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Questions for SP Arena Optimization

Question/Request

Hey guys, title explains it:

- 1. Does Ore Gaze drop chance even work on the Executioners? I have it subsumed on my Nekros with 70% additional chance; however, wiki specifically says enemies must be petrified for loot chance to be applied. Executioners seem to be immune to petrify to begin with and once they are in strangledome they won't get petrified regardless (I think). I've done a few hours but haven't really noticed any substantial differences and could very well have happened due to chance. If anyone has written down data, or just ran a crap ton of hours and knows that would be great!
- 2. I know Amalgam Ripkas True Steel Gore Chance (for desecrate) applies universally to YOUR OWN loadout; but, does this apply to other teammates as well? Do you need to at least assist in the kill for gore to take in effect? Or can you just simply kill if someone on the team has the mod equipped?
- 3. Does the Gore Enabled setting make a difference? Does everyone need to have it on?

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Enemies that are afflicted with the ragdoll status effect (such as in Khora's Strangledome or Hydroid's Tentecles) can still be petrified even though they don't visually appear to be. u/DickRhino confirmed that recently in a video talking about the new Gorgon augment and it's looting meta implications.

I don't know if the Executioners can be Petrified, just that enemies in the Strangledome can still be Petrified.





Thanks for the other tidbits you gave though (Strangledome petrified, Gorgon augment, etc.)! I learnt something new.

↑ 1 → …



- 1. Ore Gaze works (as it says on the Augment mod) on Petrified enemies. Enemies that can't be Petrified will not be affected by Ore Gaze.
- 2. AFAIK, the only mods that you can equip which can directly affect teammates are auras. Equipping a mod on your weapon only affects you. It will need to be your damage that kills the enemy for the "gore" effect to proc (probably... the effect is inconsistent to begin with).
- 3. Yes, I believe that turning off the "Gore Enabled" option in settings actually prevents you from dismembering enemies and getting bonus Desecrates with Nekros.
- 4. According to the Ripkas True Steel page on the wiki, it can cause enemies killed by status effects (like Slash) to be dismembered... sometimes. Because spaghetti code. YMMV.
- 5. If runs are taking 2-3 times as long without the Glaive, then it's not gimping your returns unless it's reducing them by half or more. Remember, farming is not about drops per kill, it's about drops per hour (or whatever unit of time you prefer). Your drops/hr will vary not just with your loadout but with your individual playstyle and skill level as well, so there's a balance to be had between what is the highest chance of drops per kill (mathematically determined) and what is the highest drops per hour **for you** (much more subjective).

Also, honestly, I'm not sure I'd bother subsuming Ore Gaze if you're farming SP anyway. With Nekros, you'll need Shield of Shadows to make him survivable. You'll need Equilibrium. You'll need at least 214% ability strength to max out Shield at 90% DR. You'll need some range. You'll probably want Despoil. You'll probably want Adaptation... it's a pretty tight build with a lot of mod slots already spoken for. If you throw Ore Gaze into the mix you're going to have to cut some things out that will make things a bit dicey in SP.



Thank you for the insight!

Yeah, I typically run something else in Steel Path while solo, but for the Arena Endo farm and some afk survival farms typically I can rely on operator for survivability lol

For Q2, I saw a comment on Amalgam True Steel's page that they've been getting dismemberment as long as they assist with the Ripkas. Could be hella unreliable though - I'll test it with a friend soon.

Your 5th point gave my mind a sense of peace lol, thanks a ton actually.



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For 4, honestly the only way to bypass it is with Amalgam Ripkas.











xelache OP • 2y ago

Yup something about quick melee-ing corpses on the ground haha

When farming we pretty much all just whale on the small sized strangledome with slash melees so hopefully they occur frequently enough ...







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