

## Build Options - Anomaleague

- Filter: [Link in description](#)
- Gem changes shouldn't be all that bad. Increased Critical Strike Chance probably the hardest gem to get. Just use filler supports of the right colours.
- Several VERY loose build outlines
- A more fleshed out Champion Support

# Toxic Rain (Chocolate Rain)

- Bow is crafted. This is a big selling point. 28% chance to hit prefixes (+1/+2) with Corroded + Metallic + Aberrant. Can then (at higher investment) make this high attack speed.
- Shrieking Dread until then. Shrieking Dread into metamod is an option but you probably won't have the exalted orbs and prophecy chain.
- Pathfinder or trickster. Both equally good.
- Terrace map drops a relevant div card (The Porcupine). Can trade for this card too.
- Can basically mimic a meta version of the build. No major changes.
- Mana will be tight until Replica Conqueror's Efficiency. Mana flask.

# Darkscorn Scourge Arrow

- **WARNING:** Trade dependent. Darkscorn is same rarity tier as Shavronne's or Skyforth and has NO div card. And no real substitute.
- Don't try this unless you are confident you can source an expensive item. Will be expensive **EVEN IN** a limited league. 50 GCP?
- Flaskfinder. Master Toxicist, Nature's Reprisal, plus any two.



# Blade Blade

- Bladefall Blade Blast was super meta for some leagues
- Nerfed but not into ground
- Can work on Chieftain for sure. Fire conversion, Avatar of Fire, using Chieftain's native "added phys as extra fire" and LOTS of damage. Can copy past build guides from when it was meta (3.13)
- Might work as Elementalist with a tri-element focus, possibly Sadist stacking (cluster notable).
- Flaskfinder Poison as well. Lots of options.

# Champion Phys Archers

- Build can be gotten going with Replica Infractem and as this will be a trade league will not be hard to get. Other items exist that are OK too.
- Master of Metal and more in Champion plus FORTIFY
- Tanky archer option
- Off meta in trade but OK
- Works REALLY well with supports. Especially conversion.
- Can even use conversion but only convert 99% or less so monsters gain an impale (Master of Metal)
- Example: Lightning Arrow or Storm Rain, 35% convert on gloves.
- Doomfletch Prism scales incredibly with Master of Metal

# Inquisitor Fire Traps

- Inquisitor traps in general – traps can't leech, Inquis has great life recovery so the ascendancy makes up for that weakness.
- Purifying Flame Trap AND Seismic Trap on the same build
- 40% conversion on tree
- 50% AoF (100% on PF, 90% on Seismic)
- Inquis scales damage really well for elements
- Unlikely, but if you can source Leadership's Price you can do sick things with it. Leadership's Price is absolutely nuts on hard hitting 100% fire builds. Scorch doesn't help on your crits but Brittle is so good this doesn't matter.

# Inquisitor Blade Trap

- 50% phys to lightning and 50% on gear (or use an ele weapon)
- Inquis solves many trap issues. Large AOE boost and also heaps of regen to make up for no leech.
- Inevitable Judgement changes curse value. No value to debuffing the resists.
- Penetration useless for you so sell those penetration gems people will want in this event.
- Note that Architect's Hand or Slavedriver don't do what you want (they don't make MORE cast speed from Fanaticism work as trap speed. Just increases). Still might be worth using.

# Inquisitor Cats On Crit

- Any Assassin Cats on Crit build can be changed over.
- Shorter range stuff plays better.
- Novas, etc. Cospris' might be hard to get.
- Can be played with cyclone, or with ranged Barrage
- Cyclone works better unless/until extreme gear level.
- Purifying Flame also great
- Scales really well with supports.

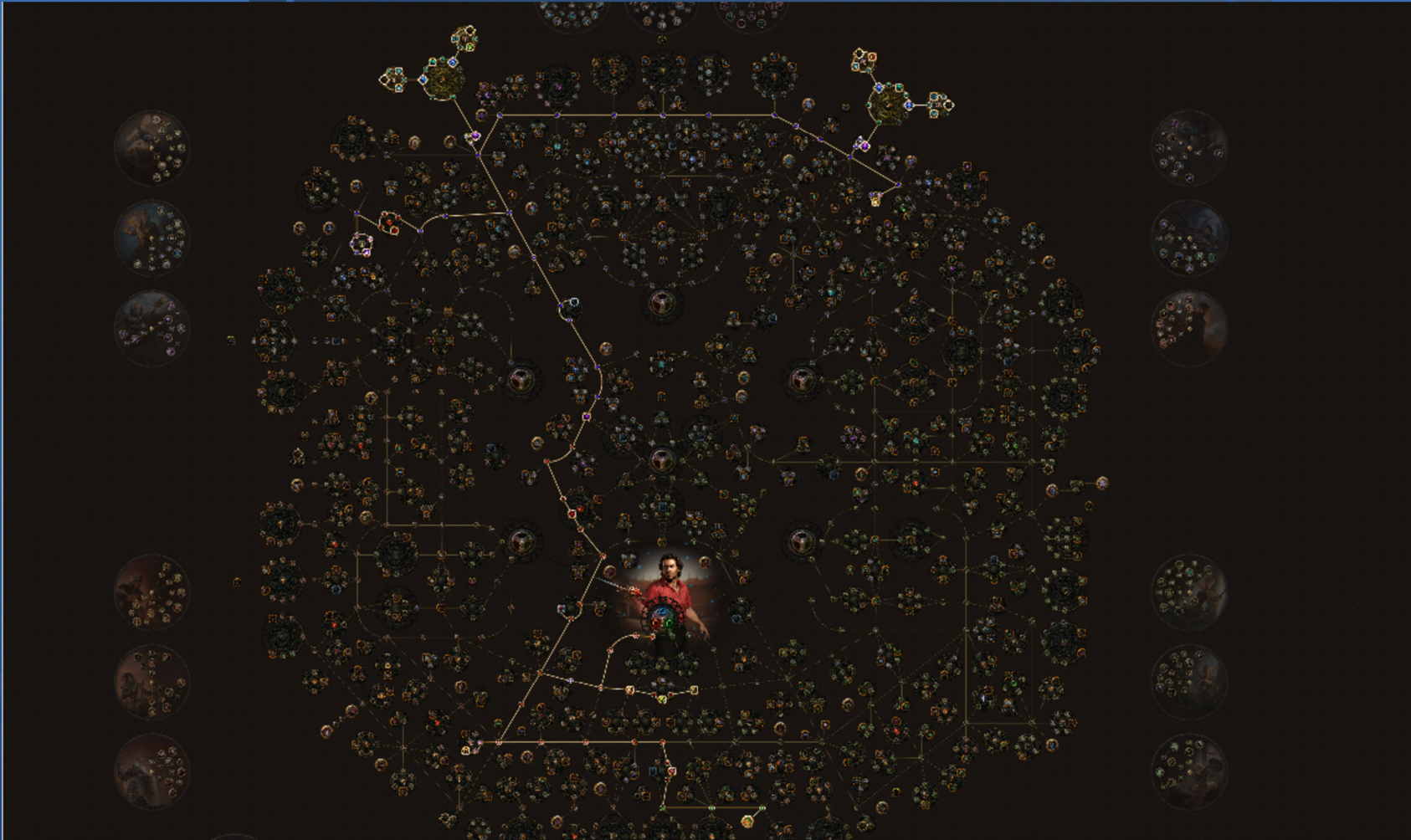




# Champion Aura Support

- Lots of options.
- Can be Champ version of Necro Aura Stacking Minions. This would possibly want Cold Iron Point and Victario shield with phys minions.
- Can be pure support. Victario's Charity
- Can use Iron Reflexes, Determination and Grace. Iron Reflexes should be popular anyway.
- Tree on next page for level 86. Includes Iron Reflexes which may or may not work for you & was expensive to take

# Possible Tree Idea



# Clusters

- First Among Equals and Replenishing Presence easily rolled and VERY good
- Can get -30% single aura reservation for the defensive auras.
- CAN reliably get this WITH one of FAE or RP

# Reduced Reservation

- 24% on tree including “that bloody jewel” from A8
- 8% Alphas. This is MANDATORY imo, although other options exist with crafted helms and might be easier to get enchants on
- 5% Redeemer amulet
- Victario’s Influence may fit your build. Don’t use on aura stacker, this is for aura support or minions
- It’s 30% local but stops the aura affecting you.
- IF the gear exists for it, 15% local reduced reservation Shaper shields or Prism Guardian open new options.

# Skyforth

- Anomaleauge is a 10 day event
- Skyforth may not exist in that time
- It's tier 2 rarity but the number of people farming mlvl 82+ content early will be small and it has no target farm options
- If you can get it, USE IT. Also turn on Discipline at this point
- If you do get it, you might want to redesign your build around it.
- Don't count on seeing it

