



3.18 League Start

Build Shortlist



3.17's Strongest Return

- ♦ Righteous Fire
- ♦ Phys Trapper
- ♦ Omniscience Ele builds
- ♦ EA Ballista
- ♦ Poison Helix
- ♦ Crit Helix
- ♦ Bane Occultist
- ♦ Skeleton Mages
- ♦ Poisonous Concoction
- ♦ Lightning Strike
- ♦ Corrupting Fever
- ♦ Absolution

Omniscience Builds – Quick Note

- These carry a warning: be careful at leaguestart.
- These rely upon an item that may be considerably rarer in 3.18 than 3.17
- Don't plan on one of these unless you have a plan to acquire an item that might be dozens of exalts early.



RF Inquisitor

GAINED A LOT FROM
3.17 FIRE TRAP BUFFS,
AS FIRE TRAP'S DOT
COMPONENT SCALES
WELL WITH ALMOST ALL
THE THINGS THAT
SCALE RF DAMAGE.

VERY DURABLE.

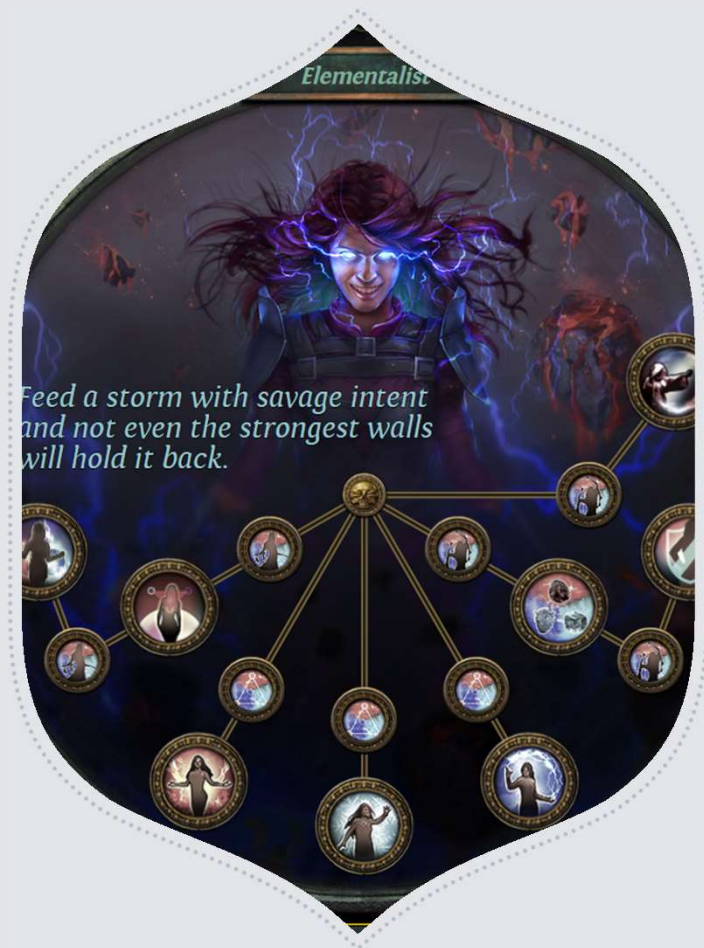
*Death is elusive, yet God has
provided us with all the tools
necessary to find it.*



Physical Trapper

- Usually Saboteur
- Seismic Trap does heavy boss damage
- Exsanguinate Trap for trash
- Defences: Saboteur blind/ailment nodes, auras, spell suppression gear
- Default version: Critical Saboteur
- Variants: Poison Saboteur, Cold Conversion Saboteur with Brittle
- Guides abound for this build.
- Top tier boss burst damage. Serviceable clear.



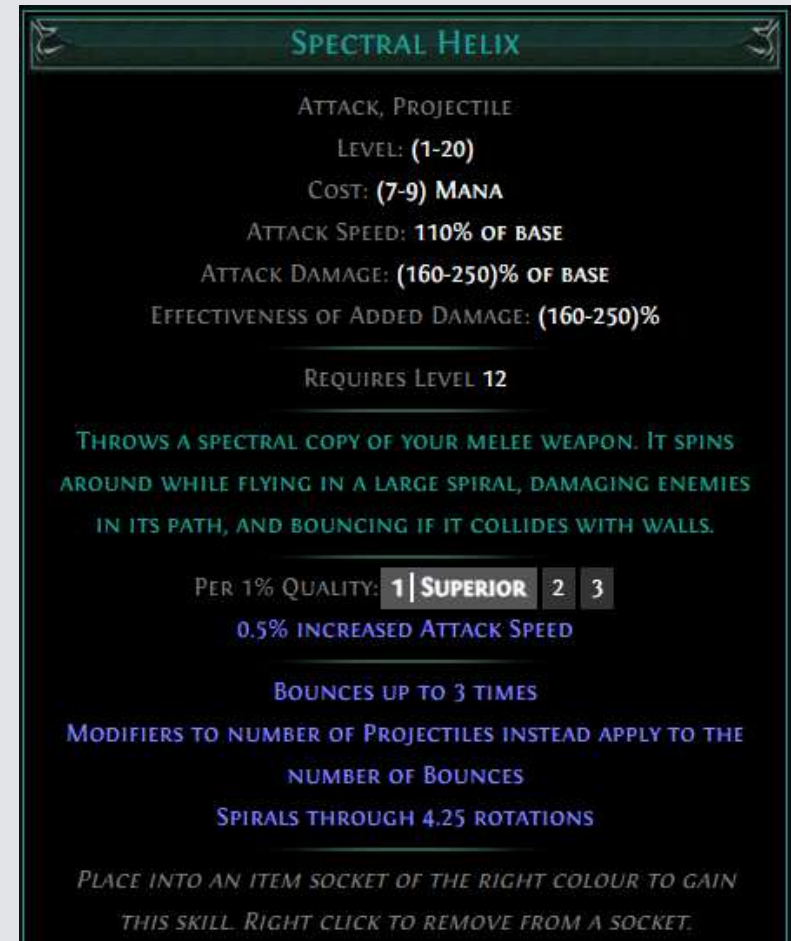


Explosive Arrow Ballista

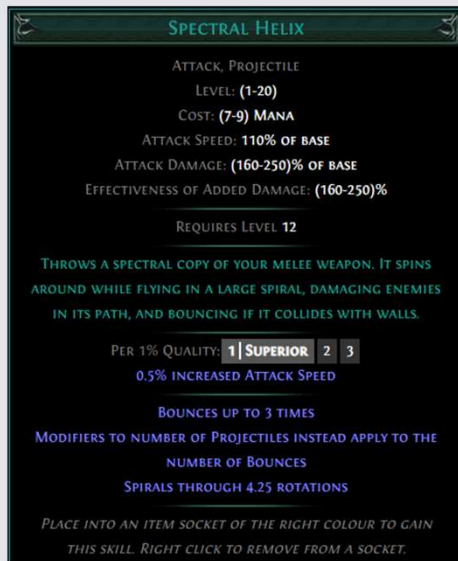
- Safe playstyle, great damage
- Does kill enemies behind you a bit though, which can be annoying for looting.
- Often played as Elementalist, other ascendancies possible.
- Palsteron has a guide.

Poison Spectral Helix

- You either love Helix or you hate it.
- I hate it.
- You, however, might not.
- Poison version abuses the interaction between Nightblade Support, Ungil's Harmony, Perfect Agony and "Increased effect of Elusive"
- Jungroan has a good guide for this from late January
- Major advantage: it wants rubbish items (Wasp Nest, Ungil's Harmony)



Crit Elemental Spectral Helix



- You either love Helix or you hate it.
- I hate it.
- You, however, might not.
- Scales higher than the poison version if and only if you can get Crystallised Omniscience.
- But until then it can use Trinity well.
- 3.17 guides still apply.

Occultist

Bane Occultist

LESS DAMAGE THAN
MOST OTHER BUILDS
HERE BUT VERY SAFE
PLAYSTYLE DUE TO
CURSES.

ALSO WE ALL LOVE
OCCULTIST POPCORN
SOUNDS WHEN
MONSTERS EXPLODE.

*Throw off the chains
of fear and embrace that
which was forbidden.*



Skeleton Mages

- Doesn't work until you can get the unique jewel Dead Reckoning
- Until then you can play as Absolution, or as melee skeletons/generic minions.
- Reckoning isn't common but isn't rare either. May be 100c days 1-2, should crater in price after that.
- Very good at bosses and at Heist. Perfectly adequate at mapping.
- VonVikton has a guide.



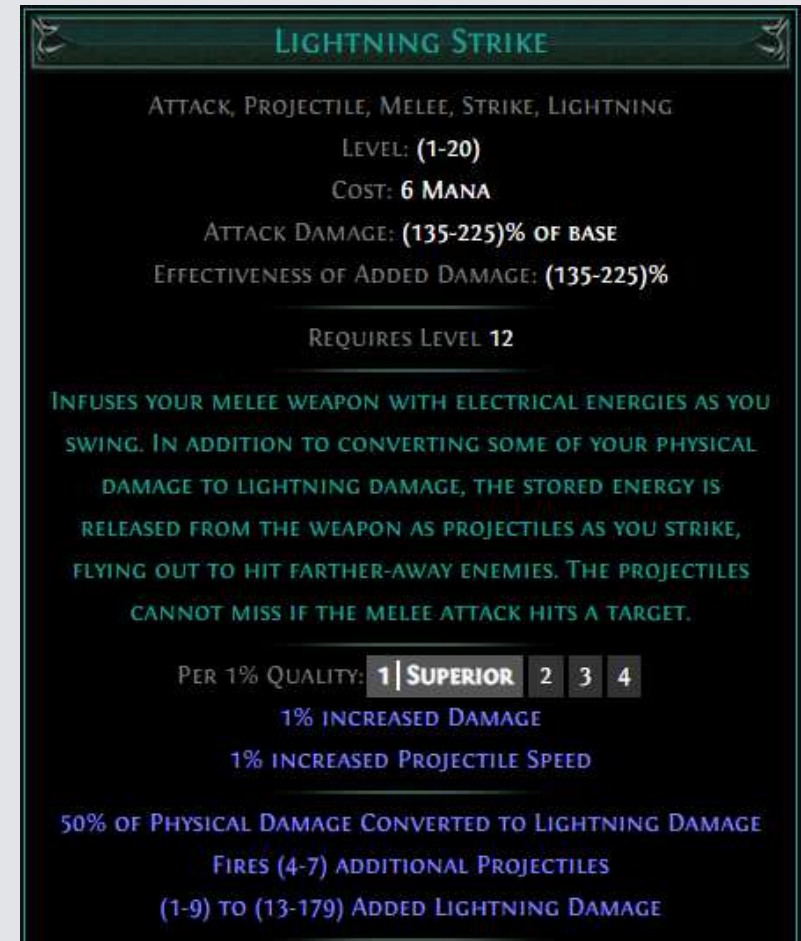
Poisonous Concoction

- ♦ Often played as Pathfinder or Occultist
- ♦ Requires no weapon, which is great
- ♦ Hits a damage ceiling, although this is high enough to beat all 3.17 bosses.
- ♦ 3.17 guides still work.



Lightning Strike

- The best 'melee' skill
- Very versatile.
- Can be played poison, Resolute Technique hit, elemental damage crit without Trinity, or elemental damage crit with Trinity.
- Raider, Berserker, Assassin and Champion all common choices. They all play differently.
- All have different guides.



Corrupting Fever

- ♦ Applied via Tornado Shot or Kinetic Blast usually. KB version is more durable, TS version faster.
- ♦ Incredibly fast mapping. Kill proliferation through Gladiator 'bleed-splosions' or other methods.
- ♦ This is the worst bosskiller on this list. Even with great gear, Shaper guardians take a while.
- ♦ But the clear is amazing.
- ♦ RueToo has a guide.

CORRUPTING FEVER

SPELL, DURATION, PHYSICAL
LEVEL: (1-20)
COST: (78-520) LIFE
COOLDOWN TIME: 1.00 SEC
CAN STORE 1 USE(S)
CAST TIME: INSTANT

REQUIRES LEVEL 16

DRAWS OUT YOUR OWN BLOOD TO POWER A BUFF FOR A DURATION, LETTING THIS SKILL INFLICT THE CORRUPTING BLOOD DEBUFF ON ENEMIES YOU HIT, DEALING PHYSICAL DAMAGE OVER TIME FOR A SHORT SECONDARY DURATION. THE BUFF'S DURATION WILL BE REFRESHED IF YOU SPEND ENOUGH LIFE BEFORE IT EXPIRES.

PER 1% QUALITY: **1 | SUPERIOR** 2 3
1% INCREASED SKILL EFFECT DURATION

BASE DURATION IS 6 SECONDS
DEALS (7.8-335.4) BASE PHYSICAL DAMAGE PER SECOND
BASE SECONDARY DURATION IS 1 SECONDS
BUFF DURATION IS REFRESHED AFTER YOU SPEND A TOTAL OF (26-205) LIFE

Necromancer

Absolution

ABSOLUTE-LY AWFUL ON DEBUT IN 3.15, THIS SKILL JUST KEPT GETTING BETTER. NOW, IT'S A TOP-TIER SKILL FROM LEVEL 12 TO 80, AND STILL FINE AFTER THAT.

TYTYKILLER HAS A GUIDE FOR 1 TO 65.

Embrace the serene power that is undeath.





New Options

EXPLOSIVE TRAP

TRAP, SPELL, AoE, FIRE, PHYSICAL

LEVEL: (1-20)

COST: (6-20) MANA

CAST TIME: 1.00 SEC

CRITICAL STRIKE CHANCE: 6.00%

ROWS A TRAP THAT CREATES A LARGE EXPLOSION W
ERED, DEALING SPELL DAMAGE IN AN AREA. A NUM
ALLER EXPLOSIONS OCCUR AROUND THIS AREA IN QU
SUCCESSION AFTER THE FIRST.

PER 1% QUALITY: **1 | SUPERIOR** 2 3

0.5% INCREASED AREA OF EFFECT

TRAP LASTS 4 SECONDS

DEALS (4-437) TO (6-655) PHYSICAL DAMAGE

% OF PHYSICAL DAMAGE CONVERTED TO FIRE DAM

CAUSES (4-7) SMALLER EXPLOSIONS

+(0-6) TO RADIUS

Explosive Trap Saboteur

- This skill does a LOT of damage, and is competitive with the Seismic Trapper but wants different gear.
- Drawback: The screen clutter. It looks like a unicorn projectile vomiting on top of a strobe light. This can make it hard to see boss skills.
- Jungroan playtested this and will likely have a guide soon (maybe even now)

CREeping FROST

SPELL, PROJECTILE, DURATION, AoE, COLD

LEVEL: (1-20)

COST: (7-20) MANA

CAST TIME: 0.60 SEC

CRITICAL STRIKE CHANCE: 6.00%

EFFECTIVENESS OF ADDED DAMAGE: 120%

PROJECTILE SPEED: 844

RADIUS: .12

REQUIRES LEVEL 12

FIRE AN ICY PROJECTILE THAT BURSTS ON IMPACT OR WHEN REACHING THE TARGETED AREA, DEALING AREA DAMAGE AND CREATING A CHILLING AREA THAT DEALS COLD DAMAGE OVER TIME. THIS AREA WILL CREEP ACROSS THE GROUND TOWARDS NEARBY ENEMIES UNTIL ITS DURATION EXPIRES.

PER 1% QUALITY: 1 | SUPERIOR 2 3 4

0.5% INCREASED AREA OF EFFECT

BASE DURATION IS 5 SECONDS

DEALS (11-568) TO (16-847) COLD DAMAGE

CAN HAVE UP TO 10 CHILLING AREAS

DEALS (18.4-2225.7) BASE COLD DAMAGE PER SECOND

MODIFIERS TO SPELL DAMAGE APPLY TO THIS SKILL'S DAMAGE

OVER TIME EFFECT

Creeping Frost Critical Strike Inquisitor

- Ignoring the DOT aspect of CF, this is a crit build.
- Explosive boss killing potential on bad gear.
- Works without Omniscience, may be even better with it. Or you can respec upon earning a CO.
- Again, this has been tested by Jungroan who may well create a guide.