

# PHYSICAL DAMAGE MITIGATION HELMS

Chaos/Life version for Fourth Vow, Divine Flesh Or  
Other Builds With Good Chaos Mitigation

Chaos/ES version (expensive) for CI builds

Elemental version (weaker but more universal)

Low, Medium or High Budget (CI high only)

# The Pieces We Want Together

- 10% Physical Damage Taken As Chaos explicit mod. Only appears in Delve in “Contains Chaos Items” nodes. Can (rarely) drop fractured. OR we can use an elemental alternative.
- 9-10% Mana Reservation Efficiency suffix from Deafening Essence of Loathing
- Another good suffix and as many reasonable prefixes as we can afford to cram in
- A useful Exarch implicit
- Eater of Worlds implicit for even more physical damage taken as (same element)
- Alternative: Even more mana reservation efficiency (up to 22%) but at the expense of being capped at 10% phys taken as (other)

## WOE VISAGE PROPHET CROWN

QUALITY: +29%  
ARMOUR: 295  
ENERGY SHIELD: 43

ITEM LEVEL: 83  
REQUIRES LEVEL 65, 85 STR, 62 INT

SPARK FIRES 3 ADDITIONAL PROJECTILES

10% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS  
5% INCREASED DAMAGE PER POWER CHARGE

10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS FIRE DAMAGE  
+2 TO LEVEL OF SOCKETED PROJECTILE GEMS  
+35 TO MAXIMUM MANA  
+27% TO CHAOS RESISTANCE

PROJECTILES PIERCE AN ADDITIONAL TARGET  
10% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS  
+70 TO MAXIMUM LIFE

# One Point Of Confusion

- There's a fire version of the 'damage taken as X' mod that is a prefix.
- This comes from Warbands, not delve.
- It can be really good but can only be made into a fractured item with fracturing orbs, which is not cheap.
- If you have one of these, they are great... but they don't work with this video's strategy.
- I personally consider these non-fractured helmets very well suited to non-Eldritch influence crafting using Elderslayer exalts.
- However that's beyond the scope of this video.

## RAPTURE SHELTER NIGHTMARE BASCINET

QUALITY: +30%

ARMOUR: 229

EVASION RATING: 328

ITEM LEVEL: 87

REQUIRES LEVEL 68, 62 STR, 85 DEX

TOXIC RAIN DEALS 40% INCREASED DAMAGE

8% OF PHYSICAL DAMAGE FROM HITS TAKEN AS CHAOS DAMAGE  
22% REDUCED MANA COST OF ATTACKS

10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS FIRE DAMAGE  
+13% CHANCE TO SUPPRESS SPELL DAMAGE  
+96 TO MAXIMUM LIFE

10% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS  
+16% TO LIGHTNING AND CHAOS RESISTANCES  
+1 TO LEVEL OF SOCKETED AOE GEMS  
9% INCREASED AREA OF EFFECT

# Our Overarching Strategy

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- You are probably familiar with the idea of puzzle cubes, even if you've never solved one – the key is finding an order to solve components of the puzzle so that once you lock in one part, subsequent steps do not brick what you've already completed.
- POE crafts are like this too.
- We will take a suffixes first approach, then only use methods that preserve suffixes once we have those in place.
- Prefixes second.
- Final step: Eldritch mod finalization.



# The Dream

This is an example of one of the best items that could be crafted with this method.

It's a real item in Crucible trade. It's also incomplete.

It's missing implicits— you could get 8% phys taken as cold in the implicits, and 16% cold recoup (expensive) or 12% (cheaply).

Estimated cost (note, high variance): 1-2 divines for the base, 50 Deafening Loathing to get suffixes this good, 30 eldritch chaos to get prefixes this good, and then the best implicits will take around 10 Orb of Conflict and 60 Exceptional Ember to hit (plus comparatively cheap Grand Ichors).

Budget versions are weaker but somewhat similar, with most of the same mods but at lower tiers, and with quite a bit weaker prefixes in particular.

APOCALYPSE HALO

PIG-FACED BASCINET

QUALITY: +30%

ARMOUR: 303

EVASION RATING: 233

ITEM LEVEL: 83

REQUIRES LEVEL 65, 85 STR, 62 DEX

PURITY OF ICE HAS 45% INCREASED MANA RESERVATION EFFICIENCY

8% OF COLD DAMAGE TAKEN RECOUPED AS LIFE

10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS COLD DAMAGE

+12% CHANCE TO SUPPRESS SPELL DAMAGE

+17 TO EVASION RATING

+112 TO MAXIMUM LIFE

10% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

+1 TO LEVEL OF SOCKETED AOE GEMS

10% INCREASED AREA OF EFFECT

# The Lowest Budget Alternative

- While you are finding your feet in a league, you'll want to operate a little differently and make do with something cheap that gets the job done until you can afford better.
- You'll want a starting point like Corpse Ward, and you'll find it in trade with a search like the one shown. Make sure it doesn't have non-Eldritch influence, as old influences are less flexible.
- This isn't fractured. You can't safely modify suffixes here, so all you can do cheap is use Eldrich currencies to isolate prefixes and improve them.
- Corpse Ward is already pretty good on the prefix front. But most items won't be. Jump to step 3.

**CORPSE WARD**  
**SINNER TRICORNE**

EVASION RATING: 392

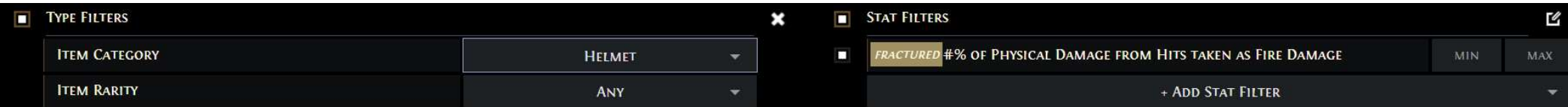
ITEM LEVEL: 83  
REQUIRES LEVEL 64, 138 DEX

+87 TO MAXIMUM LIFE  
+22% TO FIRE RESISTANCE  
+44% TO COLD RESISTANCE  
10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS COLD DAMAGE  
+66% TOTAL RESISTANCE

STAT FILTERS

#% OF PHYSICAL DAMAGE FROM HITS TAKEN AS COLD DAMAGE	10	MAX	X
PSEUDO +% TOTAL RESISTANCE	60	MAX	X

+ ADD STAT FILTER



# Step 1: Trade For Starting Point

- Delve drops items with special mods.
- A small percentage (maybe 2%)? of these have the special mod fractured on. These can't exceed ilvl83.
- Dex/Str bases are generally stronger because armor is so powerful now, and Dex bases can roll suppression.
- Eldritch Implicits might be present – there's no harm having them there.
- Extreme budget only: Hubris Circlets with fractured "phys taken as chaos" are expensive. Making these with fracturing orbs is a justifiable use of those precious resources.

# Step 2: Suffixes Via Essence Spam

- The Deafening Essence of Loathing suffix (9-10% mana reservation efficiency) is arguably better than any other mod helmets can roll.
- Keep applying essences until your other suffix is perfect (high budget), T1 and useful (medium budget) or T3+ and useful (low budget)





# Where We Are Now

- Suffixes won't change from here. Mana reservation efficiency and something else useful.
- Prefixes are trash unless you were unusually lucky
- No eldritch mods of note
- Next step: Prefixes. The path changes a lot with budget here.



**CRAFTING PROJECT**  
**PIG-FACED BASCINET**

QUALITY: 20%  
ARMOUR: 409  
EVASION: 361

ITEM LEVEL: 83  
REQUIRES LEVEL: 63, 85 STR, 62 DEX

PREFIX MODIFIER (TIER: 1) — ARMOR, EVASION, DEFENCES  
+112(86-145) TO ARMOUR, +142(86-145) TO EVASION RATING

PREFIX MODIFIER (TIER: 2)  
18(13-18)% INCREASED RARITY OF ITEMS FOUND

SUFFIX MODIFIER "ESSENCE" (TIER: 1) — MANA  
9(9-10)% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

SUFFIX MODIFIER "DELVE" (TIER: 1) — CHAOS, PHYSICAL  
10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS CHAOS DAMAGE

SUFFIX MODIFIER (TIER: 2) — LIFE  
18(18-19)% INCREASED LIFE REGENERATION RATE

# Prefixes: Cheap

- Apply a low tier Eldritch Ember, you don't care about the mod.
- The worst prefix you can have is a low tier life roll (45 or less). If you have one, replace it with Eldritch Chaos.
- Benchcraft life if you are missing it. Otherwise, bench a useful mod, likely from Jun.
- Exalt out other mods.



# Prefixes: Medium Budget

- Here we will make limited use of the 'suffixes cannot be changed' metamod. But instead of paying 2 divines for it, we will use a Wild Bristle Matron beast (1.25 divines each)
- Make the item Exarch dominant.
- If prefixes full: Eldritch Annul
- Beastcraft suffixes can't change, Veiled Chaos
- Block a mod (a gem level one that's no use to you, or +1 max minion) and unveil.
- Repeat all steps until content with item.
- There's lots of good mods in the veiled pool. Each specific one is >30% chance.—
- Bench life or something else you are missing.
- Exalt the item out.

**CRAFTING PROJECT**  
**PIG-FACED BASCINET**

QUALITY: 20%  
ARMOUR: 274  
EVASION: 190

ITEM LEVEL: 83  
REQUIRES LEVEL: 63, 85 STR, 62 DEX

SEARING EXARCH IMPLICIT (TIER: 6) — DAMAGE, ELEMENTAL, COLD, CASTER  
ADDS 10(9-11) TO 19(17-20) COLD DAMAGE TO SPELLS

PREFIX MODIFIER "VEILED" (TIER: 1) — GEM  
+2 TO LEVEL OF SOCKETED PROJECTILE GEMS, PROJECTILES PIERCE AN ADDITIONAL TARGET

SUFFIX MODIFIER "ESSENCE" (TIER: 1) — MANA  
9(9-10)% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

SUFFIX MODIFIER "DELVE" (TIER: 1) — CHAOS, PHYSICAL  
10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS CHAOS DAMAGE

SUFFIX MODIFIER (TIER: 2) — LIFE  
18(18-19)% INCREASED LIFE REGENERATION RATE

PREFIX MODIFIER "CRAFTED" (TIER: 1) — LIFE  
+68(56-70) TO MAXIMUM LIFE

# Prefixes: High Budget

- Here we will make extensive use of Eldritch Chaos Orbs (or Eldritch Annuls combined with Eldritch and classic exalted orbs)
- Make the item Exarch dominant.
- Eldritch Chaos or Annul/Exalt until T1 life (36 Eldritch Chaos average). If 3 total prefixes (rare), RNG Eldritch Annul
- Suffixes Can't Change (Wild Bristle Matron) then 50-50 Aisling slam
- Average cost per success: 72 Eldritch Chaos, 2 Aisling, 2 WBM's (ouch)
- Before unveiling: bench block +1 maximum minion count.

**CRAFTING PROJECT**  
**PIG-FACED BASCINET**

QUALITY: 20%  
ARMOUR: 274  
EVASION: 190

ITEM LEVEL: 83  
REQUIRES LEVEL: 63, 85 STR, 62 DEX

SEARING EXARCH IMPLICIT (TIER: 6) — DAMAGE, ELEMENTAL, COLD, CASTER  
ADDS 10(9-11) TO 19(17-20) COLD DAMAGE TO SPELLS

PREFIX MODIFIER (TIER: 1) — LIFE  
+96(90-99) TO MAXIMUM LIFE

SUFFIX MODIFIER "ESSENCE" (TIER: 1) — MANA  
10(9-10)% INCREASED MANA RESERVATION EFFICIENCY OF SKILLS

SUFFIX MODIFIER "DELVE" (TIER: 1) — CHAOS, PHYSICAL  
10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS CHAOS DAMAGE

SUFFIX MODIFIER (TIER: 2)  
+12(11-12)% CHANCE TO SUPPRESS SPELL DAMAGE

PREFIX MODIFIER "CRAFTED" (TIER: 1) — MINION  
+1 TO MAXIMUM NUMBER OF RAISED ZOMBIES, +1 TO MAXIMUM NUMBER OF SKELETONS

VEILED PREFIX  
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# CI: The Highest Budget Alternative

- If your starting point is a fractured Hubris Circlet (a hundred divine orb base), getting the prefixes 'right' might require more Eldritch currency than exists in the trade league market. You will want T2 ES% (T1 isn't possible on i83 items) and T1 flat ES.
- Another option to consider is fossils. Glyphic Fossils can't roll the MRE suffix, but can roll very good suffixes.
- At least consider Dense + Sanctified + Glyphic + (something that makes your preferred Glyphic mod more likely to roll) as an option, with Eldritch currency and exalts being used as appropriate.
- Note: CraftOfExile.com slightly underestimates ES on Hubris Circlets.



**CRAFTING PROJECT**  
**HUBRIS CIRCLET**

QUALITY: 20%  
ENERGY SHIELD: 309

ITEM LEVEL: 83  
REQUIRES LEVEL: 69, 154 INT

PREFIX MODIFIER (TIER: 1) — ENERGY SHIELD, DEFENCES  
**+57(50-61) TO MAXIMUM ENERGY SHIELD**

PREFIX MODIFIER (TIER: 4) — ENERGY SHIELD, DEFENCES  
**26(21-26)% INCREASED ENERGY SHIELD, 10(10-11)% INCREASED STUN AND BLOCK RECOVERY**

PREFIX MODIFIER (TIER: 2) — ENERGY SHIELD, DEFENCES  
**86(80-91)% INCREASED ENERGY SHIELD**

SUFFIX MODIFIER "ESSENCE" (TIER: 1) — AURA, GEM  
**+2 TO LEVEL OF SOCKETED AURA GEMS**

SUFFIX MODIFIER "DELVE" (TIER: 1) — CHAOS, PHYSICAL  
**10% OF PHYSICAL DAMAGE FROM HITS TAKEN AS CHAOS DAMAGE**

SUFFIX MODIFIER (TIER: 3) — ENERGY SHIELD, DEFENCES  
**30(30-32)% INCREASED ENERGY SHIELD RECHARGE RATE**

# Implicits: Lower Budget

- Spam Greater or Grand Eldritch Ichors until you have 6% or 7% phys taken as chaos. Average 52 greaters (cost 45c) or 57 grand (260c). 75% less if you can accept phys taken as (any option).
- Spam Lesser, Greater or Grand Embers until you have something useful (often a curse effect). May take 60 embers (65c) to get an exact mod.



# Implicits: Non-Budget

- Here we elevate the most important mod for your character, which will be the 'damage taken as' mod.
- Use Grand Ichors to roll the essential mod, then apply an Exceptional Ember, and Orb of Conflict.
- You are 61% to 'win' this step. The next step is to Exceptional Ember again, and RNG Orb Of Conflict (50-50 this time)



# Implicits: Non-Budget

- Next you will decide – do you want to elevate further? It's not 61/39 or 50/50 next time if you do.
- If you elevate the damage shift mod all the way to Perfect tier, you can then Exceptional Ember spam for a perfect second mod, then Orb of Conflict to try for a double Exquisite tier final item.





Have Fun In Lab!

