



3.17 Unique Item Tier List

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!

Necromancer

S Tier Uniques

*Embrace the serene
power that is undeath.*



There's five of them!

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



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



‘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



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.

Berserker

A circular frame, resembling a celestial chart or a map, contains a warrior in the lower-left quadrant. The warrior is depicted in a dynamic pose, holding a large, double-bladed axe. He wears a dark, segmented tunic and a helmet. The background within the circle is a dark, reddish-brown, textured surface. Overlaid on this background is a network of lines connecting various circular icons. These icons, which look like medallions or coins, feature different characters and symbols, including faces, hands, and abstract designs. In the upper right area of the circle, the text "The savage path is always swift and sure." is written in a stylized, serif font. On the left side, the letters "r" and "es" are visible, suggesting the word "rules".

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



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.

Meme Tier Uniques



Welcome to
the dumpster

Inextricable Fate



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



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



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



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

Underrated Uniques



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



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.