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r/PathOfExile2 • 3 mo. ago

mudkip-muncher

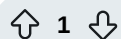


Lich vs Infernalist (Minions)

Question

Hey gang, I'm a Lich doing storm mages and while it's pretty good, with the addition of ascendancy respecting, I've been really debating if I've made the right choice, the juiced jewel slot is nice, and the chaos aura is a good dmg boost, but other then those 2 nodes, the tree is kinda useless, the only other slightly good thing is the immortality node where a small chunk of dmg is ignored. I feel incredibly restricted spirit wise, and my only other option is to buy 15-20 div upgrades which I cannot afford. I feel like I can get better results on infernalist with a free hell hound summon to count towards muster and also a ton of spirit, can anyone help point me in the right direction?

Side note: Unholy might is incredibly hard to use in anything other then boss fights, your minions often fal behind you clearing stuff out, and I catch myself a good distance away from the pack all the time, so I rarely get use out of unholy might if its not a boss fight.



1



15



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zavorak_eth • 3mo ago

I played infernalisit last league and am playing one again this time. It is definitely not as fun and more difficult to run minions this time around. Spirit comes at a premium, grim feast gone is huge, srs nerfed, quality no longer increases spirit on scepter, the hound had been nerfed some, presence has been reduced, fewer jewel sockets on passive, forced to use passives for spirit, fewer +minion lvls, but the specters are pretty cool and we just got some new talismans to play with and new socket on scepters, helps a little.

I still like minions, they're just not as op as last league. The muster gem is cool, but now I'm running into issues with enough skill gem spaces since using more minions gives good dps boost. I need like 3 more skill sockets now. I definitely don't feel as tanky as I did last league, so dodging more and now have to try and stay closer to minions for presence boosts. Having to use more passives for mana regen and spirit leaves just little less for minion boosting. There is a lot more balancing res, dps, and survivability, and then you have to fit in rarity too.



4



Reply



Jik0n • 3mo ago

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from lich to this. At the very least to test it. I'm going off a wild guess here though and going to assume the extra minions we'd get would ballpark the added damage lich ones get from unholy might.

⬇️ 2 ⬆️ Reply ...



mudkip-muncher OP • 3mo ago

Honestly from personal experience I didn't feel unholy might at all. I really couldn't tell you why. I swapped to infernalist like 2 hours ago and I'm happy with my decision. Extra spirit and extra free summon via infernal hound open up so many opportunities.

⬆️ 3 ⬇️ Reply ...

⊕ 1 more reply



LavanGrimwulff • 3mo ago

"only other slightly good thing is the immortality node where a small chunk of dmg is ignored." - Looks like you can get it up to 25% with Atziri's Disdain and a regular passive node. Not amazing but definitely nice to have.

As far as minions are concerned, it looks like quantity vs quality. Infernalist will have more minions but Lich will have higher damage per minion.

⬆️ 1 ⬇️ Reply ...



saltychipmunk • 3mo ago

The only reason to pick lich is if you plan to use minion command skills because you can get frankly absurd levels of mana recovery.

If you are not using a minion with a viable command skill (snipers , frost mages) you should be using an infernalist for the spirit node which will get you 2 - 3 extra damage dealer minions.

Both have a presence based damage notable that acts as your primary scaling, Seething body for the infernalist and necromantic conduit for lich. so they are honestly comparable in that regard. Although I would argue dealing with infernal flame as an infernalist was just clunky compared to ensuring my mana was topped off as a lich .

The minion meta right now very much built around using chime staves to boost spell based minions so one can argue the only minions worth using AT ALL are either storm mages , in which case you are better off as infernalist OR Frost mages , in which case team lich all the way.

Personally of the two I would say lich is better if for no other reason than the frost mage command skill is so good at freezing everything.

I also hear the auto attack of storm mages is buggy so that is another reason to go team lich

⬇️ 1 ⬆️ Reply ...



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attack is in range but the attack itself falls short a few pixels. I just respected to infernalist with storm mages, and I'm happy with my choice. I really liked the command spam on lich, but even with super high minion survivability, my frost mages would just explode, and it quite frankly was super frustrating. I like that storm mages get extra es from quality too which helps them last even more, I've noticed my damage on average has gone up and its also a lot more consistent, although my average speed running around maps has dropped by like 25%. Another reason why I didn't enjoy lich is because unholy might was super inconsistent, I'd often find myself away from the pack, and due to this, I had a whole major ascendancy node that 50% of the time wasn't getting used.

2 more replies



Murga787 • 3mo ago

I'm using Lich with the node that adds 8% extra chaos and a ring that adds 25% extra chaos. I plan to remove the mana regen using HP node for the more Unholy Might % based on mana to reach around 90% extra chaos.

I don't think the infernalist would give me enough spirit to outperform the extra chaos damage. I use snipers with reavers, and my snipers cost 15 spirit but could go down to 12 spirit with better gear so having enough minions is not a problem. BTW reavers are still better at killing bosses than any mage skeleton, so all I need to worry about is breaking armor because I have a specter that curses enemies for 20 spirit.

The hound without the damage reduction is just another number for the mustard support. A good jewel at 100% sounds better but obviously more expensive since the hound is free.

At the end of the day, I think Lich would have better damage but not by much.

Almost forgot, you can no longer anoint deadly swarm so that gives me a good reason to anoint Left Hand of Darkness for wither on hit for 50% damage taken as chaos debuff. That's a huge buff for all the extra chaos damage you get.



mudkip-muncher OP • 3mo ago

That sounds cool, makes a lot of sense! my power fantasy for minions was all about having a horde so I swapped to infernalist, I lose out on damage but I gain a ludicrous amount more spirit, and the way my setup works, my minions do way more then enough as is. I'm currently leveling a different char so haven't touched my minion build in a while, but when I come back to it, ima focus on getting my minions more tanky, they can dish out 1.5m in about 10 seconds now, so damage isn't a worry.

1 more reply



Right_Fox2609 • 2mo ago

[Skip to main content](#)[Log In](#)**KhalimsPill** • 2mo ago

Ok guys which one will work better with crappy ssf gear? Infernalist?

⊕ 1 more reply

**r/pathofexile2builds** • 5 mo. ago

Hexblast infernalist struggling

1 upvote · 8 comments

**r/PathOfExileSSF** • 9 days ago

What Betrayal setup are you running?

7 upvotes · 10 comments

**r/pathofexile** • 14 days ago

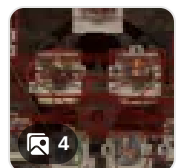
Seen a lot of mentions of the downsides of minions, thought I'd share the upside as well. This shit is fun!

43 upvotes · 11 comments

**r/pathofexile** • 14 days ago

Can someone explain to be this weird betrayal interaction?

50 upvotes · 32 comments

**r/pathofexile** • 24 days ago

This is for most new players.

519 upvotes · 130 comments

**r/pathofexile2builds** • 3 mo. ago

A Budget Infernalist Witch Build

2 upvotes · 2 comments

**r/PathOfExileSSF** • 1 mo. ago

 r/PathOfExile2 • 3 mo. ago

Build Chaos dot, Infernalist or lich

4 comments

 r/pathofexile • 17 days ago

Do you ignore older league mechanics? Which ones?

3 upvotes · 31 comments

 r/pathofexile • 28 days ago

As a fellow non-meta player, this one hurt the most.

186 upvotes · 90 comments



 r/pathofexile • 11 days ago

I didn't know fractures could be this insane

686 upvotes · 26 comments



 r/pathofexile • 17 days ago

... That doesn't feel right.

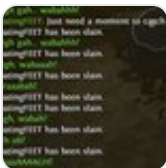
2 comments



 r/pathofexile • 4 days ago

Same bro, same

118 upvotes · 13 comments



 r/pathofexile • 18 days ago

I knew it's coming, but still hurts.

133 upvotes · 44 comments



 r/pathofexile • 4 days ago

Did I do okay for my first league?

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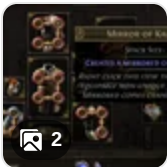
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Immortal Syndicate. 2-2-5-5 farm still viable?

16 comments

 r/pathofexile • 9 days ago

Never thought I'd be one of those people this league...



207 upvotes · 28 comments

 r/pathofexile • 16 days ago

Atleast i can be friends with the portals



70 upvotes · 11 comments

 r/pathofexile • 12 days ago

Chaos is good, memes are better



485 upvotes · 17 comments

 r/pathofexile • 1 mo. ago

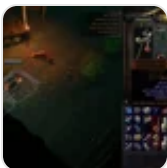
New League = New Civil War



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 r/pathofexile • 20 days ago

Oh cool a useless unique... wait a minute



89 upvotes · 19 comments

 r/pathofexile2builds • 3 mo. ago

Lich Minions + Ritualist Twister synergy?

2 upvotes · 1 comment

 r/pathofexile • 10 days ago

Base Game Good, League Meh?

19 comments



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519 upvotes · 120 comments

 r/3d6 • 5 mo. ago

Zealot barbarian in barb-druid multiclass ?

5 upvotes · 2 comments