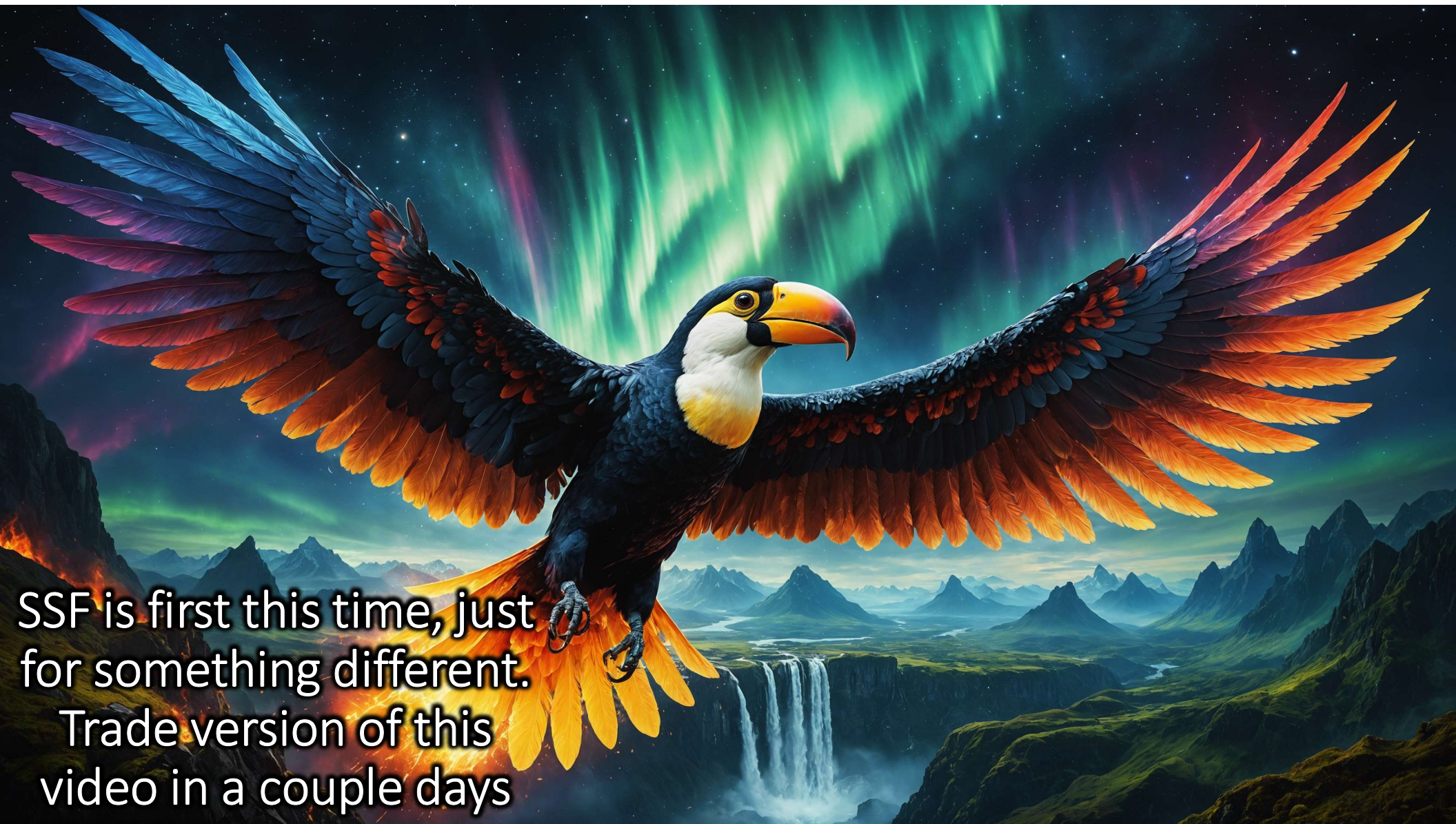


3.24 SSF Meta Day 10 What's Doing Well In The Necropolis?



SSF is first this time, just
for something different.
Trade version of this
video in a couple days



Trade league build
diversity is at an all time
high. This isn't true in SSF,
although it's no crisis.

Methodology

- GGG publish 'the ladder' – a list of the top 15000 characters by XP. Cutoff is now well into level 97 in trade, but only 82 in the less popular and harder SSF ruleset.
- This video cuts off at 92, which is still over five thousand players.
- Website poe.ninja scrapes this.
- Game hard modes (SSF, HC, Ruthless) constrain choices, and consolidation toward strong and easy to start builds. Excellent or popular guides also change the meta sometimes.



Impact Of Grave Crafting

- Necropolis Grave Crafting was incredibly strong on day 1 of the league... but before players could discover this, it was buffed.
- It's now pretty easy to get really, really good uninfluenced gear in most slots. However, grave crafting helps attack builds much, much more than spellcasters.
- The community worked this out quite late, and it hasn't flowed through much on first characters.



Impact Of Grave Crafting

- For example, almost no one is using Discipline as an aura, despite grave crafting being absolutely incredible at making high ES Vaal Regalias and Hubris Circlets (or hybrid bases like Sadist Garbs or Saintly Chainmail)
- A player starting now would know that these high ES items are able to be targeted and might build around them.



Impact Of New Transfigured Gems

- It's not so much the new ones (although Elemental Hit of the Spectrum is performing well) as it is the optimization of transfigured gems that were explored last league.
- It's Detonate Dead of Chain Reaction that truly shines, however. There's two VERY different builds using it – and they are numbers 1 and 2.



Impact Of Other Patch Changes

- Penance Brand of Dissipation is still good but (almost) no one uses it. Incredibly underrated skill.
- Summon Raging Spirits got a big nerf, it's still playable but people are mostly not interested.
- Tornado Shot is no longer a boot stamping on build diversity. Instead, it's a small player in trade and a fringe option in SSF.
- Storm Brand of Indecision is dead. One brave soul tries to keep the dream alive.

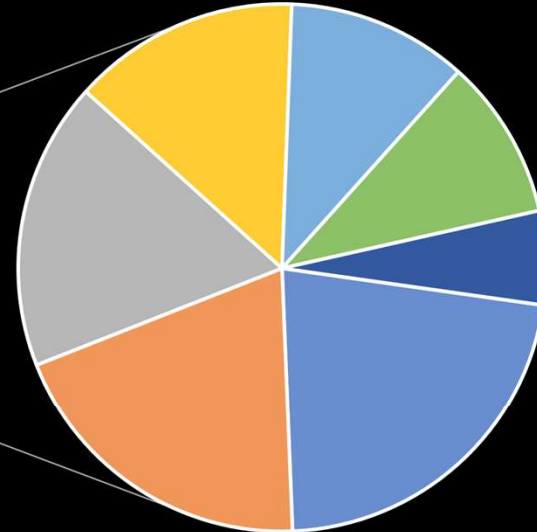
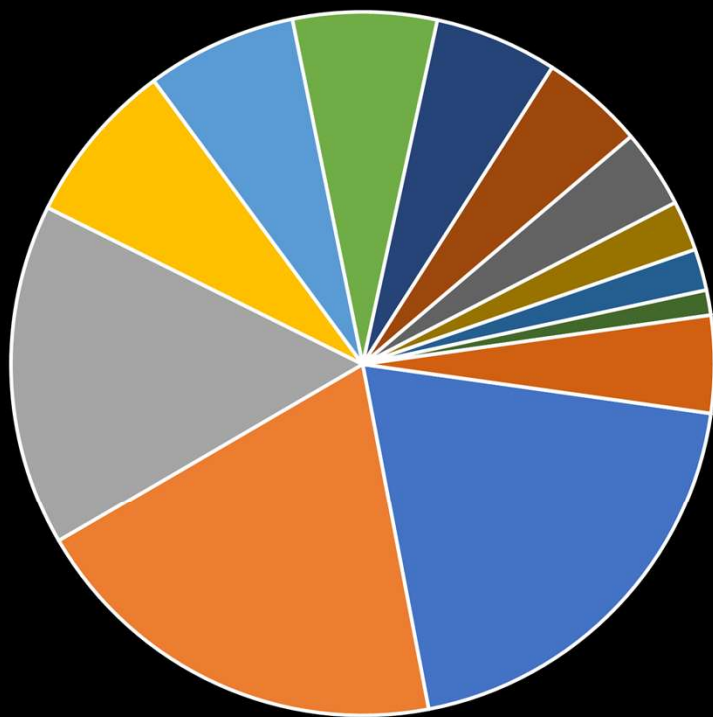


Impact Of Other Patch Changes

- There's been a huge shakeup in the top 5 ascendancies in SSF.
- Only the Inquisitor and Deadeye are still top 5 from last league's top 5 SSF ascendancies.
- Guardian, Pathfinder and Elementalist are all fine, but they have fallen to the second five ascendancy bracket.



Ascendancy Spread 3.24 SSF



- Inquisitor
- Necromancer
- Hierophant
- Deadeye
- Champion
- Trickster
- Chieftain
- Elementalist
- Juggernaut
- Guardian
- Pathfinder
- Slayer
- Saboteur
- Occultist
- Gladiator

Ascendancy Spread

- It's still very noticeable that the Assassin has no place in current day Path of Exile.
- It's not the best ascendancy even on crit builds, except in a couple of unusual cases.
- Berserker, Ascendant, Occultist and Raider are all solid in some niche, but Assassin is in a bad way.
- Nothing's really hegemonic this league. Some ascendancies are overperforming, but that's more due to SSF ruleset nuances.



Ascendancy Spread

- Gladiator was left out of the discussion as Gladiator will live or die based upon what happens to Bleed in future expansions.
- There's a good new bleed item, but it's not realistic for many in SSF (Uber Sirius drop)



Number 1: Cast On Crit Detonate Dead Inquis

- This doesn't show up on poe.ninja, as it technically doesn't use a 5 link...
- Just search by "Helmet = The Three Dragons" and you'll find it. Noone else uses that helmet.
- This build does instant application critical strike damage with Detonate Dead, but triggers both DD and a corpse generation skill with Lancing Steel of Spraying.
- Near universally played on Inquisitor for the critical strike synergies.
- Note that no one is playing it on Assassin.



Number 2: Detonate Dead of Chain Reaction Crit Necromancer

- Same skill, different build.
- This one plays very, very differently, but it is somewhat noticeable that the SSF playerbase have laser focused upon skills that scale based upon things other than explicit modifiers on equipped weapons.



Number 3: Archmage Hierophant

- This is multiple builds, but Ice Nova Of Frostbolts is the most popular payload skill for the Archmage mana build.
- Ball Lightning is also a popular choice.
- Arc, Cracklance – other options aren't popular.



Number 4: Righteous Fire: It's Back

- The Chieftain version has had a resurgence in play this league.
- This shows up underrepresented on poe.ninja, as players build it differently, and often use one of the signature skill gems (RF, fire trap) in a 6 link with the other in a 4 link – but there's no consistency as to which is where.
- Defensive setups vary a lot within the Chieftain version. Armor or “phys taken as X” are both seen.



Number 4: Righteous Fire: It's Back

- Despite a lot of interest last league, literally no one is using Righteous Fire of Arcane Devotion in SSF.
- No one... so far.
- With Indigon now confirmed as a drop from the level 84 Uber Elder fight (not Uber Uber)... who will be first?



Number 5: Explosive Arrow Ballista Ignite

- A very well understood build.
- Most popular on the Champion, but also good on the Elementalist.
- This build has been solid for a long time, which means there's excellent accessible build guides for it. This makes it even more popular.



Number 6: BAMA (Blink Arrow of Bombarding Clones)

- This is a minion build that uses an attack oriented bow.
- Blink Arrow (and Mirror Arrow) conjure clones of you that attack with your bow.
- BAoBC and MAoBC are overtuned.
- You can easily get a 20q version of your gem too, via vendor recipe and div card (Mirror Arrow to Blink Arrow recipe preserves transfigured status)

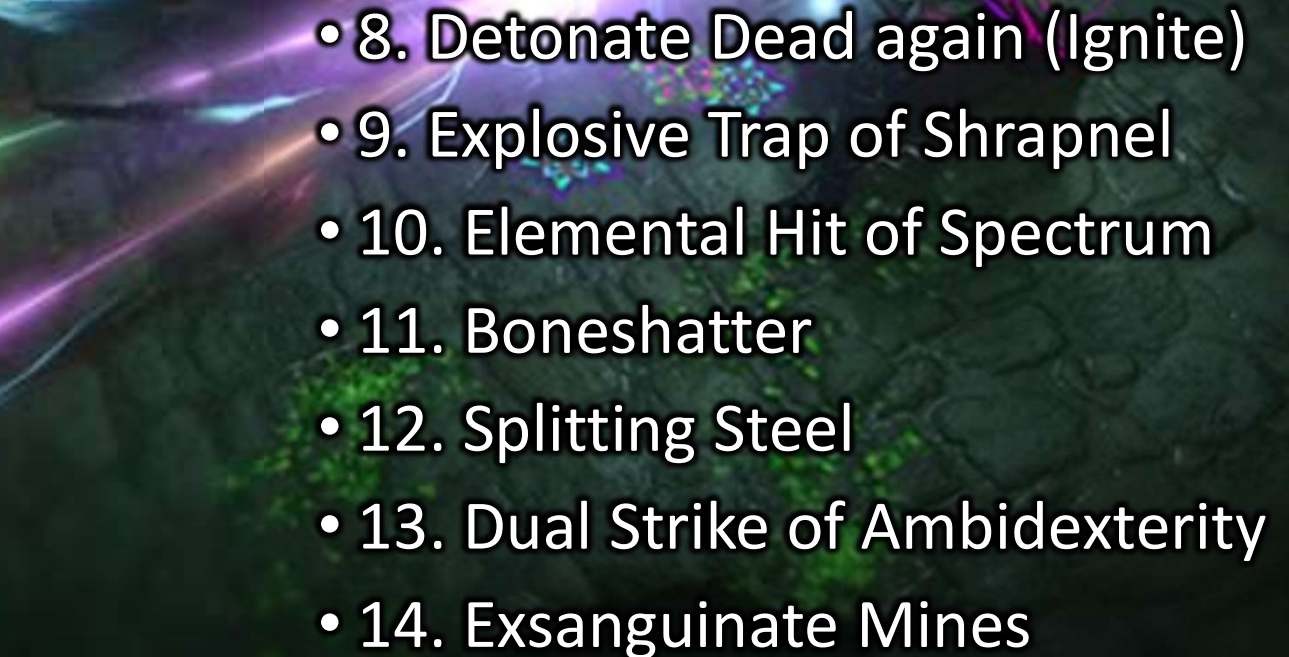


Top In Sanctum: Hexblast Mines

- This is built a number of different ways. Trickster has taken over as most popular, with Saboteur close behind.
- It's able to selffarm its own best in slot helmet, Sandstorm Visage.



Rounding Out The Top 14

- 1. CoC DDoCR Inquis
 - 2. DDoCR Crit Necro
 - 3. Archmage Hiero
 - 4. RF/Fire Trap
 - 5. EA Ballista Ignite
 - 6. BAMA
 - 7. Lightning Arrow
 - 8. Detonate Dead again (Ignite)
 - 9. Explosive Trap of Shrapnel
 - 10. Elemental Hit of Spectrum
 - 11. Boneshatter
 - 12. Splitting Steel
 - 13. Dual Strike of Ambidexterity
 - 14. Exsanguinate Mines
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Breakout Uniques

- The Three Dragons. This unique is common enough to rely upon seeing it, and allows Detonate Dead's initial damage to shock.
- Gifts from Above and Mindspiral are two other excellent single-build uniques seeing lots of play.



Final Thought

- Detonate Dead of Chain Reaction is oppressively good... in the narrow context of SSF.
- It's a bit less oppressive in trade league, but it's still probably too good there.
- It gets even more stark if you limit to higher level characters (95+ or 98+)

