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Poe conqueror's efficiency leveling guide

Hey Ghazzy, love that build. FINAL NOTES As much as I love making build guides, it is very crucial in a game like Path of Exile that you play the game the way you enjoy playing it. Avoid reserving too much mana and preventing your ability to effectively deal damage. + Unique Play Style - You will summon skeletons and then cast Dark Pact which is chaining between your skeletons offering not only an unique playstyle but also a unique approach to gearing. With that said, if you've made any tweaks to the build compared to what I'm showing in this guide I would love it if you share in the comments! It's an effective way to show other approaches and it helps me grow as a build guide creator! I hope you found the build guide useful and I wish you all many Exalted Orb drops! 21 Oct 2021 Build is now updated for 3.16 Scourge League! Ghazzy clocked over 25K hours in PoE, with the main focus of creating helpful content for new players & veterans alike in the form of guides in general for the community. Also thinking as long as I'm doing a complete gear retool, your newer specter build looks like more of the minion build I was looking for when I started playing. I know it's a long shot because there's like, 7900 possible combinations even with just Ahuana, but I figured I'd ask. The defensive layers on this build are VERY tricky to grasp. I also tried to add a Shav's to see if that would maybe fix problems with Chaos-damage, but did not work at all, I am still dying. Especially since when removing the jewel, it drops the DPS by over 120m in the high budget version. The only way we can go above 50% of our maximum Life is with the use of a Life flask. Do note that the video might be outdated in terms of information, you should always look at this guide to make sure you have the updated information. @Quote: The reason why the DPS is dropping 120m is that Ghazzy edited the jewel maually to get some mechanics into calculation that POB would not calculate otherwise.The 500% More Damage is to simulate the Damage-output of an awakened Chain-Support (400% More with normal Chain). Normally it's a stat I completely ignore though as there are very very few encounters where that is an actual problem. Iron skin is obvious as a pretty much guaranteed buff to armor all the time. Am I misunderstanding that? But I have some serious trouble staying alive. You can level with Dark Pact once you are able to pick it up at level 28 allowing you to use the same abilities whilst leveling as you will at endgame. Now finding them for 20c. @Venatorlupos: Matter of personal preference tbh, the important ones are Warding, Heat & Slaunching. Does it makes sense to increase Chaos damage leeched as life? I guess 3.9k life + 2.9k ES are too less. For more general leveling advice, we recommend the following guides: QUESTIONS? Our primary damage is dealt by casting Dark Pact on our skeletons causing the spell chain between them. + Bosses - The damage output this build can achieve even in low budget is completely absurd. Dark Pact damage? BTW: In your PoB it is at 4.4k / 2.3k. am i missing anything? In my trigger-wand i add therefore tempest-shield to get the maxblock. Since we are targeting our skeletons with this strategy, we will need to actually use skeletons (DUH!): At this point of your progression you simply just need to follow the endgame tree and gem links to further enhance your character throughout the Acts and into the hardest endgame content. With this build, we are using Petrified Blood which works in this way: Our Life is cut in half putting us at "Low Life," allowing for the use of Pain Attunement and increasing our damage dealt. 75/75, Rumi's Concoction, Bone Offering? All my Resistances are capped to 75/77/75 and -10 to Chaos. We will have 50% of incoming damage taken recovered as life back to us over a 4 second time frame which we will combine with the effects of Petrified Blood. Poison/Chaos damage can be a fickle beast to deal with in certain maps and more pressing in Alva (Incurision) encounters. Also, I checked the med cluster jewel crafting options for Blessed Rebirth and Hulking Corpses on poedb. Managed to roll Feasting Fiends and lightning res on a blue version. Your newer Spectre build is still a lot more like my favorite build from D3 (years ago) with the WD minion sets. These auras will later be replaced with Zealotry when we enable Dark Pact in Act 3. This will allow you to determine if this is the right build is for you! PROS + High Sustaining - We are setting up the build to essentially passively counter damage taken by recoup by boosting regeneration of our Life pool and benefiting from Energy Shield leech mechanics to sustain our Energy Shield pool. Also I have 0.4% Chaos damage leeched on my ring so i could use the overleech with Soul-tether. I guess I need to learn to use the PB better. You can also see in the budget-POB that he added 400% More Damage to the Belt to simulate Chaining there. For high budget approach, I suggest taking a look at this link: Dark Pact Necromancer High Budget PoB You can find more information on our dedicated page, along with all the recommended gem links. Please log in to reply. For levels 1-8, you will use the following gems: Once you reach level 8, you are able to get support gems in the form of Added Lightning and Added Cold. My damage is somewhere around 5.5xx.xxx and maybe i am just doing to less damage so the chaos damage as life is to less? The Blessed Rebirth plus Hulking Corpses was an Ex or more when I wrote that about crafting my own. Pretty damn satisfied if I say so myself :D Just want to say thanks for all your work and knowledge. Block cap? Bifus: That makes sense, but all of the mods together on the vanity all apply, not just one or the other. But that did not fix anything. While leveling, be sure to complete Siosa's quest in the Library of Act 3 to purchase Feeding Frenzy for our skillies and then start casting that on your skeletons instead. Blessed Rebirth is the most important one, you can use Orb of Alteration & Augmentation til you hit it, both can be a bit tricky, haven't looked in to if it's cheaper to purchase or craft. Combined with high Energy Shield, which we sustain with Energy Shield Leech, we end up with a very high effective health pool despite our Low Life status. @Venatorlupos: Haha, alright :) @Bifus: Ah, I should read all comments before starting to respond it seems >. < It doesn't make any sense to me that you're having this type of issues, against what content are you dying to? Ghazzy explained that in the Video. @Quote: I'm afraid the numerical value only changes the small passives & notables which are not something we are looking to get anything specific out (sometimes you can get really good nodes from them) but due to the nature of timeless jewels we are only looking for the correct "name" for the Keystone to be correct. Also, what enchantments do you recommend? Used the craft of exile emulator to make one for about 15, but I feel like that site is rolling lucky for me. Opening up your mana pool helps a lot to sustain the mana problems normally solved with mana flask(s) (preferably with an "Enduring" prefix). An important note to remember when playing this build is that mana problems are very common and there are a few solutions to this that are both easily accessible and cheap. PoB AND PASSIVE SKILL TREE The PoB community fork created by Locality is the only version being kept up to date, so make sure you have the correct version: PoB Community Fork. The next one might be unique to my gear, but I'm really low on chaos res (-24%) and getting one shot by poison attacks. Act 3+ In Act 3, you'll want to reach Siosa in the Library, who allows us to purchase any and all gems we might lack from previous gem vendors. Another easy solution is to in the endgame bench-craft "Skills Cost no Mana while Focused" which has a short cool-down but lasts 4 seconds, allowing you to spam your spells during this window rather than your mana flask. :(Focused too much on res and I should have been building a glass cannon. I tend to keep a life leech support and once I hit maps it's fairly common to get for a cheap price (talking within the first 12-20 hours of a league) @Vadernage: Haha, well I did hit 160-180mil sDPS during Harvest league and I played this in Heist but stopped upgrading at 40-50mil sDPS (without harvest being available). With this shift, the gems and auras we'll be using will completely change and are now as follows: The Aura changes will be to remove all heralds and replace them with Zealotry. And post your PoB I'll dig in to it and find the problem, somethings not right! May be double posting, sorry if that's the case, but my previous comment was "inactive/hidden" and IDK why: Edited or not, it applies so long as it's a valid stat it can read. I strongly recommend watching the gameplay video before starting this build. The Aura decision comes in Act 2, which is when we can enable Herald of Ice, Herald of Thunder and Herald of Ash. But not a big difference. Thanks to our build recouping 50% of damage taken from hits as life, though, we can easily handle the degen. i.e. I put a "+10 to Level of all Spell Skill Gems" mod on a wand just to see if I could, then on glorious vanity, and both worked. What should i probably get to as a 1st "big upgrade" ? Removing the glorious vanity's extra modifiers drops the DPS down to about 23 million, which is still very sizable. All Cluster-jewels are set, Watchers Eye with 30 ES/Hit. After that I would value iron Skin to get that extra physical damage mitigation. Dark Pact Necromancer Gear, Jewels & Flasks Item Slot Item Name Rarty Head Life then Res/Attributes as needed (For high budget you can get a helmet with "+ level of socketed minion gems) Rare Amulet Life then Res/Attributes as needed Rare Chest Life then Res/Attributes as needed Rare Rare Rare/Attributes as needed Rare Boots Life then Res/Attributes as needed Rare Belt Darkness Enthroned Unique Rings Life then Res/Attributes as needed Rare Weapon Rare with + level of minion and/or spell skills Rare Shield High Life, ES base preferably with Spell crit chance Rare ASCENDANCY, BANDIT & PANTHEON RECOMMENDATIONS You can read about the Ascendancy, Bandit choice, and Pantheon Power recommendations for this build on our dedicated page. Dark Pact cast speed is preferred over Dark Pact dmg for helmet, gloves don't matter and boots you can do the leech enchant or movement speed as well thh. eHP can't be too low either they are the baseline defensive stats you always need to take care of. Or am I just misreading the jewel in the high budget version? One solution is to use a mana flask during the campaign acts and later get an "Enduring" prefix rolled mana flask. Each chain can hit the same target(s) per chain making Chain Support an incredibly strong support gem. What would be ur items recommendation for high buget transfer ? @Ghazzy: I optimized my gear a bit, now i am on 4.3k Life and 2.8k ES. Do I turn a white cluster jewel with the minion life mod into a magic, then roll till I get those mods before upgrading to rare? You can follow him on Twitch, YouTube or Twitter. It's either that or I made sure to get myself a "Ritual of Shadows" notable from the Glorious Vanity in the high budget version, it's pretty much impossible to pinpoint all the numerical values that grants that node in any of the notables within that node we take it for so I just cycle through a few by buying/selling them til I get it. The build should outright destroy everything on even a low budget, it's one of my favorite builds as of late. Act 1 - 3 A baseline effective way of leveling in the early acts is to utilize Freezing Pulse, Stormblast Mines, Frost Bomb, Frost Blink and Orb of Storms. On top of this, we have a layer of skeletons in-front of you that enemies will target rather than yourself. I'm reading that guide and checking out your content on that one now. @Bifus: Hey, glad you like it! Here's a bit of a check-list: Your eHP is a bit low, my first recommendation is to make sure you get more Life & ES from your pieces wherever applicable. You'll find a summarized version below. xD @Venatorlupos: That's one way to do it sure. I don't see them there. You can read more details about our gearing recommendations on the dedicated page. They're usually archers doing the one shot though and I've hit a wall on the 2nd round against the hunter, so maybe block and armor are too low? Do I just need to collect the end gear pieces as I can get them and keep them in stash till I can completely switch over or do I just let the res gradually fall as I replace gear? Normally this build has been able to fly under the radar and neither been nerfed or seen any major changes to prices of big improvements such as the cluster jewel having both modifiers, so buying one is most likely a lot cheaper than to self-crafting it. Below, you can see the build in action from my YouTube guide. You can also join his Discord Community Here on PoE-Vault you can find all of his Build Guides HERE & all his crafting guides HERE! View all I bypassed amulet part not cos its hard to find but cos I got godlike roll on hunter amu with +1 intell gems and picked revitalising darkness cos it was close not with GV to pick both it and withering on mine tree, simply +1 to all gems on amu is just OP esp with double dex roll, half mine build now revolves around using that amu to max, I mean if ya got both leech and +1 to intel gems on amu that would be like perfect but thats like almost impossible 2x mirror tier amulet, I hope someone lends you one like that Ghazzy so we can see full potent on build :) @Mibiv: That is a very solid suggestion absolutely. Soul Tether or Glorious Vanity? The build is designed to be a pure hybrid build where we are going to invest in Energy Shield Leech mechanics to sustain a high pool of Energy Shield. Edit: Wow... Prices change fast. Do you have any idea what the number sacrificed for glorious vanity needs to be? Arcane surge/Elusive on the belt? (270 and 15%) I just found a steal of a deal on a Rumi Flask (22c rolled 50%/23%) and I'm going to try that next. For me that looked like some additional added layers of defence, but it is not really surviving anything. Dark Pact Necromancer Ascendancy, Bandits & Pantheon Powers LEVELING You can easily level with generic spells until you reach level 28 and gain access to the Dark Pact skill. For a general overview of crafting and to learn how to craft specific items, check out my crafting guides here. @Quote: Aren't the +% more dmg edited in to the Glorious Vanity in that PoB? + League Starter - The build lacks specific mandatory uniques and therefor works very well in league start scenarios as well as in SSF. @venatorlupos: There we have it! :) I'm curious about your low budget flask mods. DAMAGE SCALING AND DEFENSIVE LAYERS The build uses the new mechanic that recoups damage taken from hits. Chaos leech outside of the WE? - Cluster - For endgame, it is crucial that you get yourself a medium cluster jewel with minion Life to get the node Blessed Rebirth, which is very easily crafted and/or super cheap to purchase. Edit: I'm assuming everything in the guide about resistances being right behind life is for leveling? Chaos damage over time can be especially scary with low chaos resistance making that a desired stat to have if possible on your gear. We will also leech our damage dealt to our Energy Shield to properly sustain a high amount of both Life and Energy Shield. As I started with the budget-version i still have no AG integrated, so i had some sockets free and added a CwT + Immortal Call and put Convocation there (no problem with dying Specteres). Alternately, you can choose to solve mana issues by purchasing a Replica Conqueror's Efficiency and slot that in a jewel socket in your tree. This is where Stormblast Mines starts to take over and become the main source of your damage as you progress through the Acts. I was thinking warding because of seeing map wide permanent curses. glorious vanity gem and watchers eye?? Crafted a cobalt jewel on it with the right mods for 9alts and 1 aug. I see. Any hint would be great, the build is very good, i had much fun but from T12+ Maps it is just frustrating me :(Cheers, Andreas I just realized I've been gearing wrong the whole time. :) I like the build so far im atm in the low budget state full gear woth maybe around 2-3 ex. I'm kind of excited to move over to it. Upon doing so, all of our spells gain a Life cost on top of the mana cost to cast. Clear Speed Boss Killer Uber Elder HC Leveling 296 All Guide Pages Table Of Contents of this Page INTRODUCTION This build utilizes the new "recoup" mechanic, which recovers a set % of damage we've taken from hits over a 4 second time frame, and aims to recover 50% of this damage. To guarantee that my guides are tools you can utilize to enhance your experience in Path of Exile, all you need to do is post your question in the comments and I will personally attend to them as soon as possible. The recoup mechanic combined with Petrified Blood allows us to mitigate huge amounts of incoming damage and regenerate more health per second than the damage we're taking over time. This requirement is removed when we are back down to 50% of our life. At level 28, we'll be able to switch to using Dark Pact which, while not the fastest way of leveling, will allow us to play the build the way it was intended and will require the least amount of respects on the tree. As the build itself has already a very good block-chance i then thought it would be better if i max that out and put in a shield with recover 5% ES on block. Additional on my Amulet i anointed Deflection, so i have 75 Block Attack Damage / 75 Block Projectile Damage / 75 Block Spell Damage all the time. While Pain Attunement requiring Low Life may seem daunting, Petrified Blood allows us to hit that benchmark while maintaining a similar effective health pool by preventing a portion of damage from hits and transferring into a damage over time effect. The easy part is building for high block chance against both attacks and spells. I'm thinking warding or iron skin makes sense on the mana flask since it's pretty much up all the time in every fight. I died more than hundred times, some maps i can not even finish because seeing the boss means i am basicy dead. A useful method of dealing with tougher enemies, such as Brutus, is to include a Holy Flame Totem which not only deals damage but also works as a decoy for the boss(es) to hit rather than yourself. For a quick glance over the finished skill tree for this version, check out this link: Since Dark Pact deals a base chaos damage based on the max life our skeletons have, we will want to ramp up minion life across our skill-tree as well as via support gems and gear. PLAYSTYLE The playstyle is based around summoning your skeletons on the field and then directly connecting them by casting Dark Pact, chaining between your skeletons and dealing massive amounts of damage. In some cases, you might want to consider still using one or two of the previous heralds if possible with your mana. BUILD OVERVIEW In this section, I will outline the pros, cons, and general playstyle. I never would have even attempted to play this game without guides. Or preferably, a list/range of numbers that are ideal/work? I would much rather focus on getting my eHP up than chaos res for this build personally. Let me know if any of the check-lists posted above helped you and if you still have any issues. It gives my hits a chance to apply Withered and its mostly a QoL addition. @Venatorlupos:

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