

Brand Gear Crafting (recombs)

- **Wand**

- Collect item level 84 or higher profane, heathen, or pagan wands
- Alteration spam the wands with the following regex, keeping the wands that highlight: `runic|magist|lithomanc|thunderhand|fines|destruct`
- For the wands that roll with runic or magister, because they are significantly difficult to hit consistently, if that is the only modifier present, benchcraft cant roll caster and regal. Then, making sure that the can't roll caster mod is on the weapon, annul the wand to remove the regaled modifier. For runic and magister weapons that alteration into a prefix/suffix item, I suggest imprinting the item first, then regal/annuling.
- The ideal final recombination will have 1 wand with 1 prefix/1 suffix, and another wand with 2 prefix/1 suffix
 - Example: take a rare destruction wand, multimod, bench chosen suffix and prefix. Then take a magister wand, multimod, bench chosen suffix and prefix and recombine to get both mods on 1 wand. Now take finesse and runic and apply the above process. Then recombine either of the aforementioned weapons with multimod, chosen prefix/suffix and recombine that with multimod, chosen prefix/suffix thunderhand/lithomancer wand
 - The final recombination wands will have runic, magister, finesse on one with multimod, chosen prefix/suffix and the lithomancer/thunderhand destruction wand will have multimod, 2 chosen prefixes

- **Helmet**

- Gather archdemon crowns from ritual. Ideally, we would like to have a minimum item level of 84. To achieve this, we can farm rituals in t17 maps, or we can recombine the helmet with a higher ilvl helmet.
- Conqueror exalt the helmet, and harvest randomise influence until the influence present on the archdemon crown is shaper or elder.
- Awakener orb the non-present influence (ie, if archdemon is shaper, awakener orb with elder or vice-versa.) Be sure when using awakener orbs to click the item you wish to be destroyed first.
- Farm essence in maps, making sure to not allocate crystal resonance notable. The scarab setup should be 4x essence, 1 stability or 3x essence, 1 calcification, 1 stability.
- We are searching for the corrupted essences, to attempt to generate these, we will use a remnant of corruption on essence monsters have one of the following essences: envy, scorn, dread, misery.
- Horror essence is the desired essence, we can harvest swap the corrupted essences for a 1 in 4 chance to produce horror essences

- Spam horror essences on the double-influenced archdemon crown until hypothermia is present. If necessary, annul 3rd suffix. With an open suffix and prefix, suffix lock and crit reforge the helmet for a 1 in 6 chance at +3% crit chance to spells.
- Benchcraft mana on the helmet and exalt slam. If conc effect is not present, suffix lock scour the helmet and repeat.
- Once conc effect is on the helmet, you have 2 options. You can bench +1 aoe gems and use it, or you can suffix lock veiled orb to attempt to hit +2 aoe. The correct blocker for this is PDR while focused.
- **Amulet**
 - Citrine amulet is the preferred base as inquistor, especially if using necrotic armor, needs dexterity badly. We will attempt to recombine the entire amulet
 - Collect citrine amulets of at minimum ilvl 75
 - Alteration spam the amulets with the following regex and keep highlighted bases: exalter|behem|stormbre|legerd|destruc|athle
 - imprint/regal/annul the exalter amulets
 - We will follow a similar pattern we used to craft the wands. Please review the wand section example and attempt to produce a 2 prefix 1 suffix amulet and a 1 prefix 1 suffix amulet for the final recombination
- **Body Armor**
 - Collect influenced necrotic armors using the domination scarab of apparitions. Ideally, we are trying to produce ilvl 86 necrotics. If the armor is ilvl 85 or lower, we will turn in a stack of destined to crumble divination card and recombine to get a good ilvl.
 - Alternative bases to necrotic are sanguine raimement and torturer's garb if you plan to play the suppress version. If playing the armor/max res version, sacred chainmail is the desired base.
 - We need to prepare several redeemer/crusader double-influenced armors for recombination.
 - Alteration spam the double-influenced armors with the following regex: explode|frenzy|aura|prime|nullif
 - If crafting a sacred chainmail, in the regex replace nullification with conservator
 - Double-check each armor that highlights the regex to make sure explode and aura effect are in fact tier 1 as the regex will also show tier 2.
 - It is advisable to imprint/regal/annul tier 1 explode as it is a very rare modifier.
 - Refer to the example in the wand craft section for recombination instructions. The difference here is that we are trying to produce a 3 suffix/2 prefix item as the final result, therefore, we will prepare a base with 1 prefix/1 suffix and a second base with 1 prefix/2 suffix for the final recombination.
- **Gloves**
 - Generate temple suffix resistance gloves containing evasion, evasion/armor, or evasion/es. We are looking for gloves with minimum ilvl of 85
 - Harvest swap the resistance mod to get cold res/damage against chilled enemies until you are satisfied with the rolls

- Fracture the temple modifier
- Spam prefix essence or chaos orbs until t1 suppress is present, annul if 3rd suffix is present.
- Suffix lock and veiled orb to attempt to get a veiled suffix. There is no blocker, approximately 1 in 5 to hit attach range.
- Prefix use a combination of eldritch currencies and exalts to finish prefixes, we are looking for good life roll and good % defense roll. Finish with crafted phys convert to lightning
- **Boots**
 - Prepare hunter boot with tailwind modifier as only influenced mod, elevated tailwind is optional
 - Prepare redeemer boot with elevated onslaught
 - Make sure one of the boot bases is a two-toned boot as this is the base we desire for the boot. Be sure to click the two-toned boot last when using the awakener orb
 - If an open suffix is present, we will lock suffix reforge lightning to force a resistance
 - Lock suffix reforge crit to force elusive.
 - Lock suffix veiled orb, block with life/mana regen and attempt to hit double move speed unveil
- **Ring**
 - Source influenced amethyst rings using the apparition strategy used for sourcing the body armor craft. The ring needs to be at least ilvl 84
 - Influence swap in harvest until the amethyst rings are warlord
 - Alteration spam the rings with the following regex
area|viri|multi|haas|tzte|ephi|bame|exper
 - Be sure that area of effect modifier and crit multi modifier are both t1
 - regal/annul the rings that satisfy the regex requirements to make them rare.
 - Apply the same recombination methods described in wand craft example.
- **Belt**
 - Source conqueror exalts and stygian vise belts no lower than ilvl 84.
 - Apply conqueror exalt to rare stygian vise, if not hunter influenced, use harvest influence swap until hunter.
 - Alteration spam with the following regex: fecu|move|charge|life
 - Be sure that t1 flat life and t1 % life are present on the belts.
 - Use harvest reforge caster to force hunter cast speed during flask effect mod and annul down
 - Recombine belts using the above example in the wand craft section
- **Clusters**
 - **8p Lightning (min ilvl 68)**
 - Fracture sadist or harvest reforge cold until sadist/snowstorm, then exalt/annul for a 3rd notable (doryani's lesson, widespread destruction, or disorienting display)
 - **4p/5p Brand Cluster (min ilvl 68)**

- Reforge speed until grand design and remarkable are present. Reforge caster is bad.
- **4/5p Crit Cluster (min ilvl 50)**
 - Reforge caster until pressure points/quick getaway is present.
- **3p i84+ Reservation Small Cluster**
 - Fracture 35% inc effect
 - Use a combination of fossils or harvest reforges, then annul/ex for your remaining mods