



POE BUILDS 3.5 PATCH NOTES

The following guides will remain as they are and I'll just update the videos' thumbnails and the website's cover to "3.5 ready":

Duelist

- **Champion Frost Blades**
- **Slayer Flicker Strike**
- **Slayer One Punch**
- **Slayer Sword Cyclone**

Marauder

- **Berserker Heavy Sunder**
- **Berserker Molten Strike**
- **Chieftain Warchief Totem**

Ranger

- **Deadeye Fire Elemental Hit**
- **Pathfinder Caustic Arrow**
- **Raider Elemental Wander**
- **Raider Frost Blades**
- **Raider Lightning Strike**
- **Raider Spectral Throw**
- **Raider Wild Strike**

Scion

- **Ascendant Infernal Flicker Strike**

Shadow

- **Assassin Blade Vortex**
- **Saboteur Arc Trap**
- **Saboteur Fire Trap**
- **Saboteur Poison Storm Trap**
- **Trickster Flicker Strike**
- **Trickster Essence Drain**

Templar

- **Inquisitor Critical Arc**
- **Inquisitor Lightning Vortex**
- **Inquisitor Magma Orb**

The following guides will have their videos and guide pages remade until League Start, in order to add new information:

Marauder

- **Chieftain Consecrated Path** (Won't recommend a stat stick anymore)
- **Chieftain Fire Cyclone** (Update "Physical Projectile Attack Damage" to "Vicious Projectile" and update the Skill Tree)
- **Chieftain Flame Totem** (Add Multiple Totems to main setup and Update Skill Tree)

Ranger

- **Deadeye Tornado Shot** (Update Chin Sol information, Add Reach of the Council as recommended Unique Bow and Update "Physical Projectile Attack Damage" to "Vicious Projectile")
- **Deadeye Ice Shot** (Update Chin Sol information, Add Reach of the Council as recommended Unique Bow)

Templar

- **Guardian Low Life Righteous Fire** (Update Skill Tree)
- **Guardian Smite Summoner** (Recommend to use it with a shield instead of Dual Wielding)
- **Hierophant Arc Totems** (Update information, Ascendancy and Skill Tree)

Witch

- **Elementalist Explosive Arc** (Update Skill Tree)
- **Elementalist Herald of Blade Vortex** (Update Skill Tree)
- **Elementalist Golemancer** (Update Skill Tree)
- **Elementalist Lightning Poet** (Update Skill Tree)
- **Necromancer Skeleton Warriors** (Update Skill Tree)
- **Necromancer Summon Raging Spirits** (Update Skill Tree)
- **Necromancer Zombiemancer** (Remove the Zumbizeira song)

**The following guides will be removed until further tests and new
gameplay footage:**

Duelist

- **Champion Double Strike**

Ranger

- **Pathfinder Toxic Rain**

Scion

- **Ascendant Reave Flurry**

Shadow

- **Assassin Ethereal Knives**
- **Assassin Herald of Cascade**

Templar

- **Hierophant Cascade Totems**

Witch

- **Necromancer Mage Skeletons**

Additional Information:

- Every guide that wasn't removed is good to be played, although some of them might receive minor upgrades in a near future as soon as I test the Banner skills and see which ones benefit the most. The Passive Skill tree of these guides won't change, only a few gems.
- From me, as usual, you can expect 2 new guides every week for the first Month of a new League, taking place at Wednesdays and Saturdays. And a total of 12 ~ 14 New Guides until the End of Betrayal.
- Tomorrow I'll start releasing the 15 updated videos and a video with previews of all available guides for newcomers to chose
- I wish you all a great League and Happy Holidays!