

14 New Uniques

All come from the new bosses

Only the chase ones (Forbidden Flame and Flesh) are expensive.

Even the ridiculously powerful Ashes of the Stars, Crystallised Omniscience and Melding of the Flash are under an exalt each now.

Splitting into 4 tiers: S, A, Meme/Bad and Underrated. That last can be quite good!



Ashes of the Stars



This has two main purposes.

Firstly – raw power. +1 gems and 16% reservation efficiency or more is amazing on any build.

Secondly, augmenting alternate qualities on gems.

This is the most used non-jewel unique at level 95+.

Melding of the Flesh

MELDING OF THE FLESH COBALT JEWEL

JEWELS LIMITED To: 1

REQUIRES LEVEL 20

(-80--70)% TO ALL ELEMENTAL RESISTANCES

"We awoke to a sudden jungle rupturing the valleys of our home.
Grasping limbs coiled around us, into us. We sank into each other,
then rose into the living sky. My family screams alongside me still."

PLACE INTO AN ALLOCATED JEWEL SOCKET ON THE PASSIVE SKILL TREE. RIGHT CLICK TO REMOVE FROM THE SOCKET.



This item does only bad things on its own but...

In conjunction with the huge resistances given by either Mageblood or the next item, Purity of Ice aura, 100% aura effect, and another source of +5% max cold resist, this gives you 90% resistances to cold, fire and lightning.

Other configurations are possible too.

Crystallised Omniscience

CRYSTALLISED OMNISCIENCE ONYX AMULET

AMULETS

REQUIRES LEVEL 61

+(10-16) TO ALL ATTRIBUTES

MODIFIERS TO ATTRIBUTES INSTEAD APPLY TO OMNISCIENCE +1% TO ALL ELEMENTAL RESISTANCES PER 10 OMNISCIENCE PENETRATE 1% ELEMENTAL RESISTANCES PER 10 OMNISCIENCE ATTRIBUTE REQUIREMENTS CAN BE SATISFIED BY (15–25)% OF OMNISCIENCE

THAT WINTER, SCORCHED REFUGEES EMERGED FROM THE SHRINE, SPEAKING ONLY IN STRANGE TONGUES. THEY PRAYED TO A NEW SYMBOL OF POWER, NOT OUT OF LOVE, BUT OUT OF FEAR.



'What If' an item granted Mageblood-level power, but as a fairly common boss drop?

Crystallised Omniscience asks a lot of your build, but gives an enormous payoff – 100% or more to all resistances, and 100% elemental penetration.

Comparison: Uul-Netol's Vow with Awakened Cold Penetration gives... about 40 to both, only for your chest skill and increases skill mana costs severely.

Forbidden Flame & Flesh

FORBIDDEN FLAME
CRIMSON JEWEL

LIMITED TO: 1

ITEM LEVEL: **85**REQUIRES CLASS: **WITCH**

ALLOCATES PROFANE BLOOM IF YOU HAVE THE MATCHING MODIFIER ON FORBIDDEN FLESH

PROFANE BLOOM

YOUR HEXES CAN AFFECT HEXPROOF ENEMIES
CURSED ENEMIES YOU OR YOUR MINIONS KILL HAVE A 40% CHANCE TO EXPLODE, DEALING A QUARTER
OF THEIR MAXIMUM LIFE AS CHAOS DAMAGE

These are the most used 3.17 uniques among level 99+ characters, despite being rare and basically trade league only.

Even if you can't afford to shell out 50 exalts for Profane Bloom, check out the budget choices!

A Patient Reaper pair is... just a couple dozen chaos and grants tremendous life recovery while mapping for any Assassin.

Also remember to check for a fifth notable in your existing Ascendancy, this is often a great choice.



The Annihilating Light

THE ANNIHILATING LIGHT QUARTERSTAFF

STAVES

PHYSICAL DAMAGE: 51-86
CRITICAL STRIKE CHANCE: 6%
ATTACKS PER SECOND: 1.3
WEAPON RANGE: 13

REQUIRES LEVEL 68, 78 STR, 78 INT

+18% CHANCE TO BLOCK ATTACK DAMAGE WHILE WIELDING A STAFF

(60–70)% REDUCED ELEMENTAL RESISTANCES
DEAL TRIPLE DAMAGE WITH ELEMENTAL SKILLS

THERE IS NO FORCE MORE DESTRUCTIVE IN THE HEAVENS
THAN THE SCINTILLATING LIGHT OF UTTER CLARITY.

If damage doesn't solve your problem, you aren't dealing enough of it.

This does explosive damage at the price of ruining your resistances. It's not just a "-60 to all elemental resistances" modifier, it's a 60% less multiplier to the magnitude of increases/reductions to your resists.

Hefty drawback, but the item is worth it.

Polaric Devastation

POLARIC DEVASTATION OPAL RING

RINGS

REQUIRES LEVEL 80

(15-25)% INCREASED ELEMENTAL DAMAGE

(15-25)% INCREASED GLOBAL CRITICAL STRIKE CHANCE

+(20-40)% TO FIRE RESISTANCE

+(20-40)% TO COLD RESISTANCE

(10-20)% INCREASED DURATION OF AILMENTS ON ENEMIES

LEFT RING SLOT: COVER ENEMIES IN ASH FOR 5 SECONDS WHEN YOU IGNITE THEM

RIGHT RING SLOT: COVER ENEMIES IN FROST FOR 5 SECONDS WHEN YOU FREEZE THEM

(AILMENTS ARE BLEEDING, IGNITED, SCORCHED, CHILLED, FROZEN, BRITTLE, SHOCKED, SAPPED, AND POISONED)
(BEING COVERED IN ASH APPLIES 20% LESS MOVEMENT SPEED AND 20% INCREASED FIRE DAMAGE TAKEN)

(BEING COVERED IN FROST APPLIES 50% LESS CRITICAL STRIKE CHANCE AND 20% INCREASED COLD DAMAGE TAKEN)

THOSE THAT ESCAPED THE ANNIHILATING LIGHT SANK ETERNALLY INTO CRUSHING DARKNESS.

Applying a 20% more multiplier to damage for a ring slot is a good deal.

This is applied in the same layer as shock.

If you both shock for 25% and Cover in Frost, the enemy will take 25% more non-cold damage and 45% more cold damage.

This item fell in popularity as more people acquired The Interrogation or other sources of Secrets of Suffering; the two effects do not work together as you must freeze/ignite.



Inextricable Fate

INEXTRICABLE FATE FUGITIVE BOOTS

Boot

EVASION RATING: 112-129 ENERGY SHIELD: 32-37

REQUIRES LEVEL 70, 56 DEX, 76 INT

+(13-17)% TO CHAOS RESISTANCE

+(80-100) TO MAXIMUM LIFE 30% INCREASED MOVEMENT SPEED

YOU GAIN 3 GRASPING VINES WHEN YOU TAKE A CRITICAL STRIKE

NEARBY STATIONARY ENEMIES GAIN A GRASPING VINE EVERY 0.5 SECONDS

ALL DAMAGE INFLICTS POISON AGAINST ENEMIES AFFECTED BY AT LEAST 3 GRASPING VINES YOU TAKE (30–50)% REDUCED EXTRA DAMAGE FROM CRITICAL STRIKES BY POISONED ENEMIES

(UP TO 10 VINES CAN GRASP YOU, INFLICTING 8% LESS MOVEMENT SPEED PER VINE. BROKEN BY MOVING)
(POISON DEALS CHAOS DAMAGE OVER TIME, BASED ON THE BASE PHYSICAL AND CHAOS DAMAGE OF THE SKILL.

MULTIPLE INSTANCES OF POISON STACK)

Against bosses – the benefit of allowing your elemental damage to poison and setting poison chance to 100% is big. The 1.5 second delay is manageable... but Grasping Vines will get you killed.

Against trash – Grasping Vines will infuriate you, and the 1.5 second delay ensures this item does nothing.

Also, rare boots are really good right now. 100 life 17 chaos res 30 movespeed isn't competitive with budget 35% movespeed and 5% from bottom tier Exarch mods.

Sudden Dawn

SUDDEN DAWN STEEL CIRCLET

HELMET

ENERGY SHIELD: 49-55

REQUIRES LEVEL 48, 101 INT

(300–350)% INCREASED ENERGY SHIELD +(50–70) TO MAXIMUM MANA

(10–20)% CHANCE FOR ENERGY SHIELD RECHARGE TO START WHEN YOU KILL AN ENEMY (30–40)% LESS ENERGY SHIELD RECHARGE RATE

Where that searing dawn fell, silence reigned. We sought the shadows, but none remained.



Interesting mechanic. Terrible stats.
Would I use this over a rare if it had 500 ES?
I think the answer is no.
It has half that.

Gluttonous Tide

THE GLUTTONOUS TIDE CITADEL BOW

Bows

PHYSICAL DAMAGE: 36-144 CRITICAL STRIKE CHANCE: 6% ATTACKS PER SECOND: 1.25

REQUIRES LEVEL 58, 185 DEX

(120-160)% INCREASED PHYSICAL DAMAGE (16-20)% INCREASED ATTACK SPEED

LOSE ALL FRENZY CHARGES ON REACHING MAXIMUM FRENZY CHARGES TO MAKE THE NEXT BOW ATTACK YOU

+(30-50)% GLOBAL CRITICAL STRIKE MULTIPLIER WHILE YOU HAVE A FRENZY CHARGE (20-40)% CHANCE TO GAIN A FRENZY CHARGE FOR EACH ENEMY YOU HIT WITH A CRITICAL STRIKE

To eat, to feast, to forget the horror of endless agonising existence

Interesting mechanic. Terrible stats.

Unique attack weapons are a nightmare to design as they have a most important stat – raw damage. Scale that too high and you return to the 3.7 era where melee 2H weapon progression was "Levelling rare → 5L Starforge → 6L Starforge → 6L Starforge + GG corrupt → Mirror rare"

Scale them too low, and you get Gluttonous Tide.

Black Zenith

BLACK ZENITH FINGERLESS SILK GLOVES

GLOVES

ENERGY SHIELD: 45-52

REQUIRES LEVEL 70, 95 INT

(12-16)% INCREASED SPELL DAMAGE

SOCKETED PROJECTILE SPELLS DEAL 150% MORE DAMAGE WITH HITS SOCKETED PROJECTILE SPELLS HAVE +4 SECONDS TO COOLDOWN SOCKETED PROJECTILE SPELLS FIRE 4 ADDITIONAL PROJECTILES SOCKETED PROJECTILE SPELLS FIRE PROJECTILES IN A CIRCLE SOCKETED PROJECTILE SPELLS HAVE 80% LESS SKILL EFFECT DURATION (140–180)% INCREASED ENERGY SHIELD

These were broken on launch, when the cooldown didn't work in some circumstances (which have been patched, the cooldown now works)

4 seconds is too long in a game as fast as modern POE. These would have been cool in the 2013 era of the game



Dissolution Of The Flesh

DISSOLUTION OF THE FLESH
PRISMATIC JEWEL

JEWELS LIMITED TO: 1

REMOVES ALL ENERGY SHIELD

LIFE THAT WOULD BE LOST BY TAKING DAMAGE IS INSTEAD RESERVED UNTIL YOU TAKE NO DAMAGE TO LIFE FOR 2 SECONDS (20–30)% MORE MAXIMUM LIFE

"WE AWOKE TO A SUDDEN DAWN CRESTING THROUGH THE MOUNTAINS.

EACH PEAK ROSE INTO SEARING FIRE, A MASSIVE ROILING TIDE.

A GREAT EYE GAZED UPON US, AND WE BECAME KNOWN—UTTERLY."

Creepy name.

Awesome mechanic.

This changes life recovery to work like ES but the numbers are too low to justify using it in most play.

Two seconds is too long.

The concept is incredible. Change this to 25-35% and 1.20-2.00 seconds, and this will be used.

It's solid with Petrified Blood now, but you must be immune to ailment damage.

Dawnbreaker

DAWNBREAKER

COLOSSAL TOWER SHIELD

SHIELD

CHANCE TO BLOCK: 23 ARMOUR: 522-601

MOVEMENT SPEED: -3%

REQUIRES LEVEL 67, 159 STR

+(10-20) TO MAXIMUM LIFE

(150-250)% INCREASED ARMOUR

+(20-25)% CHANCE TO BLOCK

-1% CHANCE TO BLOCK ATTACK DAMAGE FOR EVERY 200 FIRE DAMAGE TAKEN FROM HITS RECENTLY

(10-20)% OF COLD DAMAGE TAKEN AS FIRE

(10-20)% of LIGHTNING DAMAGE TAKEN AS FIRE

(10-20)% OF PHYSICAL DAMAGE TAKEN AS FIRE

SCORCH ENEMIES IN CLOSE RANGE WHEN YOU BLOCK

(RECENTLY REFERS TO THE PAST 4 SECONDS)

(SCORCHED ENEMIES HAVE -10% TO ELEMENTAL RESISTANCES)

"The newcomers warn of doom and death beyond mortal ken.

I ask, why should we fear the fire when we serve the Lord of Light?"

- Maxarius, the first High Templar

This shield does something powerful... with the right Vaal implicit.

20% physical to fire, plus 6-8% physical to fire as a corruption implicit and similar mods on other gearslots, allows a 90% fire resistance to provide tremendous physical mitigation.

It's not for every build. But it's not dumpster tier either.

The item is also common enough to corruption hunt (in trade).

Ceaseless Feast



Enemies often have 15k armor and 7.5k evasion at endgame.

Once that is stripped by this item, Feast is basically giving you 100% chance to hit (equivalent to a few thousand accuracy) and massive physical damage overwhelm.

And the charge replenish benefits of Replica Farrul's Fur against bosses.

Best for Cyclone builds as +striketargets is essential on other melee builds.