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Poe summon raging spirit build 3.7

Introduction: By using Spectres, you effectively invoke the rights of monsters to fight for you. They'll use all the attacks and spells they naturally have. As well as becoming stronger with the level. To summon the desired monster you need the corpse of this monster, target the corpse with an A and press Summon Spectre. Specters of scale with the level of corpses are called out, so to get powerful spooks, you will need to invite them/continue them in higher and higher zones using the desecrate skill to create your corpses. I explained everything in the FAQ section of how to do it below. Pros and cons: +safe in most content. Bosses off screening. +extremely fast to clear maps +about 70% of the potential of Phys Damage Reduction +decent regen +flexible, can stack a lot of block chances if you need +large single target damage +much better than zombies because you don't have to keep spooky all the time, you also don't care if skeletons die. So you're effectively painless. +can go Energy Shield and 5-6 spectrum too! POGCHAMP, POGCHAMP! -Not super high maintenance as we run Vis Mortis without life on it -Spectres are a pain for resummon if they die PoB Link: Skill Tree: Ascendancy: 1. Invoker 2. Sul Weaver 3. Commander of Darkness 4. Puppet master bandits: Kill everyone. Pantheon: Main God - Soul Arakaali Minor God - Soul of Ryslatha Gems Setup: Spectres 5L: Spectre-Minion.Damage-Spell Echo-Ele.Focus-Greater.Greater Multiple.Projectiles Spectres 6L Mapping: Spectre-Minion.Damage-Spell.Echo-Ele.Focus-Controlled.Destruction-Greater.Multiple.Projectiles Spectres 6L Bossing-Minion.Damage-Spell.Echo-Ele.Focus-Controlled.Destruction- Spectres 6L Fire: Spectre-Minion.Damage-Spell.Echo-Combustion-Fire.Penetration-Greater.Multiple.Projectiles/Slower.Projectiles 4L Skeletons: Skellies-Brutality-Multistrike-Melee.Phys Video: 2. POE 3.7 Raise Spiders Necromancer Build, Detailed guide Introduction: Spiders (and all other subjects) have trouble effectively breaking legion mobs out of the track. Minion AI doesn't play nice with this mechanic. Using Sentinel spooks at 4L+ should help mitigate legionnaires' speed. Pros & Cons: + Very high DPS without the need 6-Link + Easy to play + High clear speed + Relatively inexpensive for your performance + Can make any combination of card modes - Requires unique items, not SSF friendly - Good defense requires some poe currency investment - Calling spiders in the middle of a fight can be difficult - gear ceiling is low - Convouated mechanic invokes PoB Link: Skill Tree: Ascendancy: 1. Commander of Darkness 2. Mistress of the Victim 3. Puppet master 4. Invoker Bandits: Kill Everyone. Pantheon: Main God - Soul lunarisa Lesser God - Soul setting gems Ryslath: Poison: In dagger = dying of touch - Damage to the minion - Melee In Devour Diadem = Malevolence - War/Dread Banner - Generosity OR Cold: (recommended) In Dagger = Multistrike - Minion Damage - Melee Splash In Devour Diadem = Hate - War/Dread Banner - Generosity Poison theoretical damage is slightly greater, but the cold-based one does about ~2x greater initial damage than hits that is significantly better in almost all scenarios. That's because damage to the poison takes time to intensify. CWDT (lv 1) - Increased duration - Immortal Call (lv 3) - Meat/Spirit Offer (lv 20) Make sure the offer you choose is a higher level than CWDT so you can still throw away Shield Charge/Whirling Blades - Faster Attacks - Establish Maleficent - War /Dread Banner - Generosity Generosity - Precision (lv 5) Clarity (lv 1) Orba Storm - COH - Temporal Chains - Inc AOE Spell Cascade - Desecence Of Convocation Video: 3. POE 3.7 Raise Zombie Necromancia Physique, Detailed guide Introduction: It has just been confirmed that subjects are using a new crowd system. This is fantastic news. Not only does this mean we can still use Melee Splash, but we may not have to because both skeletons and zombies now always hit multiple targets with their basic attacks. This material rearmasses it compared to 3.6. I'll update again when we have the opportunity to test whether Melee Splash is needed. I would appreciate someone following this guide at 3.7 also testing and me riding. Pros & Cons: + Huge damage to bosses + You can start with a very low budget + You can make any map with bad items - Summoner playstyle - Positioning is key and can sometimes be annoying - Gem Slot Starved - 1200STR for 8 Giant Zombies PoB Link: Skill Tree: Ascendancy: 1. Invoker 2. Meat Binder 3. Commander of Darkness 4. Puppet Master Bandits: Kill All for 2 Passive Points Pantheon: Major God - Soul of Lunaris Minor God - Soul of Gruthkul Gems Setup: Zombies: Raise Zombie - Minion Damage - Brutality - Melee Physical Damage - Multistrike - Spectres & Animate Guardian: Raise Spectre - Blood Magic - Minion Life - Animate Guardian CWDT 1 (lv lv20): Cast when damage is taken + Molten Shell CWDT 2 (lv 1): CWDT + Flesh Sacrifice + Desecrated Auras: War Banner - Pride - Meat and Stone (Bloody Attitude for Offensive Status) Profanity: Vulnerability Movement: Shield Charge + Frostblink or Flame Dash (Any Open Slot) Video: 4. POE 3.7 Call Flame Golem Necromancer Build, Detailed guide Introduction: This physique is designed around a unique Soulwrest staff so it's clearly the most important piece. However, other options depending on how you want to play build. If your goal is to play the way I prefer then another construction that allows items would be as follows: With the use of quartz squash, you are provided with a phasing-out, which combined with high speed allows you to run through enemies while your massive army cleans everything in The usefulness of a wise build offers a lot of options that you can decide on yourself, depending on your personal playstyle preferences. I personally preferred to use melee skellies with construction allowing for an improved single target approach that I felt spooky/fantasisms didn't provide enough power for. Pros & Cons: + Easy levelling build to play + Good Damage & clear speed + Great survivability + Room for customization + Strong synergy with cheap items and passive nodes + No lag and generate frenzy & power charges for everybody in the party + Best Elreon afk build - The Anima Stone and Primordial Might are expensive - Endgame items are expensive if min-maxing - Requires knowledge of caller mechanics or you have to read the full guide - Playstyle is extremely inactive. you press one button every 5 seconds and that's it PoB Link: Skill Tree: Ascendancy: 1. Invokes 2. Soul Weaver 3. Mistress of the Sacrifice 4. Bone Sculptor Bandits: Kill them all, they don't give anything of proper value to you. Pantheon: The Great God - Soul of Lunaris The Lesser God - Ryslath Jewel Soul Set: Phantasmas in Soulwrest: - Phantasm on Kill, Faster casting, minion damage, controlled destruction, larger multiple projectiles, faster Melee Skellies missiles: - Summon skeletons, minion damage, Melee Splash, Melee Physical, faster attacks, relentless spectra, solar guards: - Raise the spectrum, Minion Damage, Spell Echo, Elemental Focus Utility: - Meat supply, increased duration, Cascade of Magic, Desecronization utility: - Convocation Aura: - Hate mobility: - Flame dash Defense: - CWDT, Immortal Call Video: 5. POE 3.7 Summon Raging Spirit Necromancer Build, Detailed Guide Introduction: As an all-inclusive physique, capable of all content with only minor tweaks to equipment/passivity here and there, this is the perfect physique for those who like to focus on just one character at a time. With experience with new league markets, it is possible that this too could be a strong league starter. Primarily bossier, but can be played both quickly or slowly as you are comfortable. The goal is to get an SRS 'rolling wave' by throwing a few skulls, using motion skills, and then throwing a few more. Over time, you will master the 'feeling' of maintaining the SRS wave, as well as better understand the aggro range of skulls and how best to bind them through packages. Pros & Cons: + Cheap (Yes, it's cheap hell!) + Fun + Decently tanky + NEW UNLEASH SUPPORT + Ok map clear + Great bosskiller - Gem replacement for one target - Some reduced reserves needed from gems/min/maxing equipment. - Desecrated/burning ground is laborious. - Ele/Phys thinking is not a problem, except for the mechanics of the league. PoB Link: Skill Tree: Ascendancy: 1. Commander of Darkness 2. Mistress of the Victim 3. Puppet master 4. Bandits: Kill All Pantheon: Great God - Soul Worries King Minor God - Soul Ryslatha Gems Setup: Summon Raging Spirits + Unleash + Minion Damage + Elemental Damage with Attacks + Relentless + Melee Splash/Multistrike To Make for 5L/6L Questions: Anger+ Wrath + Hate + Vaal Haste + 2 open gem slots (more information in part min/max) Meat offer + Flame dash + Faster casting + Desec redo the wave of belief + Ele Weakness + Curse on hit + Culling strike (You can run Faster casting instead of culling strike if you like) Cast when damage is taken + Steel skin Not related Golem discipline in unset ring Video: The Path of Exile Other Constructions: Top 5 POE 3.7 Gladiator Build - Most Popular Gems Skill Guide Top 5 POE 3.7 Killer - The most popular Skill Gems Build Guide INTRO:This was really created by I designed not so long ago after seeing Tavukai Amulet which was released with Legion. I kept enjoying cyclones and along with the current modifications that produce Cyclone a Channeling skill, I couldn't help but feel how much fun Cast is Even though channeling heat into self-destruction SRS can be (with bees MTX naturally). I finished all the contents of this league (Legion SC) and initially killed my immortal Uber Atziri. PROS & CONS: + Fast ticket clear + All bosses capable + Safe + Bees + All card modes (reflective maps can be a distraction while losing zombies on Phys reflective) + Good for evictions - No fastest legion needed- Some wind is needed at the end

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