Warmind Cells: A guide for ~~Titans~~ Dummies:

How strong are the Warmind Cells you ask? Well, if they've got a red or orange bar and they're in the area of effect, assume that when you pop the cell they're going to be 100% dead. And that's *before* you add in any of the varied and interesting effects the other mods can offer.

-A note on understanding how Seraph Cells work:

All mods will spawn a warmind cell if you kill a Major or Boss with a Seraph weapon.
Also, every seraph weapon kill that is below a Major or Boss will add to a counter. Once this reaches 100%, your next kill with a seraph weapon will spawn a warmind cell.

- Exploding enemies (All Shanks, All Harpies, Fanatics, Cursed Thrall): 10%
- Lowest tier enemies (Warbeasts, Thrall) : 25%
- Low tier enemies (Dregs, Goblins) : 34%
- Mid tier enemies (Acolytes, Legionaries) : 45%
- High tier enemies (Knights) : 50%

Once a warmind cell is spawned or you die, your count resets to 0.

For example: You can kill three dregs to "Fully charge" the counter, then killing any other enemy with a seraph weapon will create a cell. On average during an encounter expect to spawn a cell in around 4-5 kills with a seraph weapon to cause a cell to spawn (barring exploding enemies from rushing you)

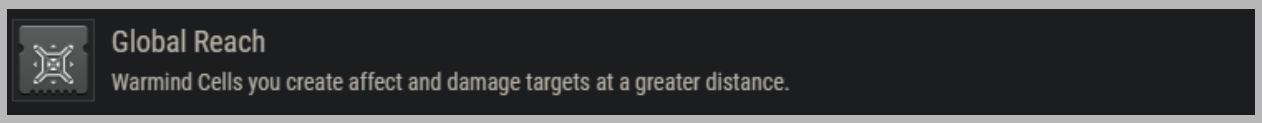
***Note**: For some reason some people get more percentage on the exploding type than others.This needs to be investigated. Additionally as noted above, all variants of Harpies and Shanks are treated as "Exploding" enemies

Any and all Seraph weapons from Season of the Worthy work to spawn these cells. However of note is that the IKELOS weapons and Outbreak Perfected don't spawn these cells (tested thoroughly)

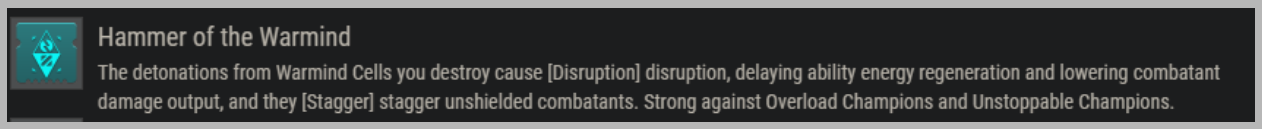
There are 4 categories of mods for Warmind Cells: Neutral, Solar, Void and Arc.
Neutral mods (or rather, mod) are baseline and increase the effect of the cell substantially. Seasonal mods are within this grouping as well but should be expected to disappear entirely at the end of the season.
Solar mods typically increase your damage, directly or indirectly from the cells and destroying them.
Void mods typically have unique effects and incentivise keeping the cells on the field and positioning them for extra effects.
Arc mods typically operate on picking up the cells and granting some bonus from them.

The effect is applied based on whichever player uses the appropriate action on the cell; as they are not bound to the user and are instead treated as independent entities, nobody “owns” a cell, and each player can apply their own effects based on the mods currently equipped. Obviously some effects will only be applicable to a singular user as ‘Create’ effects can’t be applied to another player’s cell. However this does mean passive effects such as Power of Rasputin can be utilised by all players in a fireteam regardless of who created the cell, but each player must have their own instance of the mod **equipped** as none of the effects are team-wide.
To Elaborate further on this: Let’s say Player A creates a Warmind Cell, and Player B has Power of Rasputin on. Even though player A created the cell, Player B’s Power of Rasputin is active around the area of the cell and increases their damage, but Player A doesn’t get the benefits of Player B’s perks. If Player A has Rage of the Warmind equipped and breaks the cell, it’ll do the increased 50% damage noted below. If player B were to break the cell, he wouldn’t get any of the benefits from the mods that Player A has. This is true for all perks except for Longevity, which increases the duration of the cell when it’s created.

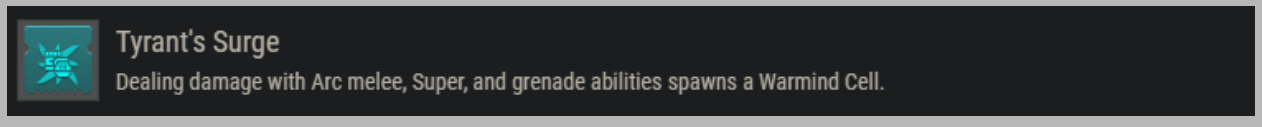
-NEUTRAL MODS:



Global Reach (1 Energy): Increases the detonation of the base explosion from 30m radius all the way out to an estimated 55-60m radius. Note: most effects for other cells only spread out to the 30m range rather than the fully increased range, however some perks do benefit from the increased range from Global reach (namely Power of Rasputin and Warmind’s Protection, increasing them by double the Radius)

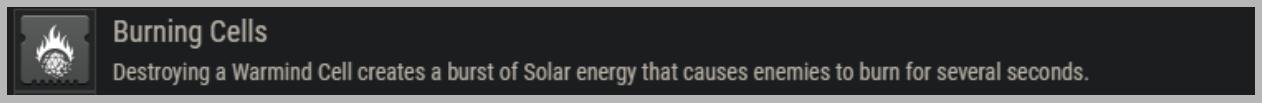


Hammer of the Warmind (4 Energy): Any unstoppable or Overload champions in the area of the explosion are staggered or disrupted respectively, though other enemies in the area don’t act like they’ve been hit with a staggering shot or overload shot from a weapon.

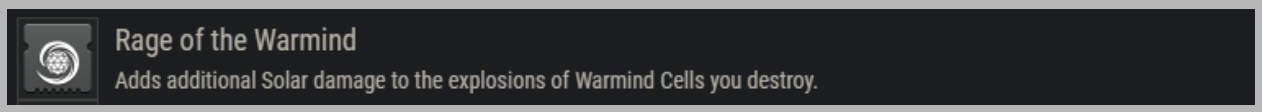


Tyrant’s Surge (6 Energy): Arc based ability damage triggers it with a 5 second cooldown (note, continuous sources of damage such as supers like Chaos reach can’t proc multiple times in the same use). **Super important Note: Any cells created with Tyrant’s surge don’t benefit from the increased range to any effects or the damage aoe from Global Reach)**

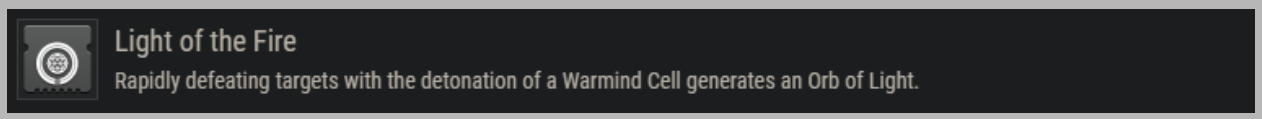
-SOLAR MODS:



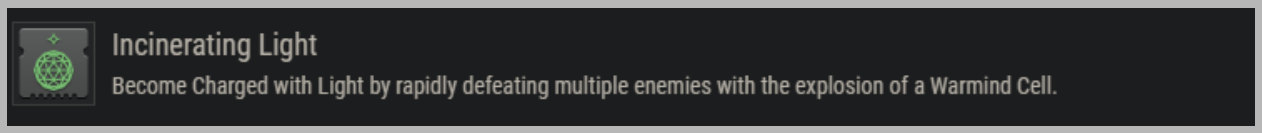
Burning Cells (3 Energy): 20 ticks of very small damage (but is turned to solar typing, note that it only works within 25m of the detonation rather than the full range of the blast). For reference, it was doing damage ticks in the double digits while the damage from the initial blast was in the 5 digit area (~75 ticks with ~19,000 base)



Rage of the Warmind (5 Energy): Adds 50% extra damage BUT quickly runs into damage falloff as it spreads out from epicenter (seems to entirely disappear around ~30m and isn't applied to lower-tier enemies however they're typically annihilated in the base blast anyways)



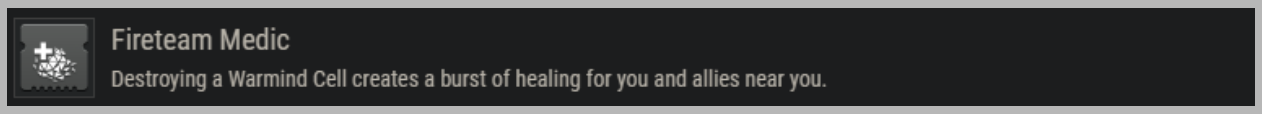
Light of the Fire (4 Energy): 3 Kills with a detonation = 1 orb of light generated



Incinerating Light (3 Energy): 3 Kills with a detonation = one charge of light

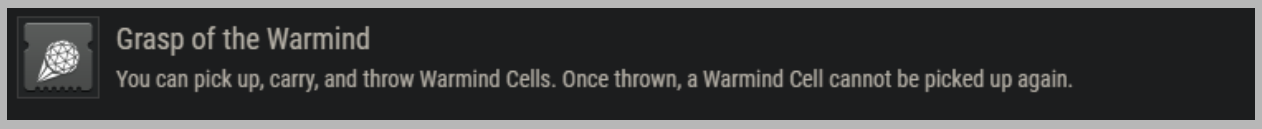


Wrath of Rasputin (1 Energy): Bit finicky but seems to operate by treating "Solar AoE damage final blows" identically to getting a kill with a Seraph weapon. Some of the currently known list of tools that can spawn it: Sunshot's AoE, Xenophage, Solar Dragonfly, Solar Chromatic Fire, Solar grenades, solar-typed Warmind cells, Martyr's retribution, splash damage solar supers and more!



Fireteam Medic (3 Energy): Seems to be around half of your total bar (shields and health included) BUT hard to tell since exact values don't exist in D2. Occasionally won't work but will display the "healing" buff.

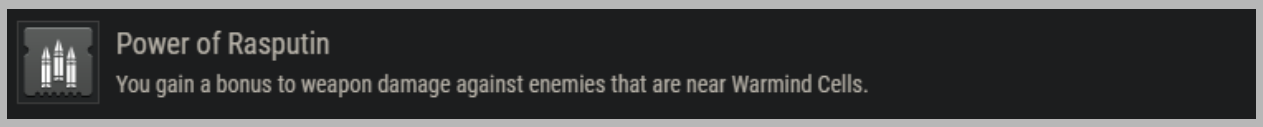
-VOID MODS:



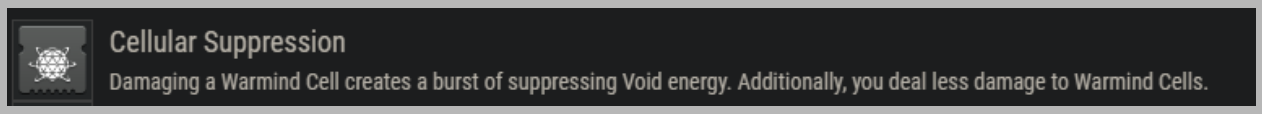
Grasp of the Warmind (3 Energy): Does what it says on the tin. HOWEVER: Throwing it seems to have mixed results, 1. It latches on to the target (hilarious) but it seems to act for any sort of detonation or debuff as if it's in the area you threw it from on occasion, rather than where it's currently located. Picking it up and dropping it rather than throwing it seems to treat it much more nicely. (Switching weapons drops the orb, Aiming Down sights/Heavy sword attack throws it, firing your weapon/light sword swing makes you melee in air with it. You can only carry it so far before it despawns (it seems like a more arbitrary "area" rather than the strict areas we see pop up in the corner of the screen, I can still be in the same loading zone as where I grabbed it and see it disappear but regardless of how far I've traveled from where it dropped it disappears at the same point). Picking up the cell resets the timer on it. Any "On collection" mods trigger when you try to grab the cell as well.



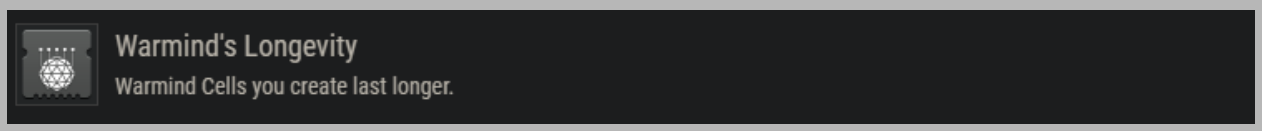
Warmind's Protection (2 Energy): Reduces damage by 50% from enemies within 10m of the cell.



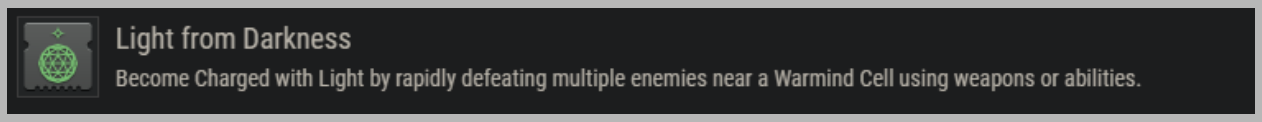
Power of Rasputin (4 Energy): 10% Damage increase on enemies within 10m of the cell, stacks with other debuff sources like Tether or Divinity.



Cellular Suppression (4 Energy): Creates an AoE suppression effect on damage rather than on break. Goes out by around the 30m radius and suppresses/blinds enemies for ~10 seconds. There's a 3-4 second cooldown between each pulse being possible while damaging it, and increases the warmind cell's health by around 100%. This applies to the normally "debuffable" enemies (typically everything that isn't a boss-tier enemy).

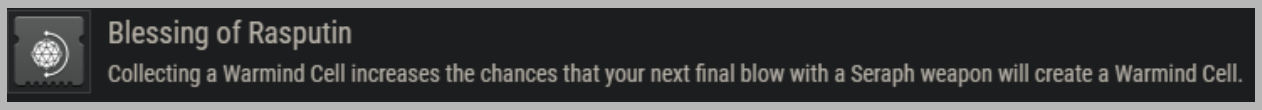


Warmind's Longevity (1 Energy): Increased duration on cells from 20 seconds to 30 seconds, HOWEVER only applies to cells created from weapons and not from other sources (such as Tyrant's Surge or Wrath of Rasputin)

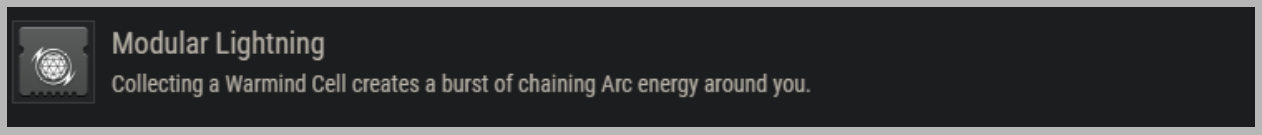


Light from Darkness (3 Energy): Get three kills in quick succession within 10m of the cell to get a charge of light

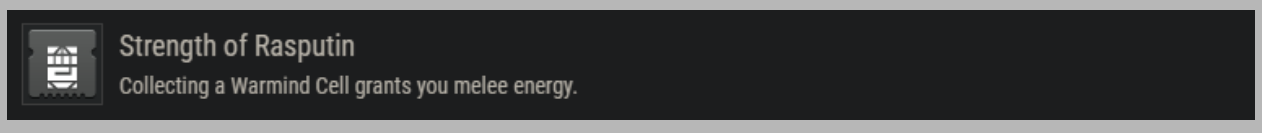
-ARC MODS:



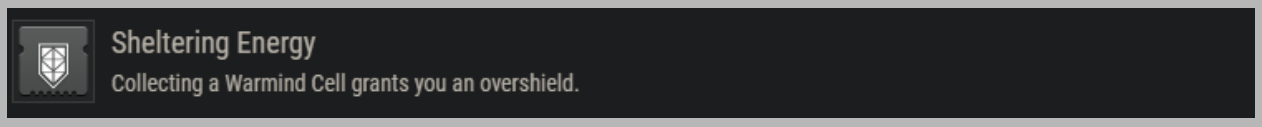
Blessing of Rasputin (2 Energy): Adds an additional ~30% to the "Counter" mentioned above on your next kill after pickup.



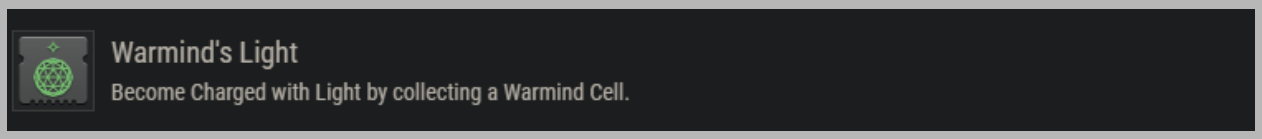
Modular Lightning (3 Energy): Sends forth chaining lighting that damages whatever the lightning *hits* but not the enemy it comes from. No extra AoE is created and it's not even enough to kill incredibly basic red-bar enemies.



Strength of Rasputin (2 Energy): Collecting the cell restores 50% of your melee energy on pickup. This remains the same with any Strength number.



Sheltering Energy (5 Energy): On pickup charges an overshield that takes 2 seconds to fully charge up and lasts for 20 seconds (2 of which are consumed by the charging period). Equals about 30-40% of total base health.



Warmind's Light (3 Energy): Does exactly what it says on the tin.



Chosen of the Warmind (5 Energy): Concussive blast sends enemies away like it says, if they're on the same plane most of the time they'll be scooted back. Sometimes (especially if they're on a higher plane than your character) it can do this:



(They're on the decline in this picture as well)

Creator of this Guide: Soleceon
Special Thanks too:
Dzho(#1101), Pure(#2264), brainzkull(#2419) for their work on this
bachmanetti(#4832) for going over it and pointing out the things my blind ass missed.

Xenophilius97(#3402) for keeping me sane in a voice chat.

Also Check out my full D2 Legendary Weapons perk guide

Additional thanks to u/elevator13 for pointing out something in regards to how Tyrant's surge operates and how it affects other mods, particularly global reach.