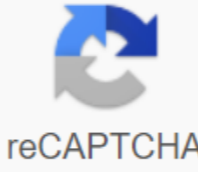


Monochrome order trophy guide

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You can help with the wiki update for 3.12.0 - see Vicky's Exile Path:To-do/3.12.0. The export of game data will be more recent, as technical changes in addition to regular changes will take some time. From the Way of Exile Vicky Category to Templars Climbing Classes Published 5 Welcome to our list of Templars builds for the heist League Of The Way of Exile (3.12). The Templars are a combination of strength and wisdom. The Templars have three variants of class domination: the Inquisitor stands out for very powerful critical strikes that ignore elementary resistance; Hierophant is one of the best options when it comes to spelling-based totem builds; The Guardian is renowned for its support as a defensive force, and it provides plenty of energy shield for allies. PoecurrencyBuy Date: June /13/20 03:51:29 Views: 8807 PoE 3.11 Harvest arrived! Come and plant the seeds, kill the collected monsters and get rich rewards! Here's the latest PoE 3.11 Templar League Starter Tank Build Harvest PoE 3.11 Templar Herald Purity Guardian Starter Tank Build - Very High Dps - Fast Clear Speed Reflection Map Mode Don't Go - No Regeneration card require mana flasks Gems Setup Herald Purity - Feeding Frenzy - Deathmark / Minion Speed - Brutality - Multistrike / Melee Physical Damage - Impale Herald of Purity is the main skill of this assembly and is used to clean and melt bosses. TBH I really think it's the best single purpose DPS with such a low investment volume I've ever had. In a standard installation I would use a speed minion, because when displayed you have more than enough DPS. For endgame bosses you can switch to support Deathmark. Blade Vortex / Bladefall - Arcane Surge - Unleash - Brutality The main purpose of installing Blade Vortex is to kill garbage mobs and hit bosses to spawn your Guardians of Purity. Use the low level of mystery splash that should always proc when you cast Blade Vortex. (Another option, as the basic skill of Blade Bladefall) Call Carrion Golem (Summon Stone Golem) Raise the Spectrum Meat Shield This installation is super strong and important for this build. Golem and Ghosts are always there for us and mock the enemies who have come close to us. In addition, golems give powerful buffs to our henchmen and us. Carrion Golem provides a lot of flat physical damage and the stone golem is a lot of flat life regeneration. Ghosts: For more protection I go with ghosts called her The Guardian (destroyed/ruined square, act 5'10) with the proximity of the shield. Another option is carnage (old fields, act2) for accusations of frenzy. The problem with Carnage Chieftains is that it seems to die a lot while a higher level of cards, so I mostly played with heretic guardians because the proxy shield is very nice and more or less never die. Use A to pick the right corpse to summon your ghost. If a ghost dies use desecration to renew them. Whirlwind Blades and Faster Attacks - Installing vortex blades allows us to travel very quickly to throw cards and Fortify gives us extra survivability. CWDT - Vaal Molten Shell - Enteeble - Convocation Throw, when the damage done by the installation should push Molten Shell to reduce the damage, curses our enemies with a credite, which reduces their damage and causes all our henchmen to us with converning. Flesh Offer is a good alternative for this setup for more dps. The Vaal Molten shell can be used for dangerous encounters such as Metamorphs. UTILITY/MANA RESERVATION Pride/Flesh and Stone/Dreadbanner - Enlighten the Without ring quilt circle we won't be able to use all mana reservation skills. You probably want to use Flesh and Stone and Dreadbanner. With a ring quilt round you will be able to use all mana reservation skills and flink Herald purity setup. Punishment/Vulnerability Punishment seems to give a little more DPS, but vulnerability is available on damaged gloves and on rings. Calling the Holy Relics holy relic helps us keep our minions alive, but can also replace something else like vaal hast or spirit Offer for more dps. Extras: Additionally we can use Vaal Haste to push our dps a little more. In my opinion, it is not very necessary, because our sentinel damage is already insane. Desecration can be used in our second weapon installation or simply left in inventory. It is used to create corpses to renew our ghosts if one or more of them have died. It doesn't happen very often... Path Construction Link: (High Budget) Templars Anderphant Vintage PoE 3.11 Templar Freeze Impulse Totem Hierophant League Starter Build (Harvest) PoE 3.11 Templar Freeze Impulse Totem Hierophant League Starter Build Major Damage Links in Priority Order Freezing Pulse - Controlled destruction - Cold Penetration - Increase of Critical Strokes - Added Cold Damage Note that if you don't already use the mantle of the soul you need to equip the Spell Totem gemstone to convert the momentum freeze into Totem; Support gems above are listed in order of priority so drop gems as needed, match the current available links. Offensive support for the 4-link Frostbite - Arcane Surge - 'gt; Increasing the duration of the Cascade Spell This should be your priority for your first spare 4-link. Don't forget to align your Arcane Surge gem in such a way that the cost of Frostbite mana is equal to or higher than the trigger for Arcane Surge to provide its buff. You Are You Frostbite provide Arcane Surge every time it is thrown; The maximum downtime costs more than a little increasing the Arcane Surge buff effect. Spell Cascade allows you to both increase the cost of Frostbite and allows you to blanket a much larger area without increasing Frostbite's throwing time. As long as you have such gloves, feel free to forgo longer durations for faster casting. For the purposes of a late game, The Weakness Projectile will actually prove to be a stronger curse of damage-wise than Frostbite, with two caveats; much lower mana cost (which makes it difficult to consistently trigger the high rank Arcane Surge) and the very high Dexterity requirement (155 Dexterity required to rank 20). So, I recommend you stick to Frostbite from the beginning and only in the endgame, once you have the flexibility and currency to start recycling gears for minor stats like Dexterity, consider switching to projectile weakness. Just be sure to keep an eye on your Arcane Surge rank; Normally, you'll want to cause that positive effect within 2 casts of your curse, so you're never without Arcane Surge's positive effect. Offensive support for the 4-link Frost Bomb - The Intensifying - Increase in The Area Effect - The increase in duration of this 4-link installation gives us access to cold exposure, an additional -25% cold penalty resistance that stacks on enemies on top of any other sources of penetration we use. We can't actually deal damage with the Frost bomb, so we're only concerned about supports that improve this effect; Strengthening and increasing the area give it a much larger radius and increasing duration will improve how long the Frost bomb remains the pulse of its effect, as well as how long the cold exposure lasts on enemies after application. Utility support 4-link Steelskin - 'gt; Cast When the damage is taken - (Increasing the duration - (Your choice) I actually started working Steelskin over the Immortal Challenge as of late; even if we create endurance charges in this build, we have a low base amount of physical mitigation, and don't recover our endurance fees that consistently post Immortal Appeal eats them, which can leave us a little vulnerable to physical harm once the Immortal Call wears off if we're not completely out of danger. Steelskin doesn't consume our endurance costs when it causes, so we get to save physical mitigation at all times. The downside of Steelskin is that it requires much higher rank gem skills to really be useful later, so you want to align Steelskin and cast when the damage is taken at a relatively high level. I personally run Level 17 Cast When damage is taken and level 19 Steelskin, allowing Steelskin to absorb up to about 2K 2K during its buff effect. The final link here is yours to decide: Vaal Righteous Fire will be my recommendation as this big damage increases when needed. Just make sure that all you slot here is high enough rank that it doesn't work automatically when the damage is if you want it to be. Damage support 3-link Cold Snap - Cast When the damage is taken - Bonechill I run this 3-link installation in my weapon, so that when enemies hit me, it will drop a cold snap cooling the area beneath them, which increases the cold damage they take thanks to the support of Bonechill. Keep cast When the damage is taken at level 1 in this installation (which will allow you to level 7 Cold Snap), since we don't care how much damage Cold Snap itself does, so we want it to cause as much as possible. Movement Support 3-Link Flame Dash - Lightning Strain - Faster casting Not much to say here, you just want your motion skills to throw as fast as possible. If you haven't found yourself using Lightning Warp a lot, consider replacing it with a portal gem for free portals. Path Building Link: Read more: poeurl.com/cLa4 Templars Inquisitor Harvest PoE 3.11 Templars Storm Brand Inquisitor League Start Build Harvest PoE 3.11 Templars Spark Inquisitor Tanks Build Excellent Clear Speed, Super Fun to Play in Harvest PoE 3.11 Storm Storm Brand Inquisitor Start The mind is over matter. Acrobatics/Phase acrobatics. - The transmission is simple. There aren't many buttons to press. - I can't do Elementary Reflection. Even with pantheons or anti-reflective rings you will do too much harm and one shot yourself with elementary reflections. Look for this mod when making cards. Roll the cards with reflection and don't choose cards with reflection if Kana presents you with the opportunity (be careful for low utility cards!) this is a rookie friendly, a league-starter viable, solo-self-finding viable, and comprehensive Storm Brand Inquisitor Guide. The alignment section in this guide is designed for players with a fresh setup or in a fresh league and get them into the cards and started on a powerful character. Interested readers can find priority gear, stat suggestions, mechanics explanations, and a whole bunch of links that can be useful to new players. Storm Brand Storm Brand - Fast Casting - Added Lightning - Increase Crit Chance - Controlled Destruction - Chain / Added Cold Brand Recall Brand - Arcane Surge - Empower - Improving Auras Anger. It's more of a multiplier for damage. Heralds/Aspects/Arctic Armor/Curse-Blasphemy Utility Cast When Damage Taken - Immortal Call Whirling Charge - Fortify - Faster Attacks - Blood Magic - Culling Strike Flame Dash/Lighting Warp/Frostblink Lightning Golem Decoy Totem - Multiple Totems Support Other Nice to Haves Lightning Spire Trap - Increased Area Area Effect - Controlled Destruction - Trap and Mine Damage Is a great way to supplement your sole damage target. Vaal Haste: For all the speed demons. Waal Haste: Great all-around defensive positive in sticky situations. Unbreakable Cry: Life/Mana regeneration on team, and bonus endurance charges that are useful! (Reducing damage and extending the duration of the Immortal Challenge). Priority quality Storm Brand's Damage Supports (All give a 0.5% increase) 'gt; Increase Crete Strike Way Construction Link: (harvest) PoE 3.11 Templar Spark Inquisitor Tank Build (ru) Excellent clear speed, Super fun play - tanky - good clear speed - ez blight - no need to aim - minimum moved from place to feel good (tankiness and wise dps) is 5ex (according to 23.09.2019). I used about 15ex for my gear. The Defense Mechanics Tankiness build basically comes in a form of good regen, leech, block and a nice HP pool (7-8k). - The leech comes from Vitality Watcher's Eye Jewel and Energy Leech Support. - The regen comes mainly from the Inquisitor of domination. - The block is purchased through 2 items, Duskdawn and Lazhwar stone, and wood. And then he gets twice Kiloava's Deadly Pride Timeless Jewel to have a 75/75 block chance. Kiloava Deadly Pride Timeless Jewel doubles the block chance, but is priced at only a denial of 50% of the damage on the block. That's where the leech and regen comes in. Crime is a basic skill in this Spark build. I felt that Spark dps wasn't good enough for high HP bosses, so I decided to upgrade my Storm Brand from Power Charge generator to boss dps assistant. Because of the tree's criticism, this build can be reproduced with any spell that may be critical by slightly adjusting the tree. Gems Setup Spark - Spell Echo - Pierce - Energy Leech - Increased Critical Strikes - Added Lightning Storm Brand - Power Charge On Critical - Concentrated Effect - Elemental Focus - Added Lightning - Increased Critical Strikes Jump Slam - Faster Attack - Fortify Cast, When the damage taken lv 8 11 - Steelskin lv 16 - Extended duration - Cold Snap lv 14 Vitality - zelotry - Herald of Ice - Enlightenment (lv 4 needed) Arcas can be adjusted to suit personal preferences. Only zelotry is a must. Aspect of the Spider and Assassin's Sign for the gear. The Spider aspect can be made on any rare piece of equipment with a free suffix. For sliding-from-place reasons, I would recommend working it out on boots or a belt. Construction Link: Uber Elder /Blighted PoB Map - Read more: poeurl.com/cLa2 Page 2 PoecurrencyBuy Date: Sep/15/20 01:51:49 Views: 4275 This PoE 3.12 Witch Necromancer Raise Spectre build is a good starter to build for the player. This build has been adjusted appropriately to the starter, and it can work well without any unique. It is focused on at the same time having a good DPS. Fast Jump Passive Tree Skills - PoB Link Gear Setup Gems Setup Boss Fights Settling Skills Climbing Indsulu aggression - Commander of Darkness Pantheon Lunaris to display Solaris for Boss Arakaali for Sirius Bandit: Kill All Passive Trees and PoB Path Building Link: Mark Solar Guard: Raise Spectre - Spell Echo - Elementary Focus - Damage To Mignon - Deadly Sign - Concentrated Effect / Large MultipleS (Swap GMP/Conc for Map/Boss) Atonement Sentry: Raise Spectrum - Elementary Damage with Attacks - Elementary Focus - Damage Mignon - Deadly Sign - Vicious Shells / Large Multiple Shells (Swap GMP/ Helmet, Boots and Gloves Helmet: 1 red y 3 blue Raise zombie Call Stone Golem Feeding Frenzy » Elementary Army No. 1. Stone Golem gives life to the regen. 2. Golem and zombies can proc: Feeding Frenzy a positive effect that gives ghosts more damage and attack/speed. 3. Golem and zombies can proc exposure from the elementary army to -10% Lightning Res. Boots: 1 blue, 2 red, 1 blue or green Skitterbots Call - Dread Banner - Bounty 1. Skitterbots are cold and shock enemies. 2. Dread the banner to reduce the nearby accuracy of the enemy (less chance of getting). 3. Choose an aura for your ghost: Fire and green, cold, hate, lightning and anger. Gloves: 4 Blue Armageddon Brand/Storm Band - Curse on Hit - Elementary Weakness - Flame Dash 1. The brand reduces enemy ale res (Elementary equilibrium -50% and Curse of Elementary Weakness -44%) 2. Flame dashes emerge from the dangers of motion mastery. 3. Choose a brand that is the opposite of ghost damage. Armagh for lightning ghost, Storm for cold and fire ghost. Weapons and Weapons Shield: 1 Green, 2 Blue Desecration and Bone Proposal » Skeleton Challenge 1. Desecration breeds corpses. 2. Bone Offering consumes corpses to increase the chance of a block for henchmen and necrosis, as well as some recovery of life. 3. Skeletons add extra henchmen for pulling agro (and ridicule if you have a cluster or a horrible gem). NOTE: You can use Vaal Skeletons for body block bosses with a mass of skeletons! Shield: 2 red, 1 blue steel kina - extended duration - Convocation 1. Convene teleportation ghosts for you. 2. Stillskin gives an additional '2200 lives'. NOTE: You can install Steelskin on the left mouse button. Also set to always attack without moving. It will autocast on cooling. Gear Setting Helmet Manufactured No. 1 Helmet - 'gt; Rescue Helmet - 'gt; Manufactured 3 Level Mignon Gemstones Helmet Breasts Crimson Raiment No 45 to Intelligence No. 117 to Maximum Life Regenerate 10 Lives in 15% to Cold Resistance No 1 to maximum number of spectres 8% 8% Maximum life expectancy 5% increased maximum Mana Any breasts - 5L rare - 'gt; Tabula Rasa or 6L rare - 6L No. 1 Number Ghost NOTE: No.1 Ghost Body Armor Drop Only (Mod Can't Be Manufactured) Gloves Created With Life, Resis Boots Two-Color Boots 12% to Fire and Lightning Resistance ----- No 47 to Maximum Life No.1 to Level All Raise Spectre Gem 21% to lightning resistance 15% increase in speed of 21% increased stun and block recovery 21% increase armor and energy shield No. 14 to maximum life (Bones Ullr) ----- - Mana 68% Increased Mana Regeneration Rate Get 6% of Cold Damage As the additional Chaos Damage Minions deal 64% increase in damage minions have a 5% chance of dealing double trigger trigger Socketed spell -----, when you use The Skills Double Damage Wand from the temple or created Convoing wand angel shield 54% increased Armor and Energy Shield No 62 to a maximum life of 4% Chance to block the recovery 4% of life. When you block a 5% chance to block the spell damage any shield with high life - the Crafted Shaper Shield with a restore 5% of life, When The Belt Belt Any Belt - Stygian Vise With Life, Resis Jewelry Citrin Amulet No. 28 to strength and agility ----- 42 pounds for all attributes To regenerate 8.1 lives per second 78 to maximum Mana 47% to Lightning Resistance No 1 to the level of all intelligence skills of precious stones No 55 to maximum life Amulet : Rare amulet or Jinxed Juju or Amulet with No. 1 int Gems Anointing: Death of Attunement Rings: Any Ring; vermilion recommended. Jewels You can craft or buy horrible eyes. Fashion Priorities: Life Taunt and Blind Increase Minion Attack/Cast Speed or Increase in Minion Damage Highly Recommended for Fighting Searus: Damaged Blood Can't Be Applied to You Recommended Unique Jewelry: Anatomical Knowledge: Flat Life 8% Increased Maximum Life Infinite DPS with a weapon Swap You can use this trick. Use it only if you know the boss to fight And you can dodge attacks! Your increased speed of basalt Waring - physics reducing damage - remove the curse of quartz flask heat - 10% Dodge, phased - remove the freeze Jade flask reflexes - dodging the recommended Unique Flasks Rumi's Concoction Double DPS with a weapon Swap You can use this trick. Use it only if you know the boss to fight And you can dodge attacks! Your set of mapping weapons will be the same as in the manual. Desecration - Bone Proposal - Challenge skeletons Steelskin - increase in duration - Demon Horn convening 32% increased Spell Damage No 9 to Intelligence No 77 to maximum Mana 68% increased Mana Regeneration Speed Speed 6% of cold damage as Additional Chaos Damage Minions deal 64% increase in damage minions have a 5% chance of dealing Double Damage Trigger Socketed Spell when you use The Skill Angelic Kite Shield 12% for all elementary resistance 54% increase in armor and energy shield No 62 to maximum life 4% chance of blocking the recovery of 4% of life when you block the 5% chance of blocking spelling and then have a second set of weapons - Challenge Skeletons - Flesh Offering - Desecrate Holy Flame Totem - Multiple Totems - Culling Strike Calling Wand Can Roll Minion Modifiers No. 41 to Maximum Man No.1 to the level of all Skillon Minion Gems Minions have a 23% increase in maximum life minions deal 103% increased damage to Minions have 500 pounds when you use the charity skill Vicario 8% for all elementary resistances No. 59 to maximum life 25% to Lightning Resistance 11% By Resistance Chaos a 20% increase in the area effect of Aura Skills 10% chance to give the power charge of nearby Allies to Kill a 5% chance to give Frenzy a charge to nearby allies on Hit Flesh Offering will give a big boost to DPS. Multi totem and HFT will generate a frenzy of accusations. Totems will also have a culling strike instantly kill the boss at 10%! This PoE 3.11 Harvest tectonic Slam Berserker Build is a league-friendly starter and have great defense to make the player safe in almost all fight bosses. PoE 3.12 Heist has produced 3 unique challenge awards for players. If you like these awards, this PoE 3.12 Heist All Calls Completed Guide, maybe can help you this PoE 3.12 Ranger Pathfinder Scourge Arrow to build a decent league starter, since it really doesn't require anything to function, and can work just fine on Tabula. This PoE 3.12 Ranger Deadeye Ice Shot is a great build for the league starter and very fast map clears. It can make most of the mod cards, except the physics reflect. This PoE 3.12 Duelist Bleed Puncture Gladiator Build has a fairly tanky and all-round character capable of solving all the content this game has to offer. PoE Harvest League Challenge Awards have been announced, and as always there are a total of 40 challenges for you to unlock. Let's see what to expect! Expect! monochrome order ps4 trophy guide

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