

Atlas Invasion Build First Thoughts

This event will be HARD and require HEAVY bossing. For this reason, I won't suggest a build for each ascendancy like I did in Endless Heist. Just a few.

It's a 10 day event, so don't expect to develop super strong characters.

This will be brutal in hardcore. Log out instantly on hearing slam voice calls

Boss Notes

A number of monster stats are hidden and have been datamined. This gives some sort of sense of how much bosskilling will be needed.

Typical map bosses have HP in the 300-600% range. This is compared to a 'standard' unique monster (Rogue Exiles are close to standard)

However, endgame bosses such as The Guardian of the Phoenix have much higher HP (1200%) and off-Atlas bosses like The Shaper exceed 2500%. The only bosses with higher HP% are lategame act bosses (e.g. Depraved Trinity) which have very high HP relative to map bosses. They can't invade.

If Valdo or Elder shows in your map, you either need a plan to flee, or extreme boss DPS.

STONE OF THE CURRENTS

Spectre

ON

Area

Wharf Map

Mod

MONSTER DROPPED ITEM QUANTITY +% [1500]
MONSTER DROPPED ITEM RARITY +% [2000]
MONSTER SLAIN EXPERIENCE +% [100]
UNIQUE BOSS CURSE EFFECT ON SELF +% FINAL [-33]
CANNOT BE TAUNTED WHEN TAUNTED MS [0]
CANNOT BE STUNNED FOR MS AFTER STUN FINISHED [2000]
CANNOT BE STUNNED WHILE STUNNED [1]

Tags

mud_blood, not_str, not_dex

Life+400%

Energy Shield From Life100%

Ailment Threshold400%

KONLEY, THE UNREPENTANT					
BASILICA MAP					
Spectre	ON				
Area	Basilica Map				
Mod	MONSTER DROPPED ITEM QUANTITY +% [1500] MONSTER DROPPED ITEM RARITY +% [2000] MONSTER SLAIN EXPERIENCE +% [100] UNIQUE BOSS CURSE EFFECT ON SELF +% FINAL [-33] ENERGY SHIELD RECHARGE RATE +% [-65] CANNOT BE STUNNED FOR MS AFTER STUN FINISHED [2000] CANNOT BE STUNNED WHILE STUNNED [1]				
Immune	CANNOT BE KNOCKED BACK [1]				
Tags	not_dex				
Life	+340%	Energy Shield From Life	100%	Armour	

Boss Notes 2

We don't know how rare the bigger bosses will be. You might almost never have maps or story zones invaded by endgame bosses like Synthete Nightmare or minibosses like Hydra.

But with 100-ish map bosses and 17 Uncharted bosses – unless there is a bias against them, expect an Uncharted boss in many of your maps.

SYNTHETE NIGHTMARE				
Spectre	ON			
Mod	MONSTER DROPPED ITEM QUANTITY +% [1500] MONSTER DROPPED ITEM RARITY +% [2000] MONSTER SLAIN EXPERIENCE +% [100] UNIQUE BOSS CURSE EFFECT ON SELF +% FINAL [-66] CANNOT BE FULLY SLOWED CANNOT BE STUNNED FOR MS AFTER STUN FINISHED [4000] CANNOT BE STUNNED WHILE STUNNED [1]			
Immune	CANNOT BE KNOCKED BACK [1] UNWAVERING			
Tags	synthesised_monster, allow_maven, mud_blood, humanoid, construct, not_str, not_dex			
Life	+810%	Energy Shield From Life	500%	Ailment Threshold

THE SHAPER				
THE SHAPER'S REALM				
Spectre	ON			
Area	The Shaper's Realm			
Mod	MONSTER DROPPED ITEM QUANTITY +% [1500] MONSTER DROPPED ITEM RARITY +% [2000] MONSTER SLAIN EXPERIENCE +% [100] UNIQUE BOSS CURSE EFFECT ON SELF +% FINAL [-66] CANNOT BE FULLY SLOWED CANNOT BE STUNNED FOR MS AFTER STUN FINISHED [4000] CANNOT BE STUNNED WHILE STUNNED [1]			
Immune	CANNOT BE KNOCKED BACK [1]			
Tags	red_blood, human, humanoid			
Life	+2560%	Energy Shield From Life	33%	Armour

GUARDIAN OF THE HYDRA			
LAIR OF THE HYDRA MAP			
Spectre	ON		
Area	Lair of the Hydra Map		
Mod	MONSTER DROPPED ITEM QUANTITY +% [1500] MONSTER DROPPED ITEM RARITY +% [2000] MONSTER SLAIN EXPERIENCE +% [100] UNIQUE BOSS CURSE EFFECT ON SELF +% FINAL [-66] CANNOT BE FULLY SLOWED CANNOT BE STUNNED FOR MS AFTER STUN FINISHED [4000] CANNOT BE STUNNED WHILE STUNNED [1]		
Immune	CANNOT BE KNOCKED BACK [1]		
Tags	red_blood, human, humanoid, not_str, not_int		
Life	+1000%	Evasion	+100%
		Ailment Threshold	

Witch

Elementalist

Detonate Dead ignite. Can be adapted to other ascendancies like Necro.

Occultist

Poisonous Concoction. Adequate clear, great bossing.

Necromancer

Summoner. I like skeleton mages here. Or melee skeletons or spectres.

Shadow

Saboteur

Seismic Trap is probably the best possible build for this event. The poison version with duration scaling is likely the very best version, but hit based physical damage and hit based cold conversion are fine too. This should be adaptable to other ascendancies and may win Demis in other ascendancies.

Assassin

No suggestions

Trickster

No suggestions

Ranger

Deadeye

No suggestions. Ascendancy isn't bad, but this event does not play to its strengths while it punishes its weaknesses. If you must play it, Mirage Archer and Occupying Force.

Raider

Raider is so all-around strong you can play basically anything as a Raider and make it work quite well. (Vaal) Lightning Strike is in a really good place.

Pathfinder

No suggestions.

Scion Ascendant

This is the second best ascendancy for the physical trapper archetype

This can be built a lot of different ways, and I won't advocate one specific one. Check out builds that did well in the Gauntlet over on poe.ninja, then build less tanky in SC.

Generally requires Magebane to cap spell suppression.

Duelist

Slayer

This ascendancy is Champion but a bit worse. Any Champion build can work but will be a bit weaker.

Champion

Spectral Helix. This did well in Gauntlet.

Gladiator

Shield skills (SC and/or SST), bleed explosions. Lioneye's Remorse is a tier 3 unique.

Marauder

Juggernaut

No suggestions

Chieftain

Detonate Dead Ignite again.

Berserker

Lightning Strike (which is great
on many ascendancies)

Templar

Hierophant

There is a cool Iron Commander build doing the rounds that should match well to this event's demands. Scales cold damage from Added Cold Support.

Inquisitor

Righteous Fire. Very safe, but low damage output.

Guardian

No suggestions.