



# Mayhem Plans


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SC Trade Wave of Conviction Ignite Elementalist

Can Be Done In SSF By The Dedicated

Strengths: Clear (Including Minibosses Like Exiles)

Weaknesses: Bosskilling, Squishy.

The background of the slide is a dark, atmospheric image from a game, likely League of Legends. It shows a character, possibly a mage, standing in a dark, rocky environment. Bright blue lightning or energy effects are visible, emanating from the ground and surrounding the character. The overall tone is dark and mysterious.

## Why Wave Of Conviction?

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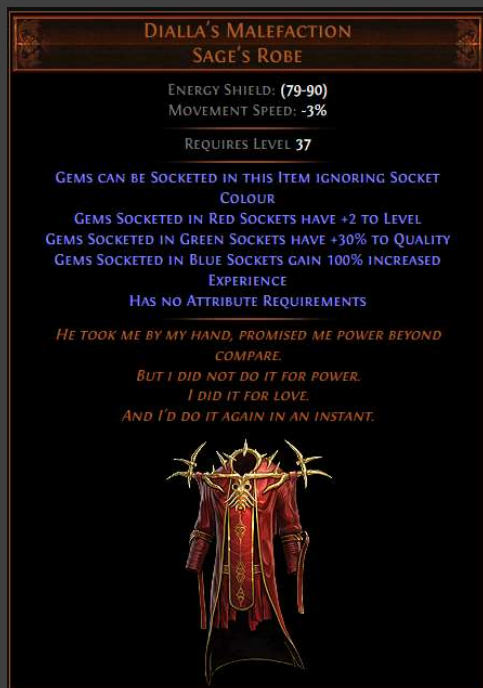
- The skill hits HARD. 330% base damage, one of the game's highest
- Unlike higher damage skills like Discharge or Fireball, it doesn't require jumping through hoops like charge generation or investing in extra projectiles.
- Being physical converted to elemental allows a few extra scaling axes. Herald of Ash, etc.
- We'll go Elementalist so it all ignites.



# Endgame Build: No Need To Reinvent The Wheel

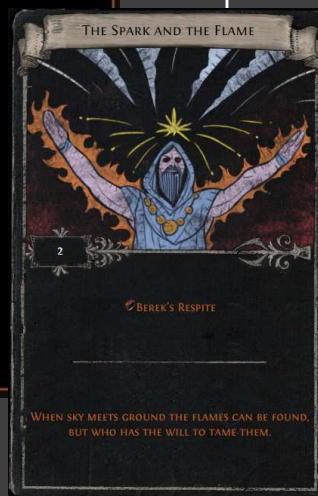
- Ruetoo has a popular Ignite Elementalist build. It's VERY endgame oriented, maybe tough to put together in one event.
- There's a levelling tree online, <https://pobb.in/FqeaR9OxLJKx>. This is a playable Wave Ignite build!
- We'll start there, then modify during play.





## Unique Rarities Were Changed

- In 3.19 some items like Dialla's Malefaction were buffed and made more rare.
- Among the unchanged items, some were made more common.
- We will take advantage of one. Berek's Respite was tier 1 rarity in 3.18, and is tier 3 now. This is something like 15-20 times more common.
- Divination card went from Doctor rarity to more common than Nurse. We only need 2.



## Getting Berek's Respite

- The Spark and the Flame divination card drops in Atoll and Plateau maps
- This item is incredible for this build, as we will shock and ignite.
- Respite allows us to replace Elemental Proliferation Support with a damage gem.
- You can trade for Respite or Spark and Flame, but it's always good to have a self-farm plan in place as a backup.
- Card is rare but not staggeringly so (3.19). ~65 times as rare as the common card Loyalty, ~20 times rarer than Humility. Suspect 1 per 30 maps alch and go.
- Add Abysses to maps to get more drops.



# Plan For The Acts

- It's probably optimal to play Orb Of Storms – Stormblast Mine in Act 1 but oh god do I hate that setup.
- It's definitely optimal to do the rest of the Acts as Armageddon Brand Ignite.
- But I'm going to jump right in to Wave of Conviction as soon as the gem comes online in Act 2.
- I'll be hit-based Wave until first lab, then shift to Ignite.
- Reservations in the Acts: Low-level Clarity, Herald of Ash, one of Malevolence, Haste, Grace and Determination, whichever feels best.
- Supports in the Acts, post-transition (pick 3): Added Fire, Combustion, Ignite Proliferation, Burning Damage, Cruelty, Deadly Ailments.
- Don't take both of the last two.

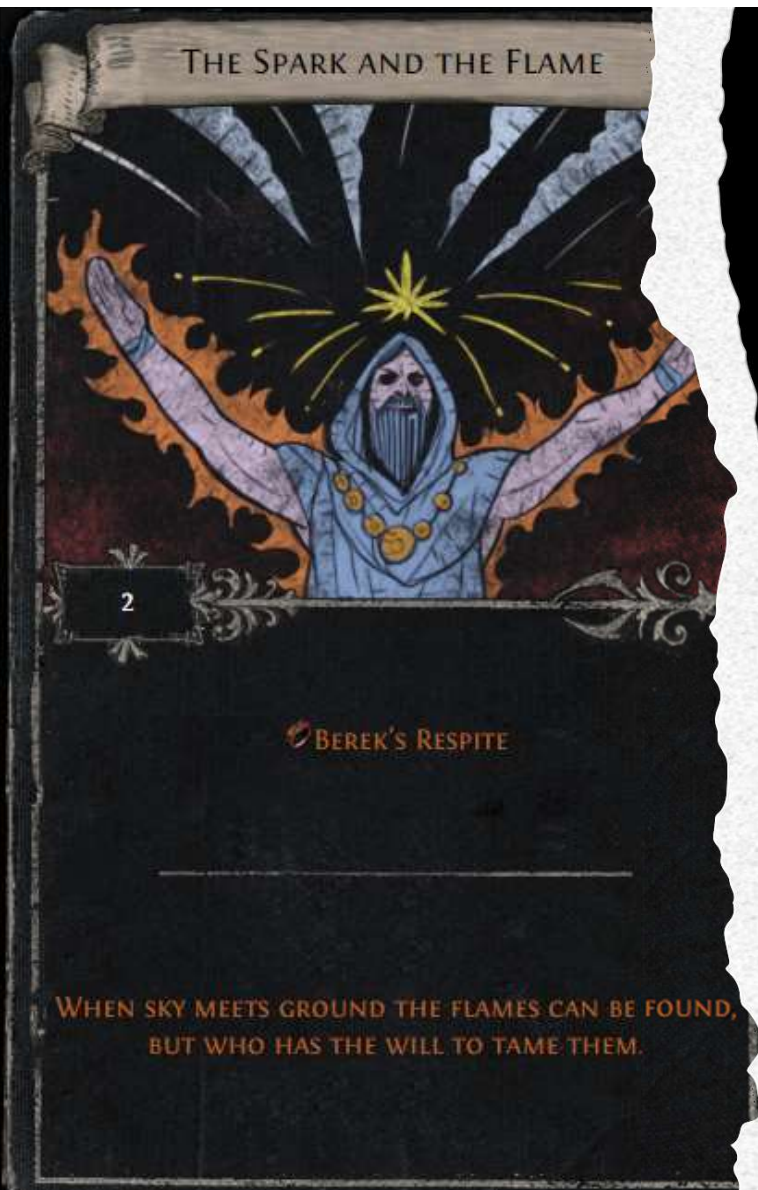


# Elemental Overload

- Uptime will be low.
- Use it anyway.
- It's still great value for 1 point.
- You need SOME investment in crit with it; shield mods are a good option.







## Early Mapping Plan

- Rush Shaping the Skies, Valleys, Mountains and Seas (the +25% average tiers) as well as all five Master Mission replenish nodes.
- During this phase, don't do Tier 4 or 6 maps unless they are the desired tilesets (Atoll, Plateau). This way, most higher tier maps will have an increased chance to drop the maps we want. Push up to T10 and into reds.
- Farm Atolls, Plateaus chasing Berek's Respite.



## OBLITERATION DEMON'S HORN

WAND

PHYSICAL DAMAGE: 38-71

CRITICAL STRIKE CHANCE: 7.00%

ATTACKS PER SECOND: 1.20

WEAPON RANGE: 120

REQUIRES LEVEL 56, 179 INT

(31-35)% INCREASED SPELL DAMAGE

GAIN (30-40)% OF PHYSICAL DAMAGE AS EXTRA CHAOS DAMAGE  
ENEMIES YOU KILL HAVE A 20% CHANCE TO EXPLODE, DEALING A  
QUARTER OF THEIR MAXIMUM LIFE AS CHAOS DAMAGE

*WE FORGE ORDER FROM THE WORLD AROUND US  
WIELDING ANARCHY AND DESTRUCTION AS OUR TOOLS OF  
GENESIS.*



## Uniques To Look For

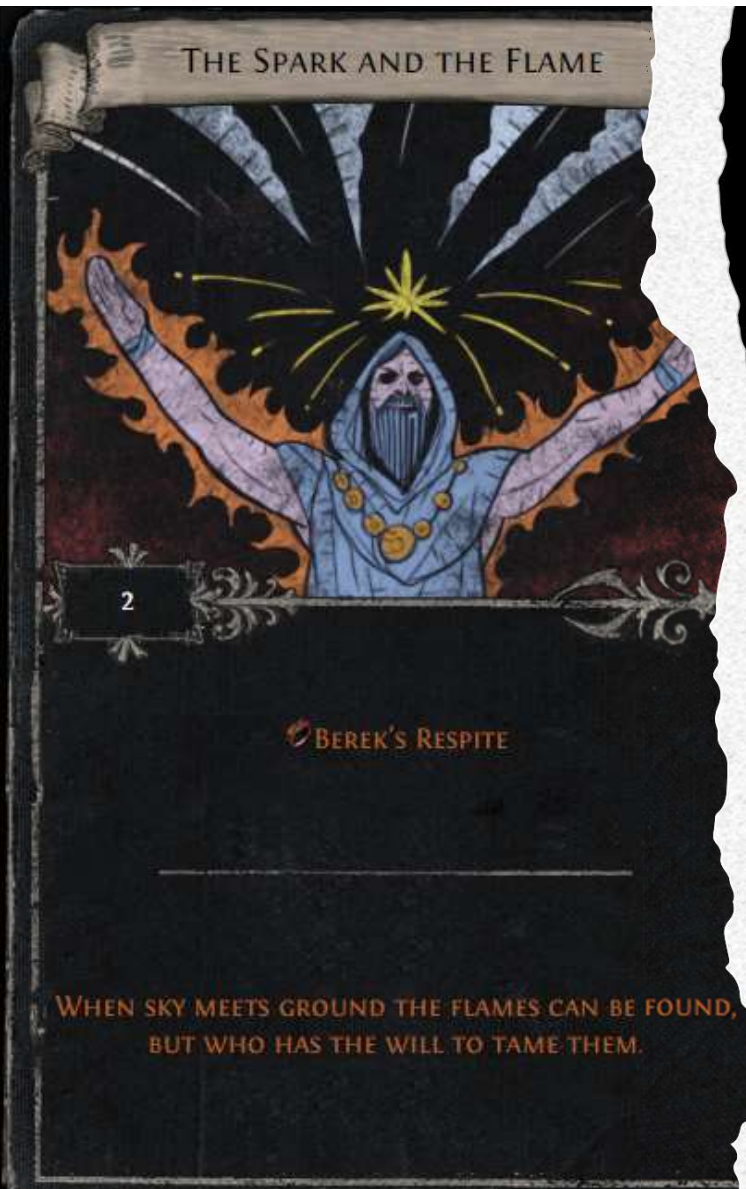
- Obliteration has a divination card (drops in the Delve Mines). Near-useless on bosses. God-tier on trash killing.
- Singularity gets the job done well for bosskilling.
- As does a rare sceptre with any two of T3 or better fire damage, fire DOT multi, +1 fire skills, +1 phys skills, +1 all skills.
- Otherwise we'll just use 'goodstuff' items.

# Exiled Will

Rogue Exiles in your Maps are Possessed by a Tormented Spirit

Later Mapping:  
Embrace The Mayhem

- This is a silly strategy, not a good one. Limited HC viability.
- Allocated Exiled Will, Ruckus, Unrelenting Torment and Séance.
- Run maps with Rogue Exiles as their Mayhem content mod.
- Die a lot but have a blast doing it.



## Mana Reservations

- Herald of Purity, Herald of Ash
- Some combination of Tempest Shield, Defiance Banner, Determination, Grace.
- This will require experimentation to get right.

# Conversion Gloves

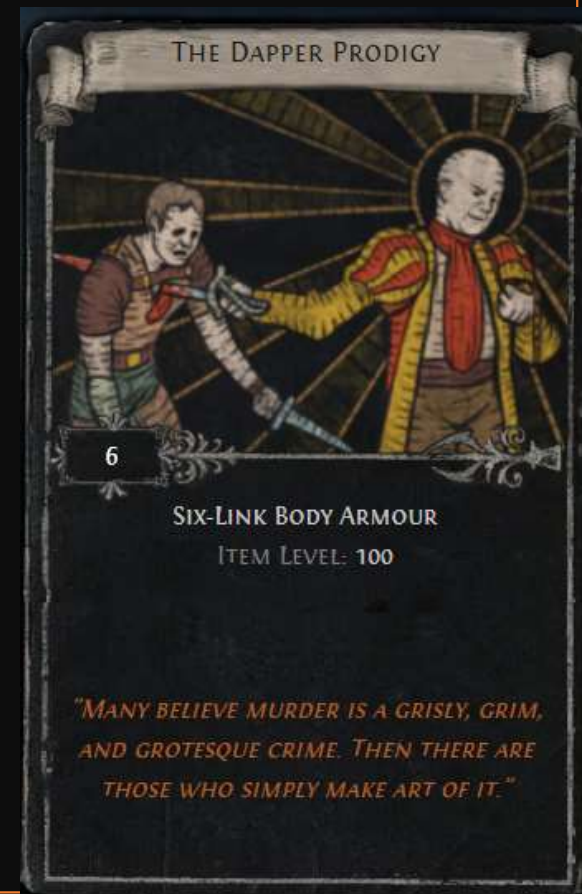
- We will want to convert ALL damage away from physical, as this opens the option of running physical reflect maps.
- 40% comes from fire mastery. 50% from Wave itself.
- 10% can be on a lot of rare glove options. Veiled, benchcrafted, or Eldritch implicit
- Lowest opportunity cost is the bench mod on life/resist gloves.
- Remember, Rog is your friend for making life/resist gloves (even with suppression if you get lucky)
- Fractured items can work too.
- 'Good' implicits are fine, event isn't long enough to chase perfect ones. Fire DOT multi is better than the HOA mod.





# Chest Upgrade Path

- 4L Levelling Garbage
- 5L Early Endgame with stats, OR Tabula Rasa
- Trade note: if going Tabula, trade for the div card Vanity. If you hit a useful corrupt, amazing! If you hit a 'good for someone else but not me' corrupt, sell for 12-15 times the price of a Vanity card. If you hit a bad one, use short term.
- Farm/trade into Chains That Bind or Dapper Prodigy for 6L, or loot one in Heist enchanted armaments, or trade into a 6L, or drop one from an Archnemesis. Deafening Greed until it's 'OK', bench a resist, Eldritch implicits until you get something useful.
- Shadowstitch, Skin of Loyal/Lords or a Shaper/Redeemer chest with amazing prefixes (+1 skill gems and +1 supports)



# Boot Upgrade Path

- Probably won't change much here.
- Exarch: Movespeed, action speed, scorched ground, a needed resistance
- Eater: Moveskil CDR, phys as extra element, faster ignites, elemental ailment avoidance
- Alternative: Fugitive or Two-Toned with 'classic' influence. Hunter Tailwind or faster ignite, Redeemer ailment effect OR Shaper ailment avoidance. Be warned: Tailwind uptime will be low and you will need power charges.
- Base mods: Life, movespeed (can be veiled), resists.
- Can start crafts with Rog, or essences. Feel free to accept much worse than what is pictured here.



# Other Slots

- Build should function fine on 'goodstuff' rares.
- Trade SC only, pick up a pure Int shield with one of +1 to the level of all phys skills, +1 lightning, +1 fire or a high tier +% fire damage.
- Fire% pretty much only exists on Int shields from Rog and are rare there too.
- Or you can go a suppression shield which can't have these damage mods.
- No enchants are super important.
- OPTIONAL RESPEC: If you get a 6L Bronn's Lithe, you can respec into Frostblink Ignite
- Helm – Consider a Deafening Loathing craft with Eldritch implicits for reservations.

