

# Fractured Items – Better Than You Think?

- Fractured items have ONE mod that cannot change. Divines, chaos, annul etc.
- They drop like candy from Expedition encounters if you try to make them.
- Huge variance. Most are complete trash, but don't think of them as 'one in a million shots'. They are much better than stacked decks.
- Not all slots are equal. Fractured items cannot have or gain influence, this opportunity cost is different in different item slots.

# Example of 'solid but unspectacular' Fractured Item

- Real item listed for 10c. Useful, but not valuable.
- Note the fractured mod is common. Helm slot has good influence mods.



The image shows a screenshot of a game item tooltip. The item is named "GLYPH VISAGE URSINE PELT". It has an evasion rating of 345, an item level of 84, and requires level 67 and 114 Dexterity. The tooltip lists several modifiers: +48% to Fire Resistance (S1), +2 to Level of Socketed Minion Gems (P2), 25% Increased Evasion Rating (P4), +63 to Maximum Life (P4), 20% Increased Rarity of Items Found (S2), +34% to Lightning Resistance (S4), and 10% Increased Stun and Block Recovery (P4). The modifiers are color-coded: S1, S2, and S4 are in red, while P2, P4, and P4 are in blue.

Socket	Modifier
S1	+48% TO FIRE RESISTANCE
P2	+2 TO LEVEL OF SOCKETED MINION GEMS
P4	25% INCREASED EVASION RATING
P4	+63 TO MAXIMUM LIFE
S2	20% INCREASED RARITY OF ITEMS FOUND
S4	+34% TO LIGHTNING RESISTANCE
P4	10% INCREASED STUN AND BLOCK RECOVERY

# Example of a 40+ exalt fractured item

- Good base - Rare locked mod (weight 100)
- Uber powerful locked mod



# Example of a middle tier (1-2ex) item

- Good base, good mod but it's a common one
- Explicits add no value, this is a crafting base only



# Gloves, Boots, Torso, Amulet, Ring, Shield, Quiver

- In these slots, fractured items cannot compete with influenced items
- You can safely remove fractured versions of ALL of these from your loot filter at all ilvl.
- This will deal with the 'fractured items are too much effort' issue.

# Helm

- Here, there's one solid outcome.
- Ilvl 86+, locked-on +3 to socketed minion gems.
- This is really niche though and won't be used in any GG crafts, as they will still want influence mods. Don't expect over a couple exalts if you do hit it.
- You can safely remove ilvl 85 and down fractured helms from your filter, but maybe keep ilvl 86+ ones for the 1% chance at 2-3 exalts. EV of an ID scroll is around 3c.

# Weapons - Wands

- LOTS of good hits here, although all are rare
- 'Magisters' - +1 all spell skills – 35ex on good bases, else 15
- +1 to spell skills (one element) – if ilvl 55+, these can be really really good, although they are currently undervalued by the market. Crafter's dream to play with these if you can pick them up cheap.
- Other possibilities too. T1 attack mods are really powerful. T2 as well for the rare ones.
- Take ALL rare T1/T2 mods seriously. Runic, Crystalizing, etc.

# Weapons – Rune Daggers

- As the last slide but no attack mods

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**PLAGUE FANG**  
**SLAUGHTER KNIFE**

RUNE DAGGER  
PHYSICAL DAMAGE: **10-86**  
CRITICAL STRIKE CHANCE: **6.30%**  
ATTACKS PER SECOND: **1.40**  
WEAPON RANGE: **10**

ITEM LEVEL: **70**  
REQUIRES LEVEL **60**, **81** DEX, **117** INT

**30% INCREASED GLOBAL CRITICAL STRIKE CHANCE**

**+1 TO LEVEL OF ALL LIGHTNING SPELL SKILL GEMS**

**70% INCREASED SPELL DAMAGE**

**+21% TO CHAOS DAMAGE OVER TIME MULTIPLIER**

**ADDS 1 TO 2 COLD DAMAGE TO SPELLS**

**94% INCREASED CRITICAL STRIKE CHANCE FOR SPELLS**

**+28% TO GLOBAL CRITICAL STRIKE MULTIPLIER**

~PRICE 3 EXALTED

P1  
P3  
S4  
P9  
S2  
R3



# Weapons - Bows

- God tier rolls: “Of The Many” – ilvl 86+ +2 arrows. 40+ ex on a great base, 10-20 on a lesser one.
- Also, many top tier attack mods. Merciless. Tyrannical. Flaring. Dictator’s. Carbonizing, Crystallizing, Vapourizing.
- Also, many second tier attack mods. Celebration.



# Weapons – Caster Staves

- Really 4 mods to look for here, all rare.
- +3 to (class) spells
- +2 to all spells
- Runic
- Glyphic
- But also see general attack weapons

# Generic Attack Weapons

- Any of the following mods are bonkers
- Merciless, Flaring, Tyrannical, Dictator's
- Any of the following are great
- T1 ele damage (any type), T1 attack speed, T2 of anything listed above