How Was It

Crafted?

Episode 2: Sentinel League 3.18

Alpha's Howl But Much Better

Budget: 20 exalts

Budget Alternatives Possible (including under 4 exalts)

ALPHA'S HOWL SINNER TRICORNE

EVASION: (664-850)

REQUIRES LEVEL 64, 138 DEX

+2 TO LEVEL OF SOCKETED AURA GEMS
(80-100)% INCREASED EVASION RATING
+(20-30)% TO COLD RESISTANCE
25% CHANCE TO AVOID BEING CHILLED

CANNOT BE FROZEN

16% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

MAELSTRÖM CROWN LION PELT

QUALITY: +26%

EVASION RATING: 417 (380-437)

FEM LEVEL: 87

REQUIRES LEVEL 72 (GEM), 155 STR (GEM), 150 DEX, 159 INT (GEM)

EATER OF WORLDS IMPLICIT MODIFIER (PERFECT) - MANA

12% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

SEARING EXARCH IMPLICIT MODIFIER (GRAND) — CASTER, CRITICAL

36(34-36)% INCREASED CRITICAL STRIKE CHANCE FOR SPELLS

PREFIX MODIFIER "CHOSEN" (TIER: 1) - GEM

+2 TO LEVEL OF SOCKETED AOE GEMS

10(8-10)% INCREASED AREA OF EFFECT

MASTER CRAFTED PREFIX MODIFIER "UPGRADED" (RANK: 4) — LIFE

+70(56-70) TO MAXIMUM LIFE
SUFFIX MODIFIER "OF NULLIFICATION" (TIER: 1)

SUFFIX MODIFIER OF NULLIFICATION (TIER: 1)

+22(20-22)% CHANCE TO SUPPRESS SPELL DAMAGE

(50% OF DAMAGE FROM SUPPRESSED HITS AND AILMENTS THEY INFLICT IS PREVENTED)

SUFFIX MODIFIER "OF THE ESSENCE" - MANA

10(9-10)% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

SUFFIX MODIFIER "OF THE ESSENCE" - AURA, GEM

+2 TO LEVEL OF SOCKETED AURA GEMS



RMR = Mana Reservation

- I'll call "increased mana reservation efficiency of skills" RMR in this video.
- This is habit. It used to be a similar but different stat, "Reduced Mana Reservation"
- Like "WED" = "Weapon Elemental Damage" (now "Elemental Damage With Attacks"), the old name has stuck. Many veteran players still call it RMR.

What Makes Up The Helm?

- Suffix: T1 Spell Suppression. Can be rolled normally. Dex bases only (except recombinators)
- Suffix: 10% RMR (Deafening Essence of Loathing)
- Suffix: +2 Auras (Essence of Delirium)
- Prefix: Veiled AOE (+2/10% hybrid). Sources: Aisling Unveil, Veiled Chaos Orb, Drop.
- Prefix: Bench Life.
- Implicit: 12% RMR (Perfect Eater)
- Implicit: 36% spell crit (Grand Exarch)
- As always, ask: Which of these are HARDEST to get? Let's get those first.

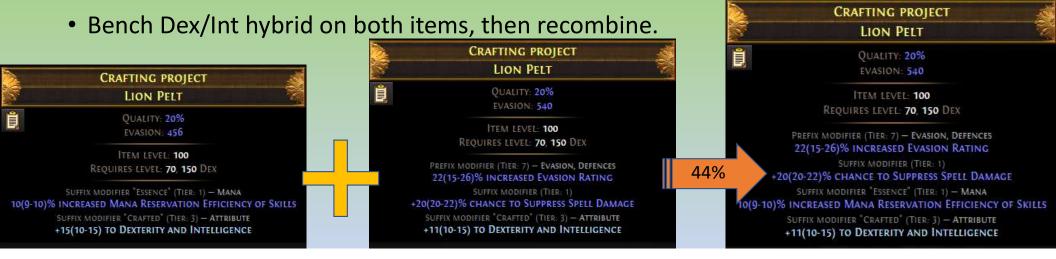


Dexterity Bases Only

- In the non-budget craft this dramatically reduces the cost of hitting spell suppression (compared to Dex/Int bases or Dex/Str)
- In the budget version, it gives a slight chance to 'accidentally' hit suppression which is a nice bonus.
- Lion Pelt is the best helm. ilvl 85+ is required for T1 suppression.
- Sinner Tricorne and Silken Hood are close behind. Everything else is trash.

Suffix Mods: Suppression + RMR

- In any other league, you would be capped at ONE essence mod on an item. But Recombinators break many checks and balances on crafting. We'll use this soon.
- But for now let's get the two cheapest mods together.
- Start applying Deafening Essence of Loathing to helms. If you hit T1 Suppression, amazing! If not, annul. Goal is a one-suffix item with 9-10% RMR suffix.
- Trade for 1 suffix rare items with T1 suppression. Or roll them magic (80 alts average cost). Here, you DO want to regal them, then RNG 'suffix to prefix'.



Suffix Mods: Suppression + Auras

- Same process, but this time, Essence of Delirium instead of Loathing.
- This step costs more, as Delirium essences are a hot commodity.
- It's still cheap though.



Budget Alternative

- Skip those two steps.
- Instead, just get a 1 mod Loathing helm and a 1 mod Delirium helm.
- Bench dex/int on both, and recombine.
- Skip the next step. You do need to fill suffixes, however do that by Eldritch Ichor, Eldritch Exalt.
- You'll have no control what you get.



All Three Suffixes

- This time, remove crafted mods and recombine the two pieces you've made earlier.
- DO NOT benchcraft an additional mod like Dex/Int.
- Chance to hit: 35%. 50% to get a 2 mod item back, half the ingredients needed to try again.





The Next Step Is Expensive

- This step is just over 2 exalts per try and about 1 in 3 to succeed.
- That's an average 6.5 exalts... but you might be unlucky, and fail the 1 in 3 chance often.
- Over 1% of people will fail 11 times in a row.

Veiled Mod Reminder

- Before unveiling a mod on an item, benchcraft a mod that shares a modgroup with an undesired veiled mod. This bans some unwanted mods.
- For helm suffixes, you can't block anything with huge weighting, but you should bench one of life or mana. Low tier is fine.
- Adds almost 10% to your chance to hit this expensive step for less than one chaos.





'Suffixes Cannot Be Changed' + Veiled Chaos Orb or Aisling Unveil:

both can work.

You MUST re-metamod on fail

Dealing With The Six Mod Case

- One time in twelve, veiled chaos orbs will roll 6 mods. This is bad. It prevents recrafting Suffixes Can't Be Changed.
- If we aren't happy with the item at this point, we can use Harvest "Reforge an item, keeping all suffixes".
- This has an 11 in 12 chance to fix the problem.
- If not it's time for another of the same Harvest craft.



The Budget Alternative

- Make Exarch dominant (Eldritch Ember)
- Apply Eldritch Chaos Orbs until life (6 mods case: risky Eldritch Annul, 1/3 to fail)
- Bench +1 AOE.



Implicits The Final Layer

- 3.18 made Grand embers and ichors cheap. Not free, but an exalt buys 50 or so.
- 1 in 70 Grand Ichors to hit Grand RMR
- Elevate to Exquisite (apply Exceptional Ember, then spam Conflict until you have Exquisite RMR alongside Greater Exarch mod)
- Replace Exarch mod with a random Exceptional one, elevate to Perfect (RNG heavy)
- Odds unknown here.
- Now, get a decent Exarch mod. You can spam Grand embers, or pay 10 times as much for slightly better results with Exceptionals.