

Explosive Trap

Build Guide

Leo Kernstock

December 19, 2023, v3.23 (Affliction)

1 Pros & Cons

2 Used Mechanics

2.1 Charges

- Frenzy
 - Attack Speed
 - Cast Speed
 - Damage
- Power
 - Crit-Chance
- Inspiration
 - Gains Bonus for Skills supported by Inspiration

2.2 Enemy Debuffs

- Scorched
 - makes enemies have -X% to all elemental resistances
- Brittle
 - makes enemies take additional critical strike chance
- Sap
 - makes enemies deal less damage
- Unnerve
 - makes enemies increased Spell Damage taken

2.3 Skill-Tree

- Ghost Dance (Keystone)
 - On Hit lose 1 of max. 3 Ghost Shroud to Recover Energy Shield equal to 3
 - Every 2 seconds gain 1 Ghost Shroud
 - Energy Shield ; Evasion

- One Step Ahead (Ascendency Skill Point)
 - Action Speed is \downarrow 180
 - Enemies Action Speed is $=\downarrow$ 92
 - Meaning that you cannot be frozen etc
 - Might be worth to swap against Freeze-Immunity on Boots
- Spellbreaker (Ascendency Skill Point)
 - Spell Suppression Chance and Prevention

3 Defence Strategy

The defense strategy is base on

- avoid taking damage with high evasion
- shifting damage from physical hit onto elemental resistances
- reducing damage fom spell hits with spell suppression
- making a good balance on effective hit pool and life- and es-recovery
- avoiding non-damaging elemental ailments
- reducing damage form damaging non-elemental ailments

3.1 Helpful defencive item mods

- Life
- Life regeneration
- Life regeneration rate
- Resistances
- maximum Resistances
- Evasion Rating
- Energy Shield
- Physical Damage Taken as Elemental Damage
- Chance to suppress spell damage

4 Damage Strategy

tbd

4.1 Evaluate damage via POB

- Select
 - Explosive Trap
 - Average explosions hitting
- Look for
 - Hit DPS

5 Build Strategy: Purity of Elements

5.1 Skilltree

tbd

5.2 Gearing

5.2.1 Boots w/ Stun-Avoidance

Links

- POE-DB:
https://poedb.tw/us/Boots_dex#ModifiersCalc
- Craft of Exile:
<https://www.craftofexile.com/?b=40&m=essence&e=1241&ob=both&v=d&a=e&l=a&lg=15&bp=y&as=1&hb=0&req={%22684%22:{%221%22:84,%22g%22:3},%221775%22:{%221%22:54,%22g%22:2},%222013%22:{%221%22:84,%22g%22:3},%222135%22:{%221%22:86,%22g%22:1},%223850%22:{%221%22:85,%22g%22:3}}&bld={}&im={}&ggt=|&ccp={}>

Base

- Slink Boots
- iLVL: 86

Godly Mods

Slot	Mod	iLevel	Kind
I1	#% increased Action Speed	75	Searing Exarch
I2	Gain #% of Physical Damage as Extra Cold Damage	75	Eater of Worlds
P1	+# to maximum Life	54	Base Mod
P2	#% increased Movement Speed	86	Base Mod
P3	#% increased Evasion Rating	84	Base Mod
	+# to Evasion Rating	46	Base Mod
S1	#% chance to Avoid being Stunned		Essence of Scorn
S2	+#% chance to Suppress Spell Damage	85	Base Mod
S3	+#% to $\bar{\text{ANY}}$ Resistance	84	Base Mod
	+# to Dexterity	82	Base Mod

Crafting Guide

- Get Silk Boots
 - Silk Boots, iLevel: 86, >90% ([URL](#))
 - Silk Boots, iLevel: 86, >90%, T3 Action Speed ([URL](#))
 - Silk Boots, iLevel: 86, >90%, T2 Action Speed ([URL](#))
- Slam Essence of Scorn until T1-Spell-Suppression ([URL](#))
 - Estimated trys: 33 Essences
- Fill suffixes with crafting bench
- Generate empty prefix slot
 - make The Searing Exarch dominant
 - use Eldritch Chaos Orb
 - this can be also use to finish craft
 - Estimated trys for T1 Movement Speed: 20 Eldritch Chaos Orbs
- Reroll Prefixes until at least P1 or P2 fulfilled.
 - Harvest Craft Speed Variant
 - Craft suffixes cannot be changed
 - Harvest Craft Speed

- Estimated trys for T1 Movement Speed: 8
- Veiled Chaos Orb Variant
 - a) Craft suffixes cannot be changed
 - b) Use Veiled Chaos Orb
 - Estimated trys for $30 + 12$ Movement Speed Mod: 4
- 6. Craft T2 Action Speed Implicit (Alternative: Get base with action speed)
 - a) Slam Exceptional Ember until T3 Action Speed Implicit
 - b) Use Lesser Ichor
 - c) Use Orb of Conflict
 - Estimated trys for T3 Action Speed: 90
 - Estimated trys for Orb of Conflict success: 2