

How does Poison Impending Doom build work?

You link impending doom to a curse you have to selfcast.
If that curse "expires" it will deal damage - practically removing it.
You can force that curse to "expire" by overwriting it with more curses,

This is where the Vixen comes in.
The Vixen procs all curses socketed in it, whenever you use a curse skill.
This will then immediately overwrite your Impending doom curse.

With the vixen equipped and whispers of doom allocated on the skill tree you'll have a maximum curse limit of 3 curses.

So you have to socket 3 curses in your vixen, to be able to overwrite your Impending doom curse

Two interactions you need to be aware of:

1) Spell cascade should be both in your main Link as well as linked to your curses in your Vixens

It will make it so your impending doom will trigger immediately on one cast, as well as give you one additional impending doom explosion (overlap) single target

2) Only 3 curses actually effect the boss, since poison dmg doesn't snapshot.
-> you'll want Tempchains and Despair and can decide between enfeeble (defense) and Punishment (offense)

Here is where it gets tricky:

Since the Impending Doom curse has Cast time the vixen curses apply first.

Due to some weird interaction, the curses remaining on the target, will be the Impending doom curse as well as 2 curses from the vixen.

-> **conclusion:** Make sure to put the "filler curse" as the very first socket in the Vixen. This is the one that won't apply.

Overlapping with Spell cascade:

Normal Spell Cascade linked as mentioned above in both your Helmet as well as your gloves, will overlap one additional time if you place your cursor properly

The best placement for your curses is slightly behind the boss usually.

You can very clearly hear her if Impending doom hits multiple times, cause you will hear two explosions.

If you use Awakened spell cascade it will overlap one additional time, for a total of 3 explosions.

-> Socketing one awakened spell cascade in gloves might already be enough to get 3 overlaps (check out the video guide for more details)

But Paak i play ignite Imending Doom????

Ignore this FaQ and enjoy life. Nothing here matters for you.

Why Elementalist for Poison and not occultist?

Elementalist offers more defense thanks to Shaper of Flames as well as bastion of elements.

Through Golems we get the same amount of Dmg and additional cast speed on top.

The main problems to solve on Elementalist are Wither uptime + Explosions.

Wither uptime:

Use withering Step + Sin's Rebirth for mapping. Sin's Rebirth is a flask that gives you Unholy Might, which grants Wither on hit.

Later on you can get a Dorianys Vanity that can transform notables into Chaos dmg + Wither on hit to solve this for bossing.

Explosions:

Here you have 4 Options

Low Budget:

1) Use Binos Kitchen Knife for Prolif or Obliteration. I personally prefer Prolif over Explotions.

-> Downside: losing the weapon slot is a lot of dmg lost. Worth it though imo since dmg is quite high

2) Foulborn Berek's respite: The foulborn version grants fire explosions

-> downside: sacrificing a ring slot for yet another no life unique

High Budget

1) Foulborn Witchbane: Basically occultist explosions in form of Jewel with less chance. Op but expensive

2) Berek's Respite with dual explosions: Op chaining explosion with both shock and ignite explosions:

+1 Chaos on gear:

+1 chaos on amulet and wand, does not work, since impending doom is not an active Skill but rather a Support Gem.

Same goes for Woke Added chaos / Void Manip

What will work though is +2 aoe corruptions on Body Armour as well as Skin of the lords / loyal or Bows (and other socketed gems stuff)

Amulet Anoint

For Mapping you could go with Skittering Runes, it gives you 50% addition AOE for your Curses, which makes it feel even better, both in terms of Clear and easier Overlaps. For Single Target your best anoint will be Corruption

Is Apep's Rage a Good Weapon?

Not really a good weapon anymore since we get a lot less poison duration these days.

In General i would go with a Well crafted Wand or Dagger though, since it provides more generic power that, and works better with longer encounters / bossfights.

And of course the above mentioned Binos Kitchen knife for mapping

The importance and usage of CDR:

Cooldown recovery is a very important stat.

It affects both your Vixen cooldown as well as the cooldown of your Impending Doom blasts which is set at 1.5 base cooldown.

That means that without cooldown recovery you can have a maximum amount of $1/0,15 = 6.7$ Hits per seconds.

That means by gearing for CDR you will be able to increase the amount of hits per second you can do.

Assuming you have 50 CDR you would end up with $1/0,1 = 10$ hits per second which is a massive Damage increase.

It is still important to balance your cast speed, so you can make the most use of your hits per second.

Assuming we are using non awakened spell cascade , we get 2 overlaps.

That means with 50% CDR you will have to have 5 casts per second to be able to deal max damage.

there is a google document which shows the perfect cast speed / CDR relations: credits to silenth

https://docs.google.com/spreadsheets/d/1J-yVLmDhKqKNE8QecsPnZgNR2TDGDm41f-1tdC_BxQA/edit#gid=1230763965

Discussion about Breakpoints:

There has been a lot of talk about breakpoints of CDR and their existence.

My current understanding is that there are no breakpoints. So every bit of CDR matters and is worth investing in.

The Important part is still balancing your cast speed, getting enough to actually be able to use all impending Doom charges but not getting too much to brick your Vixen curse removal interaction.

This is where the above listed google doc comes in.

The importance and usage of AoE

You will want to aim for your Curses to eventually have a Radius of 4.8 Meters. This apparently is the target range for your Curses to get 3 Overlaps once you use awakened spell cascade.

Even before while using only normal cascade, getting to 4.8 m Radius is recommendable since it makes overlapping a lot easier.

-> is awakened spell cascade worth it?

Yes, very much so,

Awakened Spell cascade will give you a reliable 3 overlaps instead of 2.

- using it not only increases your clear coverage it also increases the speed in which you apply poison and makes you more mobile in Boss fights, while being able to deal your maximum amount of dps

As a result, you will also have to invest less into cast speed.

Do i need CDR for my build to deal damage?

CDR 50+ is mostly for min maxing the character, you will have to get a a ot of cast speed to make use of it.

That being said, getting some easy cdr, for example on your Belt or the unique Jewel "Balance of Terror" or Boot implicit is heavily recommended and will boost damage significantly

Your character will have enough Damage to deal with most content in the Game without / or with just a bit of CDR

Sustain

This character doesn't really have any Sustain besides a huge amount of life% on kill.

If you want to get life recovery for bosses, I recommend replacing deadly ailments Crueltys and getting a source of chaos leech. It could be either on a Ring or an Amulet, or glorious vanity

Why does my Shit not work, Paak?

either you:

don't have enough Mana, triggering 3 curses will cost a butload of mana, so make sure you have EB and

"Regenerate 150 energy per second while rare or unique monster nearby" Belt modifier as well as

"Soul thief" (Notable on tree - Energy shield on kill)

or you lack cast speed, try linking faster casting to your impending doom setup, until you get enough.

accidentally you specced additional curse from the Occultist ascendancy, and have 4 curse limit instead of 3

You have a cinderswallow flask equipped, with an additional curse, increasing your curse limit to 4 and bricking the vixen interaction

Pantheon Choices

Because of the fact that we are using Vile Bastion, we get Stun immunity. This opens up our choice of the Major pantheon and we don't have to use Soul of the Brine King.

I personally really like **Soul of Solaris**, since it provides you with a lot of Damage reduction and near Crit immunity in maps if you fully upgrade it.

By Not taking Brine King though, you gotta make sure to have a source of freeze Immunity.

Small Pantheon i exclusively map with **Soul of Ralakesh** because Bleeds are evil, and for Bosses I use **Soul of Ryslatha**

What about Hexproof monsters?

Impending doom still works, damage will be dealt. You will lose all the effect of your curses though, meaning no increased dmg from despair, duration from temp chains, and defensive benefits from enfeeble etc...

They are appearing infrequent enough, that it never bothered me.

League mechanic viability?

Its great, breach go bla

How do i level the build?

Video explanation here: <https://www.youtube.com/watch?v=84wWApromg>

twink poison leveling -> check loadouts: <https://pobb.in/cIXKUlg2HWk4>

twink ignite leveling -> check loadouts: <https://pobb.in/kJJo-Vz8sedO>

How can I farm the Vixen in ssf?

Short answer you can't. It's a random unique glove drop that cannot be target farmed. There are specific methods to increase your odds though:

- 1) Good old chance scour on embroidered gloves (kek)
- 2) Running Unique drop heave league mechanics (Ritual / Heist ... /)
- 3) Farming expedition and gamble Gwennen on freshly level 35-36~ character for embroidered gloves
- 4) Farm divination card "Mitts" for unique gloves (there are only around 70 gloves, easy kap) (handing them in at lvl 36 ideally)
- 5) Ancient orbing gloves (ideally on a 36~ item lvl unique gloves)

How can I farm the Foulborn Doedre's Scorn in ssf?

Use The tree to make foulborn uniques focusing on helmets and foulborn chance