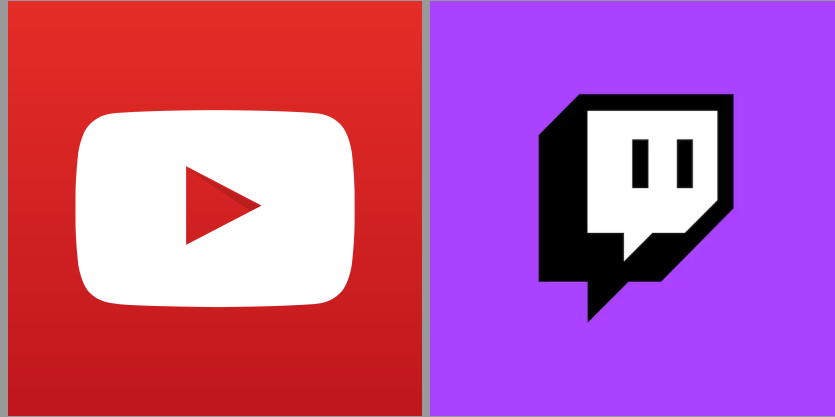


Tab 1

Guide by Benderdin

Lightning Fury Paladin SS7



Introduction

Do you want to play a fast paced and even faster attacking tanking boy charged with Thor's own lightning? Then you have come to the right place! Lightning fury paladin is a high attack speed, magic based, melee attacker with good clear and even better single target. This guide will cover how to play it from creation to endgame uber boss destruction!

Pros

Tanky
Good single target damage
Good gearing curve

cons

mana sustainability
weaker clear
poor mobility

Early LVL 0-100

Skills - The leveling process is broken up into 2 parts, 1-39 and 40-100. Below are descriptions of the abilities you will be using, skill trees and sub trees for the abilities you will use while leveling and what changes at level 40.

Attributes

During the leveling process I recommend a 50/50 split into int/vit. Make sure you have enough health to not get 1 shot, but don't ignore your damage.

Skill descriptions



The primary ability we will be using for the lvl 1-39 journey will be vengeance. This is a lightning and physical ability that arcs lightning bolts to nearby enemies when you strike an enemy. Getting this ability to level 20 is your priority. Every 5 levels (starting at level 5) you will get points to place into your subtree's for abilities with the + icon next to them. Every time you get a subtree skill point you get a point for all abilities with the + symbol, so a max of 20 in each skill at level 100.



Thunder shield is a utility buff that gives magic damage reduction and deals lightning damage to enemies that strike you. With a low mana cost and a 30 second duration this ability is worth

placing a single point into. At higher levels with endgame gear you can reach around level 55 using a single point, giving you 15% magic damage reduction. Well worth the single skill point.



Holy retribution is a passive ability that gives mana restored after each kill. The ratio is 2 mana returned per point invested, at higher levels this will effectively give us infinite mana while clearing, alleviating a lot of pressure from the higher mana cost and attacks per second of lightning fury at higher levels. Place a single point in this as early as possible.



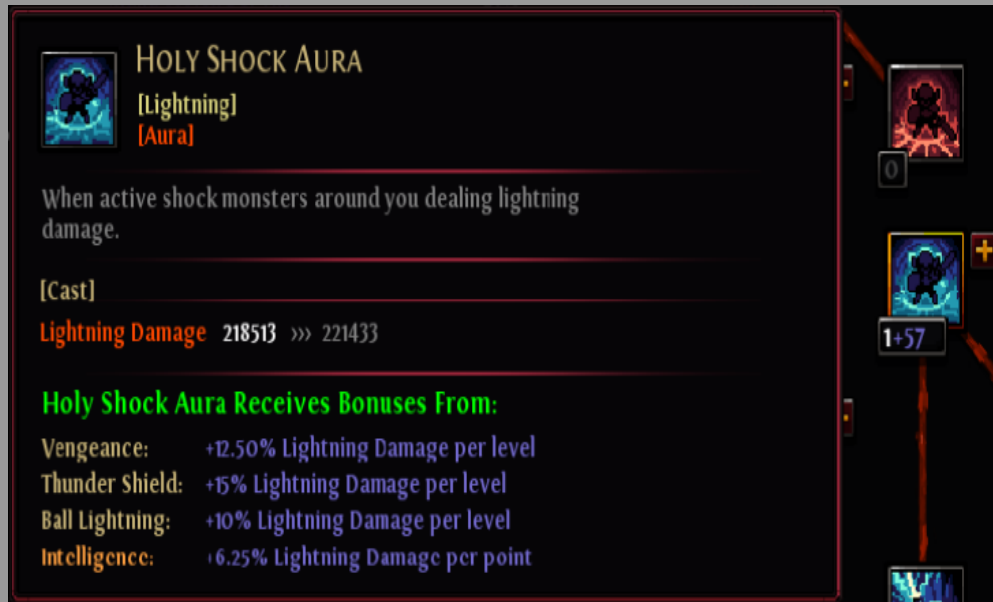
Ball lightning is our mobility option. Mobility is an issue for paladin as we have no passive mobility increase or teleport skill, causing us to rely on items for our mobility gains. Ball lightning can help with the mobility, however it is a cast ability not an attack so our increases to attack speed will not improve it.



Light's embrace is a passive ability that increases cast rate. This specifically increases the cast rate of ball lightning improving our mobility. Add a single point to this at your convenience.



Divine storm is an attack skill that we do not use, however it is a synergy skill that gives bonuses to our primary damage skill with each level. We will be maxing this by lvl 100.



Holy shock aura is an activatable aura that stays on once activated, dealing periodic lightning damage to enemies within its radius. We use this ability to apply lightning break and stack a lightning damage buff using the skill subtree. Place 1 point into this skill.



Eye of the storm is a passive lightning skill damage % increase. This is a strong and important ability and should be maxed early.



LIGHTNING FURY

[Lightning][Physical]

[Active]

65



85%



Strike monsters with increased attack damage causing lightning to chain between them dealing lightning damage.

[Melee, Attack]

 Attack Speed

Lightning Damage

700670

>>>

708508

Attack Damage

1916%

>>>

1934%

Attack Rating

410%

>>>

415%

Lightning Fury Receives Bonuses From:

Vengeance:

+22.50% Lightning Damage per level

Divine Storm:

+15% Lightning Damage per level

Eye of the Storm:

+8% Attack Damage per level

Intelligence:

+7.25% Lightning Damage per point



20+62

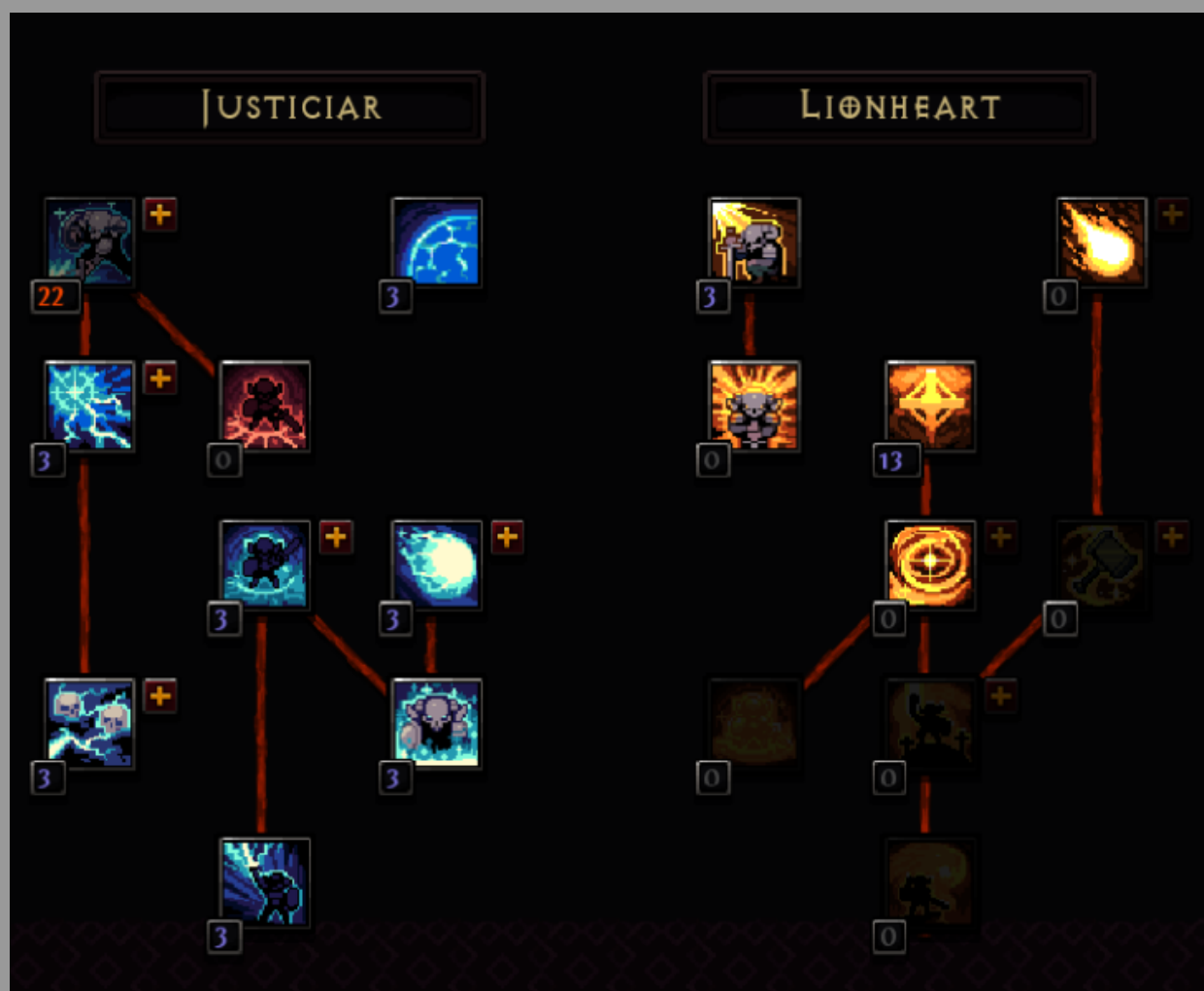
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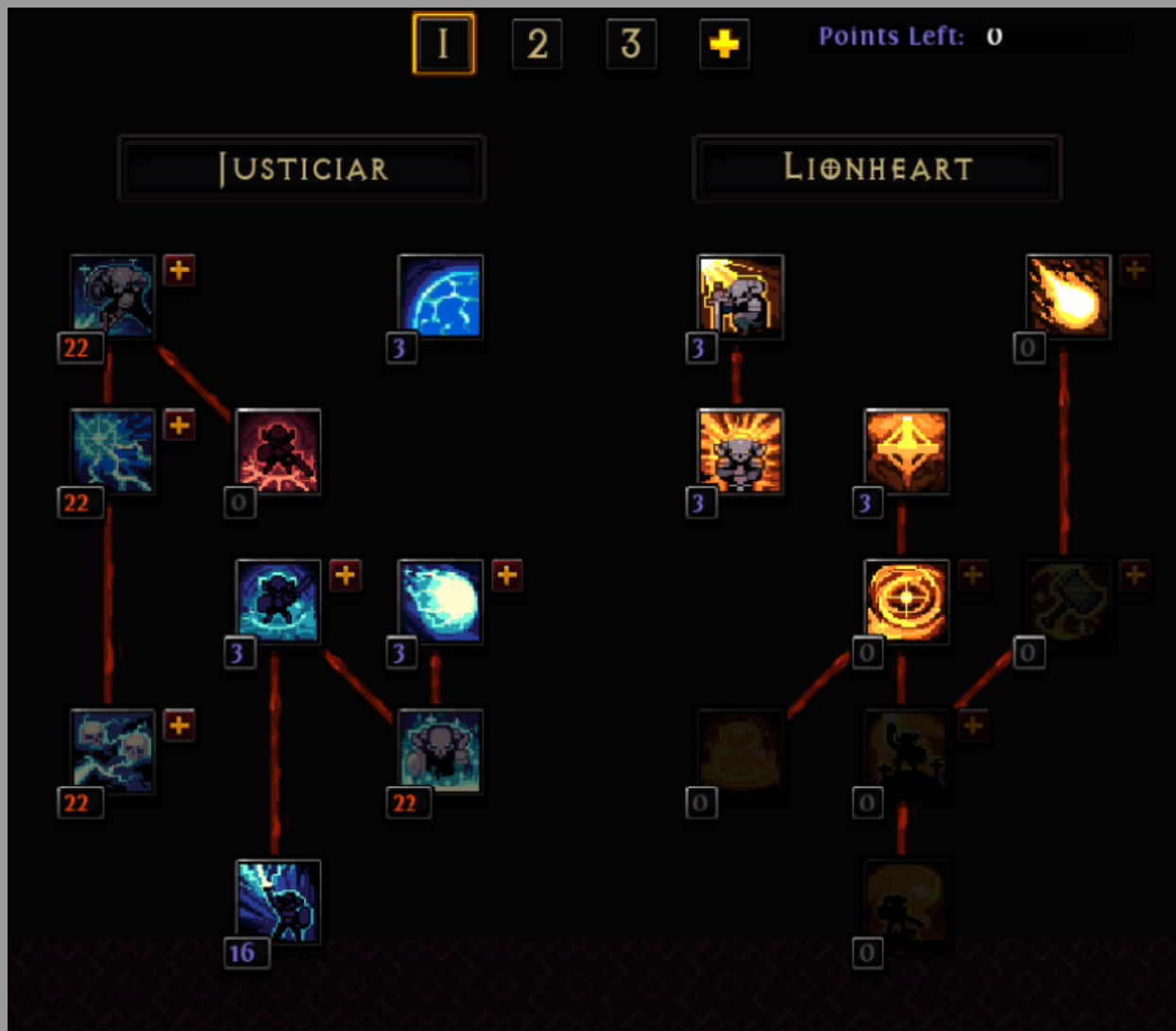
Reset Skill

Lightning fury is our main endgame damage ability. Utilizing the subtree we conjure lightning orbs around us as we attack, causing lightning to arc to nearby enemies from each orb. At level 40 we swap from vengeance to this and should reset skills to max this ability as soon as we hit lvl 40.



This is the skill tree from level 1-39, point allocation is as follows:

- 20 points - vengeance
- 1 point - thunder shield
- 1 point - divine wisdom
- 11 points - holy retribution
- 1 point - divine storm
- 1 point - lightning fury
- 1 point - ball lightning
- 1 point - holy shock aura
- 1 point - eye of the storm
- 1 point - thor's fury



This is the complete skill tree at lvl 100. Point allocation is as follows:

- 20 points - vengeance
- 20 points - divine storm
- 20 points - lightning fury
- 20 points - eye of the storm
- 1 point - thunder shield
- 1 point - ball lightning
- 1 point - holy shock aura
- 1 point - divine wisdom
- 1 point - light's embrace
- 1 point - holy retribution
- 14 points - thor's fury

Skill subtrees

Here i will be covering the subtrees for all the skills we use with a subtree, with a breakdown of the point allocation as you level. Every 5 levels (starting at level 5) you gain 1 subtree skill point for a total of 20 points. Now thats not 20 points total between all skills with a subtree, thats 20 points per subtree.



skills with a subtree are indicated by a plus sign next to them.



Here we have vengeance, our main damage ability while leveling from 1-39.



For our first 2 points we go into uncontrolled spike. This give additional lightning bolts being proc'd from successful hits.



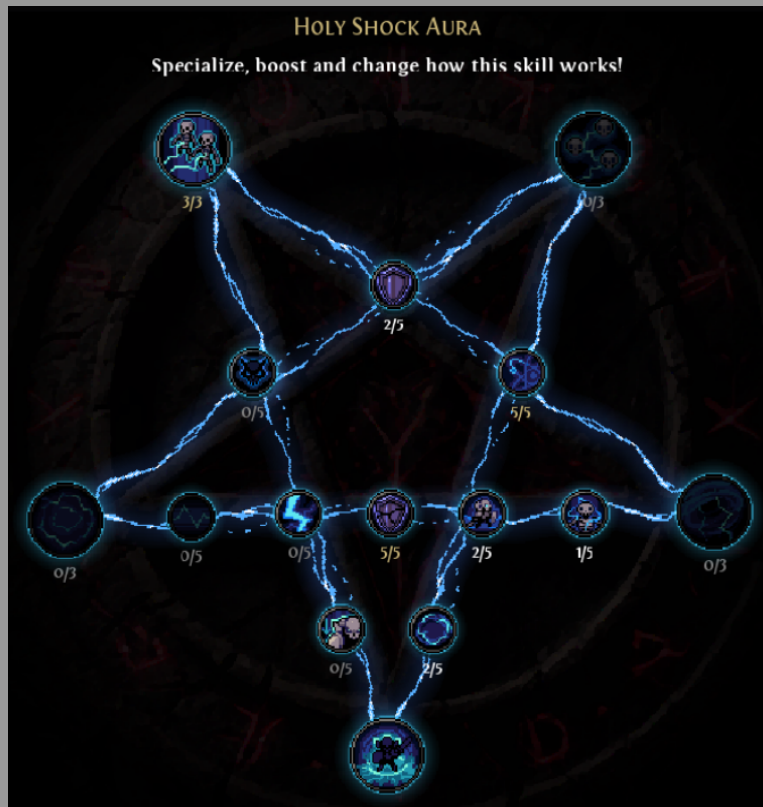
Our next 2 points will be placed in overclock. This ability is a huge quality of life improvement as it removes the melee requirement on vengeance and allows the arcs to proc off melee swings even if you don't hit an enemy.



The last 3 points we get before level 40 will be going into recharging strike. This restores mana based off damage dealt. Mana usage is a constant struggle for this build and this helps the leveling process greatly.



Here is my recommended complete subtree for vengeance should you decide to use it after level40, tho i dont recommend it.



Next we have holy shock aura, this is a passive aura that once activated constantly shocks enemies within range for lightning damage. Below i will list my recommended order of point allocation as we level.

- 2 points - larger grid
- 2 points - concentrated aura
- 2 points - friendly electron flow
- 2 points - defensive charge
- 1 point - lightning tether
- 4 points - rupturing lightning
- 1 point - lightning tether
- 1 point - rupturing lightning
- 3 points - friendly electron flow
- 1 point - charge mark
- 1 point - lightning tether



This node increases the radius of holy shock aura, we only put 2 points here to unlock the next node.



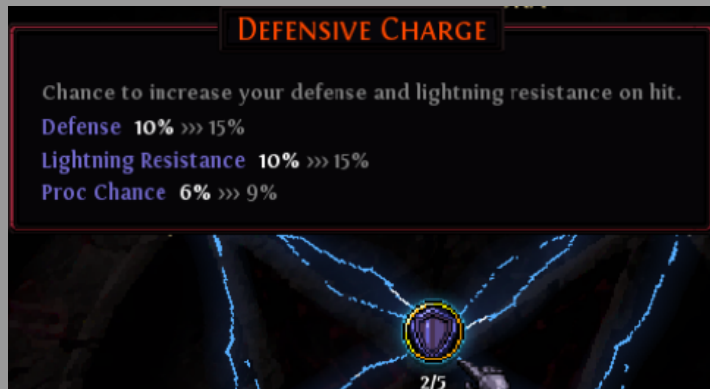
This node causes holy shock aura to now cause damage in a cone in the direction you are facing and increasing damage. We put 2 points here to unlock the next node.



This node allows a chance to inflict lightning break on targets hit by holy shock aura. Lightning break reduces enemy resistances (into the negatives in some cases) causing the enemy to take increased damage.



This node provides a stacking % lightning damage buff when an enemy is hit by holy shock aura. This node provides 3% per point and stacks 10 times, totaling 150% increased lightning damage buff.



This node provides a chance to grant extra defense and lightning resistance when holy shock aura hits an enemy. We put 2 points here to unlock the next node.



This node changes holy shock aura to no longer deal periodic damage but instead tether to enemies inside the radius causing constant damage. This improves the trigger rate on procs like friendly electron flow and rupturing lightning.



This node provides holy shock aura a chance to inflict stasis when hitting an enemy. Stasis is a lightning based damage over time affliction, and we get this node to trigger stasis for a piece of gear we use later in this guide.



Next up we have ball lightning, we use this skill as a mobility option. There are only 3 nodes in this subtree that are important, the path you take to these nodes is your choice.



Put 5 points into rapid retreat, this node grants a movement speed/ defense buff for 5 seconds after using ball lightning. This is the most useful node in ball lightning.



Put 3 points into within the storm, this node grants a chance when landing after using ball lightning to grant immunity for 3 seconds.



Put 5 points into angelic interference, this node modifies ball lightning when below 25% life to give improved speed, damage, AOE, and knock monsters in the air. This is useful for when you are in a tight spot and about to die, it can get you out of the situation or knock enemies into the air giving you a greater chance to survive, this also works in conjunction with the node within the storm possibly giving you immunity faster to survive when you might have died.



Finally we have lightning fury, our main ability from level 40 on. The tree above is how you will set it in at level 40, however the tree will change drastically as we level, this is just the way it needs to be set to get a point into the concentrated fury major node.



This is the lightning fury tree changed when you hit level 45, i know it seems odd to change the tree after just 5 levels but this change is a significant improvement over the previous setup.



This is our final tree setup for lightning fury. Below i will list my recommended order of point allocation as we level from level 45 to 100.

- 2 points - retribution
- 2 points - electro pulse
- 2 points - double conduit
- 2 points - maximize fury
- 1 point - concentrated fury
- 4 points - low resistance
- 1 point - concentrated fury
- 1 point - low resistance
- 3 points - retribution
- 1 point - double conduit
- 1 point - concentrated fury



This node increases the damage of lightning fury by a % amount equal to 15% of our strength.



This node gives a chance for the chain lightning arcs from lightning fury a chance on hit to deal a small aoe lightning damage explosion. We only put 2 points here to unlock the next node.



This node give lightning fury a chance on hit to trigger a bolt of lightning dealing extra damage. We put 3 points here to unlock the next node and for the remaining point after all other nodes are selected.



This node allows the chain lightning arcs from lightning fury to crit, giving extra damage. We only put 2 points here to unlock the next node.



This is the major node for lightning fury, Causing each attack to spawn an orb of lightning that orbits around you arcing lightning to nearby enemies. Each orb spawned does 2 complete rotations around your character before disappearing. This node is a major reason why attack speed is so important for this build, the more attacks we do, the more orbs are spawned, and the more light arcs dealing damage.

Gear - while leveling gear will be constantly replaced. This section is for solid options for gear in each slot that can hold you over until mid/late game heroics.

- Desirable stats - Attack speed
- Lightning skill damage
- % magic/lightning skill damage
- intelligence/ all attributes
- enemy lightning resistance
- All resistances
- life/mana leech

Weapon



The mjolner runeword is the best weapon pre heroics for us. Usable at level 53 it easily carries us to hell 5. This weapon has almost everything we want, attack speed, int, %lightning skill damage, and - enemy resistances. I recommend trying to find a base with % magic skill damage, % lightning skill damage, + all skills, or attack speed if you can find them, however any 4 socket sword/axe/claw/mace will work.

Helmet



The delirium runeword is our target helm. Usable at level 55, the up to +8 all skills and 14% mana stolen per hit gives us a significant damage boost while also helping with our mana sustain. Ideally we want a + all skills base but any 2 socket helm will do.

Bodyarmor



Heaven's might satanic is an ideal chest piece for us. While it is not the best damage option, its high vitality and damage reduction is an excellent choice to boost our survivability. Socket it with the highest rank topaz you have for increased damage.

Belt



Commander's sash belt is a fantastic choice for us while working through the hell difficulties. With so many useful stats like + all skills, attack speed, life and mana leech, physical damage reduction, and all resists, this belt just can't be beat.

Necklace



The thunderstone amulet is our target neck piece. This amulet is a powerhouse for us, giving significant damage to our build.

Rings



Our rings of choice are satanic eye and tectonic frequency. Satanic eye is a superb option for the all attributes and the huge all resistances roll, tectonic frequency provides a significant damage boost with the % lightning skill damage and - enemy lightning resist.

Gloves



For our gloves i recommend titan's staticguards, the attack speed and % lightning skill damage gives a nice boost to our damage.

Shoes



The hermes boots are the ideal footwear due to the great movement speed, all attributes, and large all resistance stats helping us hit resistance cap to keep us alive.

Potions



For healing potions, i recommend these affixes as your target. We want high increase in life regenerated and high instant regeneration as most often when you need to use a healing potion

its after a large hit. We also want replenish stacks after monster kill and stack regen per second, this keeps out potion charged both during clear and bossing.

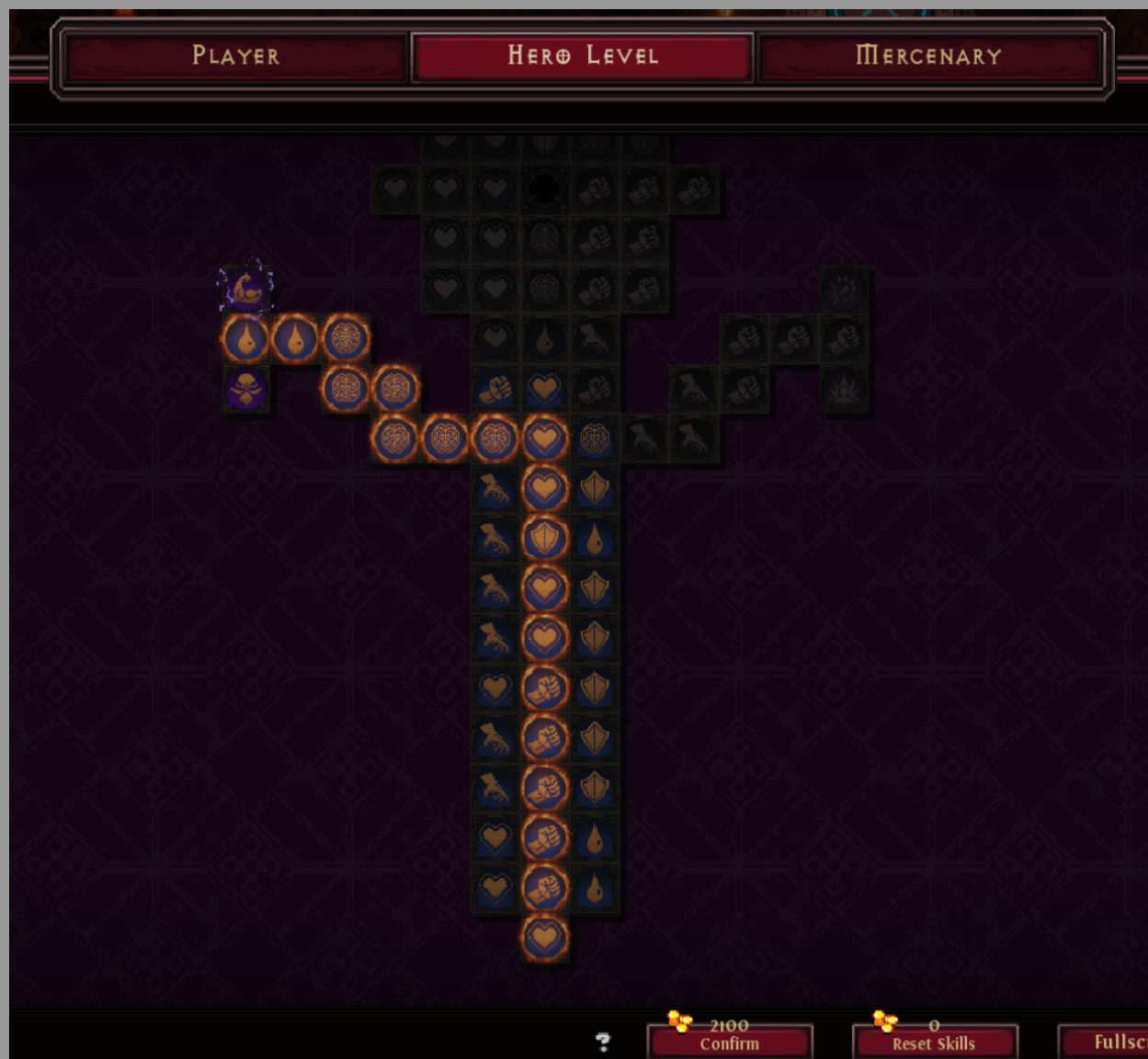


For mana potions, i recommend these affixes as your target. We want high increase in mana regeneration and a small amount (under 30% is ideal) of instant regeneration in case we get hit with mana drain. We also want replenish stacks on kill and stack regen.

MidGame Hell 1 - Hell 5 difficulty

Hero Levels

Now that you have hit level 100, you will start gaining hero levels. This is a separate tree which gives stats, charm slots, glyph slots, and other bonuses at a rate of 2 points per level starting at level 101. Here i will show you my recommended path and progression for the hero tree.



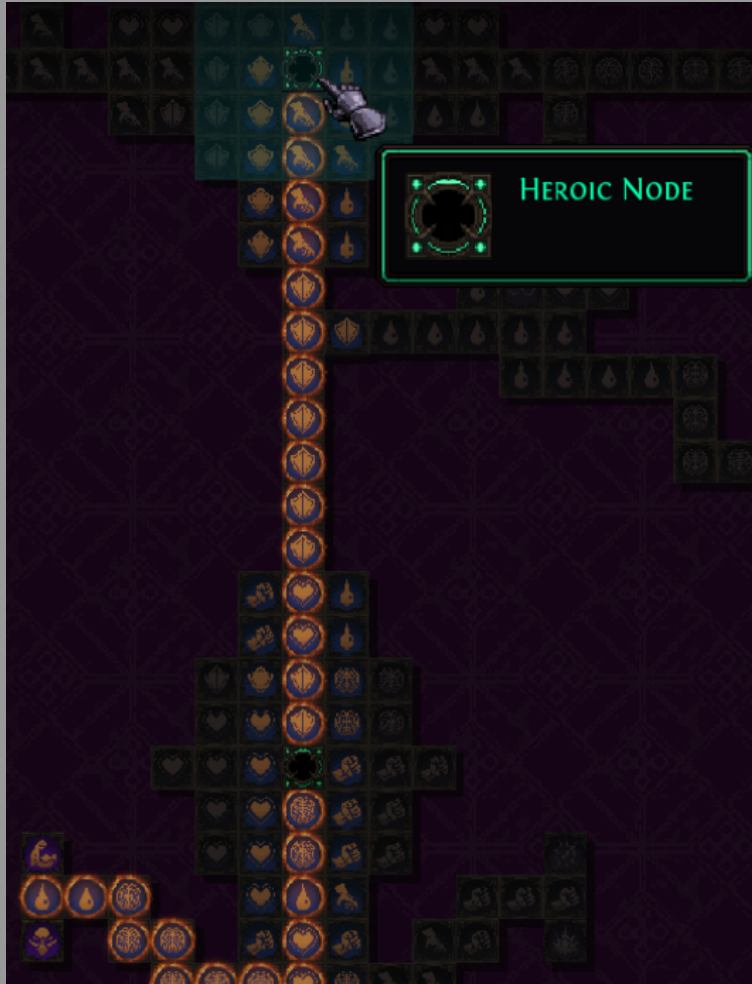
Starting out we want to take the first path to the left for the 2 mythic nodes located here.



These nodes give us both int and magic skill damage, directly increasing the damage of our lightning based damaging abilities.



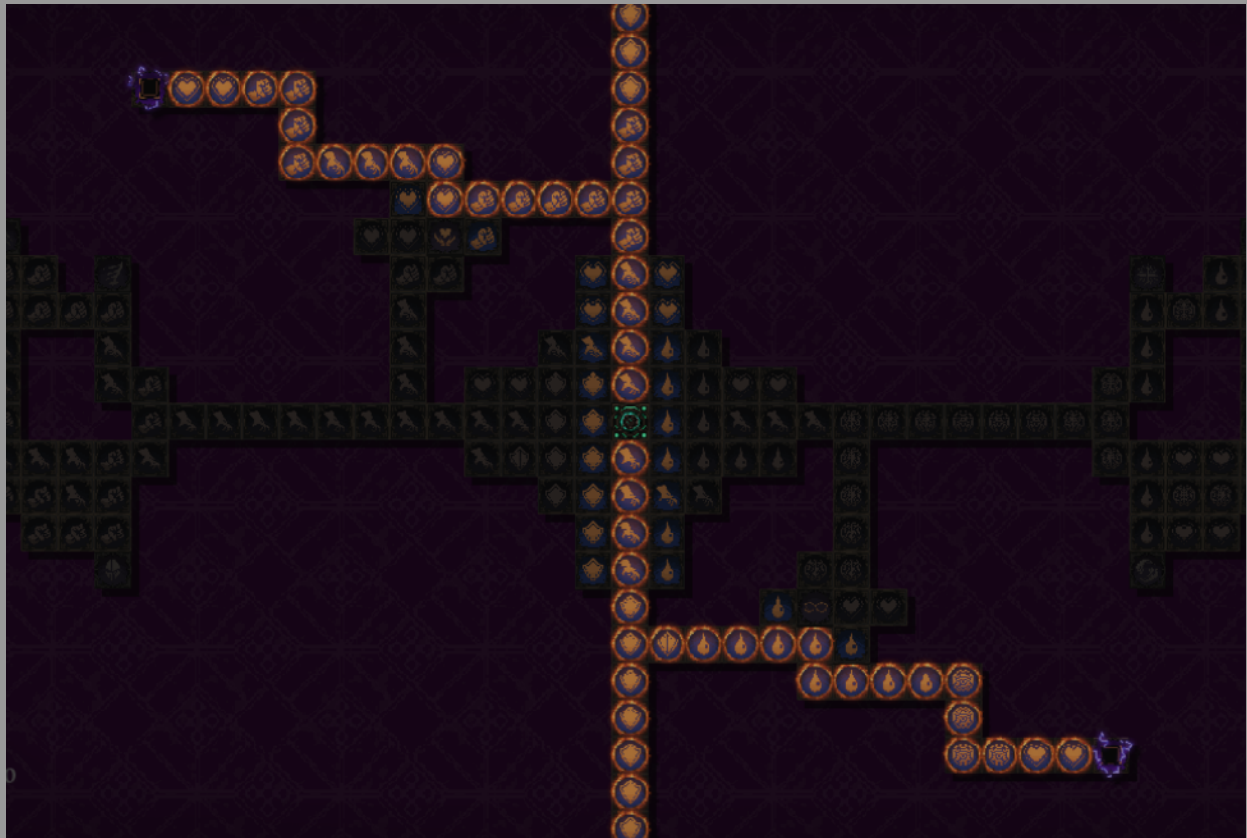
We continue up the tree, getting our first heroic node. These nodes are for placing glyphs (attained from challenge dungeon) to gain utility bonuses for drops/content.



As we progress further up the tree, we come to our second heroic node. Allowing the use of a second glyph.



Continue to the top of the tree, focusing first on the +15% increased experience gained, then the +2 all skills, +8 all resistances/+1 maximum resistances, and +15 all stats nodes.



After filling the top section of the tree, proceed back to the middle and gain access to the 2 mythic nodes of jeweler, these nodes unlock an additional space in the charm inventory section.



After the jeweler nodes, pick up these 2 mythic nodes, granting attack speed, armor, and defense.



Head to the right of the middle heroic node and get the 3 mythic nodes and heroic node on the right side.



Pick up the 2 mythic nodes off the paths to the charm slot nodes, and pick up the last mythic node and heroic node on the left side of the middle crossway.



Finally return to the bottom of the tree and pick up the remaining 2 mythic nodes on the right side.

This setup and pathing is not a set in stone order and you may decide to change your pathing based on need and content you are working on. Please try to keep in mind that the hero tree is meant to be a malleable pathway that gives options and choice based on need, there is no one size fits all progression.

Attributes

After the leveling phase while you are gearing out for the push to inferno, i recommend placing enough points into vit to keep yourself above 5khp then the rest into int.

Gear

Once you get to level 100 and get into the hell difficulties, you can start finding heroic gear. Heroics are significantly stronger than the satanics and runewords you use while leveling. Here is will showcase a number of options in different slots that will provide you sufficient increases to help you defeat the uber bosses to gain access to inferno difficulty.

Weapons



This weapon, often referred to as “muri” is our best in slot weapon. We are lucky in that our BIS weapon can be attained the moment we get into hell difficulty. This weapon has so much good going for it, almost every stat on it is important and useful for our build. I recommend target farming this as soon as possible. Strive for as perfectly rolled a version as you can get your hands on.



For socketing i recommend nut runes as the cheap option, once you have the means to make/buy them and have found a well rolled muri i recommend moonstone gems, however 12% attack speed jewels are the best socketing option but they are extremely rare so keep your eyes open and always check your jewels.

Shields

ANCIENT AEGIS

DROP CHANCE 13.55 : 151618.75 (32977)

ACT III ZONE 1-3
ACT III DUNGEONS

ANCIENT AEGIS

HEROIC SHIELD

DEFENSE: 570 [136] [120-140]

BLOCK CHANCE: 40

20% CHANCE AFTER BLOCKING [DISSIPATING TORNADO] LEVEL 24

SUMMON A DISSIPATING TORNADO AROUND YOU THAT PULLS NEARBY MONSTERS AND CAUSES YOU TO DODGE ALL ATTACKS AND UNLEASH SAND AT MONSTERS WHEN THEY STRIKE YOU DEALING ARCANE DAMAGE.

ARCANE DAMAGE 129207

+319% ENHANCED DEFENSE [260-345]

+3 TO ALL SKILLS [1-3]

+13 TO MYSTIC SAND [8-14]

INCREASES YOUR ARCANE SKILL DAMAGE AND CAST RATE.

ARCANE DAMAGE 32.50%

FASTER CAST RATE 11%

DROP CHANCE

+33 TO ENERGY [30-40]

+20 TO VITALITY

MAGIC SKILL DAMAGE INCREASED BY 20% [15-35]

+50% FASTER HIT RECOVERY

+44% TO ALL RESISTANCES [40-60]

SOCKETS (1) [0-2]

DROP CHANCE

TIER SS, REQUIRES LEVEL 95

Justice Drax, Zed, Sur shield	Lost D Ist, Ist, 2 shield
Skysong Uth, Sal, Nut, Rex JUSTICE RUNEWORD SHIELD (DRAX, ZED, SUR) DEFENSE: 444 [89]^{ded} / (2 Handed) BLOCK CHANCE: 50 +398% ENHANCED DEFENSE [350-400] +3 TO ALL SKILLS [2-4] +15 TO HOLY HAMMER (PALADIN) [12-20] SUMMON A HOLY HAMMER THAT SPIRALS OUTWARDS DEALING ARCANE DAMAGE ON HIT. ARCANE DAMAGE 41574 +15% INCREASED CHANCE OF BLOCKING +20% INCREASED MOVEMENT SPEED [20-40] +22 TO STRENGTH [8-30] +35 TO ENERGY +40 TO ARMOR +20 TO ALL ATTRIBUTES MAGIC SKILL DAMAGE INCREASED BY 13% MANA INCREASED BY 30% MAGIC DAMAGE TAKEN REDUCED BY 9% [8-15] +57% TO ALL RESISTANCES [40-80] CANNOT BE FROZEN SOCKETS (3) IN THE NAME OF THE FATHER, THE SON AND THE HOLY HAMMER. TIER S, REQUIRES LEVEL 69	

Above are 2 shield options if you are needing resists. Ancient aegis us with all skills, vit/energy, magic skill damage, and all resists making it a decent choice as an upgrade as we progress towards inferno. Justice is a solid runeword shield with many positive aspects. All skills, move speed, all attributes, magic skill damage, damage reduction, and all resists. Justice is overall the better choice depending on the rolls.



Crematorium's pledge is our damage option for shield. The extra damage to burning monsters applies to all damage we deal to burning enemies, causing a significant boost to our damage. However, you will most likely need to use the fire enchant buff from molten paw in your weapon swap to ensure you are applying burn.

Helmet



For our helm i recommend these 2 options, grimbone's visage is a solid choice giving us + all skills, int, magic skill damage, all resistances, and up to 4 sockets. It is only dropped off a boss in the niflhel dungeon in the act 8 zone helheim. To access the boss you need a helflame torch key which are fairly rare.



Gabriel's dauntless vision is a great helm for us and our second best helm. With high defense, all skills, magic skill damage, both physical and magical damage reduction and 3 superior sockets (superior sockets give 150% of socketed gems/runes/jewels values), this helm is a powerhouse for both our offense and defense.

Bodyarmor



Our target body armor is thunder guardian's plate. This chest piece is very strong for us, granting lightning skills, attributes, % lightning skill damage, - enemy lightning resist, and up to 4 sockets. The lightning damage buff we get from symphony of thunder adds to the long list of benefits from the armor. I recommend target farming this along with the muri weapon as soon as you can.

Belt



Set's lightning sash is the belt we want, with the lightning skills and % lightning skill damage this belt give a solid dps upgrade compared to the commander's sash we wore before it.

Necklace

PHILOSOPHER'S STONE

DROP FROM: HEROIC AMULET (100%)

+5 TO ALL SKILLS [3-5]
 +34 TO ALL ATTRIBUTES [70-40]
 +24% TO ALL RESISTANCES [20-35]

THROUGH ALCHEMY, THIS MAGICAL STONE HOLD WISDOM,
 WEALTH AND HEALTH WITHIN THAT CAN BE MANIFESTED WITH
 PURE INTENTION.

TIER SS, REQUIRES LEVEL 100

PHILOSOPHER'S STONE

DROP CHANCE: 13.55 - 247010 (5724)

ACT VII BOSS DUNGEONS
 ACT VIII BOSS DUNGEONS



EAGLE'S CLAW

POSSESSED LUNA



EAGLE'S CLAW

CLAW HEROIC AMULET

7% CHANCE ON ATTACKING [LIVE BY THE SWORD] LEVEL 18

TEMPORARILY INCREASES YOUR ATTACK SPEED AND MOVEMENT SPEED.

- ATTACK SPEED** 47%
- MOVEMENT SPEED** 47%

+67% ENHANCED DAMAGE [50-75]

+17 TO ENRAGED MANIA [15-25]

INCREASE ATTACK AREA OF EFFECT RANGE AND ATTACK SPEED.

- AREA OF EFFECT** 24%
- ATTACK SPEED** 8.30%

+16% INCREASED ATTACK SPEED [15-20]

+13% CHANCE FOR A DEADLY BLOW [12-20]

+8% LIFE STOLEN PER HIT

+18% OF TARGET DEFENSE IGNORED [12-20]

SOCKETS (1) [0-1]

FROM MILES HIGH THEY SPOT THEIR TARGET. THEN IT'S TIME TO EXECUTE.

TIER SS, REQUIRES LEVEL 92



There are 4 amulets i recommend, here i will cover each and what benefit they provide. First we have philosopher's stone, this amulet gives + skills, attributes, and resistances, a solid choice at any stage of gearing. Next we have eagle's claw, this amulet is a major attack speed boost for us, also the live by the sword buff gives a sizable movement speed increase, this amulet provides a nice QoL bonus as long as you don't need the resistances. Up next is thoth's agony, this amulet is a sizable damage increase the more attributes we stack, this amulet is best when we have 1300+ int through attribute stacking. Lastly we have Steve's necklace, this is my personal recommendation for best choice. The high attributes mixed with damage reduction and resistance gives us the best of both worlds providing a solid damage increase as well as solid survivability.

Rings



We have 3 rings to cover each with their own benefits. First we have the soulforged ring, this ring is acquired by completing the “mysterious key” quest gained by clicking on the mysterious



key on the ground after killing the final act boss “Mevius” on any hell difficulty. This is a long questline but the reward is a very solid ring where we gain benefit from every stat on it, a rare occurrence on any item. Next we have Azazel's despair, this ring itself has no stats besides the variable 1-3 all skills, however when we socket a karp king's soulgem



which is a drop off the act 5 boss karp king, it gains additional stats and becomes a much stronger version. (soulgem only drops in hell+ difficulty).



This ring is a significant boost to our damage as it comes with a full -25% to enemy res along with the 3 all skills, 15 int, and 40% lightning skill damage. Finally we have emblem of daemon, this ring is a great addition to our damage with an attack speed buff when attacking and extra damage done to burning enemies as well as mana stolen per hit, this ring is actually one of our BIS.

Gloves



Here we have our target gloves, tectonic grips. These gloves give the largest % lightning skill damage increase out of all the other pieces we look to acquire. The thunder goddesses chosen passive from these gloves give a max of 66.40% lightning skill damage, that along with the up to 35% roll on the gloves gives up a potential 100+% lightning skill damage from a single piece of gear, that mixed with the all skills, lightning skills, and mana replenish makes these gloves a valuable piece of our arsenal.

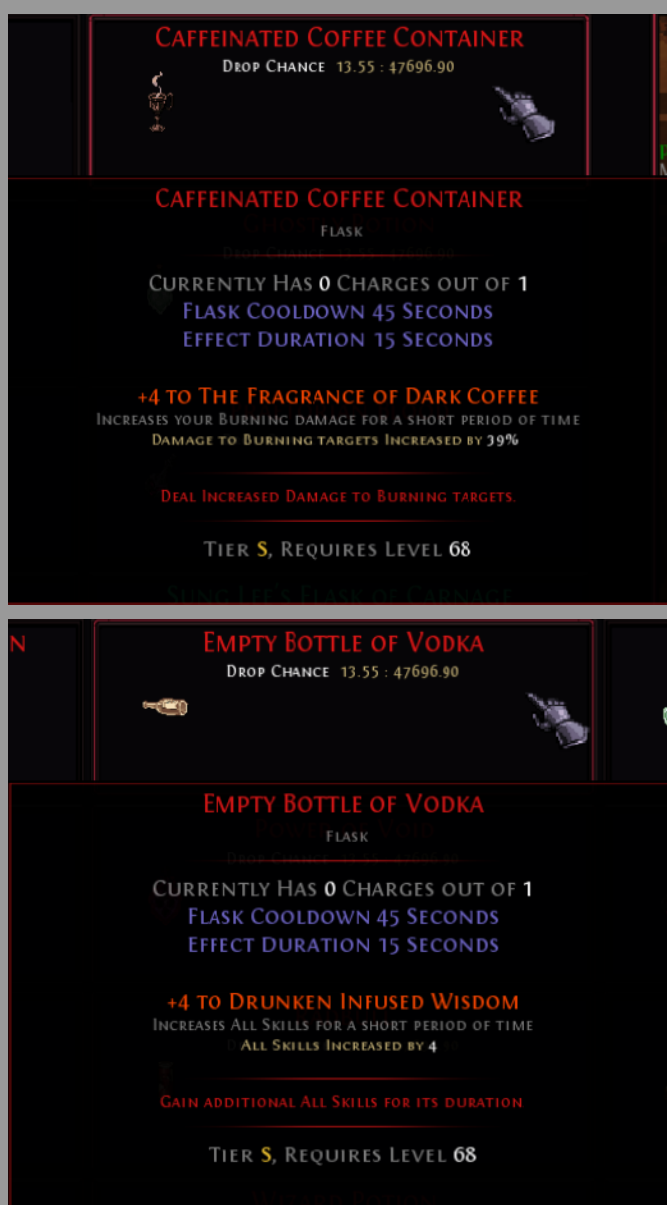
Shoes



There are 2 boots I recommend for our progressions through the hell difficulties. Crushfleet is a reasonable choice especially if you find a + lightning skills bases, the all skills/ physical skills and move speed with mana leech is good for us, but the real gain on these boots is the agility

buff when attacking we get, giving a huge movement/ attack speed buff. The other option is the preferred choice, thunder roamers. These boots are acquired from the chaos tower boss from doing codex of chaos. The all skill/ lightning skill, lightning skill damage and % lightning skill damage are solid, with guaranteed 3-4 sockets we get a lot out of these boots, however the real gain for us is the extra damage to monsters inflicted with stasis, this functions the same as other items we aspire for with extra damage to burning enemies. This damage applies multiplicatively on top of all of our damage, and since we will be applying stasis automatically with our holy shock aura these boots are perfect for us.

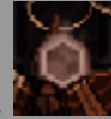
Flasks



While I recommend we keep a good healing and mana potion in our belt, the other 2 spots I recommend these flasks for damage, caffeinated coffee container functions the same way as other increase damage to burning enemies functions. This is a very strong flask for us to burn down larger enemies. The other flask is the empty bottle of vodka, the + all skills it provides is an obvious choice and improvement for our damage.

Socketables

For socketables in our armor I recommend either ert runes or the higher rank topaz you can get as our cheap option. For the expensive option I recommend the crafted elemental gems (+10 all



attributes) and angelic gems (+1 all skills). In gear with improved sockets (improved sockets are hexagon shaped, not round, and have a glowing visual) i recommend running all elemental gems, if the sockets are not improved i recommend 1 angelic gem (you may only socket 1 angelic gem per piece of gear) and the rest elemental gems.

Endgame inferno difficulty

Skills

Strength

748

Dexterity

749

Intelligence

1236

Energy

705

Armor

748

Vitality

742

Points Left

0

Attacks per Second

4.99

Attack speed

120%

Movement Speed

84%

Damage

6385

Attack Rating

8982

Faster Cast Rate

131%

All Skills

42

Magic Skill Damage

335%

Critical Strike Damage

187%

Chance for Critical Strike

10%

Deadly Blow

0%

Crushing Blow

25%

Open Wounds

25%

Ignore Target Defense

45%

Slow Target

0%

Arcane Skill Damage

0%

Cold Skill Damage

0%

Fire Skill Damage

32%

Poison Skill Damage

0%

Lightning Skill Damage

307%

Ignore Arcane Resistance

10%

Ignore Cold Resistance

10%

Ignore Fire Resistance

10%

Ignore Poison Resistance

10%

Ignore Lightning Resistance

100% (105%)

Life

8676

Mana

3172

Life Replenish

481

Mana Replenish

655

Life stolen per Hit

0%

Mana stolen per Hit

4%

Cooldown Recovery

45%

Life After each Kill

0

Mana After each Kill

86

Increased Experience Gain

38%

Magic Find

1255%

Extra Gold from kills

23%

Poison Length Reduced

0%

Light Radius

15%

Merchant prices

5%

Chance to Block attacks

67%

Defense

12895

Physical Damage Reduction

38%

Magic Damage Reduction

35%

Damage Reduced

33

Damage Return

1012%

Faster Hit Recovery

260%

Arcane Resistance

76% (244%)

Cold Resistance

76% (244%)

Fire Resistance

76% (244%)

Poison Resistance

76% (244%)

Lightning Resistance

76% (216%)

Mining

5000

Jewelrycrafting

5000

1

2

3

+

Points Left: 0

JUSTICIAR

84

+

0

+

81

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59

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LIONHEART

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1000

Reset Skills

0

Reset Attributes

10K

Rename

+

Close

VENGEANCE

Specialize, boost and change how this skill works!



Points Left: 0

Reset

LIGHTNING FURY

Specialize, boost and change how this skill works!



Points Left: 0

Reset

HOLY SHOCK AURA

Specialize, boost and change how this skill works!



Points Left: 0

Reset



Here i have a quick reference look at the skill tree and sub trees at endgame.

Hero Level



This is my current hero tree at hero level 91.

Attributes

By this point in the game you should be placing most if not all points into int. However I still recommend keeping yourself above 5khp, so adjust your attributes accordingly.

Gear

Below i will show our endgame target items, in some cases i will also provide a recommended chase item, this will be an item there is no target farm for and will take significant time investment to acquire.

Weapons



Our BIS remains muri. Not even angelic weapons can beat a properly rolled muri.

Shields





For endgame a crematorium's pledge crafted in a +5 all skills base is overall our best option outside the chase angelic St. Tomi's vibrant aura, which is miles ahead our BIS. At level 4 aura, this shield grants 38% all resists and 425% increased mana and life regen, providing up to 113% all resists. Along with the 6 sockets we have the potential for up to 120 all attributes for this one shield, this shield is huge, if there is one chase item to focus on, this should be the one you get.

Helmet



For our helmet Gabriel's dauntless vision is gonna be BIS for most people, however there is a better helm, it's just ridiculously hard to acquire. The high roller's deathcrown is a rare drop off possessed luna, however the crown itself is not that difficult to get, the hard part is getting one

that has the lucky number reaching 777 or higher. The total of all stats on the item reaching 777 or higher triggers the roll the dice effect, adding additional stats. These stats are +7 all skills, all damage taken reduced by 7%, and +7% increased experience gained. A well rolled highrollers is hands down our BIS.

Bodyarmor



Our BIS body armor is Gabriel's broken wings, this armor comes with up to 6 improved sockets, up to 75% magic skill damage, 12% all damage reduction, and up to 50% attack speed. Along with the passive, fallen god's bloodlust, granting a % of our attack speed added as cast speed (this improves the usage of ball lightning) and the wings of hatred passive which removed the collision of our jumps which includes ball lightning, this armor allows us to use ball lightning as a makeshift teleport. This armor, well rolled, is impossible to beat.

Belt



There are 3 belts I want to cover for our endgame, first is the girdle of eternal war. For most people this will be their BIS. with +skill and lightning skills, attack speed, and a huge vit/life increase with 2 sockets, this belt is a large improvement over set's. Liquor holster is a chase belt that makes your flasks active at all times at a % of their power, this is an overall improvement to our damage, along with the all attributes roll with 2 improved sockets. The other belt I wanted to mention is El Patrón's madness. This is the rarest item in the game atm. This belt increases the stats on our equipped rings by up to 125%. Meaning if we have a ring with +4 to all skills, this belt rolled with +3 programmer's delirium will change the ring to give +9 all skills.

Necklace



I recommend Steve's necklace for our BIS neck. Up to 100 all attributes with up to 16% physical/magic damage taken reduction and all resists makes this a hard to beat amulet. This also gets up a bonus 50% resistances once we get our hands on the "hello it's me, steve" charm.

Rings

EMBLEM OF THE DAEMON

 POSSESSED LUNA

EMBLEM OF THE DAEMON

SIGNETHEROIC RINGOPTION

4% CHANCE WHEN STRIKING [ARMAGEDDON] LEVEL 86

CALL DOWN A RAIN OF METEORS FROM THE SKY DEALING AREA OF EFFECT
FIRE DAMAGE TO MONSTERS STRUCK
FIRE DAMAGE 703912

1% CHANCE WHEN ATTACKING [DEMON FORM] LEVEL 15

TEMPORARILY TURN INTO A DEMON GAINING INCREASED ATTACK DAMAGE
AND ATTACK SPEED.
ATTACK DAMAGE 120%
ATTACK SPEED 38%

+2 TO ALL SKILLS

+4% INCREASED CRITICAL STRIKE CHANCE [3-8]
+7% MANA STOLEN PER HIT [4-8]
EXTRA DAMAGE TO BURNING MONSTERS 26% [10-30]

Drop Chance

MARKED BY THE BEAST, AND BE SURE IT WILL COLLECT...

TIER SS, REQUIRES LEVEL 92

STORMLOOP

 KARP KING (INFERNO DIFFICULTY)

STORMLOOP

HEROIC RING

+5 TO LIGHTNING SKILLS [3-5]

STASIS DAMAGE INCREASED BY 12% [10-20]
LIGHTNING SKILL DAMAGE INCREASED BY 29% [25-40]
23% TO ENEMY LIGHTNING RESISTANCE [15 25]

Drop Chance

TIER SS, REQUIRES LEVEL 100



These are our BIS rings, along with our chase angelic. The stormloop is an inferno only drop from karp king, the act boss of act 5, and well rolled is only beaten by the angelic ring st. aaron's eternal rage, but even then the st aaron's must be well rolled or the stormloop will provide overall better damage.

Gloves

RIMSKIN ASSASSINS

POSSESSED LUNA (INFERNO ONLY)

RIMSKIN ASSASSINS

ARCANE HEROIC GLOVES

Drop Chance: 100%

DEFENSE: 69 [32] [30-40]

+114% ENHANCED DEFENSE [100-120]

+3 TO PHYSICAL SKILLS [2-3]

+1 TO RIMSKIN ASSASSIN [1-3]

YOUR MELEE PHYSICAL ATTACKS HAVE A CHANCE TO UPPERCUT MONSTERS
LAUNCHING THEM IN TO AIR STUNNING AND DEALING AREA OF EFFECT

DAMAGE WHEN LANDING,
ATTACK DAMAGE 2000%

+16% INCREASED ATTACK SPEED [14-20]

+25% CHANCE TO OPEN WOUNDS

EXTRA DAMAGE TO BLEEDING MONSTERS 46% [30-50]

+30 TO ALL ATTRIBUTES

Drop Chance: 100%

THIS IS YOUR MEETING WITH THE DEVIL, WE'RE ABOUT TO SIN

Drop

TIER SS, REQUIRES LEVEL 69



Our target BIS is rimskin assassins, the major boost we get from these comes from the inherent chance to open wounds (bleed) on target along with the extra damage to bleeding enemies, which functions the same as other increases to damage dealt to enemies affected by ailments. Our chase item is st. auto's diamond hands, these gloves provide all attacks and casts a chance to deal additional damage based on our critical strike damage, with our other gear and these gloves, it provides a chance to increase any attack we do by around 200%.

Shoes



Our BIS boots are the chaoswalkers, these are acquired from the chaos tower boss in the codex of chaos when used in inferno difficulty. With + all skills, % magic skill damage, all attributes, and 4 sockets, these boots are already solid, but the extra damage to monsters inflicted with ailments is a huge dps boost applying as a multiplier PER ailment on the target. There truly is no better option.

Flasks

ON

CAFFEINATED COFFEE CONTAINER

DROP CHANCE 13.55 : 47696.90



pc
M

CAFFEINATED COFFEE CONTAINER

GHOST FLASK

DROP CHANCE 13.55 : 47696.90

CURRENTLY HAS 0 CHARGES OUT OF 1
FLASK COOLDOWN 45 SECONDS
EFFECT DURATION 15 SECONDS

+4 TO THE FRAGRANCE OF DARK COFFEE

INCREASES YOUR BURNING DAMAGE FOR A SHORT PERIOD OF TIME
DAMAGE TO BURNING TARGETS INCREASED BY 39%

DEAL INCREASED DAMAGE TO BURNING TARGETS.

TIER S, REQUIRES LEVEL 68

BOTTLE OF SALT

GHOSTLY POTION

DROP CHANCE 13.55 : 47696.90



po
Mo

GHOSTLY POTION

PRACTOR FLASK BLOOD

DROP CHANCE 13.55 : 47696.90

CURRENTLY HAS 0 CHARGES OUT OF 1
FLASK COOLDOWN 45 SECONDS
EFFECT DURATION 15 SECONDS

+4 TO PARALLEL DIMENSION

INCREASES YOUR SKILL DAMAGE FOR A SHORT PERIOD OF TIME

0 MAGIC SKILL DAMAGE 54% 00



ENHANCES MAGIC SKILL DAMAGE.

TIER S, REQUIRES LEVEL 68

SABRACER'S COFFEE MUG

N

EMPTY BOTTLE OF VODKA

DROP CHANCE 13.55 : 47696.90



EMPTY BOTTLE OF VODKA

POWER FLASK VOID

DROP CHANCE 13.55 : 47696.90

CURRENTLY HAS 0 CHARGES OUT OF 1
FLASK COOLDOWN 45 SECONDS
EFFECT DURATION 15 SECONDS

+4 TO DRUNKEN INFUSED WISDOM

INCREASES ALL SKILLS FOR A SHORT PERIOD OF TIME

ALL SKILLS INCREASED BY 4.00



GAIN ADDITIONAL ALL SKILLS FOR ITS DURATION

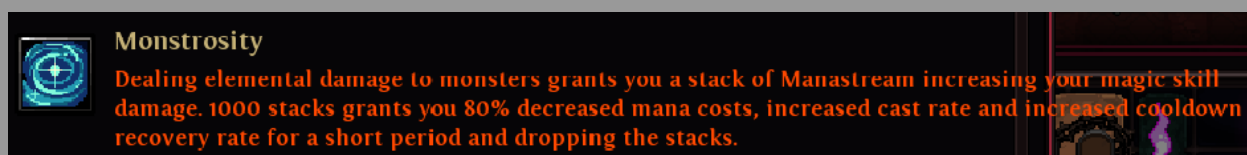
TIER S, REQUIRES LEVEL 68

WIZARD POTION



These are my recommended flasks for endgame. The protein shake is only recommended when you have sufficient health regeneration to no longer need a healing potion.

Augment



This is our target chest augment, the stacking magic skill damage gives us the best dps increase out of all other augments.

Charms

Early charms :



useful for attack speed.



useful for extra life and life regen.



useful for + physical skills and atk rating.



useful for atk range and atk speed.



useful for +1 skill and mana sustain.



a solid early charm with good stats.

Endgame charms :

AIR MELON
ANGELIC CHARM (UNIQUE EQUIPPED)

TABLET OF THE ANGELIC CHARM

+3 TO ALL SKILLS

+4 TO LIGHTNING SKILLS [4-6]

+1337 TO ADDITIVE LIGHTNING DAMAGE

+62 TO LIGHTNING SKILL DAMAGE [28-72]

LIGHTNING SKILL DAMAGE INCREASED BY 32% [30-40]

+47% TO LIGHTNING RESISTANCE [40-50]

ONE OF THE ANCIENT ELEMELONS GROWN IN THE GARDEN OF EDIN.

TIER SS. REQUIRES LEVEL 94

 +4 TO LIGHTNING SKILLS [4-6]

+1337 TO ADDITIVE LIGHTNING DAMAGE

TRAINING SKILL DAMAGE INCREASED BY 32%

LIGHTNING SKILL DAMAGE INCREASED BY 32% [30-40]

+47% TO LIGHTNING RESISTANCE [40-50]

ONE OF THE ANCIENT ELEMELONS GROWN IN THE GARDEN OF EDEN.

TIER **SS**, REQUIRES LEVEL 94

A close-up of a dark, rectangular gemstone with a rough, faceted surface. The gemstone is set in a dark, possibly black, metal frame. The background is dark and out of focus.

+8% MANA STOLEN PER HIT [6-12]

+11% TO ALL RESISTANCES [10-20]

FORGED IN THE DARKEST DEPTHS OF THE ETHER.

TIER **SS**, REQUIRES LEVEL 100

HELLO ITS ME, STEVE!

SATANIC SET CHARM (UNIQUE EQUIPPED)

+63 TO ALL ATTRIBUTES [35-75]

+50% TO ALL RESISTANCES

+4 TO ALL SKILLS

+30 TO ALL ATTRIBUTES

DROP CHANCE 13.55 : 1371328.38 (298263)

STICKMAN STEVE'S DESTRUCTION

STEVE'S NECKLACE

HELLO ITS ME, STEVE!

STEVE'S MIGHTY SWORD

STEVE'S WAND OF FORTUNE

STEVE'S PUNCHBOW

STEVE'S BANG

TIER S, REQUIRES LEVEL 56

HELLO ITS ME, STEVE!

DROP CHANCE 13.55 : 1371328.38 (298263)

SIICEPONIA

TORSTEIN'S ANVIL

HEROIC CHARM (UNIQUE EQUIPPED)

+1 TO ALL SKILLS

+1 TO THE SHOP IS OPEN

SUMMON TORSTEIN AND HIS TOYS

+9 TO ALL ATTRIBUTES [5-10]

+6% TO ALL RESISTANCES [5-10]

+14% EXTRA GOLD DROPPED FROM KILLS [8-15]

MANY ARMORS AND WEAPONS HAVE BEEN FORGED USING THIS.

TIER SS, REQUIRES LEVEL 100

TORSTEIN'S ANVIL

DROP CHANCE 13.55 : 120062.50

SHEEP KING'S WOOL

SATANIC SET CHARM (UNIQUE EQUIPPED)

ITEMS

+28 TO ALL ATTRIBUTES

-10% TO ALL ENEMY RESISTANCES

MAGIC SKILL DAMAGE INCREASED BY 32% [25-35]

+10 TO ALL ATTRIBUTES

-20% INCREASED MOVEMENT SPEED

+75% TO LIGHTNING RESISTANCE

+5 TO ALL SKILLS

+45% FASTER CAST RATE

SHEEP KING'S KINGDOM

SHEEP KING'S CROWN

SHEEP KING'S HIDE

SHEEP KING'S WOOL

TIER SS, REQUIRES LEVEL 77

SHEEP KING'S WOOL

DROP CHANCE 13.55 : 268283.75 (583516)

SHEEPONIA

ANNIHILATOR

DROP CHANCE 13.55 : 577341.25

ANNIHILATOR

UNHOLY CHARM (UNIQUE EQUIPPED)

+2 TO ALL SKILLS

+54 TO ALL ATTRIBUTES [40-60]

+39% TO ALL RESISTANCES [35-50]

19% INCREASED EXPERIENCE GAIN [5-10]

TIER SS, REQUIRES LEVEL 72

HARDENED STEEL DEFENDER

SATANIC CHARM (UNIQUE EQUIPPED)

+36 TO ARMOR [25-40]
LIFE INCREASED BY 14% [12-20]

TIER S, REQUIRES LEVEL 81

HARDENED STEEL DEFENDER

DROP CHANCE 13.55 : 16511.25



TORCH OF SHADOWS

HEROIC CHARM (UNIQUE EQUIPPED)

5% CHANCE WHEN STRIKING [SHADOWFLAMES] LEVEL 1

UNLEASH FLAMES OF SHADOW TRAVELING FORWARD DEALING ARCANE

W/ 12 DAMAGE [10-15]

ARCANE DAMAGE 1274606

+3 TO ALL SKILLS (REDNECK) [1-3]
+27 TO ALL ATTRIBUTES [20-30]
+8 TO LIGHT RADIUS
+13% TO ALL RESISTANCES [10-20]

TORCH FORGED AND LIGHTED IN THE SHADOW REALMS THAT HAS SOME ODD
PROPERTIES, SPREADING DARKNESS IN THE MORTAL WORLD WHERE THERE
SHOULD BE LIGHT.

TIER SS, REQUIRES LEVEL 100

TORCH OF SHADOWS

UBER REAPER (INFERNO DIFFICULTY)



WIND TOKEN

SATANIC CHARM (UNIQUE EQUIPPED)

WIND TOKEN

-29% TO ENEMY LIGHTNING RESISTANCE [15-35]

-75% TO LIGHTNING RESISTANCE

TIER SS, REQUIRES LEVEL 65

WIND TOKEN

DROP CHANCE 13.55 : 102913.75





TELECRAFTING

FULGURITE

HEROIC CHARM (UNIQUE EQUIPPED)

Gloves

+1 TO ALL SKILLS [1-2]

+11 TO ALL ATTRIBUTES [1-15]

MAGIC SKILL DAMAGE INCREASED BY 28% [5-35]

+8% TO ALL RESISTANCES [3-20]

FULGURITE

THE POWER OF THIS CHARM IS DETERMINED BY THE SKILL OF ITS CREATOR. YOU JUST NEVER KNOW IF ITS WORTHY OR NOT..

TIER SS, REQUIRES LEVEL 100

FULGURITE

DROP CHANCE 13.55 : 69062.50







Relics



Triforce is a great relic for us, 20 all attributes and 10% resistances is great for both our offense and defenses.



Magic mushroom is a great boost, 30 all attributes is very strong for us.



The Holy bible is probably the strongest relic in the game, 2 all skills and 10 attributes is good for everyone.



Attack speed is very important for this build, 20% from a relic is a good boost for us.

Common Questions

1 - So i just got into hell difficulty.....what do i do now?

A - Complete all the acts and push from the highest hell difficulty you can (by defeating mevius on hell 1, hell 3, and hell 5), then farm act 5 zones 1-3 for lightning based heroics such as muri, sets sash, tectonic grips, and thunder guardians plate.

2 - why do we stack attributes?

A - though we gain damage to most of our abilities through int, we also gain 15% of our strength as a % multiplier to lightning fury through the retribution node in the lightning fury sub tree, this effectively lets us double dip using all attributes. Additionally we gain other beneficial effects, such as improved health, armor, and mana pool as well as mana replenish, so much so that with sufficient stat stacking we effectively remove the need for a mana potion due to the mana replenish we get from high energy.

3 - why do we not use an angelic gem in improved sockets?

A - improved sockets give a 50% bonus to socketed gems/jewels/runes but that bonus is rounded down, therefore we do not get a +2 all skills from angelic gems, effectively wasting the improved slot. Additionally with our build approx 12 all attributes ~ 1 all skills so we gain more damage + survivability and QoL from all attributes when in an improved socket.

4 - I keep dying and i dont know why!

A - check your resistances and health pool, adjust your attribute distribution to make sure you have a 5khp or higher health pool, also socket Um runes for additional resistances as needed to get them capped at 75%.

5 - where is my damage?!

A - there are a couple of different ways to check and make sure we are doing the most damage we can at the time. Pushing for -95% enemy lightning res is very important to our damage. Also utilizing unused sockets can help boost damage, even with lower quality runes/gems. Double check to make sure we are applying the appropriate ailments to ensure we are getting the bonuses from our gear, this requires weaving in and out of melee range as ailments are not applied through the lightning arc but require a successful melee strike. getting a single rank of our augment can add a significant boost to our damage as well. Getting rank 10 in our relics can be a large boost, and can be done on h1 difficulty in a relic satanic zone. make sure your skills/subtrees are set correctly and make sure your holy shock aura is activated. Double check your attribute allocation, you may have forgotten to move points into int as you have gained more life and can stand to swap some vit into int.

6 - should i worry about my mining/jewelcrafting

A - YES! We need a substantial amount of elemental gems for this build, each one requires 5 jadenium powder to craft, and its roughly 1 powder per 100 jade ore prospected. Now you can always buy them already crafted from someone else, but my advice is to hit mining early and hit it hard, get to jade as fast as possible and never let a jade node go to waste, we need about 90 powders for all the gems we need to craft.

Thank you all for reading this guide!

Hopefully it was helpful and you are out there crushing bosses and getting all the best loot! Please feel free to check out my informational videos on my youtube at youtube.com/@benderdinofficial or feel free to reach out in discord. I'm happy to answer questions and love to hear from people 😊. A special thank you to minmaxedarpg for reaching out to me to put this guide together and posting it where more people can access it. Good luck out there and as always, game on!