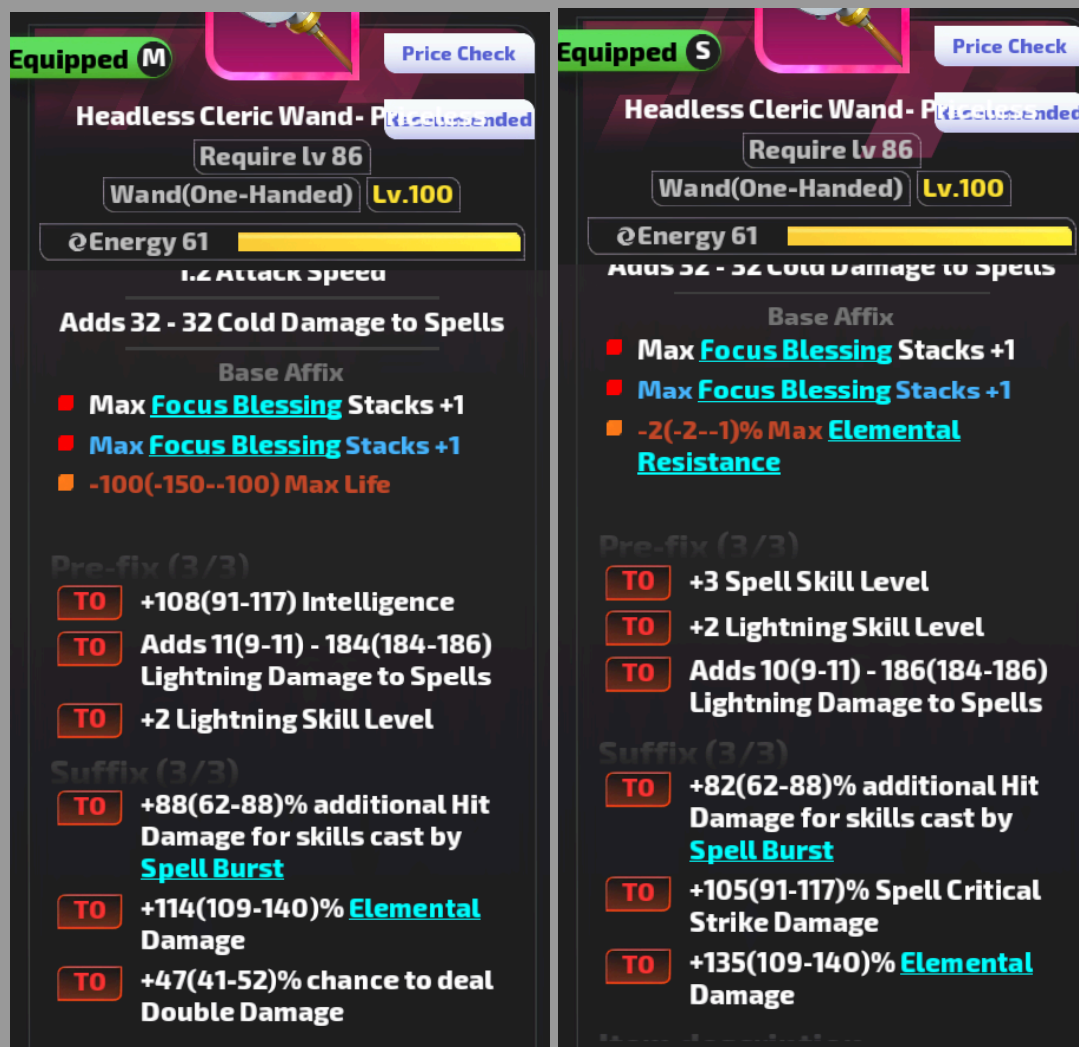
0 Physical DPS

Adds 32 - 32 Cold Damage to Spells

- +8% Cast Speed
- Max Focus Blessing Stacks +1
- -109 Max Life

- Adds 10 - 186 Lightning Damage to Spells
- +2 Lightning Skill Level
- +3 Spell Skill Level
- +88% additional Hit Damage for skills cast by Spell Burst
- +140% Elemental Damage
- +214% Critical Strike Rating

BIS base:



Helmet

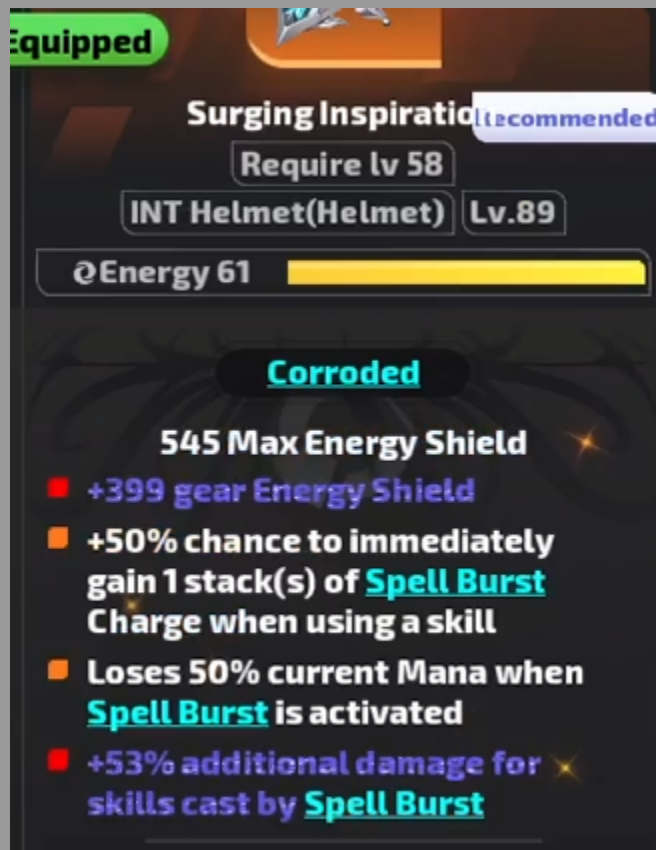
Bis: Surging Inspiration corruption below

We don't need the Spell stack chance to gain corruption as it states "using" and we only use our movement skill. The trait states: "The Spacetime Illusion's castings are considered your castings"; however, I did not notice a dps increase when using the corrupted version thus sold it. (note: it seems that this does proc however because we are getting so many 1 stack procs we cant really tell the difference between 1 and 2 stacks thus I wouldn't recommend the investment)

Loses mana useless corruption as our mana cost of skills is 0. Haven't tested with I'm out of Mana belt blend.

Season 9: I will need to retest the 2stacks helm since we lost Play Safe.

Budget/BIS:




Bodyarmor

Bis: Corrupted INT and Flat Cold Damage.

BIS

Budget

Equipped  [Price Check](#)

Israfel's Sorrow [Recommended](#)

Require lv 30

INT Chest Armor(Chest) Lv.85

⌚ Energy 122

Corroded

354 Max Energy Shield

Legendary affix

- T1** +214(170-238) gear Energy Shield
- T1** +128(120-144) Max Mana
- T0** +48% Intelligence
- T0** Adds 461(449-469) - 735(721-741) Cold Damage when having at least 600 Intelligence

Item description

I vow to create a new body for myself and awaken from my ignorance that has plagued me like a long dream.

Equipped  [Price Check](#)

Israfel's Sorrow [Recommended](#)

Require lv 30

INT Chest Armor(Chest) Lv.90

⌚ Energy 122

Corroded

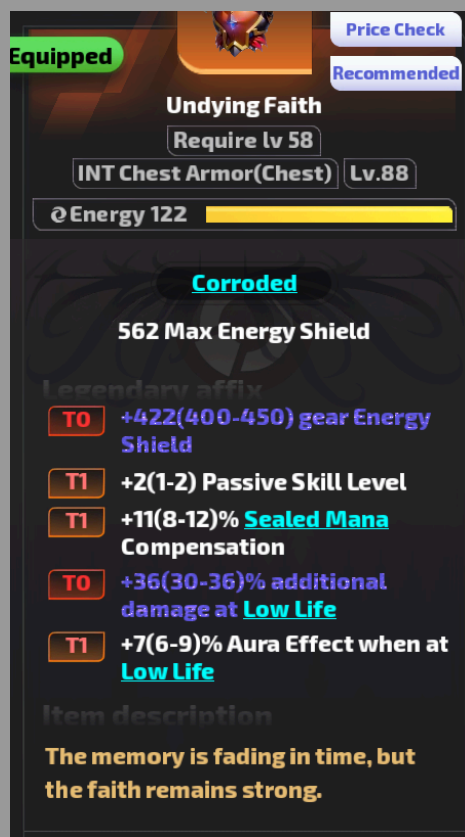
477 Max Energy Shield

- +** +337 gear Energy Shield
- +** +138 Max Mana
- +** +36% Intelligence
- +** Adds 464 - 739 Cold Damage when having at least 600 Intelligence

Item description

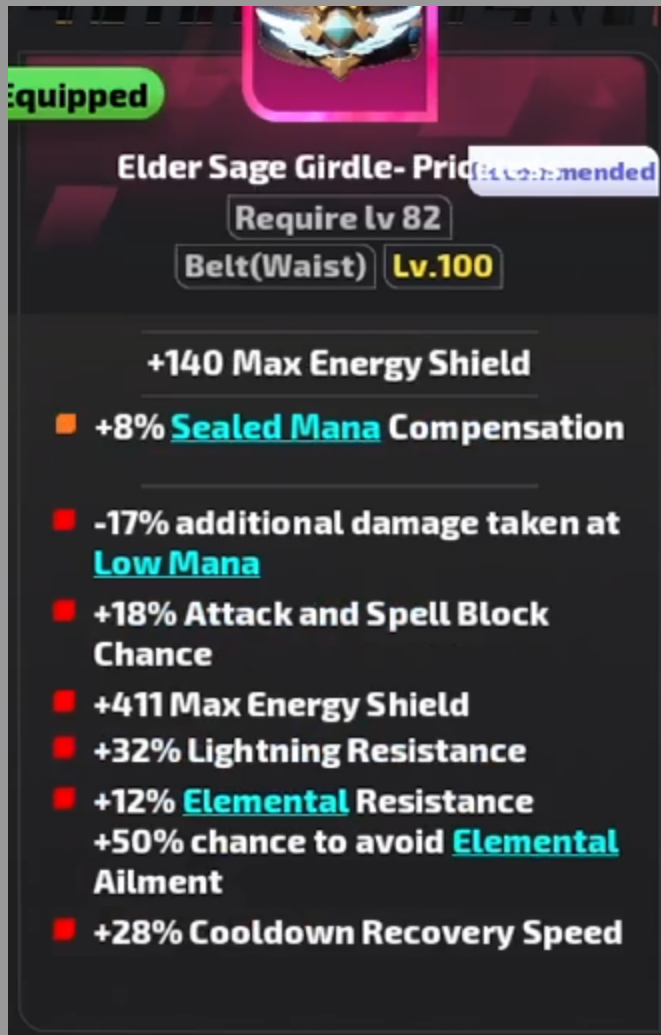
I vow to create a new body for myself and awaken from my ignorance that has plagued me like a long dream.

Even more budget: (SS9 Prices are insane so can sub this in and switch Lich to Prophet)



Belt

Base affix: Sealed Mana



Necklace

MOST CRITICAL ITEM TO THE BUILD:

Bis: Sacrificer's Necklace

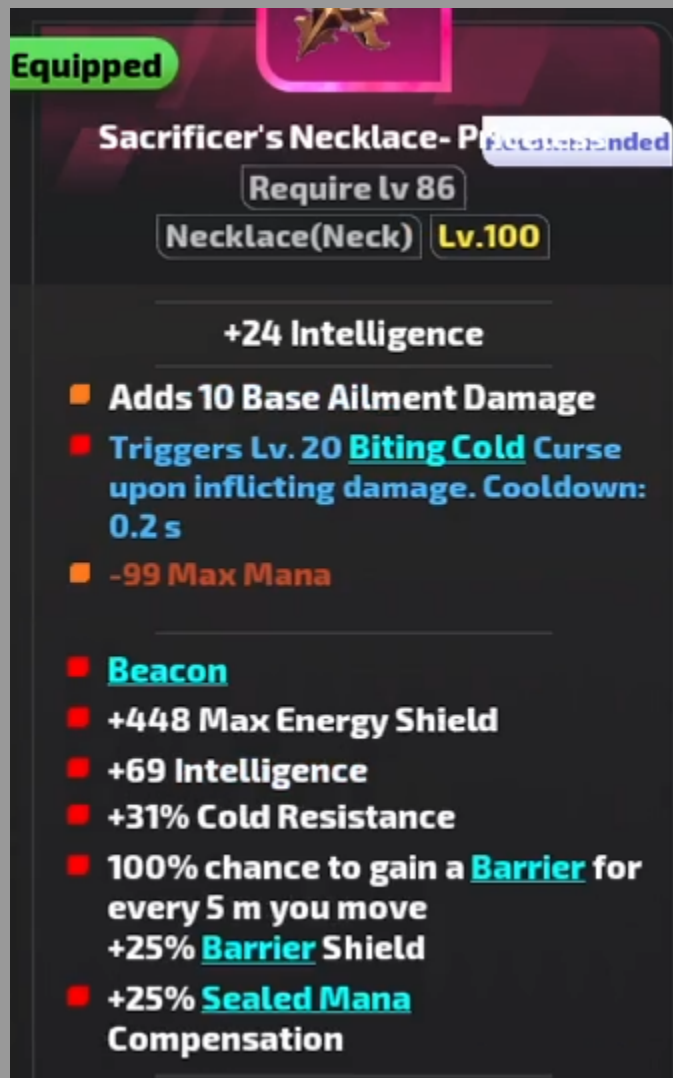
Base affix: Either Curse of Base Ailment

Dream affix: Either Curse or Base Ailment

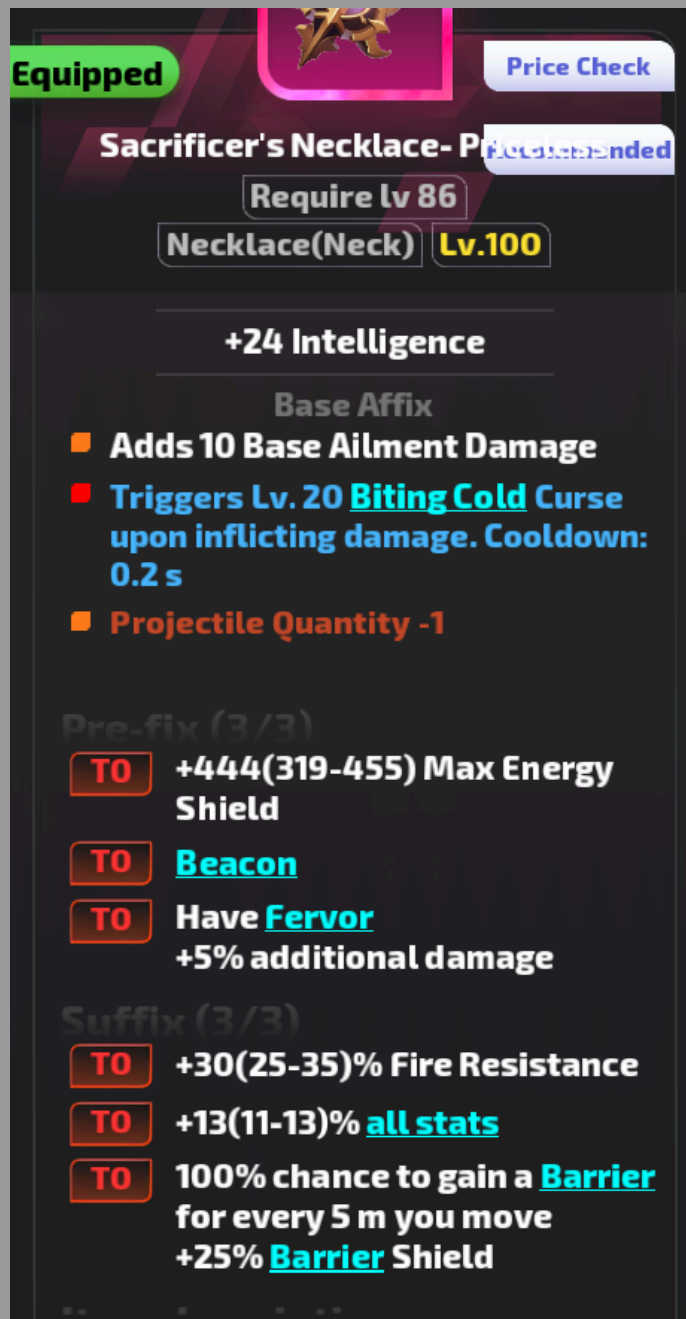
Note: Buy the cheaper of the two and dream affix the other

Budget: (crafted mana compensation) this will be a dps loss but wont need Precise Restrains

In season 9 i would drop a few nodes in the tree instead of doing this and grab mana comp nodes in Lich



BIS: (fervor)



Rings

Must Have Triggers Curse upon inflicting Damage.
Either from Dream or Base.

Craft single res on non curse ring / double res on curse base. This will help for Dealing with Deep Space section below.

Equipped Right



Price Check

Thunder Tempered Lightning Ring Recommended

Require Lv 82

Ring(Finger) Lv.100

+12% Lightning Resistance

Base Affix

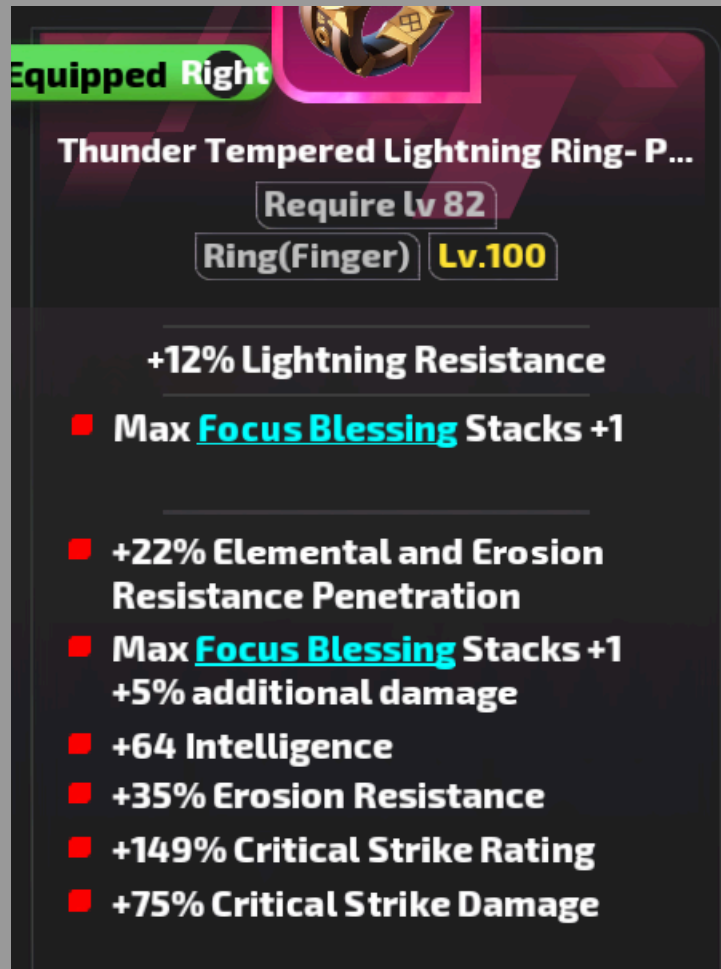
- Triggers Lv. 20 **Timid** Curse upon inflicting damage. Cooldown: 0.2 s

Pre-fix (3/3)

- TO** +23(21-26)% Elemental and Erosion Resistance Penetration
- TO** Max **Focus Blessing** Stacks +1 +5% additional damage
- TO** +76(61-78) Intelligence


Suffix (3/3)

- TO** +77(61-78)% Critical Strike Damage
- TO** +33(25-35)% Lightning Resistance
- TO** +35(25-35)% Cold Resistance



Dealing with DeepSpace and Profound (wilt/trauma/freeze/ignite):

Buy a bunch of cheap Heart of the Magic rings ~2-3 FE and corrupt for:

[Price Check](#)

Heart of Magic

Require lv 58

Ring(Finger) Lv.90

Corroded

+6% Lightning Resistance

Base Affix

■ Immune to [Trauma](#)
Immune to [Wilt](#)

Legendary affix

T1

+102(100-146) Max Energy Shield

T1


+22(15-25) Intelligence

T1

Gains 1 stack of [Focus Blessing](#) every 0.5 s. Loses [Focus Blessing](#) instead if you have not dealt any Critical Strikes recently

T1

+12(10-20)% additional Spell




403/999

[Price Check](#)

Aemberon Core

Corrosion Item

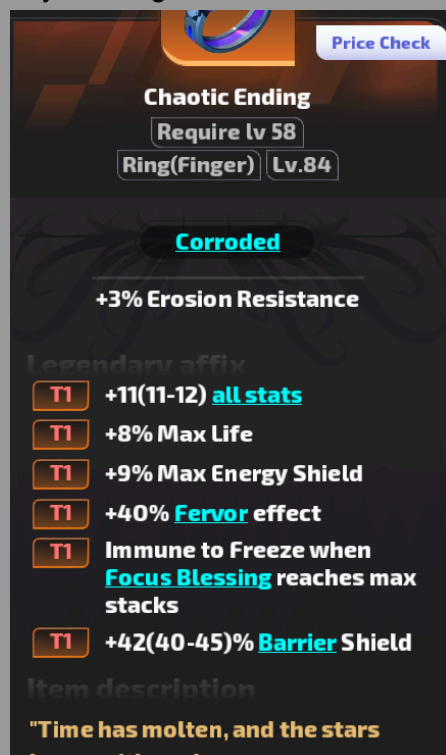
A material required for Legendary Gear Darkness Corrosion.



This is very cheap to do because Aemberon Core is basically free 2FE/999. Only need 7 per corruption. We don't care about double corrupt as we just want the single Base Affix corruption. We then replace our non-curse ring with this ring and roll off freeze and ignite. In DS you will over sustain Resonance so burn it freely. Buy 10-20 rings at a time and corrupt away. We don't care about any of the stats on the ring. This will also give focus generation but hopefully we have elsewhere for bosses as this is a massive dps loss compared to crated ring. I ran one weakness reduction effect (cheap), one numb reduction effect (cheap) and 2 slow reduction (150fe/ea) effect micros with this ring and DS was a joke. If you are suffering from lack of resistance you can add micro resist or run Survival XP protection pets/ they have movement speed + additional all resistance (solves both problems of being slow and lacking resistance).

If you get stuck with Freeze or Ignite then:

Buy this ring for 1FE and it is used like above.



For ignite swap in a slate with this mod on the non dupe side of Space Rift:



Gloves

Bis: Corrupted Cold Damage and Crit per stack.

Budget version: Corrupted Cold Damage.



Shoes

Base Affix: Movement Speed or CDR

Note: cdr maybe overkill so if you don't have movement speed pets can go with that.

Equipped



Price Check

Long Night Sorcerer's Boots Recommended

Require lv 82

INT Boots(Feet) Lv.100

Energy 61

881 Max Energy Shield

Base Affix

● +22(20-25)% Movement Speed

Pre-fix (3/3)

TO +81(61-86)% gear Energy Shield

TO +341(341-442) gear Energy Shield

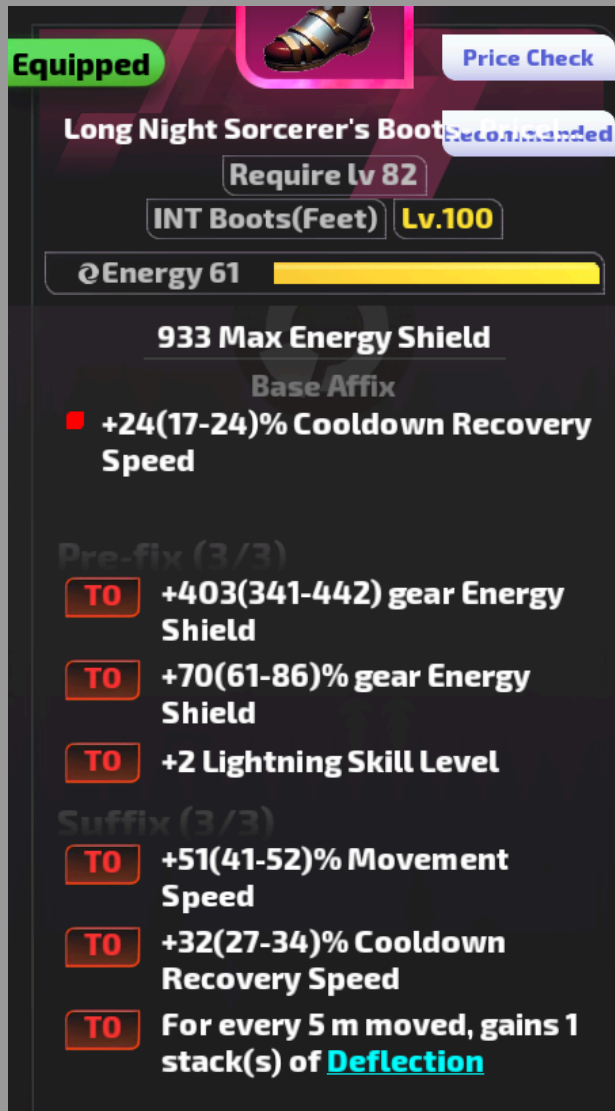
TO +2 Lightning Skill Level

Suffix (3/3)

TO For every 5 m moved, gains 1 stack(s) of [Deflection](#)

TO +52(41-52)% Movement Speed

TO +34(27-34)% Cooldown Recovery Speed



Where's my dps? Checklist

- 1.) Check that you have Grudge and +1 curse on your candles.
- 2.) Check that you have a minimum of 6 Jumps, 7 goes a long way early game but we hit so hard late game we can get by with 6
- 3.) Check that you have "10 base ailment on necklace". This is a massive dps increase and is required or Dirty Tricks is pointless.
- 4.) Check that you have 2 curses, one on a ring and one on a necklace. See step 1 of this checklist.
- 5.) Check that you have Focus Blessing Generation. (EG: Grace boots| MG: Heart of Magic Ring | LG: Chilly Core Talent | Candle mods | Pale Fox Kismet)

6.) Check Slates, remember those with (Max Divinity Effect: 1) can not be duplicated by other slates and you are limited to 1 each of those talents with that tag.

7.) Check Slates, good slates will sky rocket your damage look to double these: +1 skills, %12 additional max or Upon inflicting damage deal 15% for each ailment, these are all very close in power.

Divinity Slates

Pedigree List

Early Late Game:

Get any cheap pedigree with Dirty Tricks once you get “Adds 10 Base Ailment Damage” on Necklace with sweet dream enchant.

Blending Belt:

Blend +1 jump / max focus blessing or spell burst. Any of these 3 are fine for early game.

Late Game:

No pedigree. We want a Space Rift so we won't use a pedigree. Season 9 this is going to be difficult to craft the duplicating slate.

Testing with Minus One Dps Aura (didn't want to pay for Mana comp. affix for this testing) on final build:




-Note: Average of four 10 second periods

BIS:

Will be Dirty Tricks.

Warlock tree is pretty bad so we wont be speccing into it and after patch notes dropped winter moved to Goddess of Knowledge so will be an easy pick up.




Dirty Tricks: Guaranteed to inflict all types of Ailments on hit.
Upon inflicting damage, +6% additional damage for every type of Ailment the enemy has (multiplies)

 0/1
 0/5
 0/2

Budget Options:




15099 B/dps:

+1 Max **Spell Burst**

 132/1
 49/3
 3/4




15039 B/dps:

Transition: When casting a skill, 50% chance for the skill +16% additional damage
When casting a skill, 25% chance for the skill +32% additional damage
When casting a skill, 10% chance for the skill +80% additional damage

 3/1
 12/1
 3/6




14485 B/dps (chilly was spec'd instead of winter):

Winter: For every 2 Frostbite Rating an enemy has, deals +1% additional damage to the enemy

 49/3
 3/1
 3/5

14344 B/dps:

Queer Angle: You and Minions deal Lucky Damage against Numbed enemies

 3/1
 12/1
 0/1

13050 B/dps:

Keep It Up: When triggering a Critical Strike, gains the following buff for the next 4s: +8% additional damage and -25% Critical Strike Rating on Critical Strike.
Interval: 0.5s



Slates:



Slate Mods List

Crafting slates in SS9 is stupid hard due to how they split the trees and requires a lot of luck.

Get +1 lightning and upon inflicting damage pen 3% slate for the duplication side.

We will go goddess of knowledge until +1 spell and then use to magisters since everything is good in that tree. Hope to hit things that can duplicate

For non-duplicating slate grab dual focus blessing and slam magister until spell burst and then finish out with magister. I did 3 at a time hoping that one hits and if not reset.

I don't have examples of bis slates because i never hit them.

BIS(left):

Budget(right):

Goddess of Knowledge's Divinity
Divinity Slate Lv.90

Divinity Slot

Fixed Talent Nodes

- +8% chance to gain **Tenacity Blessing** and **Agility Blessing** when receiving **Focus Blessing**
- +1 Lightning Skill Level

Brand Talent Node

- Upon inflicting damage, penetrates 4% of Elemental Resistance for each type of **Elemental Ailment** the enemy has
Minion Damage penetrates 10% Elemental Resistance
- +1 Spell Skill Level
- +100% chance to gain 1 stacks of **Focus Blessing** upon inflicting Freeze
+8% additional damage against **Frostbitten** enemies

Goddess of Knowledge's Divinity
Divinity Slate Lv.89

Divinity Slot

Fixed Talent Nodes

- +1 Lightning Skill Level
- +100% chance to gain 1 stacks of **Focus Blessing** upon inflicting Freeze
+8% additional damage against **Frostbitten** enemies

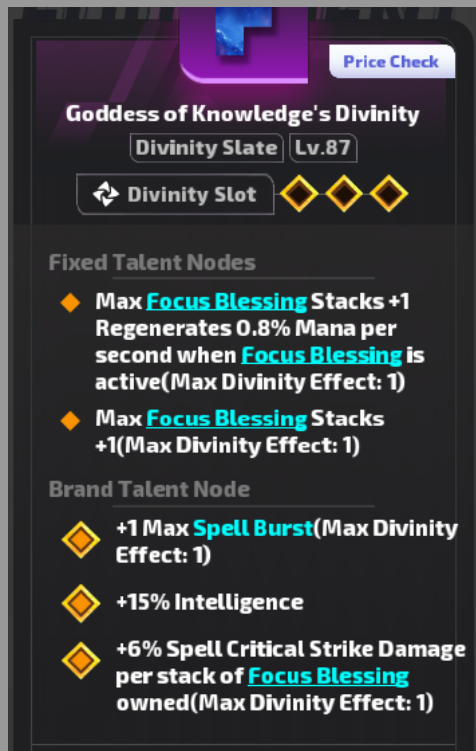
Brand Talent Node

- +8% chance to gain **Tenacity Blessing** and **Agility Blessing** when receiving **Focus Blessing**
- +1 Spell Skill Level
- Max **Focus Blessing** Stacks +1(Max Divinity Effect: 1)

For our second non-replicated slate we want to try and hit all of the MDE1 tagged skills since they won't be replicated anyways. We already got the Elementalist talents in the replicated slate

so next we need to find the tree with the least talents and that is Arcanist. There is only one talent here and it is Max Focus Blessing Stacks +1, Regenerates 0.8% Mana per second when FB is active. There is only one option left in Goddess of Knowledge if you didn't craft a budget slate for replication (Max Focus Blessing Stacks +1). These two would make a great option and then slam x3 Magister Divinity Pact - All of them are good but you really want Max Spell burst to be one of the 3 or you will need to reset. If crafting budget options pick Spell burst and Max Focus Blessing with Mana then slam 3 Magister Divinity Pacts.

BIS(left)



Offensive List:

S tier: affix list

+1 Max Spell Burst

10% additional damage when having both Sealed mana and life

Max Focus Blessing Stacks +1, mana regen

5% spell critical strike Damage per stack of Focus Blessing

Upon inflicting damage, +15% damage for every type of ailment the enemy has

+12% Intelligence

Max Focus Blessing Stack +1

12% additional Max Damage

Upon inflicting damage, penetrate +3% resistance for every type of ailment the enemy has

+Jumps

A tier: affix list

8 Armor DMG Mitigation Penetration

10% additional damage for 4s after using Mobility Skills

8 additional damage against cursed enemies

+1 Spell Skill Level

+1 lightning skill level

100% chance to gain 1 stack of Focus Blessing upon inflicting Freeze, +8% additional damage against frostbitten enemies

+8% cooldown Recovery Speed, +1 Max Charges (S tier if you drop lich tree for prophet)

B tier: affix list

+10% additional damage when Energy Shield is charging

For each skill used recently, +2% skill cost +8% additional spell damage

Defensive List:

S tier: affix list

Gains Blur on Wilt

2 Max ES per 5 Int

-8% additional ES regain Interval, +8% es regain

A tier: affix list

8% of damage taken is transferred to a random Minion Spirit Magi -80% additional damage taken

8% chance to gain Tenacity Blessing and Agility Blessing when receiving Focus Blessing

Immediately start ES charge upon entering low energy shield status (note: if you have this on your slate you don't need it in the talent tree as it doesn't stack)

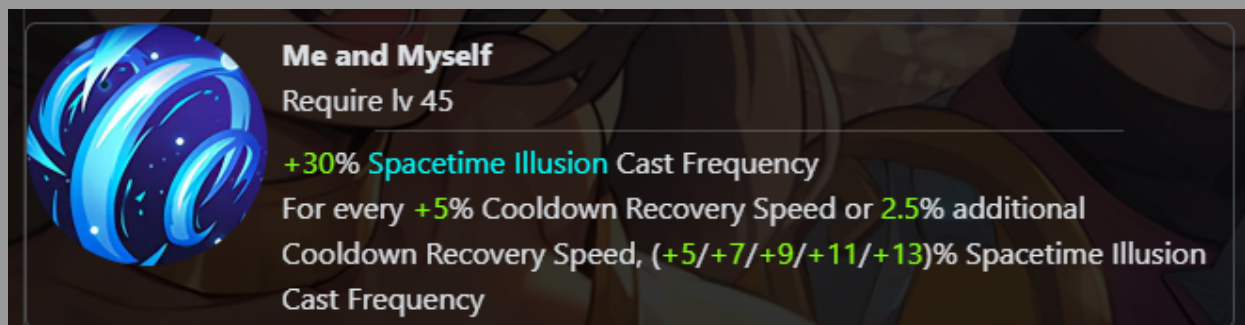
B tier: affix list

+12% Spell block chance

Hero Traits/memories

Traits:

Season 8 we suffer a nerf to "I'm an Illusion" we will only have +3% instead of +11% additional damage with Level 3 Traits. We also lose 30% movement speed. We do gain 3% damage per charge (so 39% to 45% additional damage) on the gloves so my hope is that this is a wash. I ran level two traits which was only +8% additional damage and did perfectly fine. Movement speed can be countered in maps by swapping in some 15% MS on Wilt and doubling it. Then grab a winter belt blend and we are chilling.





Eeeendless Mana

Require Lv 60

Seals 35% Max Mana. Spacetime Illusion no longer has Cast Frequency limitations

(+1/1.15/1.3/1.45/1.6)% additional Spacetime Illusion Damage for every +4% Spacetime Illusion Cast Frequency



I'm an Illusion

Require Lv 75

Unable to cast the Main Skill

+1 Spacetime Illusion upper limit

(-5/-1/+3/+7/+11)% additional Spacetime Illusion Damage

-30% Movement Speed

On your Hero Memories, look for the following stats:

Note: You need to cap block with Memories. You can mix in a few other things like %Max ES or +80 Crit Rating as fixed affixes; however, you will need to do the math to make sure you will cap both spell and attack block with the Medium Dual Kismet that gives block ratio at the cost of -30 attack block while dual wielding (see Kismet section). We will roll for Attack and Spell Block as our affixes in almost all slots. Get Crit Rating, Max ES, or % Crit Damage to Lightning Skills/Spells, if you cap. If you are only a little short (6-8%), you can use a micro block/spell block kismet rather than overcapping. Then roll ES here as we are mostly using ES micros that are 5-6%. This all comes down to what rolls you get. For season 8 SS20 - if you have Knight of the Pale blue level 1 can use that pet as Defensive pet and just cap spell block.

Memory of Origin

Base: Intelligence

Fixed: Attack Block & Spell Block or 1 of those with Crit Damage

ie:

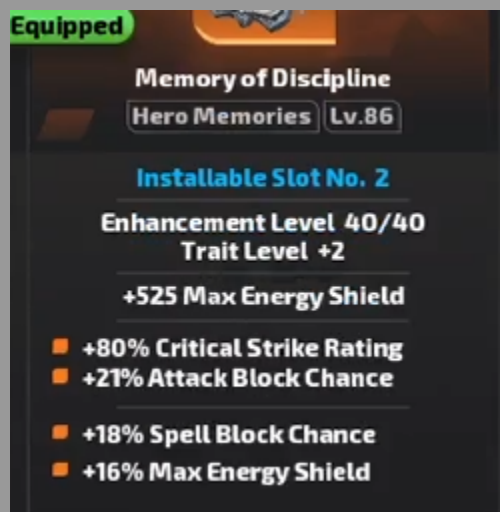


Memory of Discipline

Base: Energy Shield

Fixed: Attack Block & Spell Block or 1 of those with %ES

ie:



Memory of Progress

Base: Movement Speed

Fixed: Attack Block & Spell Block or 1 of those with Crit Rating

ie:



Kismets & Fates

S tier: affix list

Medium: Dual Kismet Iron Wall

Medium: Dual Kismet Hot Ice (can't freeze)

Medium: Dual Kismet Thunder Branch or Fire Plume (equip other)

Micro: %ES | Reduce Slow | Reduce Weaken effect / Numb effect (for deepspace)

A tier: affix list

Medium: Dual Kismet Twin Cities (if lacking survivability, could use over Hot Ice)

Medium: Star Trail (if lacking ES, could use this over Hot Ice)

Micro: Attack or spell block if not capped

Micro: Any resistance you are lacking

B tier: affix list

Micro: Any Damage ones.

Pact spirits

Key: **Legendary** **Epic** **blue**

Note: These are rated as level 1 pets so some of the B tier blue will outperform A tier purple if blue's are level 6 and purples are level 1 or 2. Just read how much additional damage they are giving and do math or hit the dummy.

After my damage was good enough I switched to all movement speed pets for map clear. **Perserver**/**Explorer Otter Quicksand**/**Traveling Lizard - Flower**. These will also protect your xp so you can level to 100. There are a ton of movement speed options just go with what you have. The dps pets are really needed not even in Deep Space once you get decent gear/slates/candles.

Most optimal lineup

S8:

Knight of the Pale Blue over **Spirit Bless** for Season 8 SS20 due to high physical damage.

Spirit Bless (+% additional Max ES), **The Bone Worms Daughter** (Crit Damage per Ailment), **Dreamweaver** (Elemental Pen + Additional Elemental Damage)

S tier: Pact spirit List

Spirit Bless, The Bone Worms Daughter, Dreamweaver, Ice Puppet, Bitter Thunder

A tier: Pact spirit List

Cloud Gatherer Violet, Hell Cavalry-Glow, Starcatcher, Persevere (for movement speed)

B tier: Pact spirit List

Idling Weasel- Sprouts, Lului -Amethyst, Winter Darer- Shallow Sea,

My Season 7 SS21 Kill Setup:



Candles

S tier: affix list - Grudge, +1 Curse, +1 Jump, +1 jump to chain skills, Critical Strike Dmg Inc. (T0), Blessing on Trigger

A tier: affix list - Aura effect, Movement speed, elemental resistance, Sealed Mana Compensation

B tier: affix list - cooldown reduction, %lightning or %cold damage