


Gauntlet Day 5 Meta Roundup

Iolite Class Gauntlet Popular Builds

Data as of 16-Sep-2021



Recap: Gauntlet is...

- A player run event that is POE, minus any pretence of being forgiving or fair. Run by streamer Zizaran for ten days each league, it's become POE's most popular race event.
- Hardcore and SSF rules apply
- Additionally monsters are turbocharged:
 - +20% action speed. +20% damage. +2 projectiles fired. +40% monster HP.
 - +30% of phys damage added as extra of EACH of fire, lightning and cold
 - -20% player resists
- Just beating Act 1 is an achievement. One that I'm yet to manage this Gauntlet due to limited playtime.
- There's prizes for various bosskills, as well as a random draw for all players who reach level 90.

Methodology

- Same as the last video!
- GGG publish 'the ladder' – a list of the top 15000 characters by XP.
- Website poe.ninja scrapes this data
- Harder game modes do sharply constrain what successful builds look like. Especially in Gauntlet where beating the campaign is a huge achievement.
- Note! In Gauntlet a not tiny percentage of players hide their build for strategic reasons. Some character data will be misleading but this should not have much overall effect.
- Only considering top 1045 characters, to keep it high level

Hardcore: A character killed in Hardcore is moved to its parent league.

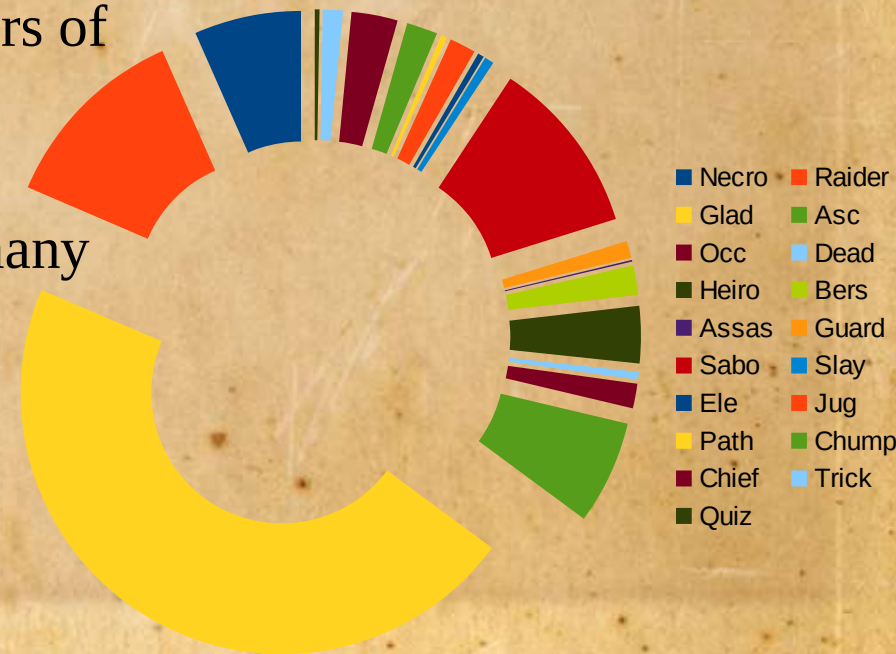
Solo: You may not party in this league.

LADDER						Class Filter:	All	Auto refresh:	REFRES
Rank	Account	Character	Class	Level	Experience				
121	24 Nite1984	IntoTheGauntlet	Gladiator	90	1936271184				
122	24 Hose1	imgonnadieinactone	Gladiator	90	1935786537				
123	36 Eriau	Eriau_Dead	Gladiator	90	1935762829				
124	18 SilverNinja	GauntletNinja	Gladiator	90	1935591085				
125	4 theDOMF	Domfs	Gladiator	90	1935360011				
126	19 squiddler	CumGodBorpaGamer	Gladiator	90	1935256453				
127	16 Elix_R	Elixir_OMWForYouJung	Ascendant	90	1935085280				
128	9 th33beat	WhatIsExpeditionn	Raider	90	1934363387				
129	25 ShadowGrima	iAMGLADTOBEHERE	Gladiator	90	1934242895				
130	19 MicahTV	FEELTHETHRILLOFTHEBEACH	Deadeye	90	1934116800				
131	14 lord_madara	AManAtTheEdge	Gladiator	90	1934112615				
132	18 Spounguard1	Spoongfsadffd	Raider	90	1934102180				
133	29 iAwesom	ThrowinItDown	Gladiator	90	1934077261				
134	36 juicybo	daxaex	Gladiator	90	1934065996				
135	36 Innenminister	TorpedoToni (Dead)	Ascendant	90	1934009687				
136	34 Aeveronz	Aeveronion (Dead)	Saboteur	90	1934009687				
137	16 Towerhead	cptturbblasts	Ascendant	89	1932349791				
138	12 AcePoee	AceNeunzigVI	Gladiator	89	1924967590				
139	26 andolaur	ikoijoiyh	Gladiator	89	1921933172				
140	12 koshimo21	zxvccvxz	Gladiator	89	1920594527				

Ascendancy Spread

- How are we in practice?
- It's a long time since a league has been this narrow on Ascendancies. 46% Gladiator. Contrast 3.7 with 49% Slayer. Meta is THAT top heavy.
- Top seven Ascendancies are all different classes. This is due to the unique mechanics of the Gauntlet, where you are competing with others of your class
- As expected, harder game modes allow less versatility. But also there's the SSF factor – many builds are highly dependent upon specific uniques.

Glad	484	Jug	17
Raider	125	Occ	16
Sabo	114	Trick	13
Necro	69	Guard	11
Asc	67	Slay	6
Heiro	37	Dead	5
Chief	30	Ele	4
Chump	20	Path	4
Bers	19	Quiz	3
		Assas	1



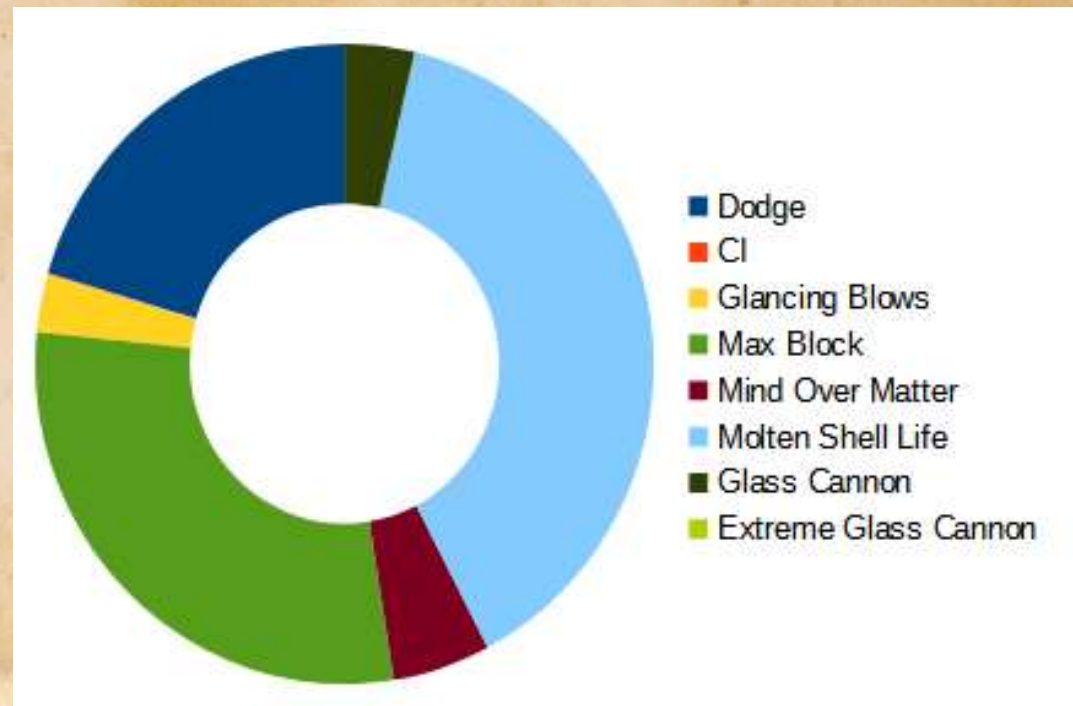
Defensive Style Viability

- There's several ways to try to stay alive in POE.
- Generally these revolve around specific keystones. QUICK RECAP:
- Dodge: This playstyle takes Acrobatics, Phase Acrobatics and Wind Dancer. As Acrobatics krangles your ability to scale block, armour and ES, it is almost always paired with Evasion. Takes enough life to survive small hits (~4500).
- Chaos Inoculation: Stack ES and rely upon block to mitigate damage then your ES pool to soak it. Synergizes very poorly with dodge.
- Glancing Blows: This keystone is often (not always) used alongside “recover X on block” nodes and a light investment in block. Usually a shield, or one of the specific staves that work well with it like (Replica) Duskdawn.
- Max Block: This playstyle sacrifices much more for defence than Glancing Blows but is much more durable. The Gladiator's Versatile Combatant is the best way to achieve this defensive layer, although there are others.
- Mind Over Matter: A large mana pool and decent life pool with either MOM keystone or Cloak of Defiance provide a large effective health pool. Often uses Immortal Call or a high level CWDT-Steelskin.
- Molten Shell Life: Generally identifiable by the use of the skill gem Molten Shell (and/or its Vaal version) these builds typically have 10000+ armour with readily managed buffs, and use this to turn MS into a large ablative shield alongside a good life pool, Fortify, block and Endurance Charges. Often at endgame these builds seek out Divine Flesh as well. Could work without Molten Shell back when Juggs were good.
- Glass Cannon: How I typically play. Defensive layer is not getting hit by manually dodging. Still invests a bit in life. Often uses Blast Freeze (large cluster) to preemptively freeze enemies.
- Extreme Glass Cannon: Best approach in Delve. Plays Dodge AND Chaos Inoculation and absolutely no investment in defence, not even resists. Dies to one hit from everything. Can do extraordinary damage.

Defensive Style Popularity

Dodge	28%	Almost all Raiders and Saboteurs
CI	0.1%	Literally only one build
Glancing Blows	4%	Not a common choice. Necromancers. Hierophants.
Max Block	40%	Depends how you measure it. 15% taking Versatile Combatant. 40% Painforged
Mind Over Matter	7%	Hierophants and Necromancers
Molten Shell Life	53%	Almost all Gladiators and many Marauders
Glass Cannon	5%	About 50 players under 4700 life without massive ES (level 78+)
Extreme Glass Cannon	0%	Nil. Not HC viable at all.

- Note: Numbers do not add to 100% as some builds fit more than one category.
- Example: Gladiators may be Max Block and Molten Shell Life.



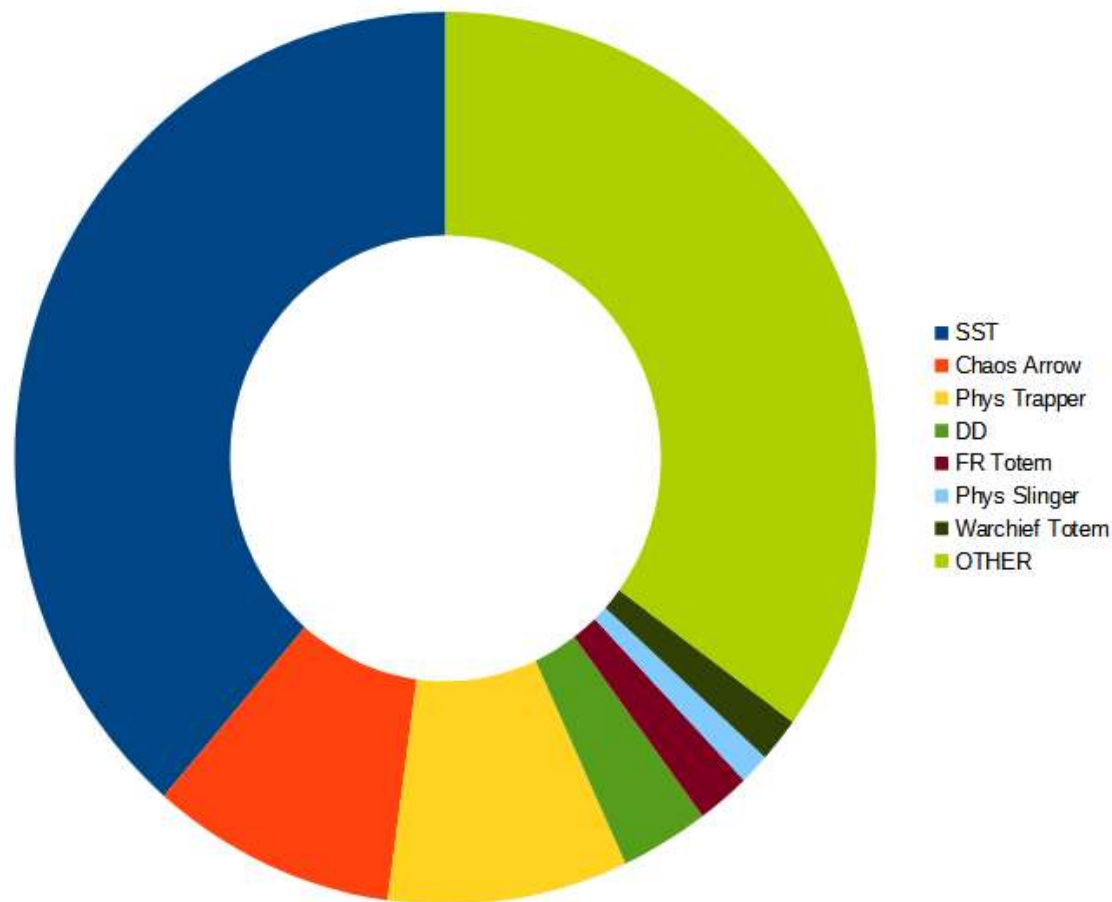
Top Performing Skills

- Spectral Shield Throw (Glad)
- Physical Trapper archetype (Seismic Trap for heavy bossing, Exsanguinate Traps for clear and light bossing - Sabo)
- Chaos DOT bows (Toxic and/or Caustic – Raider)
- Detonate Dead (Necro)
- Forbidden Rite Totems (Heiro)
- Physical Spellslinger (Corrupting Fever, with Reap and/or Exsanguinate as payloads, Ascendant)
- Ancestral Warchief Totems (Chieftain)

Skill Popularity

- One thing is misleading.
- poe.ninja doesn't record people whose main skill remains a four link. In Gauntlet that's less rare than in normal leagues
- This is not diverse, unlike trade Expedition.
- Brutal mods see to that!
- Only the top builds survive in Gauntlet.

Build	Players	Skill	Top Ascends
SST	408	Spectral Shield Throw	Glad
Chaos Arrow	97	Toxic Rain/CA. 40% use Ballistae	Raider
Phys Trapper	95	Seismic Trap	Sabo
DD	35	Detonate Dead	Necro
FR Totem	21	Forbidden Rite	Hiero
Phys Slinger	12	Corrupt Fever, Exsang, Reap	Ascend
Warchief Totem	17	Ancestral Warchief	Chief
OTHER	370		





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