

# Underrated Budget Uniques

## Underrated Budget Uniques 3.15 Edition

- Replica Infractem
- Mark of the Elder
- Doomfletch's Prism (with Coated Shrapnel)
  - The Darkness Enthroned
    - Void Battery
    - Ryslatha's Coil
    - The Taming

# Replica Infractem

- Super cheap (~25c for a six link). This is the main reason to use it.
- However, it does cover all damage projection needs. Most bow skills require GMP or Chain as supports – Replica Infractem comes with built-in Awakened Fork, which alongside Dying Sun is competitive with the main two.
- Damage is neither good nor awful. However, pure phys bows can be hard to scale, and this limits the ability to push Replica Infractem into the stratosphere. You will want to replace this item, it's not 'forever gear'
- Can work with Lightning Arrow, Ice Shot or Split Arrow. Also Ice Bite Support on frenzy charge builds
- Weakness – boss damage. You will want a different solution for heavy bossing.
- Like Caustic Arrow? If so, also check out Replica Quill Rain. 30C for a 6 link
- Both cheap enough to corruption hunt on 6 links.



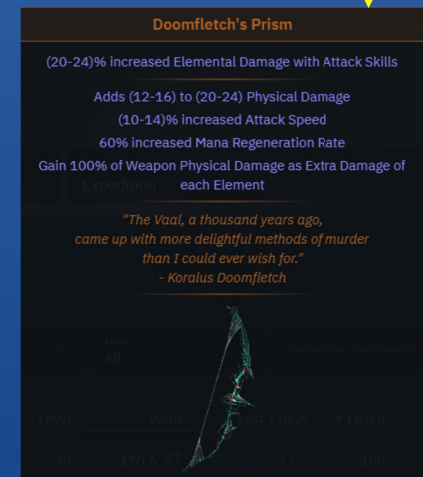
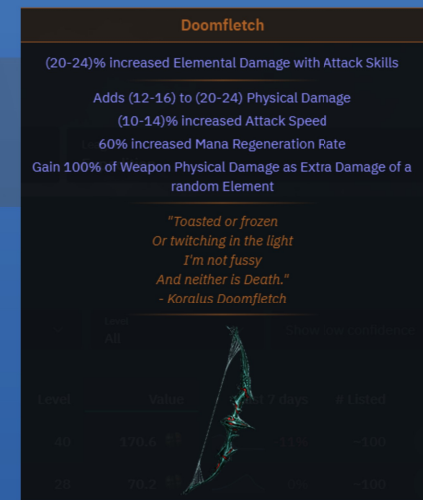
# Mark of the Elder

- Picture this – you are playing Ice Shot and have a weapon with only middle tier damage
- Wouldn't a bunch of both cold AND physical damage on one item be good?
- Especially if it also came with 60-80% increased attack damage? And whichever of life or ES you need?
- Super cheap, as people are running Uber Elder a lot now chasing the top drops (Watcher's Eye and Voidfletcher this league)
- Goes VERY well with rings sourced from the divination card Dying Light (drops from The Shaper and The Feared but easier to trade for)
- Tentacle Whip isn't good but it doesn't make the item worse for being there.
- Attack damage quality is the 'correct' choice.



# Doomfletch's Prism

- Ancient Doom prophecy triples the elemental damage of the base item.
- DFP winds up doing quite a bit of elemental damage but nothing special. However it causes 'attacks deal added physical damage' sources to scale really well when you add a few of them.
- Know what gets a lot from this? Split Arrow Mines with as many Coated Shrapnel as possible.
- Abyss Jewels



# Darkness Enthroned

- Super common. Despite being best in slot for some builds and 'best until Headhunter' for many others, it's 5c
- Give up your belt slot for 3.5 Abyss Jewels – that's often fine.
- Scales up with investment.
- Available with any Harvest enchant you might want in trade league
- DO NOT VAAL.
- Sometimes used with unique Abyss Jewels, usually not.

## DARKNESS ENTHRONED STYGIAN VISE

HAS 1 ABYSSAL SOCKET

HAS 1 ABYSSAL SOCKET

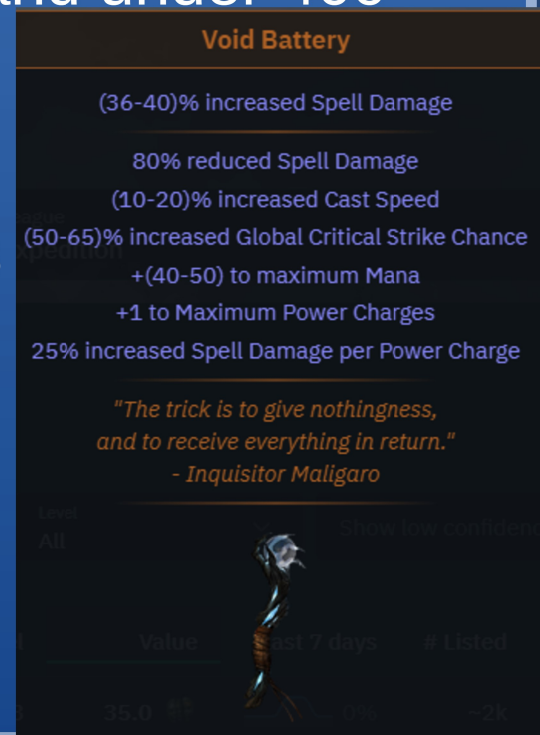
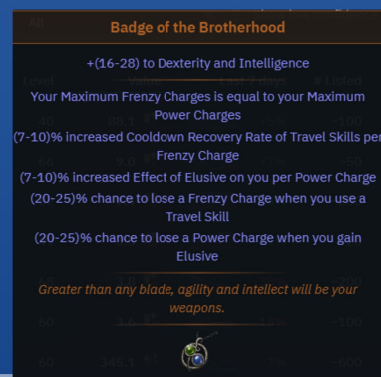
75% INCREASED EFFECT OF SOCKETED JEWELS

*HOLD IN YOUR HAND THE DARKNESS  
AND NEVER WILL THE LIGHT BLIND YOU.*



# Void Battery

- Rare drop-anywhere unique. Same rarity as Shav's Wrappings.
- But it's late league so lots of them in circulation and under 40c
- Get an uncorrupted one, as these benefit a lot from Harvest enchants. Also, dual wield it.
- Every Ascendancy that can scale power charges well (Occ, Ass and more) can use this well
- Even better with the (expensive) Badge of the Brotherhood
- SSF? It's not happening. Sorry.



# Ryslatha's Coil

- Rarest tier of drop-anywhere uniques other than Headhunter
- BUT in 3.15 it got a new divination card which drops enough to matter (from Infested Valley boss, plus Stacked Decks)
- This means that in trade, it's far, far cheaper than ever before. Under 50c.
- Key mod is '30-40% more max phys attack damage' (48% with attack catalysts)
- Item achieves two things. Less important, it helps you stun. More important – it scales bleed incredibly well.
- Coil has been extensively tested and DOES scale bleeding. By adding variance to hits, it adds a LOT of extra damage when your attack speed is high.
- Without Crimson Dance, bleed scales based upon the largest hit in the last (base) 5 seconds. With it, largest 8 hits in that time.
- Very weak traditional implicit – means this Vaals or Corruption Chambers well. Catalysts and divine orbs first.

## Ryslatha's Coil

(20-30)% increased Stun Duration on Enemies

+(20-40) to Strength

(30-48)% more Maximum Physical Attack Damage

(30-48)% less Minimum Physical Attack Damage

Adds 1 to (15-24) Physical Damage to Attacks

+(80-100) to maximum Life

Gain 50 Life when you Stun an Enemy

*All creatures have the potential for greatness  
or unequivocal failure.*



# The Taming

- This a LOT of damage on one item. And resists, though no life.
- Comes from a vendor recipe, all three Berek's rings. Respite is Ryslatha's Coil rarity tier, the other two much more common.
- 132% damage for Doomfletcher Prism Mines.

## THE TAMING PRISMATIC RING

QUALITY (ELEMENTAL DAMAGE MODIFIERS): +20%


ITEM LEVEL: 71

REQUIRES LEVEL 30

+10% TO ALL ELEMENTAL RESISTANCES

20% INCREASED DAMAGE WITH HITS AND AILMENTS PER FREEZE, SHOCK OR IGNITE ON ENEMY

+23% TO ALL ELEMENTAL RESISTANCES

36% INCREASED ELEMENTAL DAMAGE 

10% CHANCE TO FREEZE, SHOCK AND IGNITE

36% INCREASED ELEMENTAL DAMAGE WITH ATTACK SKILLS