

Reference POBs

My crit scion: <https://pastebin.com/pE1tirMK> (includes bossing/clear chest for reference)

My EO scion: <https://pastebin.com/jpfSYwBs> (I used the “all-rounder chest”)

Refer to all pieces to see how it looks like in the end

Note: I use replica reckless defences to stack block, they’re optional but I liked them

EO pathfinder: <https://pastebin.com/fMvK5sz7>

Note: Guildmates take on EO version of pathfinder

WARNING: Wise oak balancing is DIFFERENT with this version because we do not grab the fire resistance above sentinel. (I will update the guide at some point today to account for this. The guide is primarily focused around ascendant).

Crit pathfinder: <https://pastebin.com/WV70qL5b>

Contact me

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Changelog (i will eventually make a guide on forums just lazy AF rn)

2-28-2021 - Added skills/links, how to. Updated my own POB to show my clear chest + bossing chest

To-do

How to perma sustain flasks (breakpoints)

Skills/links and How To

My skill setup:



Important Notes

1. IC should ideally be on left click, in a four link (increased duration, anomalous IC, second wind, arcane surge). Once it gets to high mana costs, running around and spacing out BV casts will ensure you always have IC active if it's off cooldown. It acts as an "indigon extender" since the mana cost gets very high at high indigon stacks.
2. Divergent berserk + enhance (second wind not necessary)
3. Anomalous sigil of power (bossing only), I found anomalous second wind useful for bossing (on the EO version especially), you can facetank almost any encounters once you have sigil + fortify + IC + berserk. Anomalous sigil to reduce setup time to 2s before you get 20% less damage bonus (when linked to enhance)
4. General's cry is super important, each fortify lasts 30s, so you just need to pay attention to desecrate timing to get it off, you can even pre-cast it on bosses to "pre-cast" fortify, since the general's cry dudes can't miss and autotarget. You can even use them in invitations to identify where bosses spawn since they rush the boss the moment they become targettable
5. Assassin's mark on crit must be SELF-CAST (unless you go coh ring). Kinda annoying, but inevitable
6. Make sure to ramp indigon before bossing, alot of your damage comes from high mana cost. Ramp until BV costs around half your mana pool, then your damage shoots through the roof. Ensure you hold down immortal call while casting BV, it helps mitigate a ton of phys dot damage. You can also stutter step to abuse ralakesh in between BV casts at high mana cost, since you take reduced phys damage while moving
7. Unleash replaces energy leech for mapping (ofc, huge qol for berserking and running into packs)

HOW TO CALCULATE INDIGON STACKS (per request)

1. If you want to be as accurate as possible, have both blade vortex and immortal call (if testing fervent) in hideout on one of your keyboard buttons (not left or right click), or an additional mouse button if you want
2. Go to your character sheet and mouse over the BV skill, looking at the mana cost:



3. Hold down both BV and immortal call together, and watch this number peak, while also having both basalt and your mana flask active. Average this (it jumps alot):



4. Take this mana cost, divide by the original cost to give you X. Take your indigon mana cost % (50-60), and divide by 100. Call this Y. Plug into the following formula:
Indigon stacks = (X-1)/(Y) (example: $(3514/71 - 1) = 48.4$ -> Indigon 50% increased cost -> $Y = 0.5$ -> $48.4/0.5 = 97$ indigon stacks)
Mana spent recently in POB = # indigon stacks * 200 (mana spent recently) (in this example, $97 * 200 = 19400$ mana spent recently (super high end))

How to maximize mana flask recovery (a.k.a “regen”)

Butsicles, how TF do I maximize the amount of mana I get from flask (per second)?

To abuse mana flask recovery stacking mechanics, you want to stack as many *multiplicative* sources of mana flask recovery possible, and get each individual number as high as possible. Here are the following *multiplicative* sources of regen you can get (and in parentheses, how much you should aim for to get similar numbers to me, and where they come from)

1. Mana recovery from flasks (~250-300)
 - From liquid inspiration, distilled perfection, essence extraction wheel, arcane chemistry wheel, arcane will, aqueous accelerant wheel, alt qual clarity (if not running supreme ego)
2. Mana recovery rate (20-40)
 - Aqueous accelerant, redeemer belt mod, redeemer chest (bossing), clarity watcher's eye (if not running supreme ego)
3. Flask Recovery rate (20)
 - Herbalism (you MUST grab this, it's super good)
4. Flask Mana Recovery Rate (20-30)
 - Belt essence, it's the ONLY source of this mod in your gear. That's why I stress we have to get this through essence (t0 mod, the difference is up to 6% when divined perfectly)
5. Flask Effect (60-70)
 - Primal spirit (grab all three points), profane chemistry, arcane chemistry, aqueous accelerant, pathfinder stuff (if you're a pathfinder)

Remember: Indigon stacks a.k.a DAMAGE is directly correlated to your mana recovery rate (and mitigation). Stack this number as high as possible

UNIQUES

Gloves (10c)

Hand of the fervent, +1 gems if you can

Helmet (1-40ex, 40ex if enchanted with bv duration)

Indigon, prioritize reduced mana cost AND high spell damage (want both). The mana cost I would argue is MORE important than spell damage. I won't get into the calculations here, but differences of ~4-5% in the increased spell mana cost will LOWER your BV cost at an equivalent amount of stacks by a 300-400, which is HUGE. At higher indigon stacks you might not even be able to cast your skill due to the cost exceeding your mana pool, which the mana cost roll is instrumental in determining.

Enchant: If you don't get the BV duration enchant, I would always use unleash (even on single target). OR **you can grab exceptional performance** (3 points), sacrifice a few points elsewhere (not the worst outcome)

Ring (1c)

Essence worm

Jewels

Unnatural instinct - 7ex

Watcher's Eye (hatred or zealotry, depending on your spec)

-*Non-crit* -> enemies on conc. Ground take more damage (30c or less)

-*Crit* -> Either **crit chance + pen** or **enemies on conc. take more + pen**

Crit watcher's depends on weapon r/a crit outcome (5-7ex anyways)

Replica reckless defence (only if non-crit) -5c to 1ex (if perfect)

Vigil (CB not necessary) - 5c-3ex

Rare jewels listed in guide below

Flasks (cheap)

Alchemist's quicksilver of adrenaline (20c-1ex depending on rolls) for mapping

Enduring divine mana flask of warding (20c, you can annul cheap enduring flasks for 50/50 enduring keep, then do beastcraft warding to save a tiny bit of money).

Enduring divine mana flask of the order for bossing (crit only)

Perpetual Basalt flask of Adrenaline (20c ish, but they're kinda hard to find on market).
Experimenter's/Chemist's work here also, but perpetual is ideal.

If perpetual basalt, try to get flask to 26 quality (with my setup, you hit the breakpoint of 12.2 second flask uptime, versus 11.8 otherwise). You can 100% perma sustain the basalt if it's duration is past 12 seconds with perpetual

Sceptres (15-25ex each)

STEP 1 (4ex)

- Buy redeemer sambar sceptre (ilvl 80 min., no higher if possible), crusader weapon with zealotry effect T1 (34-40)
- Alt spam redeemer sceptre for phys as extra cold T1 (250 alts, or 117 chaos)
- OR jagged fossil (credit to ThoughShes18 for fossil idea) - 24 on avg
- Awakener orb crusader item onto redeemer sceptre
- If there are non-removables, can try non-x to x or annul to try to save (watch out for prices though, awakener orbs are somewhat cheap enough you can buy them again in worst case)

Step 2 (if all removable) (2-3 ex removables)

IF YOU BRICK IT

- you can alt spam for zealotry effect by itself (imprint annul for it), then use harvest craft: "Upgrade a magic item with up to 2/3 rare modifiers". Prep it such that there is one blocking removable suffix in addition to zealotry effect, and no prefixes

IF YOU DIDN'T BRICK IT

- Strip prefixes except T1 phys as cold, and have one harvest removable suffix for two suffixes total (zealotry + removable suffix). If you only have zealotry, craft crit and r/a crit for a crit blocking suffix

Step 3 (7ex)

- Craft cannot roll attacks as third suffix, phys aug two times (if you've saved phys as cold), or three times if no prefixes at all
- You'll hit phys as light, phys as cold, +1 phys spell skill gems
- Remove cold/light and aug phys until all t1 or satisfied (phys as extra, that is)
- Divine prefixes perfect (not mandatory if low budget)

BUDGET OPTION: Stop here and go to Step 5, work on the conversion mods later

Step 4 (6ex)

- Remove blocking suffix from Step 2, aug phys (1/3 success on either t1 conversion on first sceptre, 1/6 success on second sceptre)
- If failed, craft prefixes cannot be changed, remove/add phys until you hit t1 of either cold or lightning on the first sceptre, and then the opposing conversion on the opposite sceptre (harder, because your success chance is halved)

Step 5

- Craft double damage or double damage while focussed or trigger (one needs trigger)

CRIT VERSION (6ex)

Step 6

- Craft crit, r/a crit for t1 crit multi OR t1 spellcrit (you can change your watcher's eye to pen + crit chance if you hit multi, or nearby enemies take & pen if you hit spell crit)

Ring

Non-Crit (10-15ex non-budget, 8ex budget)

Step 1 (3ex)

- Fracture 1/5 essence of hysteria on vermillion ring ilvl 85+ till essenced "physical as extra fire damage" (**not necessary if on budget**). You can add a crafted mod on the ring if the hysteria rolls 4 mods to hit the 5 minimum for fracturing

Step 2 (1-4ex depending on life tier)

- Deafening/shrieking essence of misery spam until you hit t3+ life

Step 3 (2-3ex)

- If there are removables, try removing (you have one useless suffix slot so if you hit some random-ass suffix you can keep it) (e.g.dex)
- Fill prefixes by blocking with crafted mod or removable harvest mod (aug attack or smth cheap)
- Remove targetable suffix with harvest such that there is *one* or *two* open suffixes on the ring

Step 4 (3-5ex)

- Aug chaos, r/a chaos until t2/t1 (1/3)
- Craft mana (damage recouped as mana), leave res for later

Remember to fertile catalyst at the end

BUDGET OPTION: If you're super under budget, just misery a vermillion ring till you hit good chaos res, then craft life, and add on the last res with harvest crafting (don't care about wise oak balancing, just hit something above 30%)

Crit (20ex)

Step 1 (3ex)

- Fracture 1/5 essence of hysteria on vermillion ring ilvl 85+ till essenced "physical as extra fire damage" (not necessary if on budget)

Step 2 (5ex)

- Deafening essence of scorn until t2/t1 mana regen (1/50)
- Clean prefix off, clean one suffix if none available

Step 3 (9ex) (assumes removable suffix, yolo it if not)

- Craft “cannot roll attacks” last suffix if removable
- Aug life, r/a life till t2/t1 life

Step 4

- Leave the last suffix for later, (refer to wise oak balancing section)

Remember to fertile catalyst at the end

Crit alternative (20ex) Assassin’s Mark on hit

Step 1 (5ex)

- Shaper vermillion ring (ilvl 80+)
- Deafening essence of scorn until t2/t1 mana regen (1/50)
- Clean one prefix off, clean one suffix if none available

Step 2 (9ex) (assumes removable suffix, yolo it if not)

- Craft “cannot roll attacks” last suffix if removable
- Block remaining open suffix if that exists (should have 3 suffixes total including crafted)
- Aug life, r/a life till t2/t1 life

Step 3 (5ex)

- Craft blocking prefix, have all prefixes blocked
- Aug caster, r/a caster till ass mark on hit

Note: For the ass mark ring you HAVE to get your last resistance somewhere else. This is kinda tricky, you might need some jewels or something else to make up for it.

Boots (alot of flexibility)

Preamble: We can go for only elder boots, elder/redeemer (for elusive or added as extra cold, which doesn't fuck up trinity from testing), OR warlord +1 endurance charge, many options here (but need to be prefix). You can also just go regular tailwind elusive if crit, and add increased duration as an extra link to your IC setup (just drop second wind on sigil of power or something, we rarely use it anyways)

ELDER (Budget) (1-3ex)

Step 1

- Buy half-finished boots (two-toned fire lightning) with inc duration and some life, one ele res on them (they do not need ms, since we can craft it). We'll finish these off in the wise oak balancing portion

Step 2

- R/a ms till 30+ or craft ms

BUDGET OPTION: You can go super budget by just getting boots with ms life and one of fire/light res plus chaos res. You can add inc duration as an extra link to IC (as said in the preamble)

DUAL-INFLUENCED BOOTS (INC DURATION) (20ex+)

Method 1 (highly not recommended, high cost)

Step 1 (4ex)

- Elder boots with increased duration on them, no other elder mods (any ilvl)
- Two-toned (light/fire) ilvl 86+ (with or without pen/mana regen enchant, up to you), redeemer orb it, alt for elusive or phys as cold
- Awakener orb and pray

Step 2 (6-8ex) (assumes all removable mods)

- Have two prefixes that are removable
- Clear 1 removable suffix
- Block third prefix if necessary (if one removable prefix + influenced prefix mod)
- Aug chaos, r/a chaos until t2/t1 chaos res(1/3)
- If there is another empty suffix, aug fire/light for the res (if there isn't and it's removable, then remove and aug fire/light for res, check wise oak section)

Step 3 (8-10ex)

- Remove both prefixes with targeted removals
- craft hybrid life, aug life
- Can either remove crafted life and just do r/a life, or remove crafted hybrid life -> remove life -> re-craft it back on -> aug life (This is to block hybrid outcome on aug life if you want to do it this way)

Step 4 (nothing - 24ex lmao)

- Craft ms, or r/a ms for 30+ or whatever u want

Method 2 (high variance, lower cost)

Step 1 (4ex)

- Elder boots with any mods (any ilvl)
- Two-toned (light/fire) ilvl 86+, redeemer orb it, alt for any influence mod
- Awakener orb

Step 2 (50c-4ex)

- Shuddering fossil your boots until 35% ms, and removable double prefixes (1/5)
- OR: pristine + shuddering until 30%ms and t3+ life (only a few attempts), double removable prefixes (can **skip Step 4 if so**, I would recommend this tbh)

Step 3 (9ex assuming 30c per)

- Reforge suffixes keep prefixes until increased duration (1/30 ish)

Step 4 (8-10ex) Skip this if you have life

- Remove non-speed prefixes with targeted removals
- craft hybrid life, aug life
- Can either remove crafted life and just do r/a life, or remove crafted hybrid life -> remove life -> re-craft it back on -> aug life (This is to block hybrid outcome on aug life if you want to do it this way)

Step 5 (1-2ex)

- Have one free prefix
- Aug crit/phys for phys as cold or elusive on crit (up to you)

Step 6 (3-5ex)

- Craft hybrid chaos res, a/r chaos for t2/t1 chaos res

Step 7

- Remove last suffix
- Refer to wise oak section for adding/balancing res

DUAL-INFLUENCED BOOTS (Tailwind Elusive) (20ex+)

I think there are probably enough guides out there on how to craft tailwind elusive boots. I'd advise to choose fire/light res base for this, makes it a bit easier to wise oak balance

Amulet (6-30ex)

Step 1 (1-8ex depending on budget)

- Buy a str/int or str/dex or mana regen implicit amulet (str/int and str/dex for sure if pathfinder, not as necessary if scion), ilvl 75 ideally (no higher than 80)
- Essence of misery spam until t1 shaper spell block (or t2 if you don't have much currency) (essence tier depends on budget, don't spend deafening if you don't have over 120ex budget)
- The last suffix must be removable, or you yolo annul / remove non-add x in order to target it

Step 2 (3-5ex tops, can skip step if low budget, check budget option below)

- Reforge prefix keep suffix until t3+ life (wherever you're comfortable) and other removable prefixes (on average 1/13 or something like that)
- Remove other prefixes with harvest, and if there are non-removables, yolo annul or non-add shenanigans, go again if fails

Step 3 (4-6ex)

- Remove last suffix, craft cannot roll attack mods
- Double aug phys, remove cold/light and aug phys again until t1 on both phys as light and phys as cold (½ tries for both)
- Remove crafted suffix

Step 4

- Ele damage quality (forgot the catalyst name)

BUDGET OPTION: Can skip spellblock, just misery and go for the phys as extra on cold and lightning (step 3), craft life and just end it there. Don't go to Step 4 for chaos res until you have enough budget. This option should be 7ex tops

Non-crit version

Step 5 (4-6ex)

- Aug chaos, r/a chaos for t2/t1 chaos res

Crit-version

Step 5 (8ex)

- Craft crit, r/a crit until t2/t1 multi (whatever you're comfortable with) (1/6)

Anoint arcane capacitor if you're using my scion EO tree (or pathfinder EO tree), since you path to aqueous anyways. For the crit version specifically, I would get aqueous on annoint

BELT (2ex-30ex)

Step 1 (1ex-8ex, depending on if bought off market half completed)

From market (budget)

- Either buy this on market (not sure if they exist or not), or follow the crafting steps in the next bullet point: reduced flask charges used, flask mana recovery rate (t1), maybe with life (lvl 81+ ideally): <https://www.pathofexile.com/trade/search/Ritual/LJZO4zBun>
- There should be two targetable removable suffixes on it, and a removable prefix (not life nor flask mana recovery rate)
- **BUDGET OPTION:** If you have a belt with reduced flask charges used + flask mana recovery rate and NO life, go to **Step 2**. OR you can just craft life and not have flask effect (not recommended). If you have all three, you can actually just stop there for now. Chaos res + redeemer mana recovery are **optional**.

From scratch (more expensive)

- Buy an lvl 81+ stygian vise (non-influenced) (arcane surge aoe ench optional)
- Use either shrieking/deafening essence of misery (if your budget is above 120ex then go deafening misery, otherwise shrieking), until you hit **reduced flask charges used** (1/27 or so)
- Hopefully everything else is removable (do **NOT** remove the prefixes in this step), or you can use yolo annul/beast (lynx/wolf) to try to save it, or remove non-add ____ (e.g. remove non attack add attack if you have mana, for example, or remove non-element add element if you have a junk untargetable suffix. Make sure you fill up the opposite affixes before going for this strat, so you don't accidentally remove any prefixes if you're targeting suffixes, and vice versa). PM me in game if you have confusion here.
- If you can't save it and it bricks, go again

Step 2 (6ex) - Only applicable if you're going from scratch

- Remove a single prefix, r/a life until t3+ life (3/10), you can't hit life recovery rate since it shares same mod pool as mana recovery rate

Step 3 (3ex)

- If you have a last removable prefix, keep it. If not, aug attack for wed, which blocks the last prefix
- Remove last two suffixes (should be targetable from Step 1)
- Craft "Cannot roll attack mods"

BUDGET OPTION: Skip this step, this is to prep the item for Step 4. Skip to step 6. If you want mana recovery rate, you need at least step 4. You can do Step 4 only and skip Step 5 for chaos res if you're low on budget.

Step 4 (5-10ex)

- Fertile catalyst your belt for higher mana recov. odds (optional)
- Redeemer slam and pray (1/4 for t1 mana recov, 1/2 for either mana recov.)

- If failed, **remove influence mod**, then **aug influence mod** (for some weird reason, r/a influence **IGNORES** the cannot roll attack mods last time I tried, haven't used it since)

Step 5 (3ex)

- Craft hybrid chaos/ele res, r/a chaos until t2/t1 chaos res (1/3). This is only true if your belt is ilvl 81+, otherwise it's a 1/5 for T2 chaos res

Step 6

- Craft %increased effect of flasks (roll doesn't matter, we aren't breaking 70% flask effect breakpoint, we're sitting in between 60 and 70)

Why do we not go for flask effect/reduced charges gained?

It turns out from testing that the game does NOT look at increments of 33% increased flask charges gained to hit certain flask charge gained breakpoints. There's decimal rounding, where if you're between two multiples of 33% you actually get fractional flask charges that cause your flask charges gained every second to reflect the decimal portion of whatever flask charges you have also.

I.e. 80% inc flask charges gained, we gain flasks in increments of 5.4 every 3 seconds (so occasionally the .4 charges will sum up to one, and we get one additional charge) (credits to Akiyama)

Example calc: 5.4 -> 10.8 -> 16.2 -> 21.6 -> 27 (5 -> 10 -> 16 -> 21 -> 27), since decimals are always rounded down (credits Akiyama)

Therefore, for QOL, we go the flask charge effect with NO reduced charges gained in order to stack as much as possible.

Body Armour

All-rounder (12-30ex) (if you want only one, pick this)

Step 1 (1.5ex)

- Obtain lvl 100 6w astral plate crusader or non-crusader (slam crusader orb on it)
- Obtain a shaper armour with damage taken from mana before life (**IF YOU ARE MAVEN ORBING**, pick one with another mod like spellcrit to hedge your bets if it fails, so you can just sell it)

Step 2 (1-2ex)

- Jagged fossil single chaotic resonator until you hit phys taken as lightning + reflects physical damage with open prefix
- Remove non-phys add phys harvest to add explodey
- OR: just jagged until one of: reflect phys damage or phys taken as lightning and double open prefix

Step 3 (1ex)

No Maven Orb

- Remove lightning from harvest

Maven Orb

- Maven orb and pray for 5% explode
- If it fails, craft a random ass prefix, remove non-phys add phys and try again

Step 4 (3ex + removal costs)

- Awakener orb the mom mod to the crusader 6l astral and pray (again)
- If it fails, try selling the chest and start from Step 1
- Or you can try saving it with some remove non-add shenanigans or annul (link me it in game and I can help you figure out the best option)

Step 5 (3-4ex)

- Craft life or %max life/%max mana (barely different)

NON-CRIT VERSION

Step 6 (2-3ex)

- Keep prefixes, reforge suffixes until t3-t4 res of fire/lightning res, high tier chaos res, or t2/t1 cold res. (If you don't hit fire/light res, just continue following steps regardless)
- Alternatively, you can just wipe all the suffixes by prefixes can't be changed + scour and go from scratch in Step 7

Step 7 (8-10ex)

- Aug chaos, a/r chaos until t2/t1 chaos res
- If you got chaos res already and no cold res, aug, a/r cold till t2/t1 cold res

- Leave last res for wise oak balancing section

BUDGET OPTION: Skip the chaos res and go for any double res roll (35+, one res should be higher tier than the other), with crafted life. We can harvest res swap to get where we need

CRIT VERSION

Step 6 (1-4ex) (Optional)

- Keep prefixes, reforge suffixes until t2/t1 cold res or t2/t1 chaos res
- Alternatively, you can just wipe all the suffixes by prefixes can't be changed + scour and go from scratch in Step 7

Step 7 (10ex)

- Aug chaos, a/r chaos until t2/t1 chaos res
 - Aug cold, r/a cold until t2/t1 cold res)
 - Aug caster, r/a caster until t1 spellcrit
-

Bossing only chest (40-50ex) (this is going to be for crit only, and is what I'm using

Step 1 (15ex)

- Obtain lvl 100 6w astral plate shaper
- Obtain a redeemer body armour with t1 mana recovery rate (**FOR MAVEN ORBING**, pick one with another mod like non-curse auras or frenzy charge to hedge your bets)

Step 2 (14ex)

- Lucent fossil until mana before life shows up with another shaper mod, and maven orb
- Repeat previous step if it bricks

Step 3 (3ex)

- Awakener orb both together, pray
- Clear all other suffixes, block prefixes with harvest removables and/or crafted mod

Step 4 (7-8ex)

- Aug caster, r/a caster for t1 spellcrit
- Aug cold, r/a cold for t1/t2 cold res

Step 5 (3-6ex)

- Aug cold, remove phys aug cold until t1 taken as cold
- Craft life or %max life/max mana

Step 6

- Divine for high mana recovery rate, you can target divine everything else

Jewels (Crit only, non crit at bottom)

Preamble: You can try buying these on market, nothing practical existed when I looked.

Market base jewel with: %max life, strike multi while dual wielding, strike multi generic (no more than 5-6 ex base cost)

Step 1 (6-12ex)

- Aug chaos, r/a chaos for chaos res (1/6 on crimson jewel, 1/12.5 for viridian jewels <- don't do this) **Don't buy viridian jewels in this step: you'll regret it**

Market base jewel with: %chaos res, strike multi while dual wielding, strike multi generic (no more than 5-6 ex base cost)

Step 1 (4-6ex)

- Aug life, r/a life for max life (3.5/6 for viridian jewel, 5/13.5 for crimson jewel)

From scratch (around 7-8ex per jewel, you can't harvest craft implicits later)

Step 1

- Buy fractured jewels with crit multi while dual wielding (any % is fine, minmaxers go 18%)

Step 2

- Double socket resonator pristine and aberrant until max life + chaos res and removable or no last suffix (~90-100 on average supposedly from TheoryCraft, took me around 50 per)
- Note: You can hit some pretty good jewels with life and multi, which you can just sell to offset your costs (I made two which sold for 5ex each while crafting 4 of these)

Step 3

- Aug crit, r/a crit until crit multi (1/5)

Base prep gamble (buy off market)

You can try buying jewels with chaos res, strike multi while dual wielding, and strike multi with one more dead mod. Do some remove non-add shenanigans to try to hit off the last mod, then r/a life (could save alot of money here)

Alternatives for crit (no chaos res)

Just buy any dual multi life jewels if you don't want chaos res, with some extra damage roll in there too

Jewels (non-crit)

If you don't go replica reckless defence, you can just get %max life %max mana with something, or get flat mana flat life abyssal jewels with ele pen, or onslaught/phasing more utility. % increased damage not needed as much b/c indigon's op

Cluster Jewels

Preamble: Do this **LAST**, after getting your wise oak balancing together. You will have to look for jewels already with resistances within the divivable range so you can wise oak balance lightning/cold at the very least being your highest res. OR you can harvest aug or add/remove

Cluster Jewels (Large)

Step 1 (2-3ex)

- Buy mage hunter/conjured wall with open suffix (8 passive)
- Chaos res/strength is a plus (or dex if you need)

Step 2 (50c)

- Aug attack to force essence rush

Alternatively buy the finished jewels with **any** suffix (it'll be at the back of the cluster, we never grab it)

Cluster Jewels (distilled/liquid)

Step 1 (1ex total)

- Buy 3 flask duration jewels (4/5 passive, ilvl 68+)

Step 2 (7.5ex total)

- Lucent fossil for distilled perfection/liquid inspiration (2.5ex on average)

Step 3 (3-6ex)

- Aug chaos and r/a if necessary (crit only)

Or you can buy these already finished. DO NOT GET CHAOS RES IF YOU'RE NON CRIT (don't need), OR don't have the budget for the crit version, OR you don't want to cap chaos

Cluster Jewels (spiked concoction/liquid)

Step 1

- Just buy these, they're super cheap (imo) (30-50c). Make sure they're (4/5 passive and are the flask duration explicit jewel) (or alt spam for these)

Small cluster 2 passive enduring composure

Step 1

- Buy these, also pretty cheap, or can just dense fossil spam. Make sure they're armour 2 passive clusters

Wise Oak Balancing

Preamble: You can ignore all the shit below if you don't want to get the reduced damage taken from all elements. Just make sure cold/lightning are equal and higher than fire.

All-rounder bossing chest (non-crit)

Chest Res

- Aug and add/remove light/fire until the tier is (8-12) resistance below the cold res tier, or divivable within that range. You can **even go lower** than 8-12 resistances since you can get res on cluster jewels to offset this difference

Boots

- Aug opposite element (i.e. fire on boots if light on chest, vice versa), until the tier is either equal to the chest tier or 1 below (you can use cluster jewel res to offset this difference)

Ring

- Don't need res here, makes it easier to swap out for atziri without fucking your res (which happens on the crit version)

Divine such that light and fire res are equal from chest and boots (accounting for jewel), then blessed orb boots until both fire and lightning res are equal to cold. May need to target divine to avoid making the influence mods crappy on the chest though (mom mod is important)

Jewels

- You can get a rare jewel with the divivable res ranges that you need as a flex slot

All-rounder bossing chest (crit)

Chest Res

- No mods here, don't touch

Boots

- Aug light/fire until the tier is (8-12) resistance below the cold res tier of **chest**, or divivable within that range. You can even go lower than 8-12 resistances since you can get res on cluster jewels to offset this difference

Ring

- Aug opposite element (i.e. fire on ring if light on boots, vice versa), until the tier is either equal to the chest tier or 1 below (you can use cluster jewel res to offset this difference)

Jewels

- You can get a rare jewel with the divivable res ranges that you need as a flex slot

Bossing chest (crit)

Chest Res

- No mods here, don't touch

Boots

- Aug light/fire until the tier is (8-12) resistance below the cold res tier of **chest**, or divivable within that range. You can even go lower than 8-12 resistances since you can get res on cluster jewels to offset this difference

Ring

- Aug opposite element (i.e. fire on ring if light on boots, vice versa), until the tier is either equal to the chest tier or 1 below (you can use cluster jewel res to offset this difference)

Jewels

- You can get a rare jewel with the divivable res ranges that you need as a flex slot