

Minion Wand Crafting

3.22 – Low And High
Budget Options

GRIM BRANCH CONVENING WAND


WAND

QUALITY: +20%

PHYSICAL DAMAGE: 32-60

CRITICAL STRIKE CHANCE: 7.00%

ATTACKS PER SECOND: 1.56

ITEM LEVEL: 72 

REQUIRES LEVEL 57, 183 INT

MINIONS DEAL 24% INCREASED DAMAGE

11% INCREASED ATTACK SPEED

26% INCREASED CAST SPEED

+1 TO LEVEL OF ALL SPELL SKILL GEMS

+1 TO LEVEL OF ALL MINION SKILL GEMS

21% INCREASED PROJECTILE SPEED

MINIONS DEAL 37% INCREASED DAMAGE

Convoking Versus Convening

- Both of these wands can roll the same mods. But there are differences.
- Convening Wands require 183 Int, to Convoking 244. Calling Wands only need 81. Lower requirements leaves more room in your build to fit in tattoos.
- Implicits get better by a few % at each step – Convoking has a 6% higher increase than Convening, which is 8% over Calling.
- Convoking Wands are a little more common than Convening. High ilvl Calling Wands are about 20 times rarer.
- There's no unambiguous best choice here.



Fossil Crafting

Basics

- Most fossils make one category of item mod more common (6-10 times the usual weight) and entirely ban another category.
- Remember, mods often ban other mods – example, if Tier 3 life rolls on a chest, you cannot also roll Tier 1 life.
- This last effect is governed by mod groups. Unfortunately these are not shown anywhere in the game. When it is not obvious, poedb lists them.



A Process Of Elimination



This method uses a process that has applications in other crafts.

We will be using fossils, but not minion or gem level related fossils.

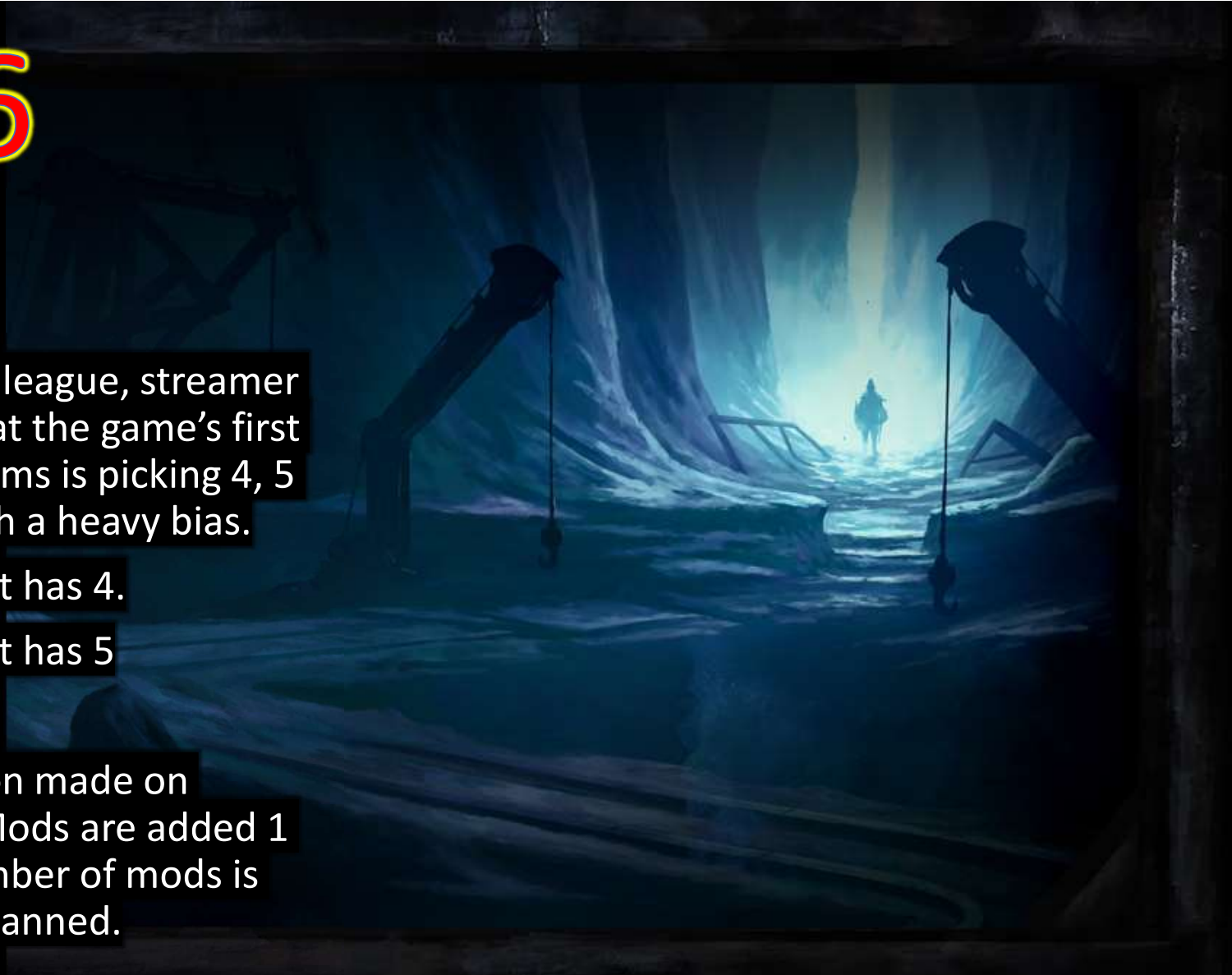
Instead our goal is to ban almost all modifiers from rolling and rely upon a quirk of POE item generation – the number of modifiers is locked in before the modifiers themselves start being rolled.

When RNG locks in a high number – we guarantee ultra-rare mods.

For example, we don't want ailment modifiers – but we will use Corroded Fossils to ban elemental mods from rolling.

4, 5 or 6 Mods?

- Around the time of Delve league, streamer IronVsWild discovered that the game's first step in generating rare items is picking 4, 5 or 6 mods at random, with a heavy bias.
- $\frac{2}{3}$ of the time (8 in 12), it has 4.
- $\frac{1}{4}$ of the time (3 in 12), it has 5
- $\frac{1}{12}$ of the time, it has 6.
- There is no similar decision made on prefixes versus suffixes. Mods are added 1 by 1 until the desired number of mods is hit, or until all mods are banned.



4, 5 or 6 Mods?

- If only 3 prefixes are legal on an item, it doesn't matter how rare they are. If you win the 1 in 12 chance to roll a 6 mod rare item, you get all three of them.
- Guaranteed.
- Let's exploit this.





The Magic Combination

Collectively, these fossils ban elemental modifiers, physical modifiers and mana modifiers. What remains after this banwave? Lots of suffixes, but only 6 types of prefixes. Minion damage %, spell damage %, chaos damage to attacks, +1 all gem levels, +1 chaos gem levels, +1 minion gem levels.



The Magic Combination

Remember modgroups?
Minion damage % and spell damage % share a modgroup. If you roll one member of this category, the other is banned.
Chaos gem levels and minion gem levels share a modgroup.
That leaves 4 modgroups. We are almost there... but not quite.

82

The Magic Number

How do we ban chaos damage to attacks? On a low budget, by using item level 82 or lower wands, as the 'Malicious' prefix can only roll on i83+ weapons.

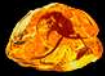
Simple as that.

CORRODED FOSSIL

STACK SIZE: 20

MORE PHYSICAL AILMENT OR CHAOS AILMENT MODIFIERS
NO ELEMENTAL MODIFIERS

PLACE IN A RESONATOR TO INFLUENCE ITEM CRAFTING.
SHIFT CLICK TO UNSTACK.



SHUDDERING FOSSIL

STACK SIZE: 20

MORE SPEED MODIFIERS
NO MANA MODIFIERS

PLACE IN A RESONATOR TO INFLUENCE ITEM CRAFTING.
SHIFT CLICK TO UNSTACK.



METALLIC FOSSIL

STACK SIZE: 20

MORE LIGHTNING MODIFIERS
NO PHYSICAL MODIFIERS

PLACE IN A RESONATOR TO INFLUENCE ITEM CRAFTING.
SHIFT CLICK TO UNSTACK.



An Even More Magical Combination

JAGGED FOSSIL

STACK SIZE: 20

MORE PHYSICAL MODIFIERS
NO CHAOS MODIFIERS

PLACE IN A RESONATOR TO INFLUENCE ITEM CRAFTING.
SHIFT CLICK TO UNSTACK.



Adding the Jagged Fossil requires Prime Resonators which are not cheap.

In exchange, you gain the freedom to do this craft on item level 83+ items.

You also no longer can hit the generally undesired +1 chaos gems mod (which is, fortunately, rarer than the minion equivalent).

Low Budget Option

- On an i82 Convoking, Calling or Convening Wand, this fossil combination is 5.56% (or 1 in 18) to hit +1 all gems at the same time as +1 to minion gems.
- You can also 'fail with style' and hit +1 all, +1 chaos (2.78%, 1 in 36). This isn't what you want, but someone else might have a use for a budget +2 chaos wand.
- If you hit that, start over on a new base. Sell the +2 chaos wand (ask 100c in trade)
- Note your 'wins' will always have 6 mods. More on that later.



Medium Budget Option

- Start with an affordable fractured Convoking or Convening Wand that has no locked undesirable prefixes. You no longer require ilvl 82 or lower.
- You are 8.33% to hit a 6 mod wand with the two desired mods...
- and 0.01% to hit a 4 or 5 mod wand with them.



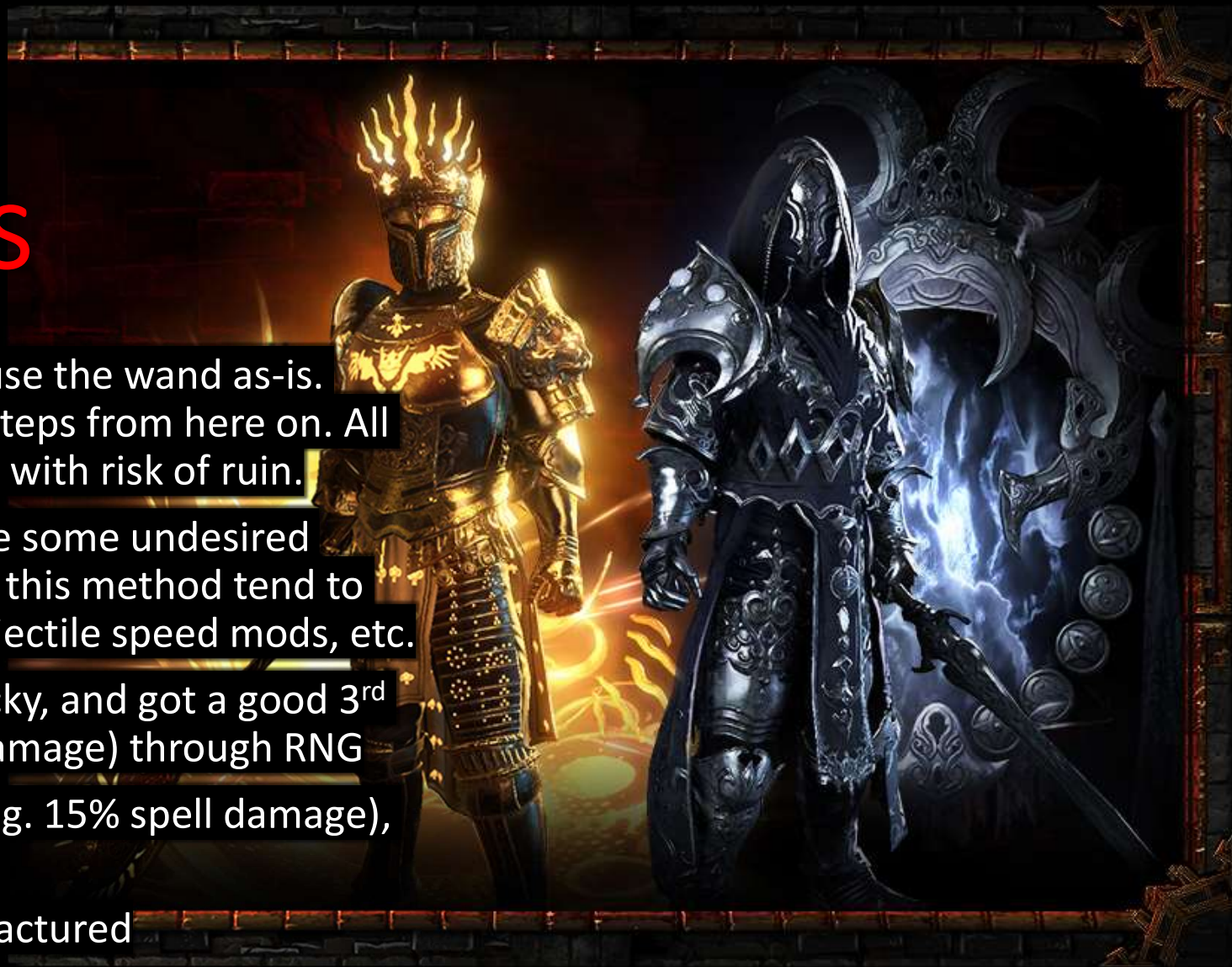
High Budget Option

- None of that ‘affordable fracture’ stuff any more.
- Here, you start with either a fractured “Minions Are Aggressive” modifier from Delve or a fractured Cintaquolotl “Minion damage/minion chance to do double damage” prefix from Incursion.
- Neither comes cheap (ten of divines). By comparison, the fossil and resonator cost is a rounding error.



Cleaning Bad Mods

- You might be content to use the wand as-is. There's no deterministic steps from here on. All further steps involve RNG with risk of ruin.
- Your wand is likely to have some undesired mods. Suffixes applied by this method tend to be quite bad – lots of projectile speed mods, etc.
- Case 1: You have been lucky, and got a good 3rd prefix (high tier minion damage) through RNG
- Case 2: Trash 3rd prefix (e.g. 15% spell damage), item is not fractured
- Case 3: Trash 3rd prefix, fractured



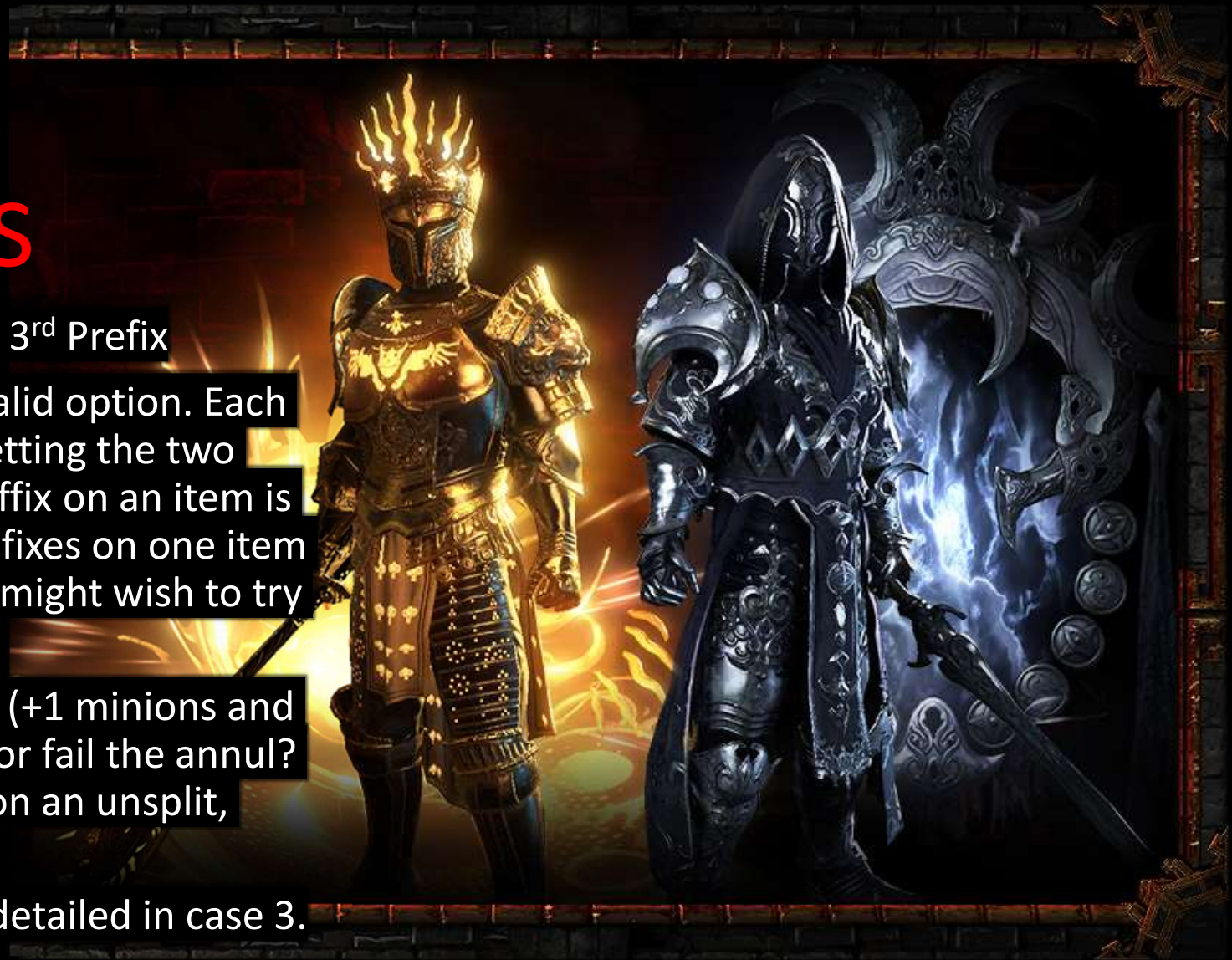
Cleaning Bad Mods

- Case 1: Prefixes Already Great
- Don't beastsplit in this scenario.
- Here, the best upgrade is an RNG annul. If you hit a prefix (50%) – oops. I did warn of risk of ruin.
- If you hit a suffix (50%), you can bench the trigger craft and call it a day.
- Or you can clean suffixes (bench 'prefixes cannot change' then apply a Scouring Orb or a Veiled Chaos Orb).



Cleaning Bad Mods

- Case 2: No Fractures, Bad 3rd Prefix
- Here, beastsplitting is a valid option. Each item will have 3 mods. Getting the two good prefixes plus one suffix on an item is 30%. Getting all three prefixes on one item is 10% (if you hit this you might wish to try a 1 in 3 annul)
- Did you fail the beastsplit (+1 minions and +1 all on different items) or fail the annul? That's ruined. Start over on an unsplit, new wand base.
- Annulling is worse odds, detailed in case 3.



Cleaning Bad Mods

- Case 3: Fractured Item, Bad 3rd Prefix
- Here, it's a 60-40 annul (60% to win). You probably should do this. This alone will allow crafting the trigger mod.
- To also remove the poor quality 3rd prefix, there's a further layer of chance involved. But this opens up the option of multimodding the trigger craft and also a minion damage % benchcraft.
- Ultimate odds of ruin: 40% if you just want to craft the trigger mod. 66.67% if you annul until losing the bad prefix. 70% if you annul until losing BOTH the bad prefix AND a suffix.

