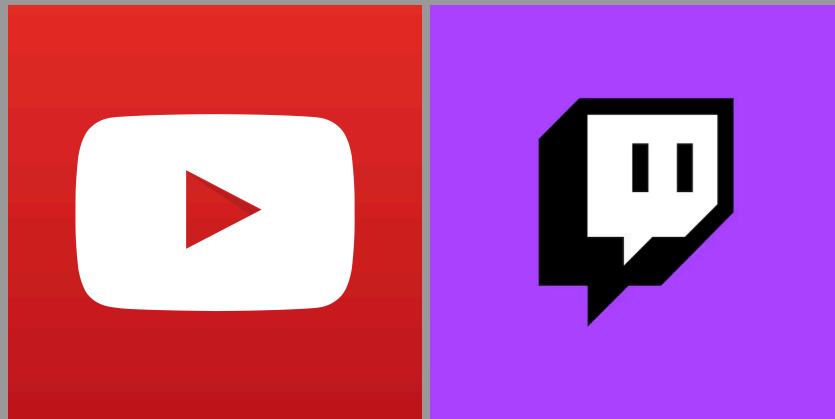


Tab 1

Guide by MinMaxedARPG
Thea 3 The Blasphemer
Shadow Swamp League Starter
Season 10 OverRealm

<https://www.MinMaxedARPG.com>



Last Updated 10/14/2025 Season 10 OverRealm

Shoutout To BoomCheeks for all the help <3

Introduction

Blasting Tm7: wFyfJ6aDEfCUZAAAAAAAHw==
Super Speed TM8: 9k5NdacyEfCd4wAAAAAAAFg==
End Day 2: J+UeW6eFEfCvEwAAAAAADA==
Swamp swap day3: sZS8LqgwEfCuQgAAAAAAKQ==
Tm8 Traveller: XE5DEqj7EfCS4QAAAAAAAFg==
Early Profound: h1HUEqkgEfCS4QAAAAAAAFg==
Blasting Profound: VuC5Pqn3EfCOrgAAAAAADA==

What is a terra skill?

Similar to demolisher skills you can have charges, but you can also have a quantity.

There are two main affixes that affect terra skills

Terra Quantity (The total amount of terras you can have active at a time)

Terra Charges (The amount of charges u can consume to power up your terra)

Campaign

For the Campaign Please refer to my Thea 3 Haunting Abomination Campaign Guide Thank you!

To get started it might also be recommended to swap from haunting abomination into Mind Control until you get more gear available to you!

Calcs

$(x\%) * \text{no. of terra charge} * (1 + 2 * (\text{no. of terra quant}))$

Step By Step

Basic Setup:

Step 1.

Corrupt Marrow Helmet

Kingly Armor Chest

Fire Lord's Pyric Stride Boots

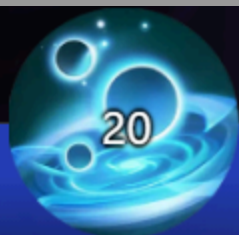
Still Water Support for Swamp

Early Early



Ideally you really want stillwater support

SS10Season



Shadow Swamp: Still Water (Noble)

Support

Erosion

Mana Cost Multiplier 110.0%

Simple

Supports Shadow Swamp.

This skill can only be installed in the fifth Support Skill Slot of each Active Skill.

+20% additional damage for the supported skill

The Swamp Terra generated by the supported skill follows the Character and is unable to move

When casting the supported skill, instantly increases the Swamp Terra's movement damage boost to the max

+200% additional duration for the Swamp Terra generated by the supported skill (does not apply to the duration during which Damage Over Time is dealt) and
+50% additional Skill Area

The Swamp Terra generated by the supported skill follows the Character and is unable to move
When casting the supported skill, instantly increases the Swamp Terra's movement damage boost to the max
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+50% additional Skill Area

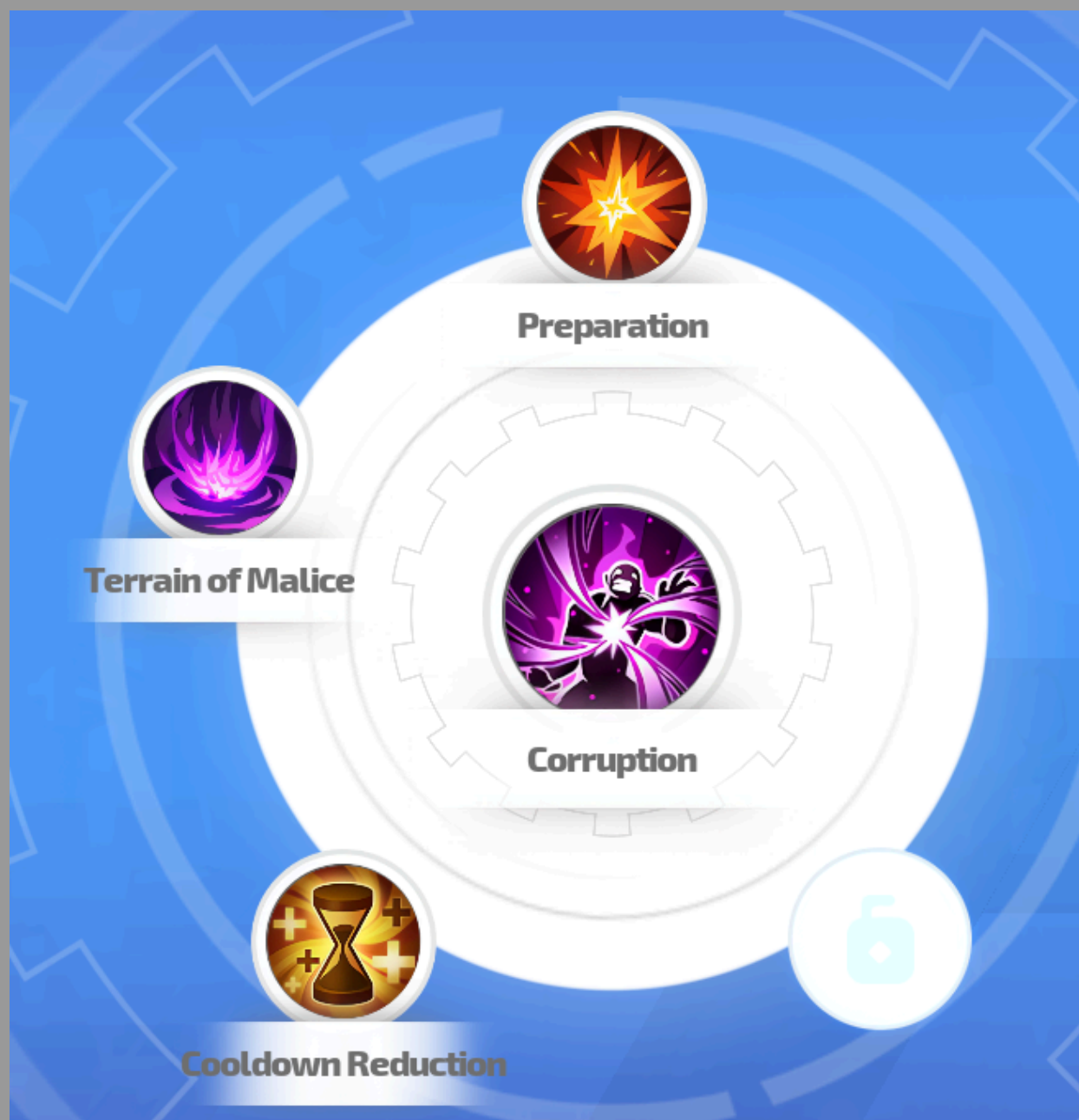
■ **+(6-7)%** additional damage for the supported skill

Otherwise it'll be manualcast + using your motionless on a shadowshot - which would be more damage anyway but its slightly more annoying to play

Skills









Magic Dash



Reaping Agony



Frigid Transmission



Quick Mobility





Activation Medium: Elite



Reaping Agony



Black Hole



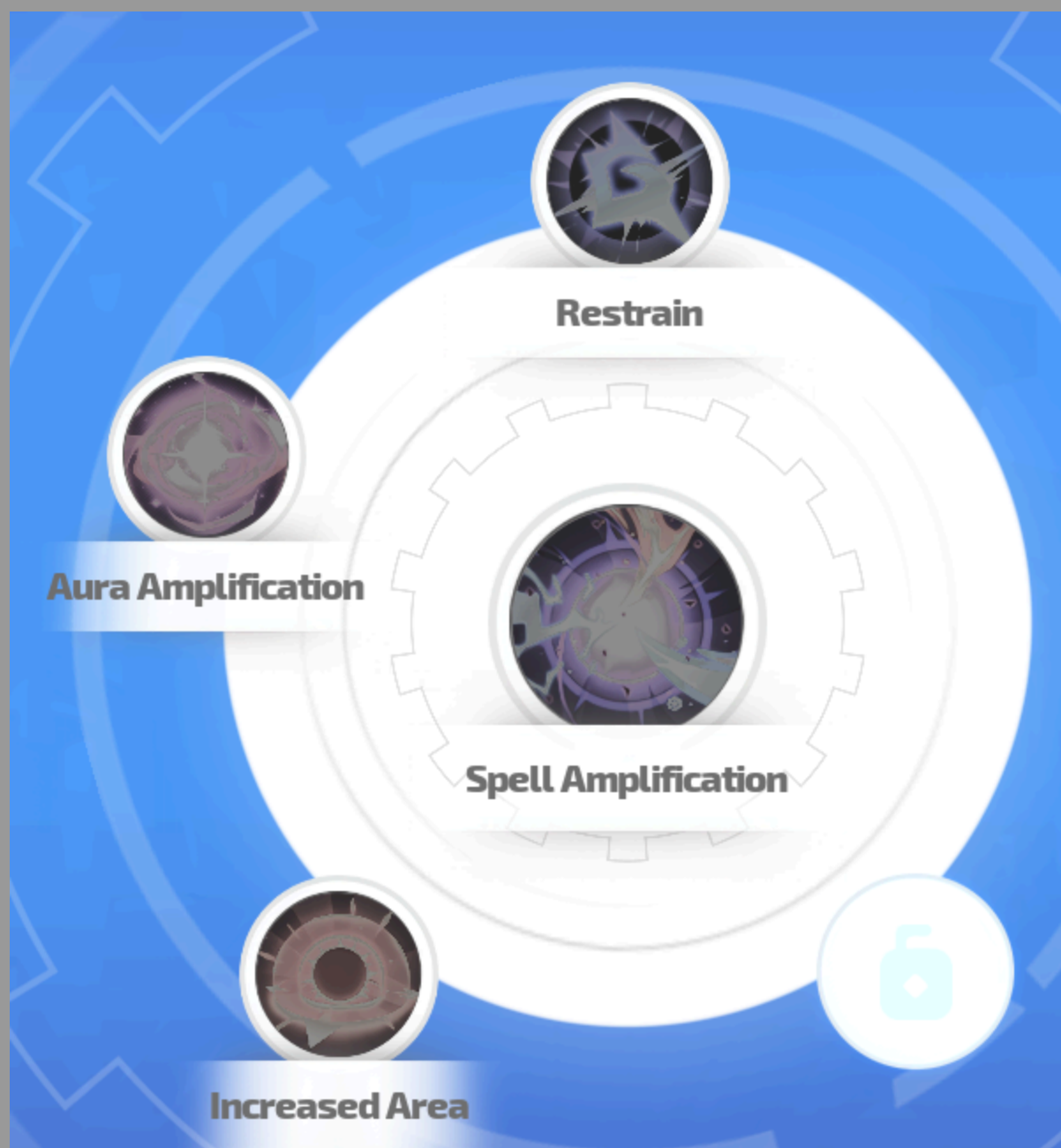
Grudge



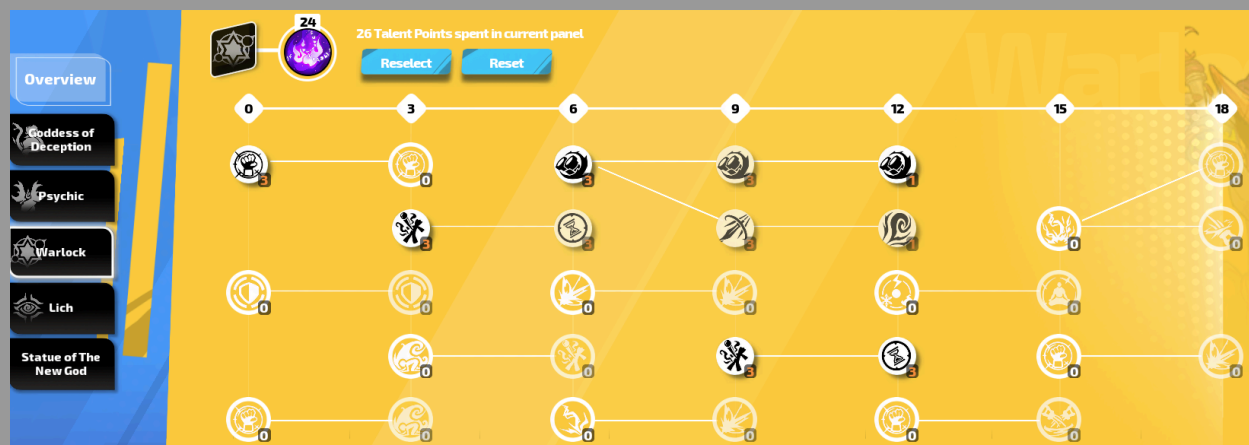
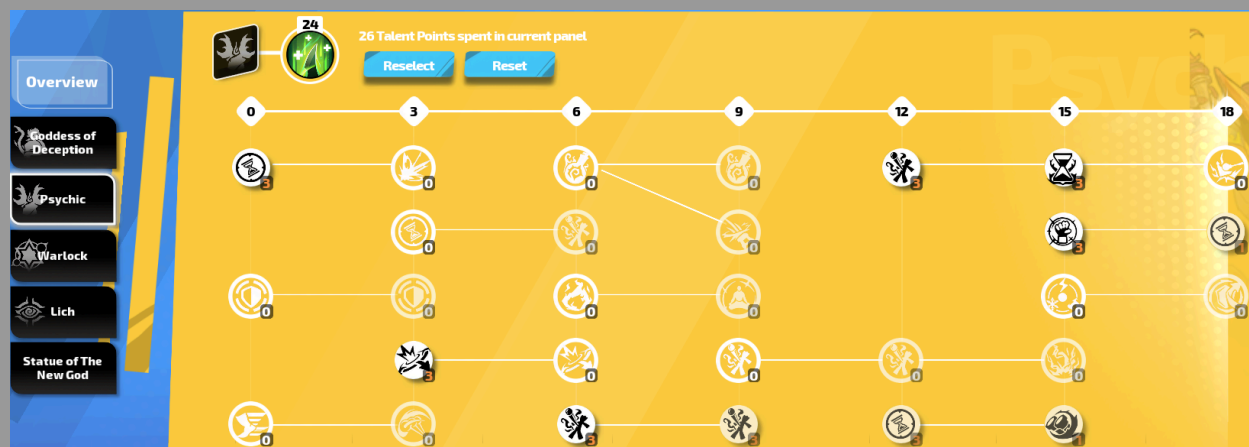
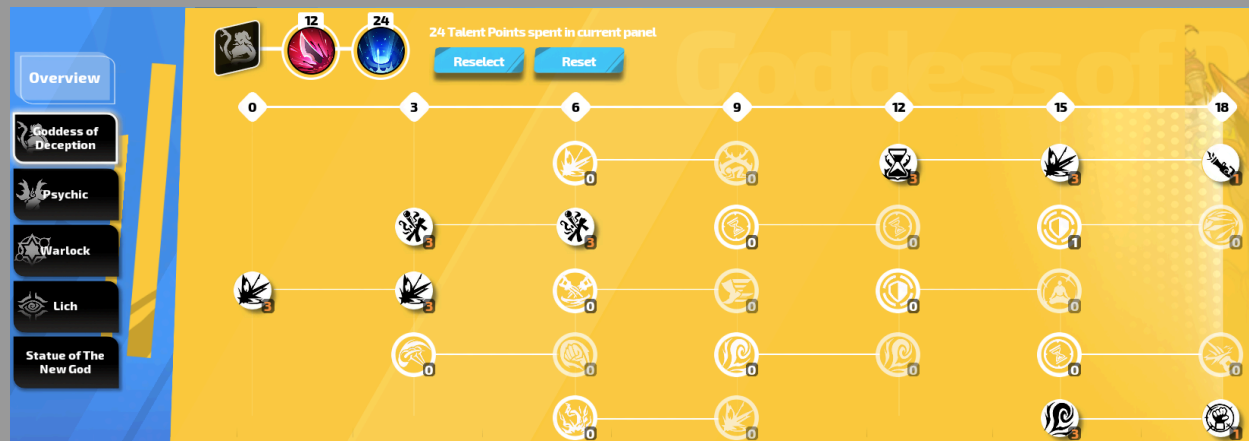


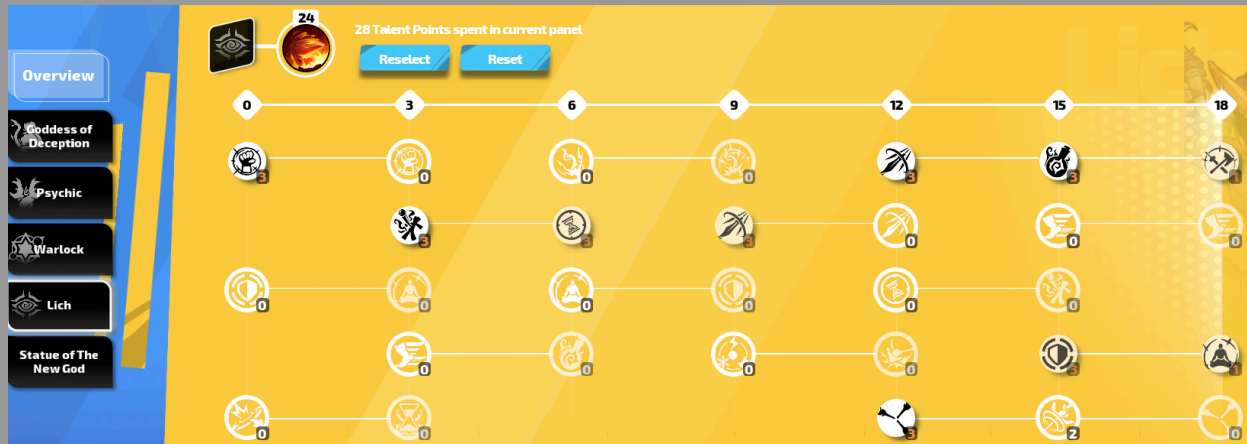






Talents





Slates

Obviously doesn't have to be full load just go look at the **divinity slates**
section

Weapons

Helmet

Preferrably +2 corruption u can self-farm in trove

Corrupted Marrow

SS10Season	SS9Season	Corroded
 Corrupted Marrow Require Lv 35 +779 gear Evasion	 Corrupted Marrow Require Lv 35 +779 gear Evasion	
+150 Max Life and Max Energy Shield +(10-20)% Skill Area -40% Terra Charge Recovery Speed - Max Terra Charge Stacks +1 +20% Movement Speed for 2 s when a Terra Skill is cast <i>It is your unyielding spirit that protects you.</i>	+150 Max Life and Max Energy Shield +(10-20)% Skill Area -40% Terra Charge Recovery Speed - Max Terra Charge Stacks +1 +20% Movement Speed for 2 s when a Terra Skill is cast <i>It is your unyielding spirit that protects you.</i>	+250 Max Life and Max Energy Shield +(30-40)% Skill Area -99% Terra Skill Cost - Max Terra Charge Stacks +2 +40% Movement Speed for 3 s when a Terra Skill is cast

Bodyarmor

Preferred - should be cheap

Kingly Armor

SS10Season	SS9Season	Corroded
 Kingly Armor Require Lv 58 +170 gear Energy Shield	 Kingly Armor Require Lv 58 +170 gear Energy Shield	
+(5-8)% Max Life and Max Energy Shield - Max Terra Charge Stacks +1 +1 Main Skill Level +(15-20)% Erosion Resistance - Terra Charge's Restoration Speed is set to (200-300)% of the default value (-2-1)% Movement Speed for every Terra Charge consumed recently. Stacks up to (5-15) time(s) <i>An ancient and noble soul is resting here.</i>	+(5-8)% Max Life and Max Energy Shield - Max Terra Charge Stacks +1 +1 Main Skill Level +(15-20)% Erosion Resistance - Terra Charge's Restoration Speed is set to (200-300)% of the default value (-2-1)% Movement Speed for every Terra Charge consumed recently. Stacks up to (5-15) time(s) <i>An ancient and noble soul is resting here.</i>	+(10-12)% Max Life and Max Energy Shield - Max Terra Charge Stacks +1 +(30-50)% Terra Skill Duration +2 Main Skill Level +(25-30)% Erosion Resistance - Terra Charge's Restoration Speed is set to (300-400)% of the default value +(1-2)% Movement Speed for every Terra Charge consumed recently. Stacks up to (5-15) time(s)

Belt

Yeah i mean this is dirt cheap

Pale Mist's Embrace

SS10Season	SS9Season	Corroded
 Pale Mist's Embrace Require Lv 58 +15 Max Life +44 Max Life +(8-10)% Elemental Resistance +(20-30)% Skill Area 25% of the increase/decrease on Skill Area is also applied to Area Damage, up to +100% <i>It's a gentle but Cold embrace from the mist to the floating island.</i>	 Pale Mist's Embrace Require Lv 58 +15 Max Life +44 Max Life +(8-10)% Elemental Resistance +(20-30)% Skill Area 25% of the increase/decrease on Skill Area is also applied to Area Damage, up to +100% <i>It's a gentle but Cold embrace from the mist to the floating island.</i>	+154 Max Life +(18-20)% Elemental Resistance +(30-40)% Skill Area 25% of the increase/decrease on Skill Area is also applied to Area Damage, up to +125%

Necklace

Trove item

Prayer Bead of Evil

SS10Season	SS9Season	Corroded
 Prayer Bead of Evil Require Lv 45 +12 Intelligence +60 Max Life +(30-50)% Skill Area +10% additional Erosion Area Damage against Elites <i>The confessional reeks of sins no underworld could contain.</i>	 Prayer Bead of Evil Require Lv 45 +12 Intelligence +60 Max Life +(30-50)% Skill Area +10% additional Erosion Area Damage against Elites <i>The confessional reeks of sins no underworld could contain.</i>	+80 Max Life +(50-70)% Skill Area +20% additional Erosion Area Damage against Elites

Decaying Blessing

SS10Season	SS9Season	Corroded
 Decaying Blessing Require Lv 58 +3 Intelligence +(15-20)% Max Life +(80-100)% Erosion Damage +(50-70)% Erosion Amplification Aura Effect (-20-10)% Sealed Mana Compensation <i>The most exquisite flowers often blossom from the richest decay.</i>	 Decaying Blessing Require Lv 58 +3 Intelligence +(15-20)% Max Life +(80-100)% Erosion Damage +(50-70)% Erosion Amplification Aura Effect (-20-10)% Sealed Mana Compensation <i>The most exquisite flowers often blossom from the richest decay.</i>	+(21-30)% Max Life +(120-150)% Erosion Damage +(70-100)% Erosion Amplification Aura Effect (-5-5)% Sealed Mana Compensation

Rings

Preferably corroded with terra skill area it just gets bonkers how big aoe u get

-note this makes enemies immune to ailments e.x. Being frozen but for some reason if they die fast enough they still will explode and reset frigid

Clay Doll's Broken Finger

SS10Season



Clay Doll's Broken Finger
Require Lv 35
+3% Erosion Resistance

- +80% Spell Damage for 2s after using a Terra Skill.
- +10% Terra Skill Area
- Enemies taking Damage Over Time from Terra are immune to **Ailments**
- +20 Max Life

The hard land seems to have been melted into a swamp. He sank deeper every time when he thought he had finally landed.

SS9Season



Clay Doll's Broken Finger
Require Lv 35
+3% Erosion Resistance

- +80% Spell Damage for 2s after using a Terra Skill.
- +10% Terra Skill Area
- Enemies taking Damage Over Time from Terra are immune to **Ailments**
- +20 Max Life

The hard land seems to have been melted into a swamp. He sank deeper every time when he thought he had finally landed.

Corroded

- +150% Spell Damage for 2s after using a Terra Skill.
- +(50-70)% Terra Skill Area
- Enemies taking Damage Over Time from Terra are immune to **Ailments**
- +(10-15)% **Elemental** Resistance
- +50 Max Life

(you need your max to = ur base so +4 focus blessings max total)

Heart of Magic

SS10Season



Heart of Magic
Require Lv 58
+6% Lightning Resistance

- +(73-146) Max Energy Shield
- Gains 1 stack of **Focus Blessing** every 0.5 s. Loses **Focus Blessing** instead if you have not dealt any Critical Strikes recently
- +(7-10)% additional Spell Damage at Max **Focus Blessings**
- Max **Focus Blessing** Stacks +1

SS9Season



Heart of Magic
Require Lv 58
+6% Lightning Resistance

- +(73-146) Max Energy Shield
- Gains 1 stack of **Focus Blessing** every 0.5 s. Loses **Focus Blessing** instead if you have not dealt any Critical Strikes recently
- +(10-20)% additional Spell Damage at Max **Focus Blessings**
- Max **Focus Blessing** Stacks +1

Corroded

- +(160-215) Max Energy Shield
- 50% chance to get the max stacks of **Focus Blessing** when **Focus Blessing** is gained
- +(15-20)% additional Spell Damage at Max **Focus Blessings**
- Max **Focus Blessing** Stacks +1
- +(5-8)% additional damage

Gloves

T2 gloves Reap duration

Shoes

Kings boons

King's Boon

SS10Season



King's Boon

Require Lv 58

+86 gear Energy Shield

- +(170–238) gear Energy Shield
- +(16–22)% Cold Resistance
- Reaps 0.3 s of Damage Over Time when dealing Damage Over Time. The effect has a 6 s cooldown against the same target
- (-10–10)% additional Damage Over Time taken
- +(10–30)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration

"I hereby bestow upon you the supreme strength in the King's name!"

SS9Season



King's Boon

Require Lv 58

+86 gear Energy Shield

- +(170–238) gear Energy Shield
- +(16–22)% Cold Resistance
- Reaps 0.25 s of Damage Over Time when dealing Damage Over Time. The effect has a (2.5–3) s cooldown against the same target
- +(10–30)% additional Damage Over Time taken
- +(10–30)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration

"I hereby bestow upon you the supreme strength in the King's name!"

Corroded

- +(340–408) gear Energy Shield
- +(30–35)% Cold Resistance
- Reaps 0.4 s of Damage Over Time when dealing Damage Over Time. The effect has a 6 s cooldown against the same target
- (-20–11)% additional Damage Over Time taken
- +(20–40)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration
- +10% Skill Effect Duration

Up to 100% ms

Fire Lord's Pyric Stride

SS10Season



Fire Lord's Pyric Stride

Require Lv 58

+1777 Gear Armor

- +(150–250) Max Life
- +5% Max Fire Resistance
- Max Terra Quantity bonus is set to 1
- +80% Movement Speed when standing on a Terra Skill. The effect lasts 2s.
- +1% Terra Charge Restoration Speed and +1% Terra Skill Area for every 1% overflown Fire Resistance

Let your march be paved with the smoldering ashes of your foe

SS9Season



Fire Lord's Pyric Stride

Require Lv 58

+1777 Gear Armor

- +(150–250) Max Life
- +5% Max Fire Resistance
- Max Terra Quantity bonus is set to 1
- +80% Movement Speed when standing on a Terra Skill. The effect lasts 2s.
- +1% Terra Charge Restoration Speed and +1% Terra Skill Area for every 1% overflown Fire Resistance

Let your march be paved with the smoldering ashes of your foe

Corroded

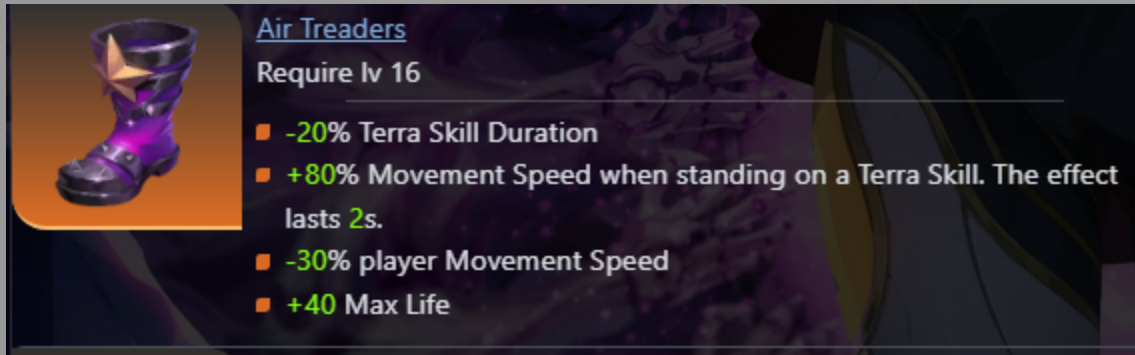
- +(300–400) Max Life
- +(7–8)% Max Fire Resistance
- Max Terra Quantity bonus is set to 1
- -50% Terra Skill Cost
- +(90–100)% Movement Speed when standing on a Terra Skill. The effect lasts 2s.
- +3% Terra Charge Restoration Speed and +3% Terra Skill Area for every 2% overflown Fire Resistance



Feline Steps

Require Lv 58

- +(4034–5760) gear Evasion
- +(43–60)% Movement Speed
- Gains 1 stacks of Agility Blessing when Reaping
- +(13–15)% Reaping Cooldown Recovery Speed per stack of Agility Blessing owned
- Gains 1 stack(s) of Deflection when Reaping. Interval 0.5 s
- Max Agility Blessing Stacks: (10–12)

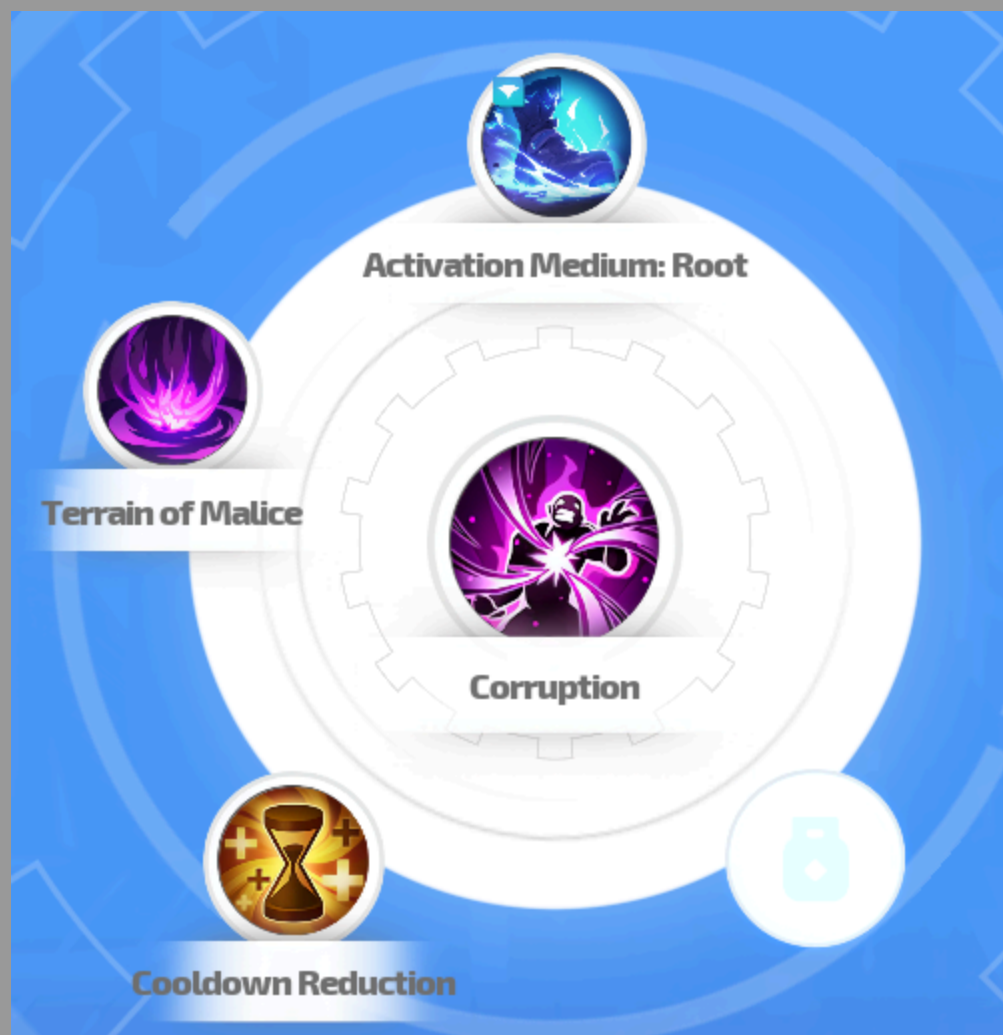


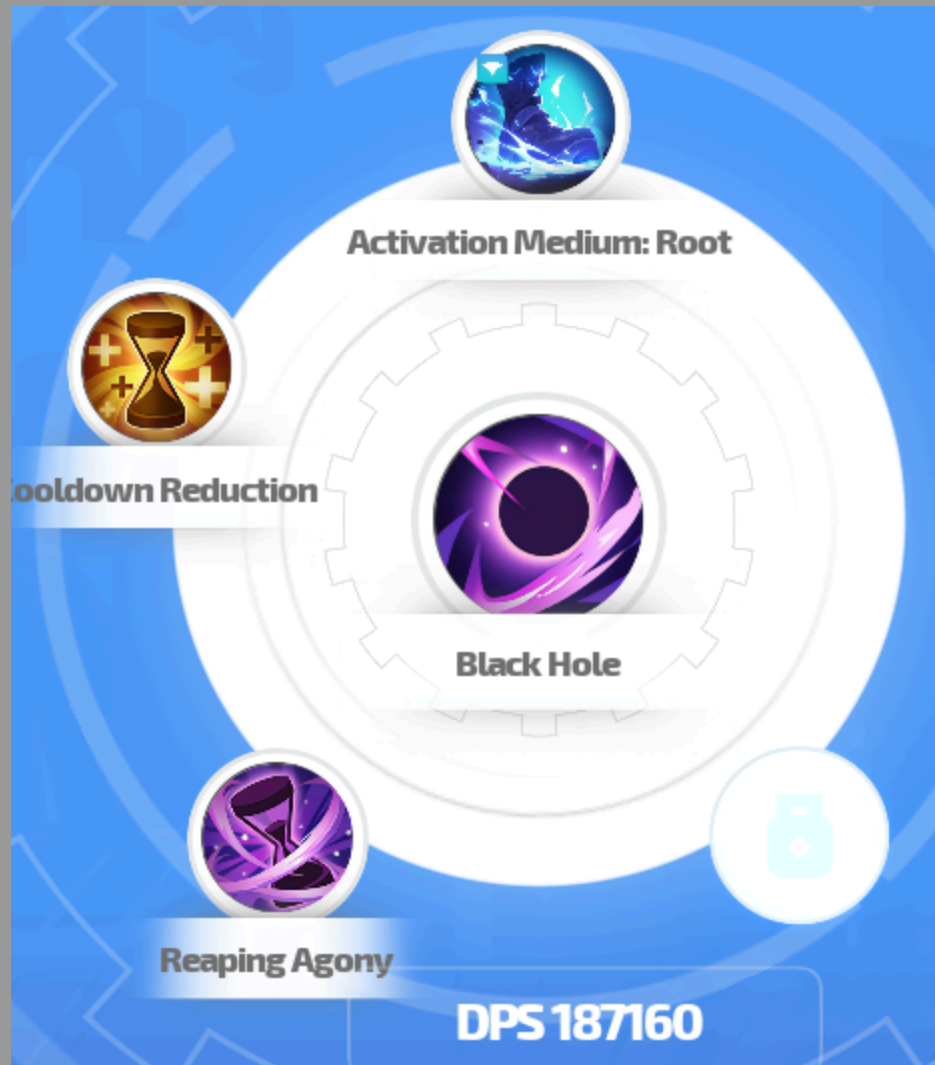
Early/MidGame

Skills

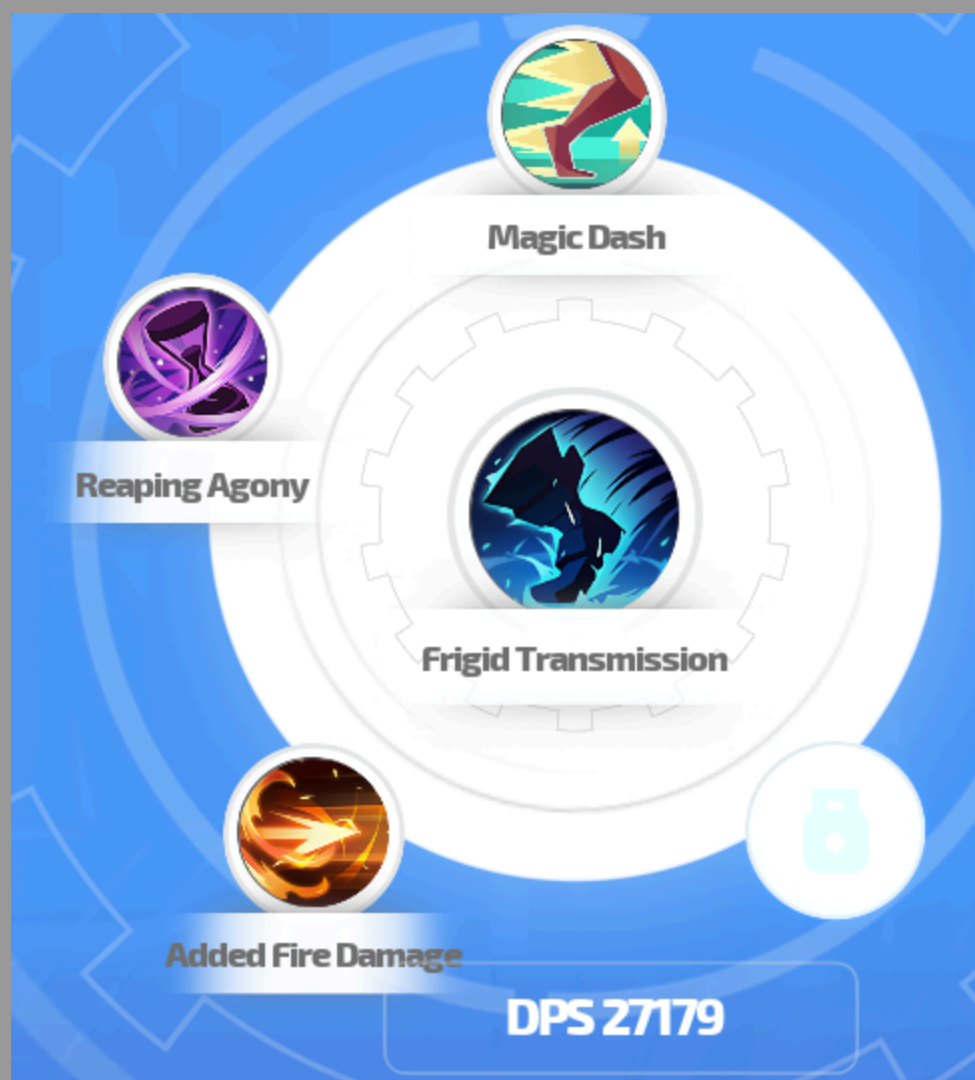
*note yes there's more skills here than u can equip, they're suggestions as with all builds there's variables

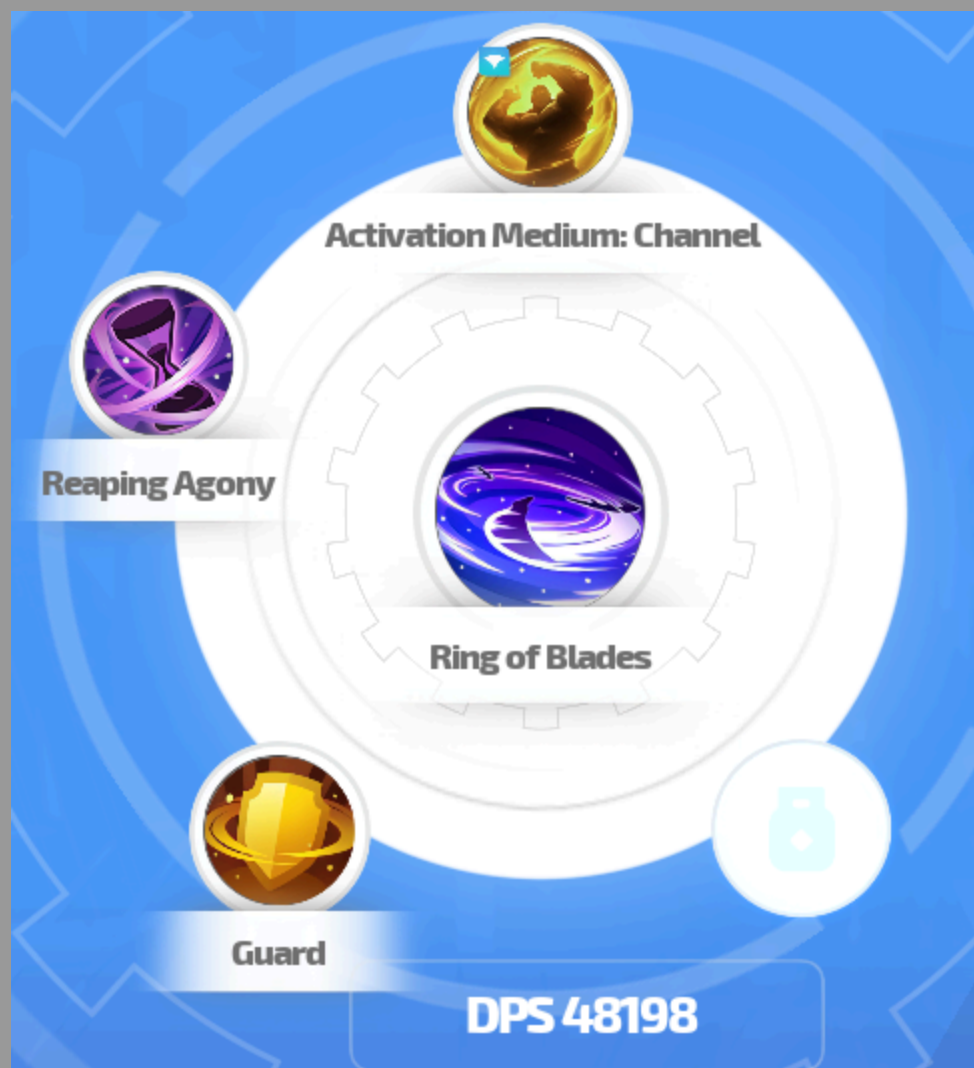




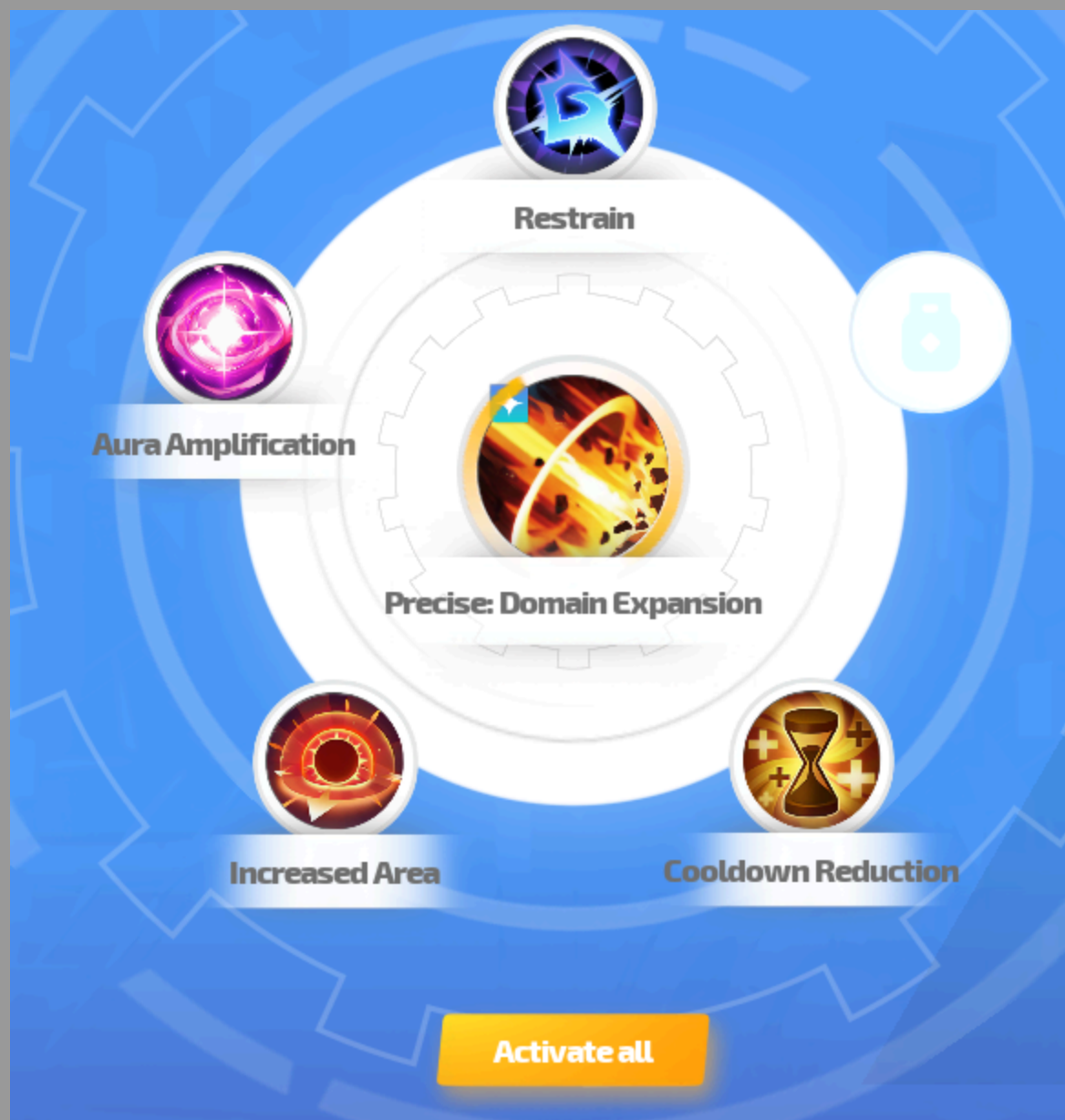








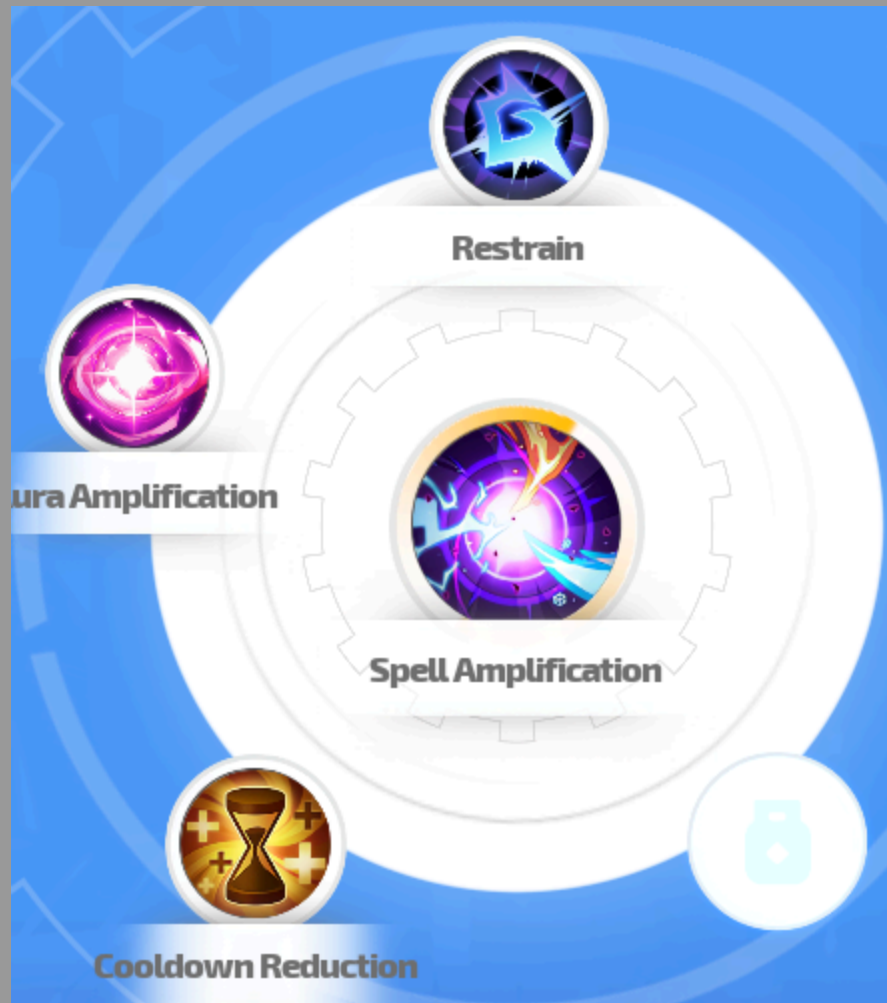




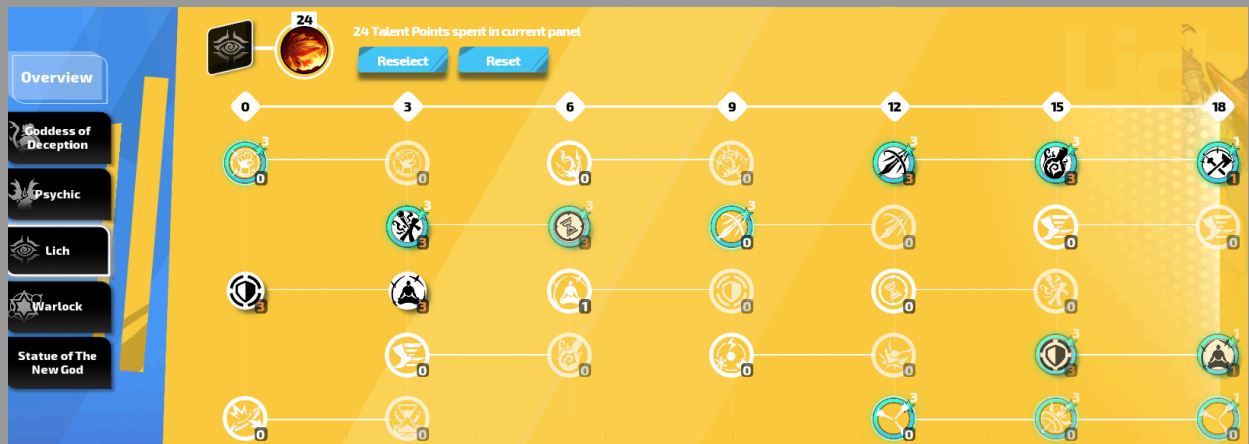
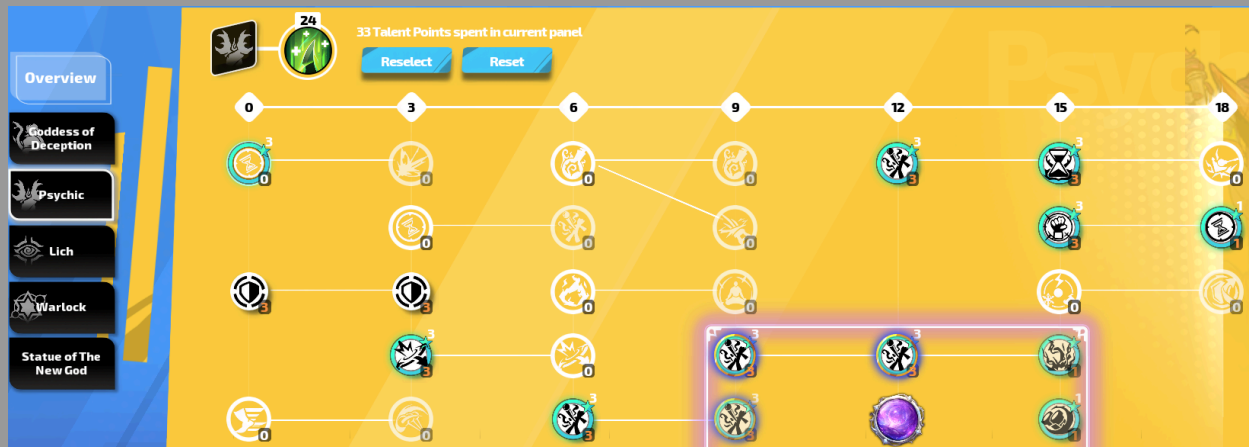
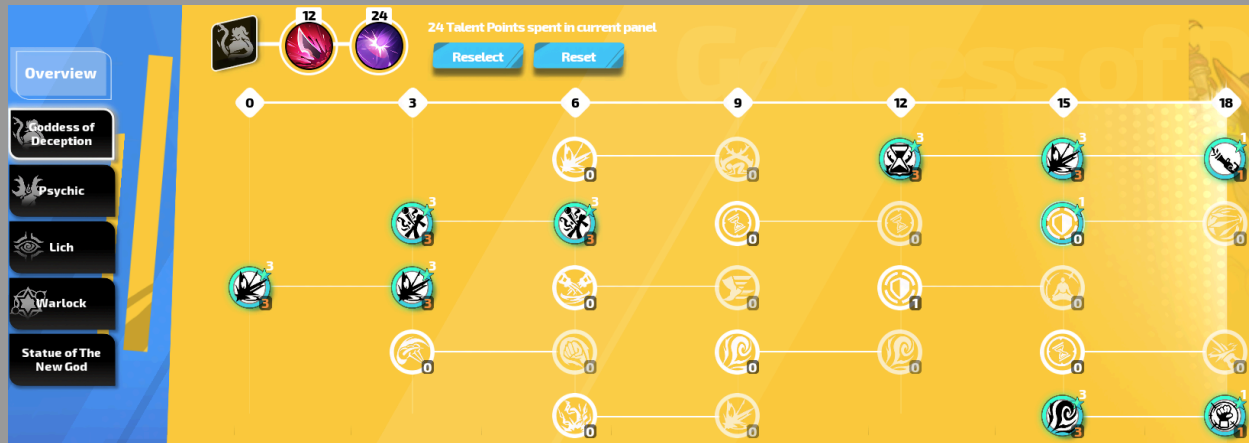




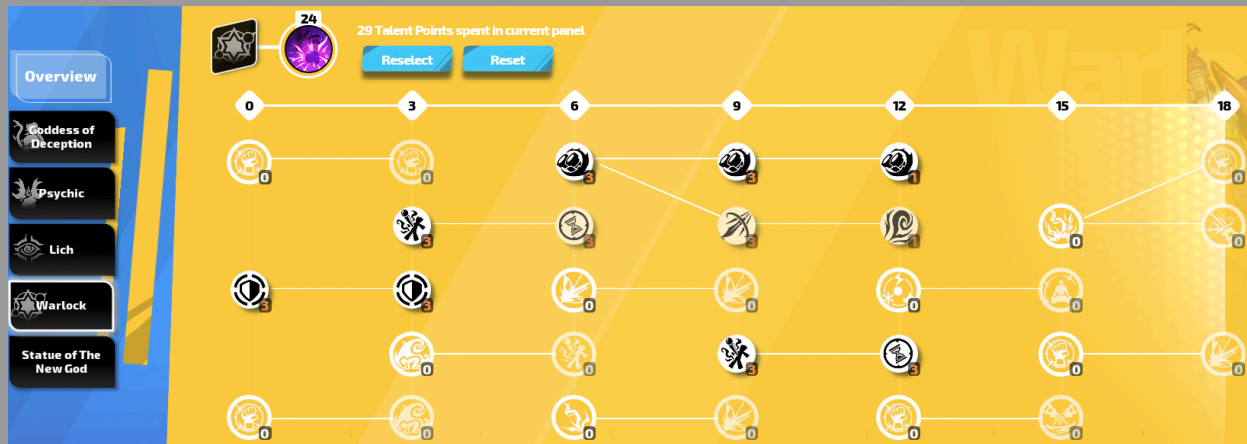




Talents



*note for warlock/dirty tricks you need to be inflicting ignite, frostbite, numbed, trauma, and wilt at the very least otherwise go shadowmaster with dirt



Gear

Weapons

T1 Dot Sceptres

Helmet

+2 but hopefully with energy



Bodyarmor

Yep keep this trashcan on

Kingly Armor

SS10Season



Kingly Armor

Require Lv 58

+170 gear Energy Shield

- +(5-8)% Max Life and Max Energy Shield
- Max **Terra Charge** Stacks +1
- +1 Main Skill Level
- +(15-20)% Erosion Resistance
- **Terra Charge**'s Restoration Speed is set to (200-300)% of the default value
- (-2-1)% Movement Speed for every **Terra Charge** consumed recently. Stacks up to (5-15) time(s)

An ancient and noble soul is resting here.

SS9Season



Kingly Armor

Require Lv 58

+170 gear Energy Shield

- +(5-8)% Max Life and Max Energy Shield
- Max **Terra Charge** Stacks +1
- +1 Main Skill Level
- +(15-20)% Erosion Resistance
- **Terra Charge**'s Restoration Speed is set to (200-300)% of the default value
- (-2-1)% Movement Speed for every **Terra Charge** consumed recently. Stacks up to (5-15) time(s)

An ancient and noble soul is resting here.

Corroded

- +(10-12)% Max Life and Max Energy Shield
- Max **Terra Charge** Stacks +1
- +(30-50)% Terra Skill Duration
- +2 Main Skill Level
- +(25-30)% Erosion Resistance
- **Terra Charge**'s Restoration Speed is set to (300-400)% of the default value
- +(1-2)% Movement Speed for every **Terra Charge** consumed recently. Stacks up to (5-15) time(s)

Belt

Int Dawnbreak

Dawn Break

SS10Season



Dawn Break

Require Lv 58

+35 Max Life

- +(500–1000) Armor and Evasion
- <Random stat affix>
- Have **Fervor**
- Has (60–70) point(s) of fixed **Fervor Rating**
- +1% additional damage per (2–3) **Fervor Rating**

Like dawn's first light-blinding in its glory, yet devoid of warmth.

SS9Season



Dawn Break

Require Lv 58

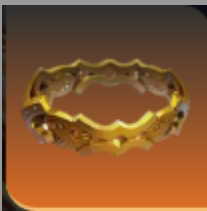
+35 Max Life

- +(500–1000) Armor and Evasion
- <Random stat affix>
- Have **Fervor**
- Has (60–70) point(s) of fixed **Fervor Rating**
- +1% additional damage per 2 **Fervor Rating**

Like dawn's first light-blinding in its glory, yet devoid of warmth.

Corroded

- +(1200–1500) Armor and Evasion
- <Random stat affix>
- Have **Fervor**
Immune to **Trauma** while **Fervor** is active
- Has (70–77) point(s) of fixed **Fervor Rating**
- +2% additional damage per 3 **Fervor Rating**



Light Hunter Belt

Require Lv 58

- +(150–400) Max Energy Shield
- +(32–40)% Max Energy Shield
- Energy Shield charge cannot be interrupted
- -6% additional Energy Shield Charge Speed for every 5% Energy Shield currently owned
- (-30–25)% additional damage taken while Energy Shield is active



Eternal Sea Fog

Require Lv 58

- +(5–15)% **Defense**
- +(5–6)% **Elemental** Resistance
- (-20–20)% **Blur** Effect
- **Blur** gains an additional effect: +0.3% Movement Speed for every point of **Blur** Rating
- +10% Movement Speed for 1 s when **Blur** is lost
- +50% chance to gain **Blur** when evading

Necklace

2x or 3x int preferably

False God's Skin

SS10Season



False God's Skin

Require Lv 58

+8 Strength

- +(6–10)% [all stats](#)
- <Random stat buff affix>
- <Random stat buff affix>
- <Random stat buff affix>
- <Random stat buff affix>

SS9Season



False God's Skin

Require Lv 58

+8 Strength

- +(6–10)% [all stats](#)
- <Random stat buff affix>
- <Random stat buff affix>
- <Random stat buff affix>
- <Random stat buff affix>

- Corroded
- +(12–15)% [all stats](#)
 - <Random stat buff affix>
 - <Random stat buff affix>
 - <Random stat buff affix>
 - <Random stat buff affix>

Mother Goddess' Paddock

SS10Season



Mother Goddess' Paddock

Require Lv 58

+3 Intelligence

- +(30–40)% [Defense](#)
- Max Terra Quantity bonus is set to 0
- When consuming Terra Charge while it is not at max stacks, for every 1 [Terra Charge](#) consumed, +(10–12)% additional [Affliction](#) Effect.
- (50–100)% chance to gain 1 charge stacks when using a Terra Skill
- Reaps 1.5 s of Damage Over Time from [Nearby](#) enemies 0.1 s after consuming max Terra Charges. Cooldown: 2 s

SS9Season



Mother Goddess' Paddock

Require Lv 58

+3 Intelligence

- +(30–40)% [Defense](#)
- Max Terra Quantity bonus is set to 0
- When consuming Terra Charge while it is not at max stacks, for every 1 [Terra Charge](#) consumed, +(10–12)% additional [Affliction](#) Effect.
- (50–100)% chance to gain 1 charge stacks when using a Terra Skill
- Reaps 1.5 s of Damage Over Time from [Nearby](#) enemies 1 s after consuming max Terra Charges. Cooldown: 3 s

- Corroded
- +(40–50)% [Defense](#)
 - Max Terra Quantity bonus is set to 1
 - When consuming Terra Charge while it is not at max stacks, for every 1 [Terra Charge](#) consumed, +(14–16)% additional [Affliction](#) Effect.
 - (50–100)% chance to gain 2 stacks of [Terra Charge](#) when [Terra Charge](#) is consumed
 - Reaps 1.5 s of Damage Over Time from [Nearby](#) enemies 0.1 s after consuming max Terra Charges. Cooldown: 1 s

Decaying Blessing

SS10Season



Decaying Blessing

Require Lv 58

+3 Intelligence

- +(15–20)% Max Life
- +(80–100)% Erosion Damage
- +(50–70)% Erosion Amplification Aura Effect
- (–20–10)% Sealed Mana Compensation

The most exquisite flowers often blossom from the richest decay.

SS9Season



Decaying Blessing

Require Lv 58

+3 Intelligence

- +(15–20)% Max Life
- +(80–100)% Erosion Damage
- +(50–70)% Erosion Amplification Aura Effect
- (–20–10)% Sealed Mana Compensation

The most exquisite flowers often blossom from the richest decay.

- Corroded
- +(21–30)% Max Life
 - +(120–150)% Erosion Damage
 - +(70–100)% Erosion Amplification Aura Effect
 - (–5–5)% Sealed Mana Compensation

Just for focused strike



Vortex Heart

Require Lv 58

- Adds (44–46) – (54–56) Physical Damage to Attacks and Spells
- +(42–54)% Critical Strike Damage
- +(84–108)% Critical Strike Rating
- (-40–30)% Skill Area
- [Focused Strike] Area Skills deal up to +32% additional damage to enemies at the center
- Minions' Area Skills deal up to 32% additional damage to enemies at the center

Rings

1x Crafted Ring with Entangled Pain Dream Craft

For explode tech

SS10Season



Restless Glacier

Require Lv 58

- (-50–40) Intelligence
- +(20–25)% Cold Resistance
- +(20–30)% Frostbite inflicted
- Frozen enemies will explode when defeated, dealing Secondary Cold Damage equal to (2–3)% of their Max Life to enemies within a 5m radius

*Give me silence, give me water, give me hope.
Give me fight, give me iron, give me volcano.*

SS9Season



Restless Glacier

Require Lv 58

- (-50–40) Intelligence
- +(20–25)% Cold Resistance
- +(20–30)% Frostbite inflicted
- Frozen enemies will explode when defeated, dealing Secondary Cold Damage equal to (2–3)% of their Max Life to enemies within a 5m radius

*Give me silence, give me water, give me hope.
Give me fight, give me iron, give me volcano.*

Corroded

- (-40–30) Intelligence
- +(26–30)% Cold Resistance
- +(31–40)% Frostbite inflicted
- Frozen enemies will explode when defeated, dealing Secondary Cold Damage equal to (1–4)% of their Max Life to enemies within a 5m radius

Meh

SS10Season



Heart of Magic

Require Lv 58

+6% Lightning Resistance

- +(73–146) Max Energy Shield
- Gains 1 stack of Focus Blessing every 0.5 s. Loses Focus Blessing instead if you have not dealt any Critical Strikes recently
- +(7–10)% additional Spell Damage at Max Focus Blessings
- Max Focus Blessing Stacks +1

SS9Season



Heart of Magic

Require Lv 58

+6% Lightning Resistance

- +(73–146) Max Energy Shield
- Gains 1 stack of Focus Blessing every 0.5 s. Loses Focus Blessing instead if you have not dealt any Critical Strikes recently
- +(10–20)% additional Spell Damage at Max Focus Blessings
- Max Focus Blessing Stacks +1

Corroded

- +(160–215) Max Energy Shield
- 50% chance to get the max stacks of Focus Blessing when Focus Blessing is gained
- +(15–20)% additional Spell Damage at Max Focus Blessings
- Max Focus Blessing Stacks +1
- +(5–8)% additional damage

Gloves

Aeterna Martyr

SS10Season



Aeterna Martyr
Require Lv 58
+120 gear Energy Shield

- +50% chance to inflict **Trauma**
- +(75–85) Attack and Spell Critical Strike Rating
- (–20–15)% additional Physical Damage taken
- +(94–100)% **Reaping** Cooldown Recovery Speed
- +(18–20)% additional **Trauma** Damage for each Critical Strike dealt recently. Stacks up to 3 time(s) (multiplies)

"More than tens of thousands have died for Aeterna. We sacrifice ourselves, one after another, in a futile attempt to fill the vanishing Aeterna with our mortal bodies."

Aeterna Martyr

SS9Season



Aeterna Martyr
Require Lv 58
+120 gear Energy Shield

- +50% chance to inflict **Trauma**
- +(75–85) Attack and Spell Critical Strike Rating
- (–20–15)% additional Physical Damage taken
- +(94–100)% **Reaping** Cooldown Recovery Speed
- +(18–20)% additional **Trauma** Damage for each Critical Strike dealt recently. Stacks up to 3 time(s) (multiplies)

"More than tens of thousands have died for Aeterna. We sacrifice ourselves, one after another, in a futile attempt to fill the vanishing Aeterna with our mortal bodies."

Corroded

- +70% chance to inflict **Trauma**
- +(100–108) Attack and Spell Critical Strike Rating
- (–26–21)% additional Physical Damage taken
- +(105–120)% **Reaping** Cooldown Recovery Speed
- +(30–32)% additional **Trauma** Damage for each Critical Strike dealt recently. Stacks up to 3 time(s) (multiplies)

(you'd want +2 on these)

Providential Grace

SS10Season



Providential Grace
Require Lv 45
+120 gear Energy Shield

- +(10–15)% Elemental Resistance
- <Random Max Blessing Stacks affix>
- (–10–8)% additional damage taken if the max stacks of **Tenacity Blessing** is not lower than the stacks of other Blessings
- +(8–10)% additional Attack and Cast Speed if the max stacks of **Agility Blessing** is not lower than the stacks of other Blessings
- +(8–10)% additional damage if the max stacks of **Focus Blessing** is not lower than the stacks of other Blessings

Faith is not a blessing or a grace, but something that can awaken the souls of the unenlightened.

Providential Grace

SS9Season



Providential Grace
Require Lv 45
+120 gear Energy Shield

- +(10–20)% Elemental Resistance
- <Random Max Blessing Stacks affix>
- (–10–8)% additional damage taken if the max stacks of **Tenacity Blessing** is not lower than the stacks of other Blessings
- +(8–10)% additional Attack and Cast Speed if the max stacks of **Agility Blessing** is not lower than the stacks of other Blessings
- +(8–10)% additional damage if the max stacks of **Focus Blessing** is not lower than the stacks of other Blessings

Faith is not a blessing or a grace, but something that can awaken the souls of the unenlightened.

Corroded

- +(16–20)% Elemental Resistance
- <Random Max Blessing Stacks affix>
- (–15–11)% additional damage taken if the max stacks of **Tenacity Blessing** is not lower than the stacks of other Blessings
- +(11–15)% additional Attack and Cast Speed if the max stacks of **Agility Blessing** is not lower than the stacks of other Blessings
- +(11–15)% additional damage if the max stacks of **Focus Blessing** is not lower than the stacks of other Blessings

These are okay but not great if you have pen

Sage's Insight

SS10Season



Sage's Insight

Require Lv 58

+146 gear Energy Shield

- **+(150–350)** gear Energy Shield
- **(-1–1)** Spell Skill Level
- When a Spell hit inflicts Fire Damage, **-15%** Cold, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Cold Damage, **-15%** Fire, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Lightning Damage, **-15%** Fire, Cold, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Erosion Damage, **-15%** Fire, Cold, and Lightning Resistance for the target for **3 s**

Only a mad one has such a beautiful dream.

SS9Season



Sage's Insight

Require Lv 58

+146 gear Energy Shield

- **+(300–350)** gear Energy Shield
- **+1** Spell Skill Level
- When a Spell hit inflicts Fire Damage, **-15%** Cold, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Cold Damage, **-15%** Fire, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Lightning Damage, **-15%** Fire, Cold, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Erosion Damage, **-15%** Fire, Cold, and Lightning Resistance for the target for **3 s**

Only a mad one has such a beautiful dream.

Corroded

- **+(360–400)** gear Energy Shield
- **+2** Spell Skill Level
- When a Spell hit inflicts Fire Damage, **-20%** Cold, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Cold Damage, **-20%** Fire, Lightning, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Lightning Damage, **-20%** Fire, Cold, and Erosion Resistance for the target for **3 s**
- When a Spell hit inflicts Erosion Damage, **-20%** Fire, Cold, and Lightning Resistance for the target for **3 s**

Shoes



Fire Lord's Pyric Stride

Require Lv 58

- **+(150–250)** Max Life
- **+5% Max Fire Resistance**
- Max Terra Quantity bonus is set to **1**
- **+80%** Movement Speed when standing on a Terra Skill. The effect lasts **2s**.
- **+1% Terra Charge** Restoration Speed and **+1%** Terra Skill Area for every **1%** overflown Fire Resistance

King's Boon

SS10Season



King's Boon

Require lv 58

+86 gear Energy Shield

- +(170–238) gear Energy Shield
- +(16–22)% Cold Resistance
- Reaps 0.3 s of Damage Over Time when dealing Damage Over Time. The effect has a 6 s cooldown against the same target
- (-10–10)% additional Damage Over Time taken
- +(10–30)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration

"I hereby bestow upon you the supreme strength in the King's name!"

SS9Season



King's Boon

Require lv 58

+86 gear Energy Shield

- +(170–238) gear Energy Shield
- +(16–22)% Cold Resistance
- Reaps 0.25 s of Damage Over Time when dealing Damage Over Time. The effect has a (2.5–3) s cooldown against the same target
- +(10–30)% additional Damage Over Time taken
- +(10–30)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration

"I hereby bestow upon you the supreme strength in the King's name!"

Corroded

- +(340–408) gear Energy Shield
- +(30–35)% Cold Resistance
- Reaps 0.4 s of Damage Over Time when dealing Damage Over Time. The effect has a 6 s cooldown against the same target
- (-20–11)% additional Damage Over Time taken
- +(20–40)% Movement Speed
- [More With Less] +30% additional Damage Over Time
- -10% additional Damage Over Time Duration
- +10% Skill Effect Duration



Feline Steps

Require lv 58

- +(4034–5760) gear Evasion
- +(43–60)% Movement Speed
- Gains 1 stacks of Agility Blessing when Reaping
- +(13–15)% Reaping Cooldown Recovery Speed per stack of Agility Blessing owned
- Gains 1 stack(s) of Deflection when Reaping. Interval 0.5 s
- Max Agility Blessing Stacks: (10–12)

Endgame

Skills

Talents

Gear

Weapons

Bis:

Sequence:

Triggers Lv. 30 Black Hole when moving. Interval: 1.5 s Advanced Sequence 1 1 1 5	Scepter
--	---------

Main Skill is supported by Lv. 25 Catadysm Advanced Sequence 2 2 2 4	Scepter
---	---------

+120% Deep Pain Aura -20% additional Deep Pain Sealed Mana Compensation Advanced Sequence 4 4 5 6	Scepter
---	---------

Max Tenacity Blessing Stacks +1 Max Focus Blessing Stacks -1 Max Agility Blessing Stacks +1 Advanced Sequence 2 3 5 6	Scepter
--	---------

-farming sequence

+25% Movement Speed when standing on a Terra Skill. The effect lasts 2s. +100% Skill Area when standing on a Terra Skill. Lasts for 2 s Advanced Sequence 1 3 5 7	Scepter
---	---------

Base affix:

Blessing (positive) / 8% Additional Dot

Dream affix:

Blessing (positive) / 8% Additional Dot

Blessing (negative) - if u go the dream prism

Prefix:

Reaps 0.24 (Basic)

Int/Erosion Skill Level (Advanced)

Max Terra Charge Stacks +3 (Ultimate)

Suffix:

Affliction Effect (Basic)

Reap Duration(Advanced)
~~? Unsure which is better

1	+(89–125)% Reaping Cooldown Recovery Speed	100	100	Ultimate Affix
1	Max Terra Quantity +1 +1% additional damage	100	100	Ultimate Affix

Helmet

Bis:
Base affix:
Dream affix:
Prefix:
Suffix:

Bodyarmor

77% additional damage and 31% less damage taken

SS10Season

Double Rainbow
Require lv 58
+274 gear Evasion

+1% Strength

+1% Dexterity

+1% Intelligence

+6–10% [Elemental](#) Resistance

+15–17% additional damage and -6–5% additional damage taken when two [Elemental](#) Resistances are identical (multiplies)

SS9Season

Double Rainbow
Require lv 58
+274 gear Evasion

+1% Strength

+1% Dexterity

+1% Intelligence

+6–10% [Elemental](#) Resistance

+17% additional damage and -5% additional damage taken when two [Elemental](#) Resistances are identical (multiplies)

Corroded

+10–15% Strength

+10–15% Dexterity

+10–15% Intelligence

+12–16% [Elemental](#) Resistance

+9–10% additional damage and -6–5% additional damage taken when two Resistance are identical (multiplies)

Calculator

Standard

1.61051 × 1.1 =

1.771561

MC

MR

M+

M–

MS

M÷

%

CE

C

⌫

1/x

x²

√x

÷

Bis: INT Chest (es base)
Base affix:

2	+(20–24)% Skill Area	1	1
1	+(6–8)% Sealed Mana Compensation	1	1
1	+(7–8)% Aura Effect	1	1
0	+(3–5)% Max Elemental Resistance	1	1
0	Converts (12–15)% of Physical Damage taken to Cold Damage	1	1

Dream affix:

0	+3 Max Fortitude Stacks	1	1
1	+(6–8)% Sealed Mana Compensation	1	1
1	+(7–8)% Aura Effect	1	1
0	+(3–5)% Max Elemental Resistance	1	1
0	Converts (12–15)% of Physical Damage taken to Cold Damage	1	1

Prefix:

1	+(281–400) gear Energy Shield	86	100	Basic Affix
1	+(47–66)% gear Energy Shield	86	100	Basic Affix

% gear es or int

1	+(43–60) Intelligence	86	100	Advanced Affix
---	-----------------------	----	-----	----------------

Pick 1

1	+(15–20)% <u>Sealed Mana</u> Compensation	100	100	Ultimate Affix
1	You can cast 1 additional Curses	100	100	Ultimate Affix
1	+(12–15)% additional Max Energy Shield	100	100	Ultimate Affix

Suffix:

1	+(36–50)% <u>Affliction</u> Effect	86	100	Basic Affix
1	+(36–50)% Reaping Duration	86	100	Advanced Affix
1	+(59–83)% <u>Reaping</u> Cooldown Recovery Speed	100	100	Ultimate Affix

Belt

Eternity

SS10Season



Eternity
Require Lv 66
+110 Max Life

- **+(160–220)** Max Life
- **+(30–50)%** chance to gain 1 stacks of **Eternal Morale** on defeat
- **+(30–50)%** chance to gain 1 stacks of **Eternal Nightmare** on defeat
- **+(10–20)%** chance to gain 1 stacks of **Eternal Shadow** on defeat
- **+(30–50)%** chance to gain 1 stacks of **Eternal Guard** upon defeating Magic monsters
- **+(10–20)%** chance to gain 1 stacks of **Eternal Simulacra** upon defeating Magic monsters
- **+50%** chance to gain 1 stacks of **Eternal Reign** upon defeating an **Elite**

SS9Season



Eternity
Require Lv 66
+110 Max Life

- **+(160–220)** Max Life
- **+(30–50)%** chance to gain 1 stacks of **Eternal Morale** on defeat
- **+(30–50)%** chance to gain 1 stacks of **Eternal Nightmare** on defeat
- **+(10–20)%** chance to gain 1 stacks of **Eternal Shadow** on defeat
- **+(30–50)%** chance to gain 1 stacks of **Eternal Guard** upon defeating Magic monsters
- **+(10–20)%** chance to gain 1 stacks of **Eternal Simulacra** upon defeating Magic monsters
- **+50%** chance to gain 1 stacks of **Eternal Reign** upon defeating an **Elite**

Corroded

- **+(360–440)** Max Life
- **+(30–50)%** chance to gain 2 stacks of **Eternal Morale** on defeat
- **+(30–50)%** chance to gain 2 stacks of **Eternal Nightmare** on defeat
- **+(10–20)%** chance to gain 2 stacks of **Eternal Shadow** on defeat
- **+(30–50)%** chance to gain 2 stacks of **Eternal Guard** upon defeating Magic monsters
- **+(10–20)%** chance to gain 2 stacks of **Eternal Simulacra** upon defeating Magic monsters
- **+50%** chance to gain 2 stacks of **Eternal Reign** upon defeating an **Elite**

Dawn Break

SS10Season



Dawn Break
Require Lv 58
+35 Max Life

- **+(500–1000)** Armor and Evasion
- **<Random stat affix>**
- Have **Fervor**
- Has **(60–70)** point(s) of fixed **Fervor Rating**
- **+1%** additional damage per **(2–3)** **Fervor Rating**

SS9Season



Dawn Break
Require Lv 58
+35 Max Life

- **+(500–1000)** Armor and Evasion
- **<Random stat affix>**
- Have **Fervor**
- Has **(60–70)** point(s) of fixed **Fervor Rating**
- **+1%** additional damage per **2** **Fervor Rating**

Corroded

- **+(1200–1500)** Armor and Evasion
- **<Random stat affix>**
- Have **Fervor**
Immune to **Trauma** while **Fervor** is active
- Has **(70–77)** point(s) of fixed **Fervor Rating**
- **+2%** additional damage per **3** **Fervor Rating**



Eternal Sea Fog
Require Lv 58

- **+(5–15)%** **Defense**
- **+(5–6)%** **Elemental Resistance**
- **(–20–20)%** **Blur Effect**
- **Blur** gains an additional effect: **+0.3%** Movement Speed for every point of **Blur Rating**
- **+10%** Movement Speed for **1** s when **Blur** is lost
- **+50%** chance to gain **Blur** when evading

Bis:

Base affix:

Dream affix:

Prefix:

Suffix:

Necklace

3 different aura options for aura stacking

SS10Season



Phantom

Require Lv 58

+3 Intelligence

- **+(100–120)** Max Mana
- For every **(15–17)%** Life Sealed when at **Full Mana**, Main Skill's level **+1**
- <Random Aura affix>
- **+(16–32)%** Max Mana

His fleeting promise, her lifetime wish.

Info

- Base: [Obsidian Necklace](#)
- id: 113222
- drop level: 82

Tip

- [Full Mana](#)

<Random Aura affix>

- You have a Lv. **(25–30)** **Deep Pain** when at **Full Mana**
- You have a Lv. **(25–30)** **Weapon Amplification** when at **Full Mana**
- You have a Lv. **(25–30)** **Elemental Resistance** when at **Full Mana**
- You have a Lv. **(25–30)** **Spell Amplification** when at **Full Mana**
- You have a Lv. **(25–30)** **Erosion Amplification** when at **Full Mana**

Bis: Sacrificers Amulet

Base affix: Corruption / cant be frostbitten

Dream affix: n/a

Prefix:

0	+(319–455) Max Energy Shield	100 0	Basic Affix
0	Gains <u>Spell Aggression</u> when casting a Spell Skill +(40–60)% <u>Spell Aggression</u> Effect	100 0	Advanced Affix
0	+(21–26)% <u>Defense</u>	100 0	Advanced Affix

Or

0	+(61–78) Intelligence	100 0	Advanced Affix
---	-----------------------	-------	----------------

Suffix:

Both of these

0	+(21–26)% <u>Sealed Mana</u> Compensation	100 0	Ultimate Affix
0	+(21–26)% Aura Effect	100 0	Ultimate Affix

1x resist

0	+(25–35)% Fire Resistance	100 0	Basic Affix
0	+(25–35)% Cold Resistance	100 0	Basic Affix
0	+(25–35)% Lightning Resistance	100 0	Basic Affix
0	+(25–35)% Erosion Resistance	100 0	Basic Affix

Rings

(for winter tech)

-You want cannot freeze

-level 40 frost shield on hit (its level 50 with the +10 xd)

SS10Season



Burning Ice
Require Lv 58
+11% Cold Resistance

- +(20–24)% Max Life and Max Energy Shield
- +10 Defensive Skill Level
- +(50–80)% chance to trigger Lv. 30 Frost Shield on hit. Cooldown: 4s
- +(35–42)% Cold and Erosion Resistance
- Cannot inflict Frostbite

SS9Season



Burning Ice
Require Lv 58
+11% Cold Resistance

- +(20–24)% Max Life and Max Energy Shield
- +10 Defensive Skill Level
- +(50–80)% chance to trigger Lv. 30 Frost Shield on hit. Cooldown: 4s
- +(35–42)% Cold and Erosion Resistance
- Cannot inflict Frostbite

Corroded

- +(28–32)% Max Life and Max Energy Shield
- +15 Defensive Skill Level
- Triggers Lv. (35–40) Frost Shield on hit. Interval: 4s
- +(49–56)% Cold and Erosion Resistance
- You cannot inflict Freeze

Bis:

Base affix: Entangled Pain

Dream affix: ??

0	Max Tenacity Blessing Stacks +1	1	1
0	Max Agility Blessing Stacks +1	1	1
0	Max Focus Blessing Stacks +1	1	1

Prefix:

0	+(319–455) Max Energy Shield	100	0	Basic Affix
0	+(73–94)% damage	100	0	Basic Affix

Pick 1x

0	Max Tenacity Blessing Stacks +1 +5% additional damage	100	0	Ultimate Affix
0	Max Agility Blessing Stacks +1 +5% additional damage	100	0	Ultimate Affix
0	Max Focus Blessing Stacks +1 +5% additional damage	100	0	Ultimate Affix
0	+(21–26)% Elemental and Erosion Resistance Penetration	100	0	Ultimate Affix

Suffix:

0	+(84–108)% Reaping Cooldown Recovery Speed	100	0	Ultimate Affix
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0	+(51–65)% <u>Affliction</u> Effect	100	0	Advanced Affix
0	+(46–65)% <u>Reaping</u> Duration	100	0	Advanced Affix

Gloves

Bis:

Base affix:

Dream affix:

Prefix:

1	+(239–340) gear Energy Shield	86	100	Basic Affix
1	+(47–66)% gear Energy Shield	86	100	Basic Affix
1	+2 Active Skill Level	100	100	Ultimate Affix

Suffix:

1	+(19–27)% Fire Resistance	86	100	Basic Affix
1	+(19–27)% Cold Resistance	86	100	Basic Affix
1	+(19–27)% Lightning Resistance	86	100	Basic Affix
1	+(36–50)% <u>Affliction</u> Effect	86	100	Basic Affix
1	+(37–50)% <u>Reaping</u> Duration	86	100	Advanced Affix
1	+(59–83)% <u>Reaping</u> Cooldown Recovery Speed	100	100	Ultimate Affix



Chaos Abyss

Require Lv 58

- **+(47–53)% additional Wilt Damage**
- **+(22–26)% Attack and Cast Speed**
- **+(24–30)% Erosion Resistance**
- **+1% Elemental and Erosion Resistance Penetration for every stack of Wilt inflicted recently, up to (30–38) stack(s)**
- **12% chance to inflict 1 additional stacks of Wilt**



Wings of Light

Require Lv 58

- **+(25–60)% Critical Strike Damage**
- **+(50–150) Max Life**
- **<Random Control Immunity Affix>**
- **Intimidated gains an additional base effect: +(15–22)% additional Spell and Ailment Damage taken for each type of crowd control effect the target is under. Stacks up to 6 times**

Torturer's Touch

SS10Season



Torturer's Touch

Require Lv 58

+1777 gear Evasion

- **+(30–40)% Defense**
- **+(8–12)% injury buffer**
- **+1 Affliction Per Second for every +4% Affliction Effect**
- **Reaps (1.3–1.5) s of Damage Over Time from Nearby enemies with full Affliction. The effect has a 1 s cooldown against the same target**
- **Reaping removes enemy's Affliction**

Corroded

- **+(50–70)% Defense**
- **+(13–16)% injury buffer**
- **+1 Affliction Per Second for every +3% Affliction Effect**
- **Reaps (1.6–1.8) s of Damage Over Time from Nearby enemies with full Affliction. The effect has a 1 s cooldown against the same target**
- **Reaping removes (70–80)% Affliction from enemies**

Info

- Base: [Demon Slayer's Hands](#)
- id: 112326
- drop level: 82

Tip

- [Defense](#)
- [Injury Buffer](#)
- [Affliction](#)
- [Nearby](#)
- [Reaping](#)



Archmage's Hands

Require Lv 58

- **+(272–340) gear Energy Shield**
- **+(20–27)% Cold Resistance**
- **(15–20)% of damage is taken from Mana before life**
- **+(30–35)% additional Max Mana**
- **The skill cost is fixed at (1–100)**
- **+1% additional Spell Damage for every (75–100) Max Mana owned, up to 100%**

Shoes



Lone Walker's Boots
Require Lv 58

- <You have a random Lv. 20 Precise Bonus Damage Aura>
- +50% Movement Speed
- +(15–30)% Aura effect when affected by (4–5) or more Auras
- +1% Aura Effect per +2% Sealed Mana Compensation



Valerie's Night Stroll
Require Lv 58

- +(50–150)% Damage Over Time
- +(2500–4000) gear Evasion
- Loses 20 Blur Rating when landing a Critical Strike. Interval: 1 s
- Refreshes Blur upon gaining Blur, Interval: 1s. +(5–10)% Blur Effect
- [Stealth Stab] -25% additional damage taken while Blur is active
- +25% additional damage for 3 s after Blur ends
- +(30–40)% Movement Speed

OR Crafted

Bis:

Base affix:

Dream affix:

Prefix:

Suffix:

0	+(51–65)% <u>Affliction</u> Effect	100 0	Basic Affix
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0	+(51–65)% Reaping Duration	100 0	Advanced Affix
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0	+(41–52)% Movement Speed	100 0	Advanced Affix
---	--------------------------	-------	----------------

0	+(84–108)% <u>Reaping</u> Cooldown Recovery Speed	100 0	Ultimate Affix
0	For every 5 m moved, gains 1 stack(s) of <u>Deflection</u>	100 0	Ultimate Affix

Where's my dps? Checklist

1.)

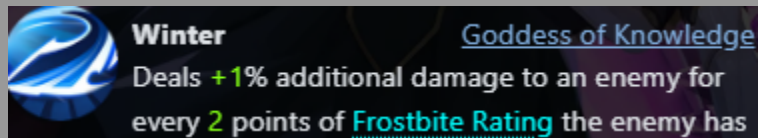
Divinity Slates

Pedigree List

I will make a list here of what's good/viable and you can decide for yourself

Offensive List:

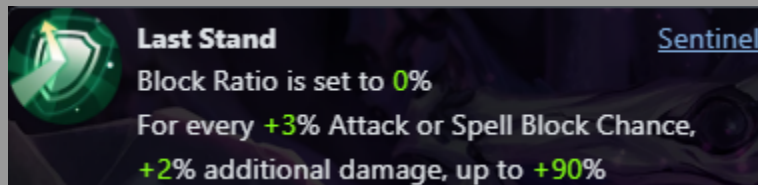
S tier: affix list

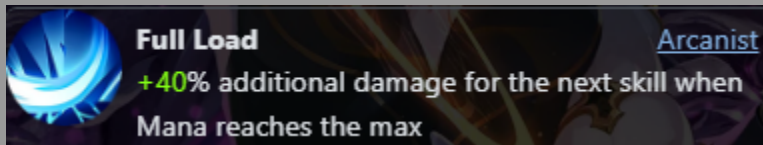


(if u have 150 fixed fervor) - also might not exist

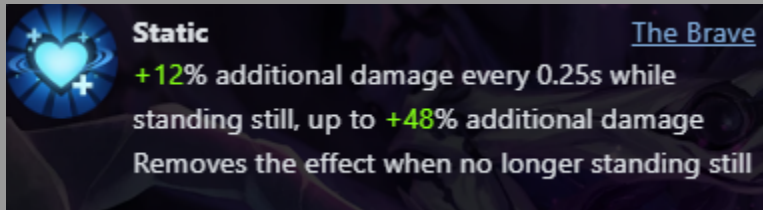


(kind of a meme though)

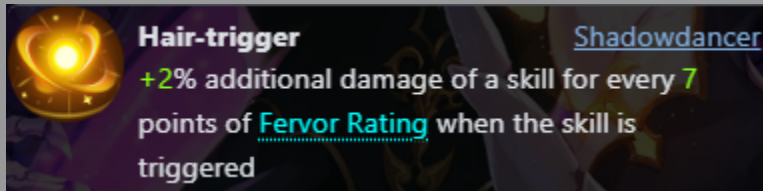




If not running



If 150 fervor if not low a tier (20% additional at 70 fixed on dawnbreak)



A tier: affix list

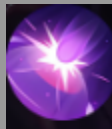


Transition [Assassin](#)

50% chance for this skill to deal +16% additional damage when casting a skill

25% chance for this skill to deal +32% additional damage when casting a skill

10% chance for this skill to deal +80% additional damage when casting a skill

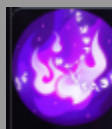


Deceiver's Might [Goddess of Deception](#)

+1 to Max [Tenacity Blessing](#) Stacks if you have taken damage in the last 8s

+1 to Max [Agility Blessing](#) Stacks if you have used a Mobility Skill in the last 8s

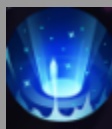
+1 to Max [Focus Blessing](#) Stacks if you have landed a Critical Strike or Reaped in the last 8s



Verbal Abuse [Warlock](#)

You can cast 1 additional Curses

+10% curse effect



Forbidden Power [Goddess of Deception](#)

+35% additional Erosion Damage

-10% [Elemental](#) Resistance



Stab In The Back [Lich](#)

While [Blur](#) is active, loses [Blur](#) after casting a Main Skill, and the skill deals +35% additional damage

33.8% additional or 41.8% additional if u can maintain freeze



Dirty Tricks [Warlock](#)

Guaranteed to inflict all types of Ailment on hit
 Upon inflicting damage, **+6%** additional damage
 for every type of **Ailment** the enemy has
 (multiplies)
 When Minions deal damage, **+6%** additional
 damage for every type of **Ailment** the enemy has
 (multiplies)



Affliction [Goddess of Deception](#)

+30 Affliction inflicted per second
+30% additional **Affliction** effect



Focused Strike [Onslaught](#)

Area Skills deal up to **+32%** additional damage
 to enemies at the center
 Minions' Area Skills deal up to **32%** additional
 damage to enemies at the center

32% more if no other sources of additional to life



Dirt [Shadowmaster](#)

+15% additional Erosion Damage
15% additional damage applied to Life

(depends on blur effect)



Subtle Impact [Goddess of Deception](#)

Blur gains an additional effect: **+25%** additional
 Damage Over Time



Rushed [Goddess of Hunting](#)

+30% additional damage if you have recently
 moved more than **5 m**



Insight [Goddess of Knowledge](#)
+30% additional Spell Damage
+25% additional Skill Cost



More With Less [Psychic](#)
+30% additional Damage Over Time
-10% additional Damage Over Time Duration

(if you are hybrid with wilt)



Beyond Cure [Shadowmaster](#)
Upon inflicting damage, +6% additional Erosion Damage for every stack of [Wilt](#) or [Deterioration](#) the enemy has, up to an additional +30%



Impending [Ranger](#)
Every 0.25 s, +6% additional damage taken for enemies within 10 m. Stacks up to 5 times

24% with 4 auras more if aurastacking



Reflection [Steel Vanguard](#)
+6% additional damage for each type of Aura you are affected by
Minions +6% additional damage for each type of Aura they are affected by



Stealth Stab [Shadowmaster](#)
-25% additional damage taken while [Blur](#) is active
+25% additional damage for 3 s after [Blur](#) ends



Windwalk [Psychic](#)
+80% additional Reaping Duration against enemies with Max Affliction. Lasts for 4 s. Only takes effect once on each enemy



Twisted Belief [Shadowmaster](#)
+3 Erosion Skill Level
-5% [Max Erosion Resistance](#)

(if u have the prism for affliction)



Queer Angle [Assassin](#)
You and Minions deal **Lucky** Damage against **Numbed** enemies



Burning Touch [Goddess of Knowledge](#)
Has **Spell Aggression**
+10% **Spell Aggression** Effect for every Main Spell Skill cast recently. Stacks up to 10 times



Peculiar Vibe [Goddess of Knowledge](#)
+50% chance to inflict **Elemental Ailments**
+25% additional damage against enemies with **Elemental Ailments**

(goes hand and hand with winter but unpreferred)

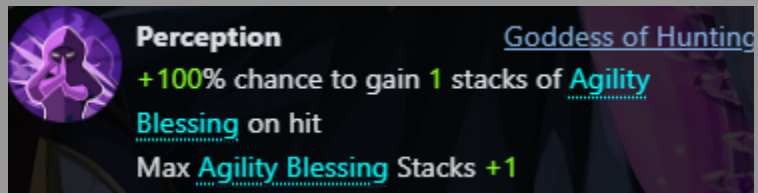
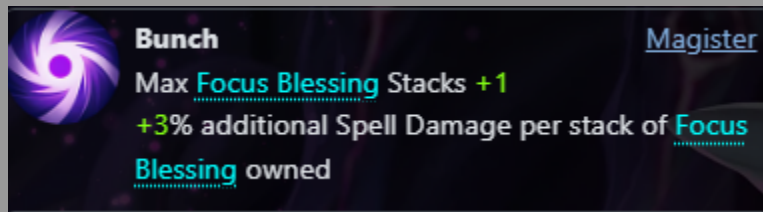


Extreme Coldness [Prophet](#)
Frostbite and **Frostbite Rating** will continue to be inflicted on **Frozen** enemies
After **Freeze** ends, **Frostbite** and all **Frostbite Rating** will no longer be removed. +20% of the retained **Frostbite Rating**
+25% additional **Freeze** Duration when an **Elite** is nearby



Frostbitten [Prophet](#)
+25% additional damage against **Frozen** enemies
Inflicts **Frostbite** and **100 Frostbite Rating** when dealing Cold Damage to an enemy for the first time

B tier: affix list



Defensive List:

S tier: affix list



Holiness [Psychic](#)

- 95% Cursed Effect
- 25% additional damage taken from Cursed enemies



Poisoned Relief [Druid](#)

- +25% [injury buffer](#)
- 15% additional damage taken at [Low Life](#)



Shell [Magister](#)

- +35% additional Max Energy Shield
- Your Max Life is set to 100



Barrier of Radiance [Magister](#)

- Energy Shield [Charge](#) started recently cannot be interrupted by damage
- +50% Energy Shield [Charge](#) Speed



Defensiveness [Sentinel](#)

- +25% [Block Ratio](#)



Off The Beaten Track [Lich](#)

- +4 Support Skill Level
- Support Skill's Mana Multiplier is fixed at 95%.

A tier: affix list

	Stealth Stab -25% additional damage taken while Blur is active +25% additional damage for 3 s after Blur ends	Shadowmaster
	Master Escapist +1 Max Deflection stacks Gains 1 stacks of Deflection on Evasion	Marksman
	Mana 20% of damage is taken from Mana before life +12% additional Max Mana	Arcanist
	Determined Upon taking fatal damage , you have a 50% chance to keep at least 1 Life	God of War
	Ward Adds 13% of Sealed Mana as Energy Shield Adds 13% of Sealed Life as Energy Shield	

B tier: affix list

Slate mods List

S tier: affix list

A tier: affix list

10% additional damage against cursed enemies - deception

12% additional damage for 2s after using mobility skills - Hunting

Reap cooldown recovery - deception (A tier early B tier with more reap cdr on priceless gear)

20% numbed effect - hunting

B tier: affix list

8% additional damage applied to life - deception (b tier because only affects life)

35% of the bonuses for movement speed is also applied to the cooldown recovery speed of mobility skills

70% of the bonuses for movement speed is also applied to the attack and cast speed of mobility skills(Max divinity effect:1) - hunting

Upon inflicting damage, +20% damage for every type of ailment the enemy has - deception

Main Defensive Layers U Can Use

Big ones

Block cap / FullDefense/Iron Wall Kismets

Could go magus effect stacking

Could go aura stacking

Phys% Taken As

Realistically there's a LOT of defensive layers u can use with -additional taken

Hero Traits/memories

On your Hero Memories, look for the following stats

Memory of Origin

Base: Int

Fixed:

Memory of Discipline

Base: Energyshield

Fixed:

Memory of Progress

Base: Movespeed

Fixed:

Kismets & Fates

S tier: affix list

Kismet Black Square 10% energy shield 5% additional dot and -10% additional energy shield charge interval

Kismet Iron Wall 30% more block ratio at the cost of 30% block chance (removes dual wield block)

A tier: affix list

Fate Reap duration micro & medium

Kismet Pendulum 1 stack deflection per 5m movement 10% chance for 3 stacks per stack gained -10% additional taken per stack

Kismet Pointer +1 max Deflection Gains 1 additional stack of Deflection -10% additional taken per stack

Kismet God's Fall +2 all skill's level, lose 5% current life and es per cast

Kismet Dark Moon lvl 20 erosion magus +30% origin of magus effect

Kismet Great Library 1.5% additional damage -1% taken(multiplies) per unique more potential with extra mediums

Kismet Shadow +2k evasion -5%chance to avoid dmg 100% movement speed after evading **Speedmap**
only S tier if blur/evasion setup for speed maps

Kismet Evil Flame

B tier: affix list

Kismet Three-Eyed Cat 5% sealed mana compensation & 30% additional damage when affected by aura imbue and magus

Kismet Plague Source reap 3s of dot cooldown 99s

Kismet Spider Kismet 80% damage

Kismet Scorpion Stinger: 20% reap cdr

Kismet Spades:

Kismet mammoth lvl 30 resurrection warcry on hit 3s cd

Prisms

S tier: affix list

Guaranteed Reaping

A tier: affix list

Escalating Affliction

Ignite - 25% erosion resist + 30% additional Affliction Effect

B tier: affix list

8% Ms + 4% Damage on kill stacking 4x

Adds an additional effect to the Core Talent on the Any Advanced Talent Panel:
+1% additional Damage per +10% Movement Speed, up to +10%
+8% additional damage against Slow enemies
+8% additional damage against Frostbitten enemies

Pact spirits

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

Most optimal lineup

Fallen Saintess, Abyssal Soul King, Fire swordsman

S tier: Pact spirit List

Knight of Pale Blue

Poisoned Omen

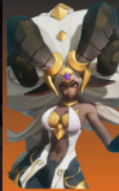
A tier: Pact spirit List

Greedy Chestnut - Lotus Leaf

Greedy Chestnut - Radiance

Letice - Flame

Wing of light stuff

	<u>Awooawoo - Blue Sky</u> Attack Magic Increases Damage, Erosion Resistance, and Crowd Control Effects +7% additional damage; +7% additional Minion Damage For every type of crowd control effect the enemy has, you and your Minions deal 0.8% additional damage to them +4% additional damage		<u>Hell Cavalry - Twilight</u> Attack Rare Increases Damage, Erosion Resistance, and Crowd Control Effects +7% additional damage; +7% additional Minion Damage For every type of crowd control effect the enemy has, you and your Minions deal 1.6% additional damage to them +4% additional damage		<u>Witch Antelope of Lust</u> Attack Legendary Increases Damage, Erosion Resistance, and Crowd Control Effects Inflicts Paralysis or Weaken on enemies within 10m in turn. Cooldown: 4 s For every type of crowd control effect the enemy has, you and your Minions deal +3% additional damage to them +4% additional damage
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