



## 3.17 Lightning Trap Saboteur

Boss and mapping hybrid

Utilizing Lightning Spire Trap as well

Defenses: Grace, Determination, Aura Scaling, Ghost Shroud, and (higher gear levels only) 100% Spell Suppression



# Patch Notes Were Kind

- Already 'good enough' in 3.16
- Lightning Trap was buffed 41.4% at level 20
- This balances the nerf to Multiple Traps, which this build would have used in 3.16
- However Swift Assembly wasn't nerfed and is now probably superior. We'll use it instead. Swift allows other sources of +traps to remain good (like the mastery).

✦ Lightning Trap: Now deals 15 to 46 Lightning Damage at gem level 1 (previously 18 to 54), up to 659 to 1978 at gem level 20 (previously 466 to 1399). Now has 240% Effectiveness of Added Damage at all gem levels (previously 170%).



# Mechanics

You throw a trap on the ground

Enemy walks on it OR it expires

This causes 8 projectiles to fire

By default they don't pierce or chain or fork, we'll fix that on the tree (low gear level) then on gear (high gear level). Pierce will be our solution.

We will scale damage through critical strikes and also shock.

We will augment the serviceable but unspectacular boss damage with Lightning Spire Trap. With Lightning Trap shocking, we can even use Elemental Focus on Lightning Spire trap.

## Vortex Barb Opal Wand

Wand

Quality: +30%

Physical Damage: 62-114

Critical Strike Chance: 7.00%

Attacks per Second: 1.30

Item Level: 80

Requires Level 72, Str 111, Dex 68, Int 212

Quality does not increase Physical Damage  
Grants 1% increased Elemental Damage per 2% Quality

42% increased Spell Damage

76% increased Physical Damage

79% increased Lightning Damage

Adds 9 to 133 Lightning Damage to Spells

95% increased Critical Strike Chance for Spells

+34% to Global Critical Strike Multiplier

23% chance to Shock

15% increased Trap Throwing Speed

# Damage Scaling

- We can scale with four main weapon prefixes. Your weapon will be a lot of your damage. You can roll at most one from each category.
- +% spell or lightning damage
- + X to Y lightning damage to spells (buffed in 3.17)
- +1 to level of lightning spell skill gems (+3 on two-handers)
- +1 to level of all spell skill gems (+2 two-handers)
- Suffix crit chance is great too, as is crafted trap throw speed.



A circular diagram representing the Saboteur Ascendancy tree in the game Path of Exile. The diagram is set against a background of a man in a dark hooded cloak looking out over a fiery, smoky landscape. The tree consists of several circular nodes connected by lines. At the top is a node with a bomb icon. Below it are two nodes: one with a flame icon and one with a bomb icon. Further down are more nodes, including one with a flame icon, one with a bomb icon, and one with a bomb icon. The nodes are arranged in a branching pattern, with some nodes having multiple children. The entire diagram is enclosed in a circular frame with a decorative border.

Saboteur

# Ascendancy

- Pyromanic first. Don't be like me, I took it last. Oops.
- Born in the Shadows and Perfect Crime second and third (Crime for more damage, Shadows for safety)
- One of Chain Reaction or Explosives Expert last. Neither is clearly better; try both and stick with your preferred one. I personally prefer Chain Reaction
- You could make a good variant of this build in a different Ascendancy – I highly recommend tinkering with the Inquisitor. That's beyond this video's scope though.
- If you use the Alternating Sceptre option – reassess Explosives Expert. Sceptre makes it worse.



## Levelling:

1-11: Use anything. I used Stormblast Mine and hated it.

12: Lightning Trap – Added Lightning Support – Swift Assembly

20: Acquire a good caster wand. Rare Topaz Ring + well-linked wand + Alteration = awesome starter wand

28: Supplement with Lightning Spire Trap (Gravicius reward).

Act 6 until 5L/Tabula: Two skills. Lightning Trap – Added Lightning – Swift – Trap and Mine Damage

Lightning Spire Trap – Advanced Traps Support – Trap and Mine Support – Elemental Focus Support

OPTIONAL: Substitute Added Cold for Added Lightning. Less damage, more freezes. Safer. This is what I did.

# Bandits

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- Help Alira.
- Until high level, 5 mana per second and crit multi is too good to pass up.
- The resists free up benchcrafts, allowing more damage mods on your gear.
- At high level (92+), you will want to 'respect to helping Eramir'. Vendor 20 Regret Orbs and an Onyx Amulet.
- That cost will be trivial then even if I'm right and regrets are 2-2.5c this league.
- This removes Alira's favour and grants two skill points.

BOOK OF REFORM

GAINS ERAMIR'S FAVOUR.

BOOK OF REFORM. USE TO GAIN ERAMIR'S FAVOUR.



# Gem Slots

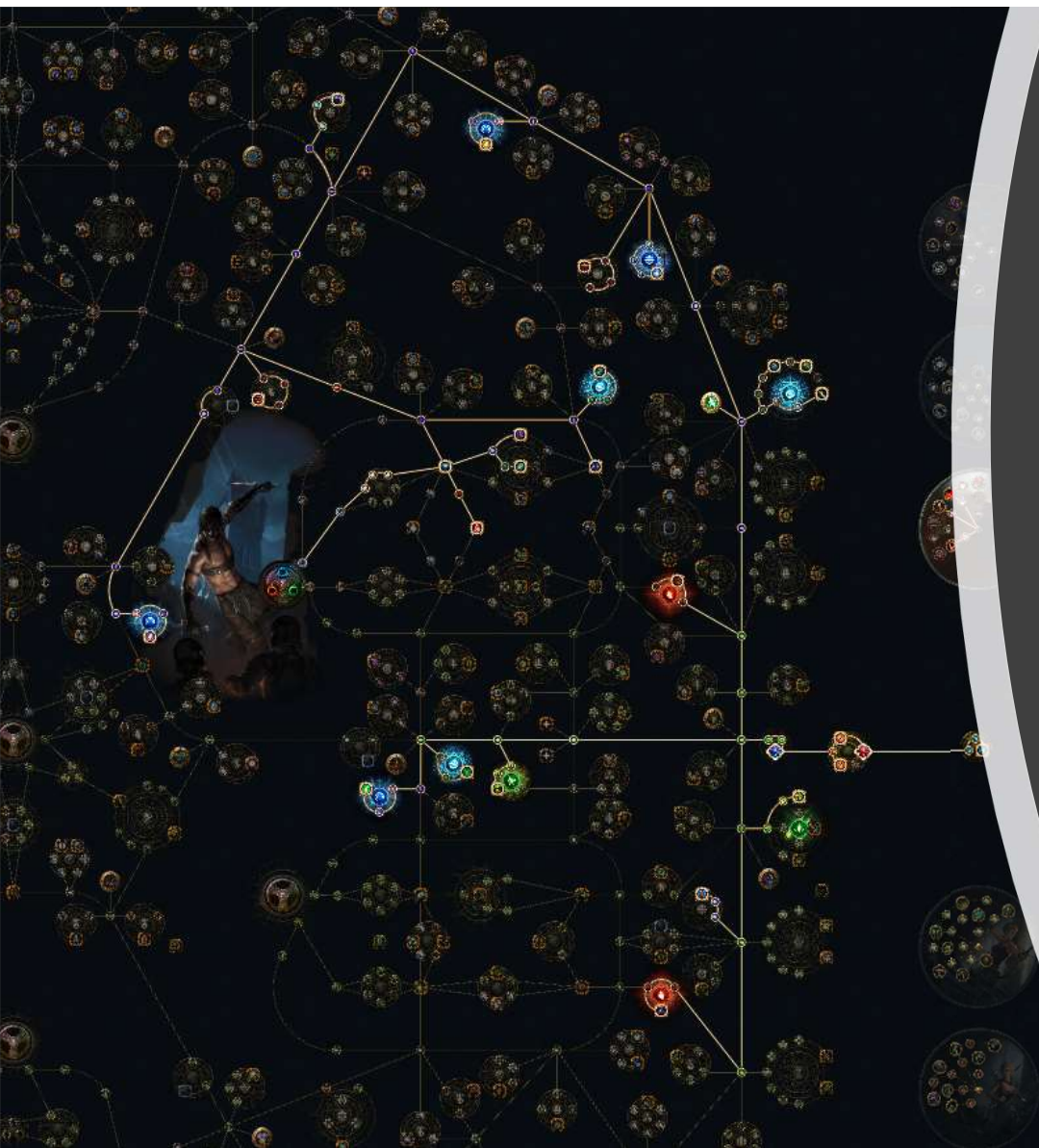
- This covers the basics. There is flexibility here, we don't NEED all slots for the core plan.
- Chest and Gloves: Dedicated to your main traps. We'll return to those later.
- 3L: Arcanist's Brand – Assassin's Mark – Wave of Conviction. Cast this brand only for tough and durable enemies. Wave debuffs their lightning resist. AssMark makes you crit more against them.
- 2L: Cast When Damage Taken (gem level 1), Molten Shell (gem level 4 or 8; 4 costs 20 mana, 8 costs 22, 9 or 10 would cost 25)
- Shield (or second weapon): Defensive reservations. Defiance Banner, Grace, Determination. For some time you can't use all reservations – that's fine, level them all anyway. But leave Defiance Banner off.
- Moveskill: Flame Dash – Faster Casting – Arcane Surge (low level AS)
- Utility options: Don't use all of these! Selfcast Molten Shell – Increased Duration (as well as CWDT; these share cooldown). Golem. Clarity. Decoy Totem.
- Skitterbots – Unbound Ailments



# Primary Links

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- Vaal Lightning Trap – Charged Traps – Swift Assembly – Trap and Mine Damage – (Awakened) Added Lightning Support – Inspiration (choose up to 6)
- Lightning Spire Trap – Lightning Penetration – Trap and Mine Damage – Inspiration – (Awakened) Added Lightning Support – Elemental Focus – Advanced Traps (choose up to 6)
- This build can only use ONE of these as a five or more link until Shaper items are acquired. The other has to be 4 linked.
- I suggest using Lightning Spire as your 6L early. 4L lightning traps will kill all trash and shock all non-trash, LST will then clean up the tough stuff.
- Empower is good too, but only level 4. Empower 3 is 'meh' tier.



# Endgame Reservations

- Determination (50%)
- Grace (50%)
- Skitterbots (35%) linked to Unbound Ailments (x1.2) for 42%
- Defiance Banner (10%)
- Efficiency: 57% universal, 82% Grace
- 12% of this is on a cluster jewel. If you can't afford it all, it's the Skitterbots that are the weakest link (sorry Skittles)
- Optional: Low level Clarity

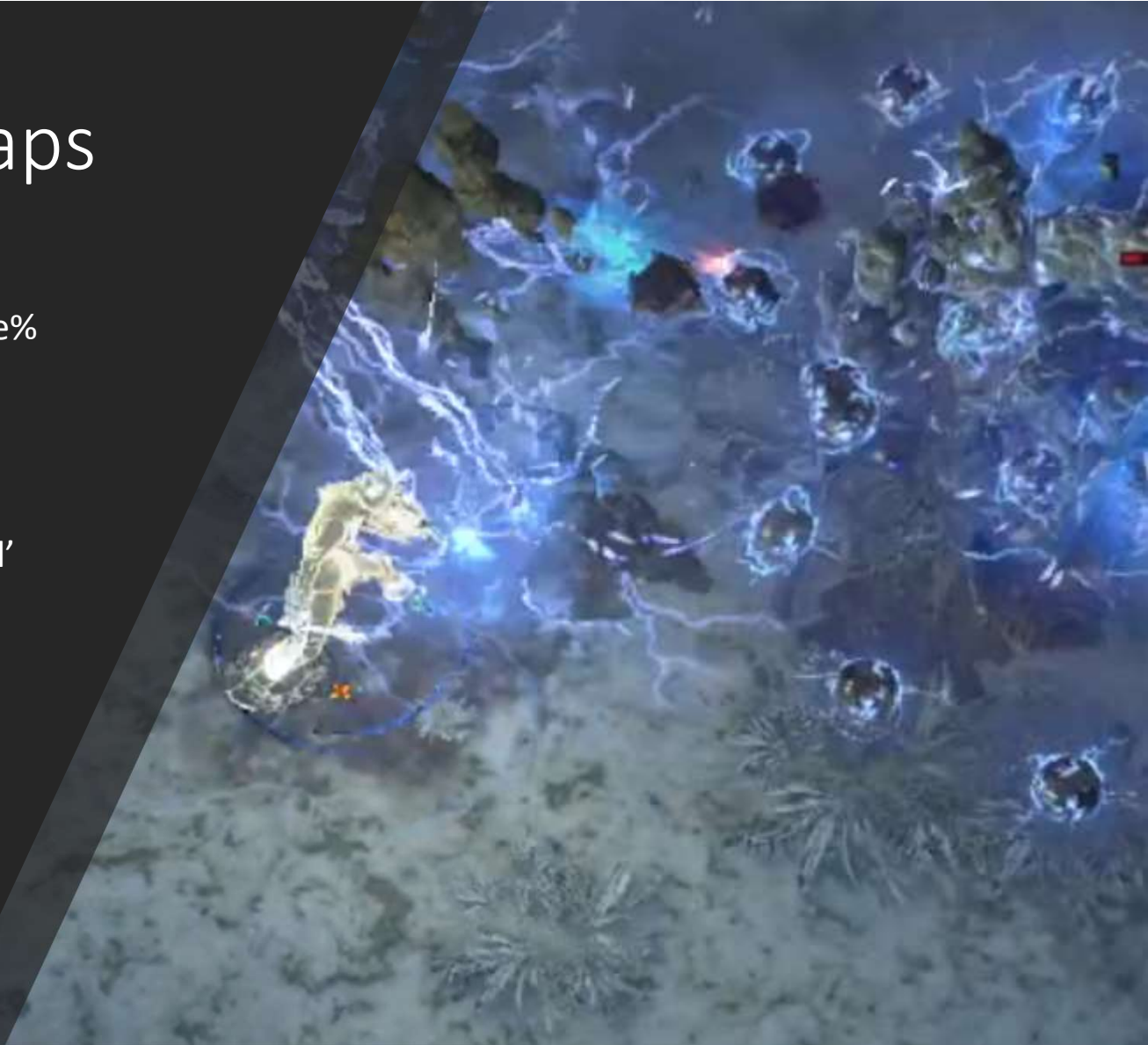
# Gearing Through The Acts

- Vendor recipe already mentioned.
- Rare Topaz + 3L wand + Alteration = 3L wand with the 'Crackling' mod, enough lightning damage to get you to Act 8. Add an Orb of Augmentation.
- Or use a Sapphire Ring instead of Topaz for cold damage – this will not scale as well but will be strong defensively.
- ID rare wands from monster level 51 onwards, you'll get better wands often. Level 51 flat to spells + bench craft spell damage = great.
- Pick up items that already have the right links for you and are not magic. Apply ID scroll if rare, else essences.
- Wand and shield in HC. 2 wands in SC.
- Benchcrafts + ring implicits for resists.

DEFEAT ABBERATH

# Gearing In Early Maps

- T1 flat spell damage is ilvl 74, T2 62. Combine with benchcraft spell damage%
- Topotante's Incursion wands are AMAZING. Can be used WITH benchcrafted flat damage to spells. These are somewhat accessible now due to Atlas node 'Artifacts of the Vaal'
- Goal is life/resists everywhere.
- Spell suppression as you can get it
- Atziri's boots are fantastic. Life, movespeed, suppression. They aren't common though, and Atziri takes practice to learn.







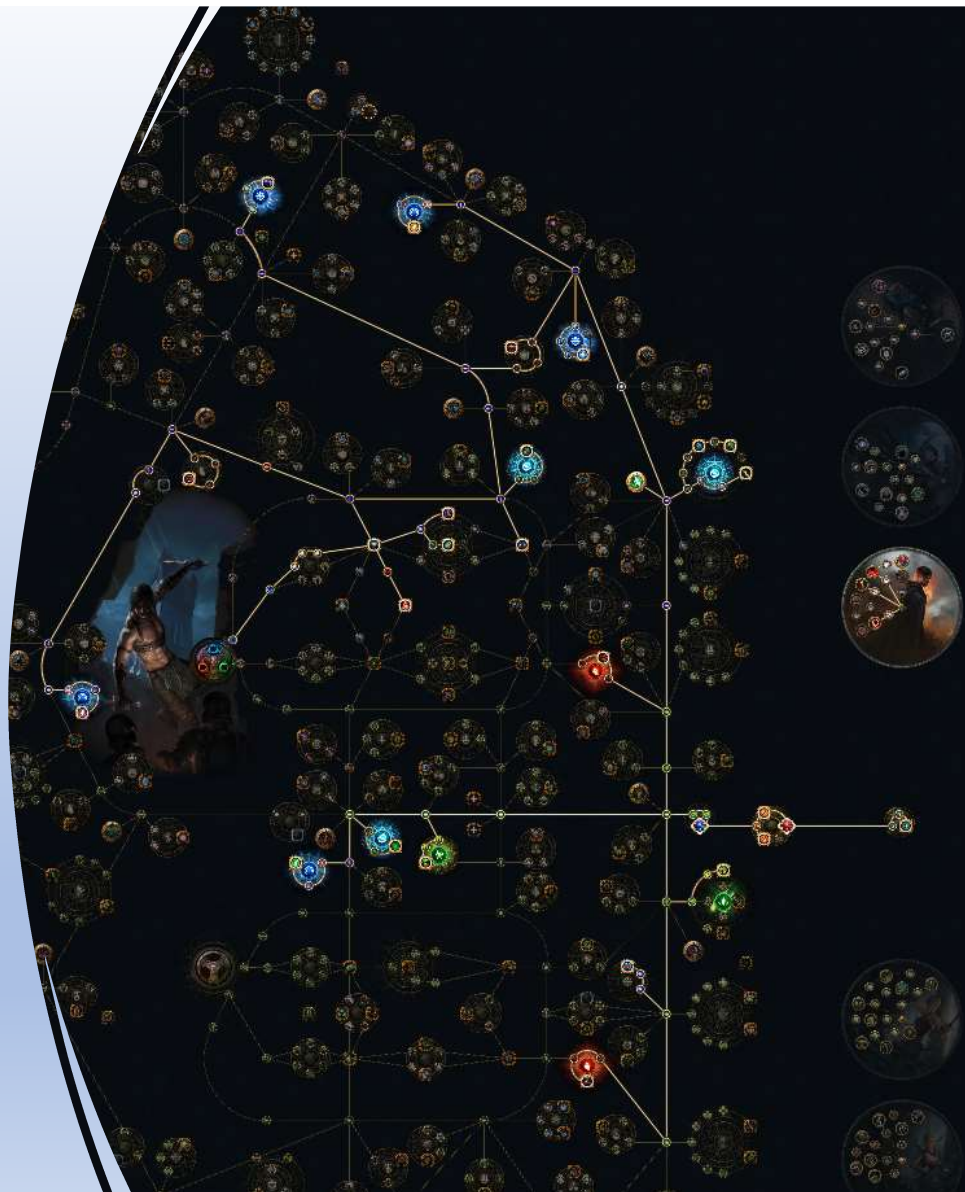
## Endgame Options: Alternating Sceptre

- Heist exclusive base Alternating Sceptre has Secrets of Suffering on it. This removes your ability to chill, freeze, ignite and shock (your Skitterbots still chill and shock) but grants your crits the ability to inflict Brittle based on your cold damage.
- As well as sap, which is neither here nor there.
- And Scorch.
- Brittle is amazing and this will cap critical strike chance on your Lightning Spire Trap on its own (and this sceptre is not hard to craft)

# Passive Tree

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- Key points:
- 3 Aura clusters because auras are NUTS. With Grace, Determination and Defiance Banner we get a lot of durability from those aura clusters. Ghost Shroud and 500-ish ES adds even more.
- The weakest parts of the tree are Throatseeker and Leadership. Take these later in progression.
- Your path near Spell Suppression nodes. If your gear is close to 100% but not quite there – unspec damage, spec Suppression.
- The listed clusters are reasonably easily acquired. Introspection is 1 in 66 alterations on i68 clusters.
- You are VERY close to jewels here. Take these when you own quarterway decent jewels.



# Ailments

- Shock/Ignite: Pyromanic solves these
- Corrupted Blood: Flask early (ideally instant life). Jewel becomes important in late red maps.
- Traditional Bleed: Flask early. Reroll Vulnerability maps if you remove the flask after solving CB.
- Freeze/Chill: Flask. Can be reactive or proactive. Current POB has both (reactive on mana, proactive on granite) – replace one.
- Not a fan of Purity of Elements here. I'd rather use Zealotry or Wrath.



# Gearing Up In Maps - Weapon

Bad Levelling Gear (T3 flat to spells, bench craft % damage)

Two of: T1 flat to spells, T3+ spell or lightning %, +1 to lightning spells, +1 to all spells

Incursion mod weapon (Topotante) improved by benchcraft

Three of the above, benched trap throw speed

Cerberus Limb (very defensive)

Very good Topotante weapon



## Gearing Up In Maps – Boots

Bad Levelling Gear (25%  
movespeed, some life/resists)

30% movespeed,  
spell suppression, life

Atziri's  
Step

CORRECTION:  
DON'T USE  
Voidwalker  
(vid is wrong)

(Elevated)  
Hunter Pierce  
boots

Enchanted,  
corrupted  
Atziri's Step

Gearing Up In  
Maps – Chest  
(Leaving this  
limited as  
there are new,  
unknown  
options)

Bad Levelling 4 or 5 link  
(life/resists/suppression)

Tabula

Div card 6L (The  
Sacrifice, Dapper  
Prodigy etc)

Skin of the  
Loyal/Lords

Shadowstitch

Influnced 6L



## Gearing Up In Maps – Shield

### Bad Levelling Gear (life/resists/suppression)

High evasion, suppression +  
resists (life a welcome bonus)

Damage  
shield. Pure  
Int, spell  
damage rolls.

...but it also has  
Shaper T1  
reservation  
efficiency

... but it also has  
Shaper 'lifegain  
on block'

Atziri's Reflection  
(allows Coward's  
Legacy  
shenanigans)

# Gearing Up In Maps – Gloves (Also consider Incursion)

Levelling Gear (Spell Suppression, Life and/or Resists – you might use these a while)

Shaper pseudo5L gloves

Vaal Caress

Shaper 5L with  
T2+ Spell  
Suppression &  
good mods

Shaper 5L with  
a good  
Essence mod

Slavedriver's  
Hand

WOE TALONS  
EELSKIN GLOVES

EVASION RATING: 171

ITEM LEVEL: 81

REQUIRES LEVEL 60, 56 DEX

SOCKETED GEMS ARE SUPPORTED BY LEVEL 16 ADVANCED TRAPS

+19% CHANCE TO SUPPRESS SPELL DAMAGE

+29 TO DEXTERITY

ADDS 1 TO 2 FIRE DAMAGE TO ATTACKS

+28 TO EVASION RATING

+28 TO MAXIMUM LIFE

0.25% OF PHYSICAL ATTACK DAMAGE LEECHED AS LIFE

10% INCREASED TRAP THROWING SPEED



# Gearing Up In Maps – Helm

Levelling Gear (Spell Suppression, Life and/or Resists – you might use these a while)

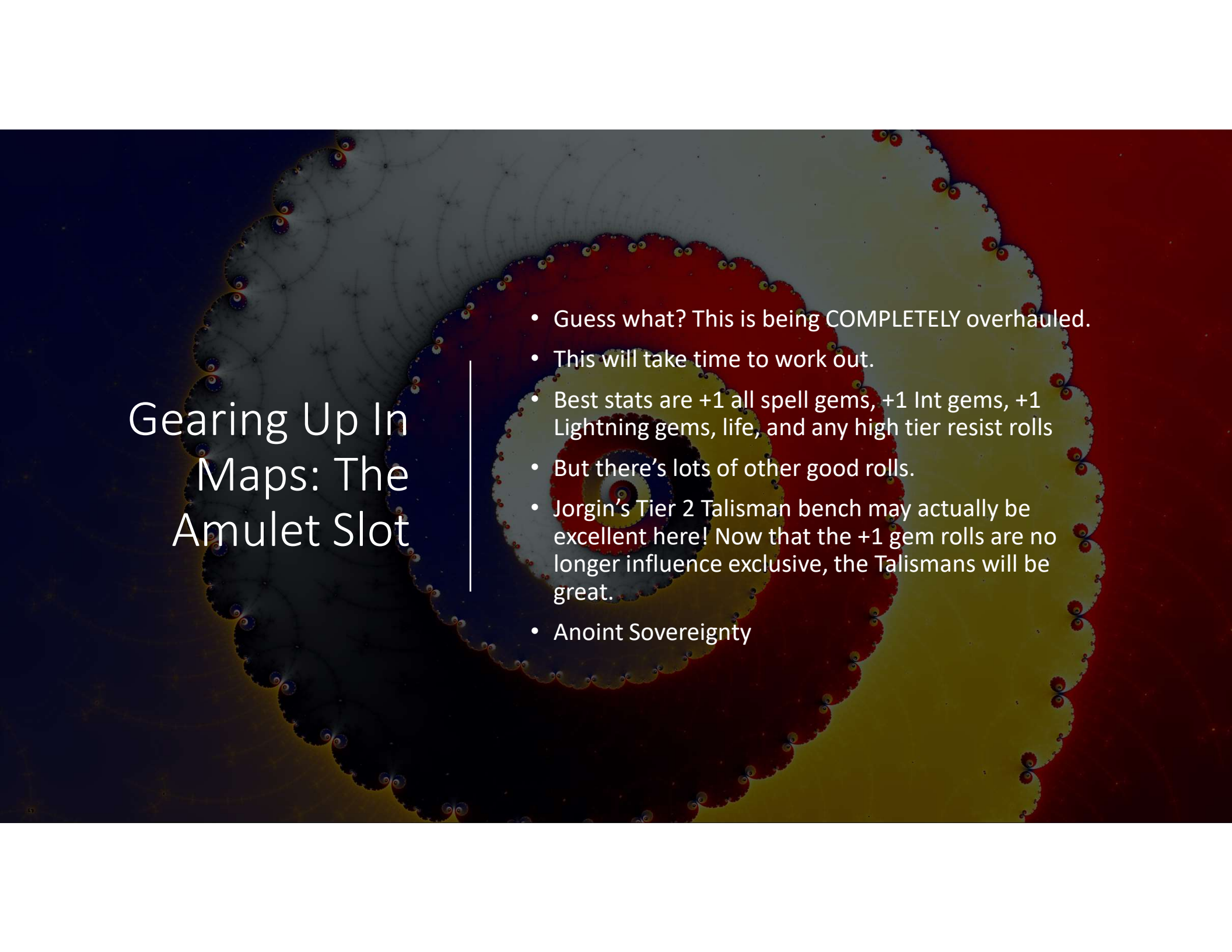
Enchanted helm, “Lightning Trap Pierces 3 Additional Targets”  
(Suppression/life/resists)

Crusader -9% lightning Resist helm

The enchant  
AND the  
Crusader  
mod

The enchant  
and excellent  
mods

Elevated  
Crusader -  
12% lightning  
resist



# Gearing Up In Maps: The Amulet Slot

- Guess what? This is being COMPLETELY overhauled.
- This will take time to work out.
- Best stats are +1 all spell gems, +1 Int gems, +1 Lightning gems, life, and any high tier resist rolls
- But there's lots of other good rolls.
- Jorgin's Tier 2 Talisman bench may actually be excellent here! Now that the +1 gem rolls are no longer influence exclusive, the Talismans will be great.
- Anoint Sovereignty

## Gearing Up In Maps – Ring and Belt

Levelling Gear (Spell Suppression, Life and/or Resists – you might use these a while)

Opal Rings and Stygian Vises, same stats but better

‘Mark Of The Shaper’

Crystal Belt with ES and Evasion and more

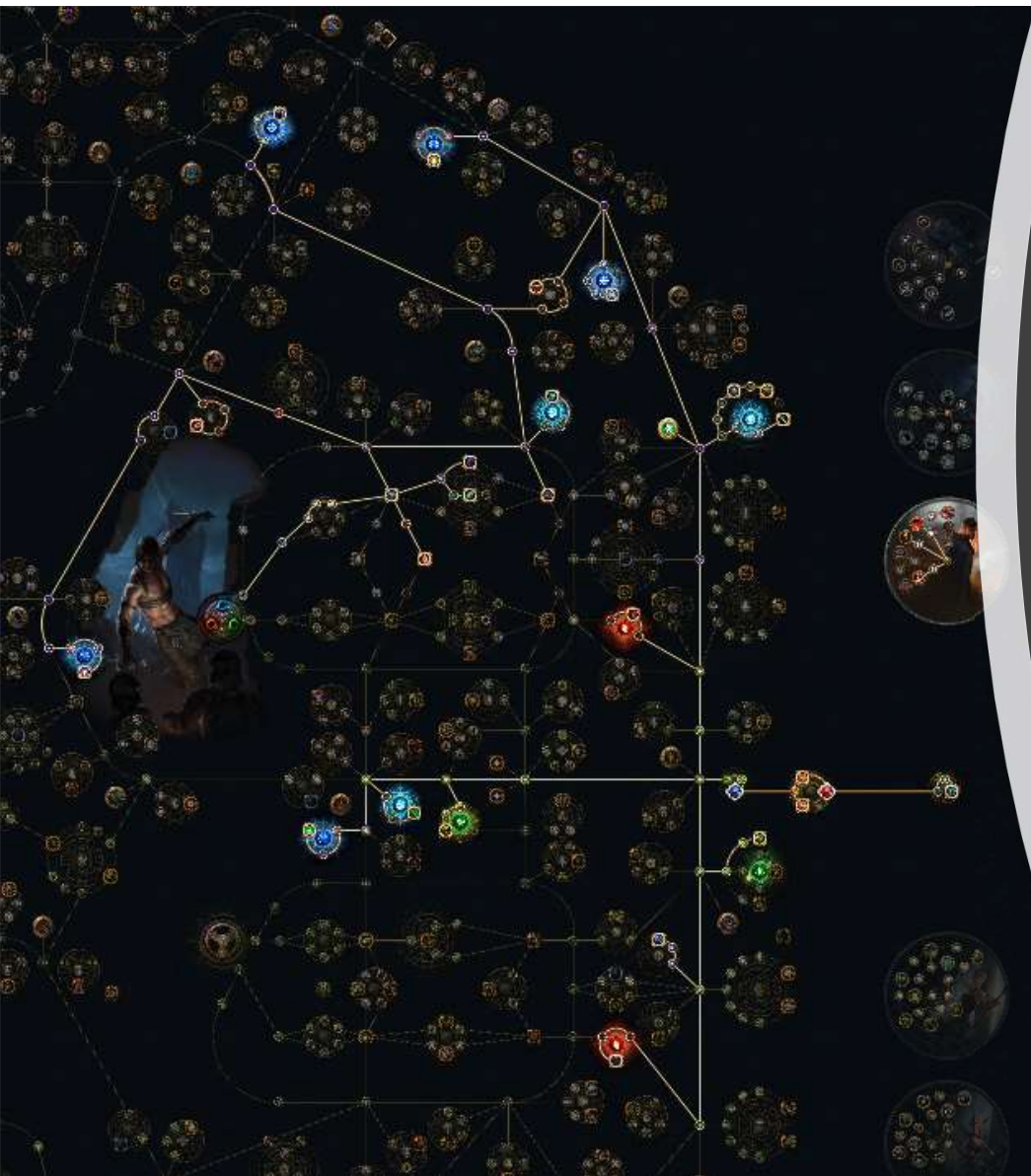
Mageblood or Headhunter

Coward’s Legacy (requires Atziri shield)

# Jewels

- 'Classic' jewels are at their best when giving life% and critical strike multiplier. Deft fossils roll good jewels.
- Medium clusters you want Set and Forget and Guerilla Tactics on a 4 or 5 passive
- Small clusters, you want Introspection which is only on reservation ones. Introspection is ridiculously good as aura effect triple dips on armor and evasion scaling, which then empowers Ghost Shrouds.
- Trade league only, look for a Megalomaniac with any two of Introspection, Snowstorm, Guerilla Tactics or Set and Forget.





## An initial POB

- This isn't something to EXACTLY follow, but to use as a starting point.
- This is my character from a 3.16 test run, with a couple of minor changes made.
- Eternal Lab was trivial with this (bad) gear. 8 mod red maps were doable, but not trivial.
- I'll post updates after 12 or 15 hours of play. There WILL be changes.
- <https://pastebin.com/AXfy4vzu>