

P.O.E Currency Generation/Magic Finding Compendium.

Table Of Contents

I. Introduction

II. Currency

- a. Alterations
- b. Jewelers/Fusings
- c. Chances/Scours/Regrets
- d. Chromatics & Chisels
- e. ID Scrolls
- f. Chaos/Regals/Alchemies
- g. Gemcutter's Prisms & Gems and Gem Experience information.
- h. Exalts/eternals/mirrors
- i. Vendor recipes

III. Magic Find

- a. IIR & most common items used with this stat
- b. IIQ & most common items used with this stat
- c. When to use rarity/Quantity

IV. Uniques

- a. Tier list and how it works (listing known items from tiers that i know of with 20,000+ boss kills)
- b. Item level manipulation.

V. Rare items

- a. What makes an item good?
- b. Are items even worth identifying?
- c. Point of no return (AKA item level/modifier breakdown)
- d. How to properly price check.

VI. Farming methods & Trading efficiency.

- a. Docks/Low level maps
- b. Low level bosses
- c. High level bosses
- d. Sacrifice farming (Corrupted zones & map device sacrifice farming)
- e. Corrupted maps
- f. High level maps (75+), normally group with culler
- g. Public group boss running & its advantages/disadvantages
- h. Multi-Client boss farming (requires 2-6 clients, AKA 1-3 personal computers)
- i. Flipping
- j. Trading efficiently.

k. Strongbox farming

l. Still desperate for currency? ID blues/transmute good bases

VII. Crafting & Gambling

a. Crafting with alterations + regals AKA multi-mod starter pieces.

b. Crafting with chaos spam.

c. Chancing

d. Uniques maps

e. Alchemy orbs & Mitigating risk

VIII. The Atziri Obsession

a. The not so accurate pyramid scheme.

b. Odds, averages, chances... atziri is gambling.

c. Uber Atziri

d. Profitability breakdown & Time analysis

IX. Time Management & Inventory Management

a. How do I best use my time?

b. How much do I need to play to strike it rich?

c. The need for speed

d. RNG

e. Inventory Management

X. Some Examples of Build options (composed for league play - Hardcore stick to build 1 or totem based build)

a. Build 1 - MF RF Flameblast/Incinerate Atziri Killer - "Cheap build"

b. Build 2- Low life Flameblast - Expensive

c. Build 3- Melee Mfer - 2h RT Cyclone - Modified version of Victordoom's Build

d. Build 4 - Low life Wander

e. Build 5- Low Life MF Mjolner - most expensive

f. Flame Totem Witch/Templar

g. Life Based Incinerate Witch

XI. Closing statements

XII. Credits

Introduction

There is a severe lack of information and shared knowledge on how to get enough currency to make the build of your dreams. The one thing that most people don't talk about is how to best spend their time playing when they are not aiming to get to that level cap. What the funniest thing about that statement is really is that just by playing the game is what is going to push you forward. The problem with farming for items to use or sell is that it is extremely tedious and a grind, but that is the nature and point of ARPGs... they are a seemingly endless time sink. I'm writing this guide to explain how one can best use their time to accomplish whatever goals they may have.

This is not going to show you get rich quick schemes, there honestly are none. So if you are not dedicated or you simply do not want it enough then it will not happen. Time investment and proper/efficient usage of your time are the best means of getting to where you really want to go, just like anything else in life.

This is not going to tell you to do nothing but one thing such as farm atziri/uber atziri either but all of those farming methods will be covered.

Please keep in mind that all listed ratios are during a challenge league and will be updated for future softcore leagues (I do not play hardcore). All ratios are going to be compared to chaos and exalt orbs as they are used as the mainstay trading currencies within the game as close to a "gold standard" as there can be. All ratios are also subject to market changes and urgency to trade for higher currency.

II. Currencies

The most underrated thing by which people dismiss for farming is aiming to gain lower currencies. Alterations, chance orbs, fusing, jewelers and scours are some of the best means of generating wealth in the game. Especially on standard league as their ratios to exalts are better than any other league. The need for these currencies is not any different in other leagues by any means though.

The main reason for this is that they are all used in mass quantities for various reasons. Below will outline what each currency is used for and the most common means of acquiring them.

a. Alterations

The alteration orb is used to re-roll the magic properties on an item if it is in its magic (blue text) form. This item is used on many things throughout the game and is one of the most useful currencies in the game. Alterations easily convert to other currencies that are used in mass via trading with the vendors as well as being used to get the base stats you want for crafting or the stats you wish your flasks to have. the most notable use outside of rolling usable items is changing the modifiers on a Map item that is of magic quality to obtain favorable modifiers such as pack size, multiple bosses or magic monsters.

This currency is most commonly obtained by selling identified items (rare or magic) to the vendor. The second most common way to obtain alterations is from mob drops. The normal rare item above item level 50 will be worth an average of 4 alteration shards (including value of alchemies). This means that every 5 rare items identified at minimum are worth 1 alteration.

This currency turns into jewelers which in turn can be turned into fusings. Jewelers and fusings are the two other currencies used in mass just as much as alterations if not more since some of the community do not roll maps or craft items.

The normal ratios for alterations to other currencies via trading are as follows (As of 1/29/2015 torment league)

Alterations: Chaos - 11/12:1

Alterations: Exalts - ~450-500:1

Alterations: Jeweller's - 2:1 (vendor)

b. Jewelers/Fusings

Jeweller's and fusings go hand in hand. Jeweler's orbs change the number of sockets an item has (up to the item base's maximum depending on item level) and fusings change the number of linked sockets.

Maximum Sockets: Item Level - First obtainable location (From white/normal mobs)

2:1 - Normal, Act 1

3:15 - Normal, Act 1

4:28 - Normal, Act 3

5:35 - Normal, Act 3

6:50 - Cruel, Act 3

Exceptions to this are items generated from Strongboxes with +sockets modifier or the crafting bench via Vorici. Because of this information you are most likely going to farm areas with a level equal or higher to level 50.

Jewelers are most commonly obtained by selling 6 socket items to the vendor, trading alterations to the vendor and dropping from mobs. Fusings are most commonly obtained by trading jeweller's orbs to the vendor or dropping from mobs.

The normal ratios for Jeweller's & Fusings to other currencies via trading are as follows (As of 1/29/2015 torment league)

Jeweller's: Chaos - 7:1

Jeweller's: Fusings - 4:1 (Vendor)

Jeweller's: Exalts - ~300-325:1

Fusings:Chaos - 1.5:1

Fusings: Exalts - ~60-70:1

c. Chances/Scourings/Regrets

These three orbs are intertwined mostly because of the vendor recipe but chance orbs and Scouring orbs go well together when doing more expensive gambling. Chances and scours are something that are needed in bulk either for gambling, crafting or rolling maps.

Chance orbs are most commonly used as a gambling mechanic to attempt to make a white base item into a unique. The outcomes of chance orbs are to upgrade from white to magic, rare or unique. Scouring orbs are mostly used for crafting be it for rolling items, maps or allowing you to chance an item again. The only usage for regret orbs is to gain skill tree refund points.

The most common means of obtaining these items are from mob drops. These items are also obtained interchangeably (From chance > scour > regret) via the vendor. Outside of trading with the vendor and items drops chance orbs can be generated via vendor recipes. Chance orbs can also be purchased from the vendor at an unfavorable rate with Fusing orbs.

The normal ratios for Chances/Scourings/Regrets to other currencies via trading are as follows (As of 1/29/2015 torment league)

Chances:Chaos - 6-7:1

Scours:Chaos - ~1.5-2:1

Regrets:Chaos - 1:1-1.5

Chances: Exalt - 280:1

Scours:Exalt - 70-80:1

Regrets:Chaos - 30-40:1

d. Chromatics & Chisels

This item is similar to the alteration as they have similar value versus other currencies in the game and trade with eachother at a near 1 to 1 ratio. They are used for chancing the colors of the sockets an item has. This item is most commonly obtained by selling 3+ link items with R-B-G combination (in any order) within the links to vendors or from mob drops.

These items are needed in mass for hard colors to get (Example: 4 red in energy shield based gloves/boots/helm) as well as in small quantities to get color combinations within the items color spectrum.

Chisels are 100% drop only outside of a vendor recipe. They are used for adding quality (added quantity) to maps. These are in high demand on all leagues at almost every point in the league.

The normal ratios for Chromatic Orbs & Chisels to other currencies via trading are as follows (As of 1/29/2015 torment league)

Chromes: Chaos - 10-12:1

Chromes: Exalts - ~450-500:1

Chromes: Jeweller's - 1:3 (vendor) very unfavorable ratio

Chisels: Chaos - 3-4:1

Chisels: Exalts - ~100-120:1

e. ID Scrolls

These items are needed much more than some people think. They are the mainstay in obtaining alteration and augment orbs as well as are needed to identify unique items. There's no real need for a description for this item

The normal ratios for ID Scrolls to other currencies via trading are as follows (As of 1/29/2015 torment league)

ID: Chaos - 120-160:1

ID: Transmute - 4:1 (via trading to vendor)

ID: Blacksmith whetstone - 4:1 (Via trading to vendor)

ID: Armourer's Scrap - 2:1 (Via trading to vendor)

ID: TP Scroll - 1:1 (Via trading to vendor)

f. Chaos/Regals & Alchemies

Chaos and regals are together because they are most commonly generated via vendor recipes. Otherwise the most common means of acquiring these are via drops from mobs.

Alchemies are most commonly found from mobs or received in portions from vendoring unique/rare items. These items are used to change a white item into a rare. The most common use is to apply it to rings/amulets/belts to finish vendor recipes or while playing low to mid level/self found to attempt to get gear upgrades. These are also used in mass when mapping.

Chaos orb re-rolls all of the magical properties on a rare item while Regal orbs convert a magic item to a rare item and add a property to it in the process. Regals are mostly used for crafting while Chaos are mostly used for rolling maps and as a middle of the pack trading currency though it is the most commonly used trading currency.

The normal ratios for Chaos, Alch & Regal Orbs to other currencies via trading are as follows (As of 1/29/2015 torment league)

Chaos: Regal - 1.5-2:1

Chaos: Alch 1:2.5-3

Chaos: Alteration - 1:11-12

Chaos:Chrome - 1:10-12
Chaos:Jeweller's - 1:7
Chaos: Fusing - 1:1.5
Chaos:Scours - 1:1.5-2
Chaos:Regret - 1-1.5:1
Chaos:Chance - 1:6-7
Chaos:Chisels - 1:3-4
Chaos:GCP - 1.5:1
Chaos:Divine - 10-13:1
Chaos:Trans/Blacksmith - 1:40
Chaos:ID scroll - 1:120-160
Chaos:Exalt - 43-48:1

Alch:Chaos - 2.5-3:1
Alch:Ex - 90-100:1

Regal:Exalt - 20-25:1

g. Gemcutter's Prisms & Gems and Gem Experience information.

Gemcutter's Prisms are one of the most prized commodities in the game in my opinion. There never seems to be enough. This currency adds quality to a gem 1% at a time or 20% to a level 20 gem resetting it to gem level 1 via a vendor recipe.

These are most commonly obtained by trading quality gems equal to 40% to the vendor or via mob drop.

Gems all have a value be it a few alterations to up to 15 chaos for a level 1 (I'm looking at you empower/enhance). The higher level or higher quality the gem has the more they are worth (normally starting at around level 15/16 till 20 for levels and 10+ for quality outside of empower/enhance)

Because most level 20 gems go for 15 chaos -1 exalt via trading you will ALWAYS want your offhand weapons to be leveling gems as well as any slots you can spare in your main gear. This in my opinion is the single most underrated and overlooked thing to most players. Not letting a cat out of the bag... its just common sense and commonly overlooked

Gems do not gain EXP at the same rate that you do as they are not affected by diminishing returns on lower level areas. They gain the same amount of EXP if you are doing a level 66 map at character level 60 or 95. It does not matter where you level your gems at all. You get the same efficiency leveling gems in dunes as you do in palace maps (pending clear speed). Mob density and magic monsters are king when leveling them in maps.

The normal ratios for GCP to other currencies via trading are as follows (As of 1/29/2015 torment league)

GCP:Chaos - 1:2.5

GCP:Exalt - 17-19:1

h. Exalts/Divines/eternals/mirrors

These are the big boys... the high end trading and using currency. Exalts are used as a mainstay trading currency as well as add a property to a rare item when used on it.

Divines re-roll the values of the properties of an item within its tier/rolls. This means that if your item has a range of 100-140 increased damage and it currently has a 100 there's a chance when you use a divine on that item that you will get the max roll of 140 but will more than likely end up somewhere in-between. This applies to all modifiers on the item and not just one you specify. Divines are mostly used for crafting or increasing the value of a unique item that someone has bought undervalued.

Eternals are used as a bookmark/save point of sorts for your crafting as they make an imprint of the item in its current state and when you alter it (exalt it again as an example) and the result is not what you are looking for then you can simply use the imprint on the item to get it back to its original state.

Mirror of Kalandra is the currency at the top of the food chain. It allows you to make a copy of someone's high end crafted item. This normally comes with a fee to the person whom is using the mirror as well. Most players will never see one drop or have one in their inventory.

As I have listed the values of exalts to every other currencies I will not list them here.

The normal ratios for Divines/Eternals/Mirrors to other currencies via trading are as follows (As of 1/29/2015 torment league)

Divine:Chaos - 1:10-13

Divine:Exalt - 3-4:1

Exalt:Eternal - 3-5:1

Mirror:Exalt - 90-150:1 (it varies too much to put a real value on it as so few circulate)

i. Important Vendor recipes

---Alchemy Orb---

-Normal + Magic + Rare of any base type (20% quality) = 1 Alch

-Normal + Magic + Rare of any base type(20% quality + unid) = 2 alch

---Chance Orb---

-Normal + Magic + rare + unique of any base type = 5 chance

-lvl 1-59: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 1 chance

-Unidentified OR 20% Quality + lvl 1-59: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt +

2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 2 chance

- Unidentified And 20% Quality + lvl 1-59:helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 3 chance

---Chaos Orb---

-lvl 60-74: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 1 chaos

-Unidentified OR 20% Quality + lvl 60-74: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 2 chaos

- Unidentified And 20% Quality + lvl 60-74: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 3 chaos

---Regal Orb---

-lvl 75+: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 1 regal

-Unidentified OR 20% Quality + lvl 75+: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 2 regal

- Unidentified And 20% Quality + lvl 75+: Rare helm + boots + Gloves + chest + 2x ring + amulet + belt + 2h weapon (or 1h x2/ 1h + shield or bow no quiver) = 3 regal

---Chisel---

20% quality Stone Hammer/Rock Breaker/Gavel + any map = 1 chisel

20% quality map (low level obviously) = 1 chisel

40% quality total map = 1 chisel (only useful for lower than level 69 map in my opinion)

---Other + Explanation ---

Prismatic ring - 1 of each two stone ring base

*The reason that this is good is because it gives you another chance at your jewelry to be good pending you are not planning to use it on chaos/regal recipe

Agate Amulet - Amber + Lapis amulet + Transmute

*The reason that this is good is because it gives you another chance at a better stat item. It is also good for making white bases to chance into voll's devotion

RARE Coral/Paua amulet - 7 iron rings (any type) + RARE coral or paua ring

*Useful if you are low on amulets for vendor recipes (do this with unid rare rings) it will take the item level of the unid rare ring.

20% quality gem - Level 20 gem + 1 GCP

*No explanation needed really. Quality is worth more than levels in most cases (auras biggest exception)

The most used recipes are the unid/id'd chaos/regal recipes by far. Everything else is just fluff for the most part but they no doubt can add to your time if you plan to min/max everything.

III. Magic find

Magic find is one of the most confusing things to most people in the game. It does not scale linearly really and has "hidden" diminishing returns. Most people outside of cullers will never reach that diminishing return point and it only REALLY matters when doing boss farming in a group.

There are two types of magic finding stats in this game; Item rarity and Item quantity. These stats are most notably seen on unique items. Rarity can spawn on rare items and quantity can no-longer spawn but there are legacy rare items on standard league which have this stat still.

Most commonly one uses either the skill gem or an item with culling strike attached to it in order to guarantee your magic find is applied to dying monsters by instantly killing anything below 10% hp.

a. IIR

Increased item rarity is first and foremost a gem... and will be part of every magic find character's main skill links (with few exceptions). Outside of that it is a stat that increases the rarity of items.

The game rolls rarity of items like this; Unique(Yes/no) if yes (Tier 1-4 > item) if no > Rare > Magic > White.

The highest achievable rarity is over 600 if you include the unique flask Divination Distillate.

Most commonly used IIR magic find uniques

Ring: Andvarius (up to 85%)

Amulet: Eye of Chayula (30%)

Gloves: Aursieze (40-50%)

Boots: Wondertrap (100% on low life)

Belt: None - Rare golden obi is the only option or the demigod's unique version of this base

Helm: Rat's Nest (crit, 20-25%), Peregrine (20-30%), Goldrim (10%)

Weapon: Windripper (50% on shocked), Reaper's Pursuit (30-40%)

Shield: Wheel of the Stormsail (30-40%)

Chest: Greed's Embrace (30-50%)

Flask: Divination Distillate (40-60%) - Affected by flask nodes in the witch area.

There are items with negative rarity if you wish to find only white items though hardly useful.

b. IIQ

Item quantity does exactly what it says it does... it increases the quantity of items you get. This effects currency drops as well all other rarity of items. This stat is mostly used when farming bosses. It is no-longer available outside of unique items.

Most commonly used IIQ magic find uniques

Helm: None

Boots: Goldwurm (10-20%)
Belt: Perandus Blazon (6-8%)
Ring: Theif's Torment (up to 16%)
Gloves: Sadima's (10-16%)
Amulet: None
Weapon: Windripper (on frozen targets, 25%)
Shield: Sentari's Answer (4-8%)
Chest: Greed's Hope (10-15%)
Flask: Divination Distillate (12-18%) - Affected by flask nodes in the witch area.

c. When to use rarity/Quantity

If you are going to be farming maps, corrupted zones... anything outside of bosses then I highly suggest stacking rarity. The reason being that you want as many of the bosses items turning rare as possible. The amount of quantity you get outside of divination distillate is not honestly worth it unless you are not low life then you should always use goldwurm boots. Specifically for corrupted zones you can stack quantity after getting 300% rarity.

If you are farming bosses in a party then you will want to stack rarity till approximately 350% for 4 person parties and 300% for 6 person parties and then proceed to stack quantity. The best stats you can get without windripper's status effects is around ~380/76 including flask unless you are a culler.

If you are playing standard you want to stack quantity after a certain amount of rarity and then keep approximately a 3.5-4 to 1 ratio for IIR to IIQ to yield the most items/best result. On standard you can get 500+% IIR with almost 200% IIQ with perfect gear.

Most importantly is to not sacrifice too much clear speed for iir/iiq if you can help it. The amount of runs is more important long term than the amount of items/rarity of items dropped (especially in higher end maps and solo boss kills).

IV. Unique Items

Unique items are mostly there to enhance or enable builds to work. Items that are known as build

enablers are things like Shavronne's Wrappings, Romira's Banquet, Voll's Devotion, Scold's Bridle and Facebreakers just to name a few. This is the highest rarity item type in the game and it is separated into four tiers with a pseudo 5th tier being that some are gated behind being a map with a modifier bought through the map master Zana or gated via item level which means they can only drop in higher maps (normally 75+).

a. Tier list and how it works (listing known items from tiers that i know of with 20,000+ boss kills)

The tier system works like this... an item is rolled unique and then it rolls some imaginary dice. The dice roll and check if it is tier 4, if that fails it will roll tier 3 and so on... the confusing thing is that GGG uses this terminology for their item modifiers as well and tier 1 is the best tier... whereas for uniques tier 4 is the best.

Through hundreds if not thousands of hours farming bosses I have come up with my own tier lists... I am only going to make a list of tier 4 and tier 3 items that I believe are proper as the tier 1 and tier 2 uniques are so common that they are not quite worth much and thus not worth the time investing in making a proper list for.

Tier 4 (Approximate chance 1:300 uniques)

Shavronne's Wrappings

Kaom's Heart

Windripper

Voltaxic Rift (Map only 76+ item level 78+)

Void Battery(Map only 75+ item level 77)

Thunder Fist (map only)

Mon'tregul's Grasp(map only)

Auxium (map only)

Soul Taker

Hegemony's Era

Mjolner

The Supreme Truth

Bringer of Rain (was changed to tier 4 recently)

Shavronne's Revelation (zana mod)

Headhunter's (Zana mod)

Song of the Sirens

Daresso's Defiance

Death's Oath

Vis Mortis

Scold's Bridle

Aegis Aurora

Drillneck

Prism Guardian

Divination Distillate

Astramentis
Dream Fragments
Le Heup of All
Perandus Signet
Ming's Heart (map only)

Not sure if tier 3 or tier 4

Voll's Devotion (Zana mod) - Actually thinking this is tier 3
Windscream
Searing Touch
Pledge of Hands
Taryn's Shiver
Apep's Rage
Piscator's
Hyaon's Fury
Bino's Kitchen Knife (WAS tier 3 and confirmed by chris in a patchnotes post, not sure anymore)
Bloodseeker
Cherrubim's
Incandescent Heart
Voidbringer's
Rumi's Concoction
The Goddess Bound(WAS tier 4, dunno now, found a lot this league/last league)
Taste of Hate
Immortal Flesh
Malachai's Artiface

Tier 3(Approximately 1:50 uniques)

Midnight Bargain
Alpha's Howl
Devoto's
Anger Rod North/East
Dreamfeather
Marohi Erqi
Kongor's Undying Rage
Doon Cuebiyari (map only)
Andvarius (Map only)
Divinarius
Heartbreaker
Lioneye's Glare
Wings of entropy
Kaom's Primacy
Belly of the Beast
Carcass Jack

Rise of the Phoenix
Cloak of Defiance
Tabula Rasa
Rainbowstride
Maligaro's Virtuosity
Chitus' Apex
Rat's Nest
Great Old One's Ward
Rathpith Globe
Almost all maps
Romira's Banquet
Theif's Torment
Maloney's Nightfall
Soul Strike

b. Item level manipulation.

This concept is for boss farming only really and the idea is simple... you farm bosses that are closest to the item level of the item you are looking to find or you feel will be easiest to find within an item pool. Below is a list of bosses and the most notable items in my opinion that they drop. The first time an item is seen or socket wise is worth picking up will be listed. Keep in mind that extra bonuses from the 1.0 patch (i think it was) don't apply till cruel so even if a boss has the best chance to drop it that cruel might be more optimal since they get bonus baseline iir/iq.

Normal Merveil: Dream Fragments, Tabula Rasa, Meginord's, Perandus Blazon, Perandus Signet, Goddess Bound

Normal Vaal: Maligaro's Virtuosity, Peregrine, Facebreakers, Almost all jewelry, Goldrim (4s), Taste of hate.

Normal Piety: Aurseize, Drillneck, Windscream, Reaper's Pursuit, Divination Distillate

Cruel Vaal: Belly of the beast (can only get 5s), Searing touch (can only get 5s), Great old one's ward, Midnight Bargain, Supreme Truth

Cruel Piety: Cloak of Defiance, Rainbowstride

Cruel Dominus: Rat's Nest

Merc Merveil: Heartbreaker, Marohi, Voidbringers

Merciless Vaal(chaos recipe starts here): Vis Mortis, Mjolner, Shavronne's wrappings, soul taker, Apep's Rage, Saffell's, Carcass Jack, Queen of the Forest, abyssus, Aegis Aurora, Wings of Entropy, Coward's Trial,

Merc Piety: Angerrods, Bringer of Rain, Taryn's Shiver, Piscator's, Dreamfeather, Kongor's, Bloodseeker, Windripper, Daresso's Defiance, Bino's, Rise of the phoenix, Maelstrom of Chaos, Kaom's Heart, Prism

Guardian, Kaom's roots

Merc Dominus: Hegemony's, Pledge of hands, Crown of eyes, Cherrubim's, Incandescent Heart, Dyadus, Rumi's Concoction, Mao Kun, Vault's of atziri, acton's nightmare

How it works...Eliminate the most items out of the tier for the item you want most.

You want drillneck? Farm cruel vaal (imo best since easy run + few items added that interfere with its tier) or cruel merveil since cruel is where the extra boss iir/iiq kicks in.

Want windripper? Merc Piety.

Want Crown of eyes? Merc Dominus.

Want shavs or mjolner? Merc Vaal.

You get the idea. But keep in mind that this is only if you want to find specific items more "readily" and not if you want to make the most profit. Its all RNG with farming lower level bosses since there is no chaos recipe only vendoring for alts. If you are self found and are looking to get very specific items for your character this is your way to do so.

V. Rare items

a. What makes an item good?

Almost all items are good... namely because 90% of them give alteration/alch shards. On a serious note though resists, accuracy (for crit builds), cast speed, spell damage, life, energyshield... the game is very simple when it comes to items and how good they are. The only thing that most people can't figure out is that some items have more value than they actually list them at. The whole thing about items that make them good is that well... there are so many combinations its really hard to explain what a good item is. The hardest thing for people to grasp is jewelry but in the end most people are just going to use jewelry they aren't sure of as chaos recipe fodder anyway. I'm not going to teach you how to tell if a piece of jewelry is good... if you aren't sure then use my means of price checking an item in the section below to see if there might be a market for it.

b. Are items even worth identifying?

The best items to me are unid items for recipes because after doing several thousand boss runs and getting maybe two items worth an exalt or more and maybe 50 worth 10-20c its hard to really put a value on iding items outside of vendoring them or using them in recipes in my eyes mostly because I like to think about the amount of time it will take to sell that rare item and how many slots in my stash it takes up. I normally don't do trades under 2 chaos for rares.

In general though... all rare items are worth iding no matter the base item as long as you can do so efficiently. I suggest stashing tons of items and iding them later in your hideout and putting your stash next to a master pending you have enough stash tabs to make that worth while. Otherwise only do an inventory of items at a time while doing boss runs or maps or whatever else you are doing. If you aren't doing something in a group and aren't afraid of dying don't forget you can leave the map to sell things.

c. What about item level 75+ items?

Post item level 75 you are going to want to do as many regal recipes as you can especially if they are unid. Most people might tell you that the chance of getting tier 1 rolls on those items is worth doing the single regal recipe but I strongly disagree. There are only a few bases that you should be iding in those sort of end game maps... the highest bases and most sought after bases. Some examples of these are ambushers, harbinger bows, glorious plates, royal burgonet, hubris circlet, sorcerer's boots, titanium spirit shield, vaal regalia.

The best thing to do is keep a few sets of items for unid recipe and then id the rest to be used in recycling recipes. Do not include high tier base items in those unid sets.

What about jewelry?

Because it is completely random... its up to you. I think that especially pre-75 iding items is really not a good idea unless you 100% plan to commit on doing recycling (covered later).

d. Price checking a rare

Step 1: Go to poe.trade

Step 2: Pick your base item/item class (EX: Shield) and type in the values at least 5-10 lower or higher than what you have for things like resists, 10-20 less for life etc. Only do the main stats you feel are worthwhile first.

Step 3: Do not include all modifiers just the ones you feel are most important first and then add a modifier you feel is insignificant at low numbers (EX some people think accuracy or str/dex are useless...they're not)

Step 4: Look at what people's items are listed at within the limits you set and see where yours fall. Only search for items with buyouts.

Step 5: Put yourself at a competitive price, or if you honestly think people are underpricing their items then put it higher and either buy out their items to re-list (AKA flipping) or wait till their item is off the market before posting.

Step 6: Pat yourself on the back.

Example item:

Ruby Ring

32 dexterity

210 accuracy

38 lightning resist

51 life

2-5 physical damage

Open prefix

You would search for:

Elemental resist > 55

Accuracy 180-300 (min/max)

40-70 life (min/max)

You can tell that the physical damage will not really add or subtract from the value so it can be ignored.

After searching that then add Dexterity to the following search and see if that adds value in the eyes of other posters (it should... its a notable for some builds) and then see how much the value is added. Then add dexterity and remove accuracy to see which has more impact on the value. If you feel that you'd rather just get it sold then post it towards the value of your first search but if you'd like to get the maximum out of it (a ring is 1 slot item, its not an 8 slot 405 dps 2h weapon that might never sell) if the difference is large enough between the searches then go towards the higher mark.

Different people have different ways of selling things and different goals. Some people would rather move items quick then sit on them, and at the beginning of new leagues doing this and then investing the lower currencies into exalt orbs might be a safer bet. Long term though you should always aim to get within 80% of market value for your item (valued under 10 ex). Don't complain about being lowballed by 2 chaos on a 12 chaos item... take the 10 chaos (my opinion, you can be a stickler for exact prices if you really want obviously.)

VI. Farming methods & Trading efficiency

Below are the most common means of farming items. Plain and simple the amount of bosses or mobs killed as it goes up exponentially so will the amount of currency you've made. It is all about time investment. RNG is no excuse as to why you are poor but it is an excuse to being richer than others.

a. Docks/Low level maps

The whole purpose of doing lower zone areas is to do the most mob dense areas you possibly can as fast as you possibly can. The best options for these are maps such as Dunes, Tropical Island, Dried Lake and other similar maps. Ideally you do not want to run maps that will cost you much of anything or are sellable otherwise you should be doing zones you can do quickly.

Some zones to consider outside of maps:

Upper scepter of the god (high chance of spawning corrupted zone, second floor of upper has corrupted zones no other level)

Lunaris temple level 2 or 3

Docks (high chance of corrupted zones)

Library/Archives (build pending)

Catacombs

The aims for this type of farming in order are:

Chaos recipe (preferable unid)

Currency drops

Iding items to vendor for alterations/alchemy orbs.

Random unique drops

Preferred MF stat: IIR

b. Low level bosses

I covered this in the item level manipulation area in a way. The main idea here is to pick a unique that you deem has a high enough value for it to be worth farming and has at least one or two other uniques you would not mind finding.

Most likely unique choices:

Drillneck, belly of the beast etc(cruel vaal or normal piety)

Maligaro's , most jewelry (Normal vaal)

Cloak of defiance [Early league or on hardcore] (Cruel piety)

Facebreakers/Goldrim [Very early league] - (normal vaal)

Otherwise the point is to get as many rares as possible as fast as possible... if you can do cruel vaal 10x faster than you can merc vaal... do cruel. Because 10x faster means you are getting 10x more items... which although they might not be great can still net you some decent amount of chance orbs/alchs/alts and all 3 of those are needed in bulk and when you find those few items you are looking for (drillneck for example) you're going to make 3-10 exalts and in the process you'll make a few exalts in lower currencies.

Preferred MF stat: IIR till 300-350 and then stack quantity.

c. High level bosses

This is the bread and butter for less people than you'd think as it requires quite a bit of rarity (preferably above 300) . It is highly suggested that you invest in at least getting a 200-300 rarity secondary client culler for convenience. The main reason that I suggest doing this is because it allows you to focus solely on damage.

You do not want to stop and kill mobs on the way to the boss, it is a net loss for currency unless you accidentally leap slam on something and it drops a unique and even then you have a 1:50 chance to actually get something decent.

The aims for this type of farming in order are:

Chaos recipe

Unique items

Alterations/alchs from vendoring items

Suggested bosses for league play : Dominus > Vaal=Piety

Suggested bosses for standard: Dominus (That IIQ/IIR on the mini bosses can yield high returns long term with quantity above 120)

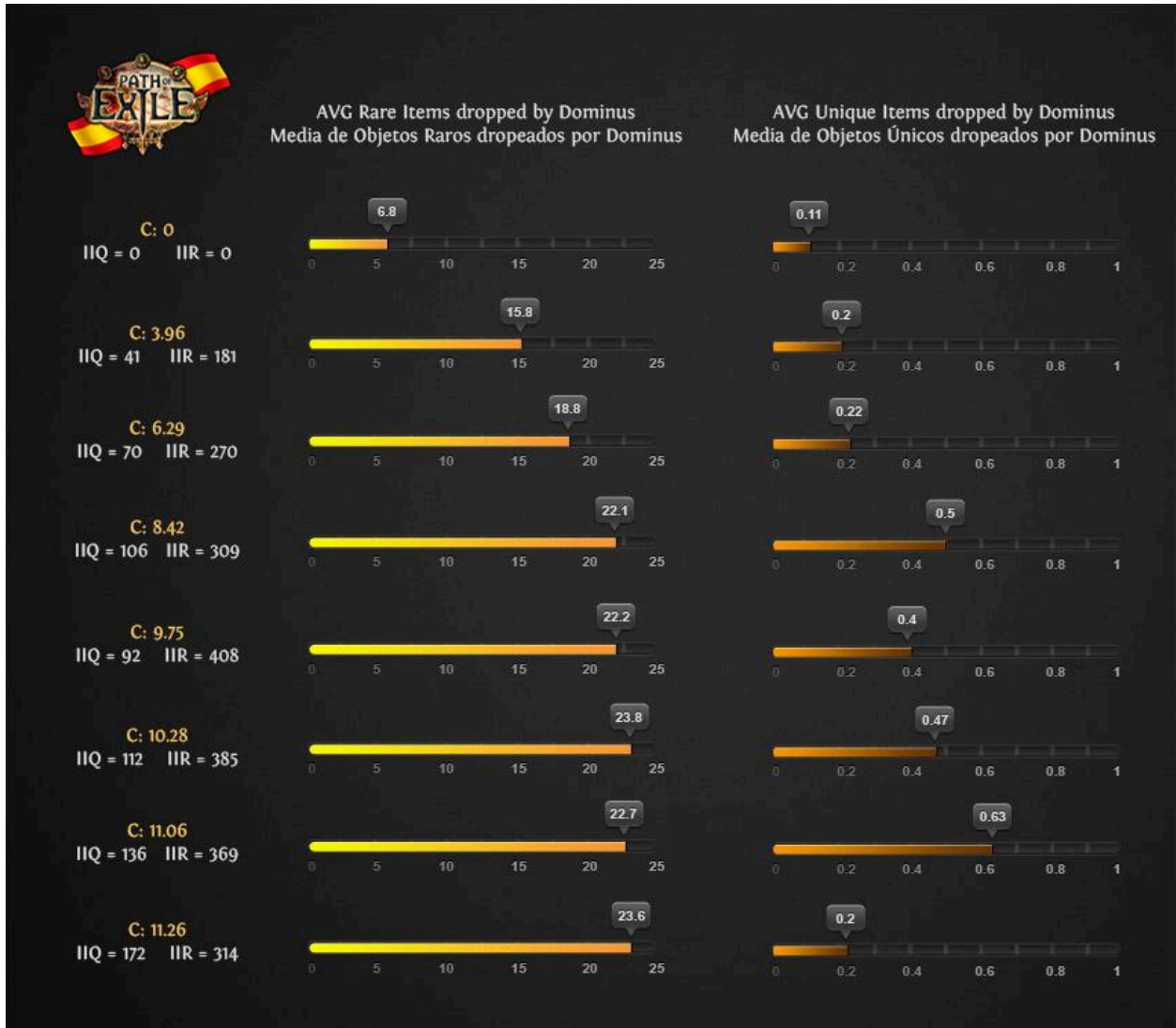
To reiterate from the item level manipulation.

Want windripper? Merc Piety.

Want Crown of eyes? Merc Dominus.

Want shavs or mjolner? Merc Vaal.

Solo Dom IIR/IIQ comparison (Credit to author and POE SP community)



Preferred MF stat: IIR till 300-350 and then stack quantity.

d. Sacrifice farming (Corrupted zones & map device sacrifice farming)

The first thing I want to say is that the higher IIR you can sustain for this the most profitable that it will be, especially for running map fragments out of your hideout. The bosses scale well with IIQ as well as IIR. Speed is less important if you are using the frametime method.

Frame time:

Step 1: Hit f1 and look at your frame time and then load docks a few times.

Step 2: Continue to make new docks instances till your "average" ends up showing a peak higher than normal as in if it were a mountain range once mount everest shows up on your frame time map you go off and find the corrupted area within that docks and complete it.

The main problem with the frame time farming is that you are going to end up spending more time making instances than you are killing monsters or getting atziri fragments. On average atziri fragments sell for 1 chaos each outside of midnights so your main goal is to get as many midnights as possible. This method of farming is heavily RNG dependent but does not require magic find gear to do efficiently.

Obviously any rares you find should be used for chaos recipe or id'd for alterations.

Fragmentception (AKA Running dusk/noon/dawn from hideout):

The whole point of this is to turn over fragments as quickly as possible from their original form to midnights and scream "Big Bucks No Whammies" every time you open a vaal vessel.

This particular method the higher your IIR the easier it is for you to generate currency because every few runs you will get enough alterations to help you sustain your fragment pool by buying them from others. The main point of this is to buy 40-50 fragments for 1 exalt and then turn them into hopefully 20 midnights which is double your investment but at the expense of time. In the case that you have higher than average rarity the bosses do tend to drop uniques on a rather regular basis, not quite as regular as act bosses but still a decent amount over time. The higher your IIR the more profitable it is to roll exiles on any boxes that spawn inside of these corrupted zones as well.

Obviously any rares you find should be used for chaos recipe or id'd for alterations.

The aims for this type of farming in order are:

Sacrifice at midnight

Sacrifice fragments other than midnight to run for midnights (big bucks no whammies)

Chaos recipe with whatever rares you get equal to your jewelry inflow.

Alterations/alchs from vendoring items not used for chaos recipe.

Unique items

Preferred MF stat: IIR till 300-350 and then stack quantity.

e. Corrupted maps

This is a rather new phenomenon and for good reason, there are a few maps that spawn with multiple bosses. When you corrupt a map with a vaal orb it gives the bosses in your map a chance to act as a vaal vassal. This means that they can drop sacrifice fragments as well as vaal gems. Since you are killing bosses in maps you will gain substantial amounts for any rarity you manage to accrue in your gear.

You want to use alterations/augments to get double boss before vaaling these (vaal as magic maps)

Tier list for these maps are as follows:

Museum = Arcade > Courtyard > Bazaar (pending your build can do it)>Dry Woods>Promenade

The first 4 have 3 bosses each while the last two have two bosses each. Double boss turns this into 6/4 chances to get sacrifice fragments at the cost of alterations + vaal orbs. Bazaar is only good if you have a massive amount of them from farming higher maps. You can arguably get more value out of selling them.

Preferred MF stat: IIR till 300-350 and then stack quantity.

f. High level maps (75+), normally group with culler

This is where people will argue that farming alone is not the best thing in the world as very few builds that are magic finders can do 75+ maps efficiently. The main problem is relying on others for your currency... you shouldn't need to do this. But should your build be capable of doing it or you have a friend whom is willing to play/make a culler then you can make a pretty decent amount of profit. Id'd regal recipe is almost equal to unid chaos recipe so it becomes efficient to start using alchs on jewelry in this bracket of maps because you can almost not lose currency if you invest enough time/currency into the recycling process for dud items and along the way you will get a few studs that will put those pesky exalts in your pocket.

These maps can also drop level 77 maps which are worth much more than 75s and can be sold to help sustain map pool, the 75 map tilesets also seem to have higher mob density baseline then the 76 tile sets but 76s can drop 78s which are worth 1/3 of an exalt or more depending on league and time in the league. These maps bosses are also where you start to be able to have void battery drop which is a 25-40 exalt item depending on if crit caster builds are in the meta at the time or not.

The hardest part about doing maps this high is that to sustain you need to do harder mods which is more difficult to do without a partner with very high clear speed and if you clear too fast then you end up with the inability to cull efficiently which in the end makes this form of currency farming less efficient. This kind of farming is mostly done by those whom are mapping anyway and don't really have rarity in general as the regal recipe is extremely worthwhile.

This is less repetitive to some even though essentially it isn't... but you do change your scenery every so often. You want to do as many plateau's as possible though as they are the single best in the 75 map

pool.

The aims for this type of farming in order are:

Regal recipe

Alching jewelry for regal recycling or to sell if they are good

Alterations for id'd items you cannot use for regal recipe

Possibly good rares from having items that can drop with flaring/tyrannical etc

Preferred MF stat: IIR and add quantity where effective for your build.

g. Public group boss running & its advantages/disadvantages

The whole idea behind doing group runs is the speed at which they are completed... pending the DPS in your group doesn't suck. The less than fortunate part is you get to see others get good items while you get next to nothing... just kidding.

Advantages:

You don't have to run to the boss (pending you are the culler)

You get 5 runs in a row without stopping for more runs per hour

You get a decent amount of jewelry long term for chaos recipe and plenty of rares for alts

Seems to drop a lot of 6 sockets from my experience (15,000+ runs)

If your group culls the mini-bosses beforehand its more efficient than running solo with less than 4 clients.

Easy way to make currency if you don't have a culler/mfer because you can rely on someone else's gear.

Disadvantages:

Those 5 runs equal 1 run of multi-client farming or two runs of normal farming with high IIR rares wise.

You can't vendor between runs so you have to stash rares.

It is extremely fast paced most of the time and theres no means of "relaxing"

You rely on 4-5 other people for success.

Once your group falls apart you have a lot of downtime if you are the culler.

Constantly have to re-add the group to the notice board if it doesn't fill fast during primetime.

The main problem with this avenue of farming is that you are purely reliant on others. No matter how profitable it may be having that reliance on others to farm might make you feel a bit frustrated. It has its drawbacks but it also has its benefits as well. Its really RNG reliant much like any other type of farming but it is the least reliable in my opinion simply because of the lack of time to properly dispose of rare items into alterations. If you have a bunch of stash tabs or only plan to do chaos recipe instead of iding all items when you find some rings/amulets then you'll be fine.

h. Multi-Client boss farming (requires 2-6 clients, AKA 1-3 computers)

This is what people like myself, TheUberElite (in the past), Klayver and ManOcean do for currency. There are other means of currency generation that are better long term but they all require a consistent currency investment. Though the investment to do this legitimately is quite high because of multiple

computers and the time investment to level all the alt characters...plus culling gear can be upwards to 20 exalts for perfect stuff.

GGG has pretty damn good detection for those who try to cheat their way around the 2 client limit so I highly suggest not attempting it.

I don't really want to go into too much information here about this as very few people will have 2-3 computers capable of running multiple copies of the game. Those interested can take a look at klayver's youtube video describing how it is done.

<https://www.youtube.com/watch?v=voQMQX453PA>

Advantages:

All items are yours

Every run is worth 15-20 alts + 1-2 chaos excluding unique items

Disadvantages:

Boring, repetitive.

Requires over \$1,500 in hardware to do it properly.

Stashing/iding items takes a while and is honestly quite annoying as very few are ever good.

Requires a lot of conversions of currencies

You get very little interaction with people unless you are bragging/trolling or playing with a friend helping you.

i. Flipping

Step 1: Buy low

Step 2: Sell high

The best of the best can make a lot of currency farming the "auction house" AKA poe.trade. Looking for undervalued items and selling them for more. The main idea here is you want to make as much currency per transaction as possible. There are people who sit in trade chat or use the trade boards in order to buy items cheaper because people are looking to just get rid of them. Lack of patience is mostly what you are looking to take "advantage" of.

There really isn't much to get into here... everyone has their little tricks they use and particular items they use. It is not my place to tell you what to focus on as far as what to "flip." The best idea is simply to look at builds people are playing and leverage the most expensive items in those builds if you can.

Alternatively you can "flip" currency. Namely take advantage of time zone differences and the values that EU and US players have for currencies. On top of that you basically take advantage of people's laziness or impatience to trade...or simply lack of ratio knowledge. This consists of trading for currency at favorable ratios which will allow you to flip for higher currencies. Example: Right now fusings are 1.5:1 chaos so you ask for 2:1 chaos and you make 1/2 a chaos per trade minimum. This is considered

"scamming" by some of the community but in all honesty if people are willing to trade you then it is their choice.

j. Trading efficiently

The thing that you have to take into consideration is if an item is worth the time it takes to trade it. To some people this value of their time is less than others. Me for example I will not do a trade under 2 chaos. Many people have shops up for 1 chaos...5 alts... any number of different options for their pricing of their items.

Regardless of the currency you decide to use you need to make sure to use Procurement and learn how to use it. Accompanying a link to Procurement itself the following are two videos provided by one of the community's most prominent members ZiggyD on how to use Procurement.

Link to procurement: <http://www.pathofexile.com/forum/view-thread/172710>

Ziggy video 1: <https://www.youtube.com/watch?v=liFIRfiQTJQ>

Ziggy video 2: <https://www.youtube.com/watch?v=eLzswirkq-U>

Once you have this set up make sure to put all of your items with buyouts. Most people will not take the time to message those who do not have a price listed and will normally buy the lowest priced or make an offer on yours.

Personal preference is to have a price set in your mind and have an amount of currency to be lenient with. To me fighting someone over 1-2 chaos isn't worth it for a 10-20 chaos item. Sell it and be happy.

Taking equivalent currencies will also yield more sales long term. It is your choice to charge a slightly higher ratio due to having to convert or not. Again nickel and diming players is not something I suggest.

k. Strongbox farming (can be applied to maps)

This is a method that not many people use and it is best used early in league progression. Strongboxes are something that almost every zone has a lot of and those that are 60+ level have the best options because you begin to get cartographer's boxes and the jeweler's boxes allow for you to get items that will either be sold or used in an identified chaos recipe.

Strongboxes /Ornate strongboxes/Blacksmith Strongboxes: Roll with alts for exiles if you have rarity/quantity otherwise just transmute/alch and go. If you manage to get increased sockets or mirrored items then you can vaal them for increased chances for 6 socket and 6 link items.

Jeweler's strongboxes: Always alch and then vaal these if you get increased quantity/mirrored/added rare items. The items within can be used for chaos/regal recipe depending on zone level.

Cartographer's strongbox: Always alch and roll with chaos in high maps (76+) otherwise vaal. Alternatively use alterations till mirrored or quantity and then vaal. This is used to generate low level

easy maps that will generate sacrifice fragments or vaal gems from their bosses.

Artisan's Strongboxes: These are always good as there will always be times when you need to quality your items for one reason or another. Chisels can also drop from these boxes as well as gemcutter's prism if you are lucky.

Gemcutter's Boxes: These don't need to be vaal'd. Alch and go or roll with alterations for increased items/gem experience.

Arcanist's: Roll this for plus items, thats it.

The main candidate for farming boxes is City of Sarn as it can have between 1 and 3 strongboxes total. The "run" through the instance is very short so many runs can be done in an hour. This zone also can get a few uniques that are worth quite a bit like Shavronne's Wrappings and Mjolner. Alternatively you can use 66 maps to look for boxes as some maps can have upwards to 8 boxes.

The main income from this type of farming is from Jeweller's strongboxes and vaaled Cartographer's so if you do not intend on running the low level corrupted maps or do not have a grasp on jewelry values this might not be the best means of currency generation for you.

L. Still desperate for currency? ID blues/transmute good bases.

This is a fairly simple concept. ID the items and sell them for alterations. You will have less alterations generated per chaos if you are buying ID scrolls but if you have plenty of your own and are struggling to make currency then by all means add this to your list of things to do.

Using transmutes on items in high level maps is also a possibility of generating a lot of currency. Any type of white base item in 75 maps that you might ID if it were rare you should a transmute on. Some notable outcomes I've seen from videos are tyrannical + crit chance on an ambusher and tyrannical on a harbinger bow. There are plenty of items that you can get that would then be worth gambling with or selling as is.

VII. Crafting & Gambling

This section is for all of the recovering gamblers who lost their homes at the casino... Just kidding never bet your house in real life or all your currency on any of these methods of generating currency.

Gambling is part of the way one makes money... heck IDing items is technically gambling because you are investing ID scrolls into the outcome which could be great or horrible (eww another augment).

a. Crafting with alterations + regals AKA multi-mod starter pieces

This is the normal bread and butter right now. The Elreon level 8 multiple modifiers plays a huge role in the value of some items.

A perfect example of what can happen and make you rich:

<http://s7.directupload.net/images/140920/92x84v4s.jpg>

What this person did is spam alterations into their harbinger bow until they got flaring and was debating going for Tyrannical as it is the harder of the two to get but got lucky with his regal and got tyrannical on it. This bow is worth A LOT. This process is simple for most types of weapons and is quite lucrative. You aim to get high spell damage or flat physical/physical damage% and then regal (preferably with one mod and not two) depending on the base and proceed to roll the dice and hope you land on boardwalk right after you just passed GO.

One can generate hundreds of exalts with the proper RNG like shown in the image above. Most items multi-modded are only worth around 1-2 exalts more than the multi-mod costs but depending on your luck that can be well worth it.

A relatively lesser used variant is to use the vendor recipe with granite flasks to upgrade to the second highest tier for flat physical damage on an item and then regaling. If you ever wondered why on the trade board people are looking for granite flasks... this is why.

Alternatively one can invest into things like crafting two-three mod items via alterations, augments and regals to sell as base items. This works well with things like hubris circlets, vaal regalias, titanium spirit shields, good base weapons and diamond rings. Crafting just tyrannical or flaring on a ambusher/harbinger bow/imbued wand actually has value and can be sold as is to others who don't want to spend possibly thousands of alts and the time it takes to use them in order to get those affixes for their gambling fix.

b. Crafting with chaos spam

Same thing as alt spamming... but more expensive. The idea here is to use bases that will have a variety of options by which you can sell it. The best example of this in my opinion are hubris circlets. There will be a list of bases after the example by which you can choose to do this with but in my opinion it is one of the easiest ways to just piss away currency. Remember that it is a gamble and that all bases you chaos spam should be above item level 74 and higher for things like vaal regalias (around item level 78)

Prefixes that are worthwhile:

Flat ES

ES%
ES/Stun duration
Life
IIR

Suffixes that are worthwhile:

Fire Resist
Cold Resist
Lightning Resist
Chaos Resist (debatable)
IIR
Int
Accuracy

You want your item to have at least two of the prefixes listed and two of the suffixes listed. Some examples of good helms

Flat ES
ES%
Cold resist
Accuracy
IIR (could be prefix or suffix)
One open prefix or suffix

ES%/Stun duration
Mid Flat ES
Light Resist
Fire Resist
1 open prefix 1 open suffix

Life
Flat ES
Mid ES% Roll
Cold resist
2 open prefixes

Good Base List:

Ambusher
Harbinger Bow
Imbued Wand
Hubris Circlet
Astral Plate
Vaal Regalia

Titanium Spirit Shield

Optional Bases (higher risk)

Sorcerer Boots

Slink Boots

Leather Belt

Rustic Sash

Titan Gauntlets

Sorcerer's Gloves

Slink Gloves

Royal Burgonet

Lion Pelt

Archon Kite Shield

Harmonic Spirit Shield

c. Chancing

The concept behind this is very simple... chance orbs give you a chance at making an item rare or unique. There are very few item bases in my opinion that are worth chancing at the time of writing this guide. Tier 4 items are extremely hard to chance but can pay off dividends if you do. Because the chances are so slim to none the best options are only to chance the bases you can make 10+ exalts on. The only exception to this is Drillneck because it is so massively used by bow builds right now.

Bases

Prophecy Wand

Imperial Bow

Gavel

Judgment Staff

Penetrating Arrow Quiver

Moonstone ring (Inside zana anarchy or onslaught mod maps)

Agate Amulet (Inside zana anarchy or onslaught mod maps)

Leather Belt (Inside Zana Nemesis mod maps)

d. Uniques maps

These items are what I call POE's version of scratch tickets. You gain distinct advantages by running these maps but the chance that you are not going to break even is pretty high. I am only going to cover the cheaper end of the spectrum maps as things like Death And Taxes really are not worth it.

Coward's Trial: Unique guaranteed from the boss that can drop any unique in the game regardless of lvl.
-The main issue with this map is that there's no inherent rarity or quantity so you are doing it for the chance at the unique and that is it. You have around 1:50 chance to make your money back and 1:300 to make more because of unique tier rarities.

Acton's Nightmare: High inherent IIR and IIQ. Also contains two bosses.

-Annoying to do because of restless dead for some builds but it is below level 70 so doing this on a magic find based character isn't all that hard. Party play really makes this one worth it but again it is always a gamble.

Maelstrom of Chaos: This has the highest IIR base of any map (up to 400%) in the game which means that lower value IIR is just as good here.

-Normally a party map. Decent mob density. Like anything else that relies on others to increase drops (party IIQ REALLY helps in this map) you are subject to the group not getting anything or the person providing the map getting little to nothing. Obviously there's chances you find something good but with this map you are mostly aiming for uniques as no rare affixes spawn here that cannot spawn from Dominus or Piety.

Mao Kun: Relatively difficult map for some builds but contains boxes that are nearly equal to white versions of the arcanist box.

-Party IIQ affects the amount of currency dropped from these boxes just like strongboxes (as they basically are strongboxes).

This map probably has the highest chance of going net-net but it is still a risk.

Vault of Atziri: The "I don't have enough inventory space" Map. Contains vaal vessels.

-Notorious for being a waste of time. Some have had luck with unique drops and you now have chances at sacrifice at midnights to offset the cost. Overall its not the worst to run but to me this is one of the bigger gambles as they are always above 15 chaos.

Poorjoy's Asylum: Great map especially if you roll a good item class. Hard map but it provides great gem experience and rarity.

-Overall it is a very good map but the creatures hit hard which makes it much harder for a proper magic find build to run this (especially without arctic armour).

Oba's Cursed Trove: I have no experience with this map but there is no increased rarity and the chests at the end really aren't all that spectacular at least from everything I've heard. Cool concept but stay away in my opinion.

Whakawairua Tuahu: Middle of the road IIQ with decent IIR. Nemesis mod helps because of inner treasure. Higher IIR/IIQ based on clear speed due to the creeping darkness buff. If you have extra light radius you get extra IIR and IIQ.

-The boss in this map is one of the most annoying bosses I've ever encountered and the only way I could do it reliably was with an SRS build. Proximity shield is just too annoying. Overall a decent map though.

Olmec's Sanctum: This is the most expensive map for a reason. There are 5 bosses total that can be culled in a party. There is also an increased chance of finding strongboxes in this map. It has the highest IIQ in the game of any map

-Bosses are hard and require specific potions to do well against. Not MFER friendly and requires a culler that can stay alive for party play. Extremely risky because of the investment of the map but it can pay off if you run a lot of them. This map has the highest chance to pay itself off over time.

e. Alchemy orbs & Mitigating risk

This is mostly exclusive to item level 75+ because identified chaos recipe would almost equal the cost of the alchemy orbs used for this process.

The basic premise is that 3-4 alchemy orbs is worth less than 2 chaos. You save up everything for a regal recipe outside of rings/amulet/belt and collect white bases for those. You then use alchemy orbs on those white bases to complete your regal recipe. You have 3-4 chances to get a decent item worth selling (highest tier affixes spawn on 75+ jewelry) and if you get nothing you get to use it in a regal recipe which should refund the cost of the alchemies. Simple concept.

This process is known as "recycling" and Hegemony has a decent video on this which he dubs "Hegecrafting."

Video: <https://www.youtube.com/watch?v=yGwSDtlxWEs>

VIII. The Atziri Obsession

Since the inception of this boss and the chain of events required to allow you to actually go and fight them with the release of Sacrifice of the Vaal she has been the be all end all to many people. This is understandable as it is the first real "raid encounter" type deal in the game and it took very specific builds to do efficiently. After people figured out which builds completed this boss the easiest it then became an obsession to continually run this boss over and over which set up a "pyramid scheme" of sorts.

a. The not so accurate pyramid scheme

This pseudo pyramid scheme consists of three tiers. Those whom farm the sacrifice fragments to kill atziri, those who buy sets and run normal atziri as well as those that buy sets in order to run uber atziri.

This pyramid scheme really isn't quite the pyramid one might think due to time valuation and the valuation of items over time. Unless you are in there early and farming uber within the first few weeks of the league it ends up becoming one of the biggest gambles in the game without a huge currency base.

Normal atziri on the other hand ends up being a slight gamble mostly because of it being the middle tier and being able to sell to the "upper echelon" of players who are doing uber as well as rely on gem experience and RNG of scepter/hope/belt drops. Even then the belts lose value incredibly fast and the boots/flasks become nearly worthless. Belts on standard for example are basically lightning/phys or complete bust.

All the while there are a set of players that are farming sets in order to sell for profit be it through running lesser pieces (non midnights) through their hideout, corrupted zones in the world or corrupted maps. These items now in the current challenge league are worth approximately 10 chaos orbs per set and many players do a ratio of 9:2 exalts. This is a steady means of income no matter which way you decide to do it regardless of your MF values and although it is the lowest rung on the ladder it is more profitable than normal atziri in my opinion without obscene RNG.

b. Odds, averages, chances... atziri is gambling

The "consensus" is that hopes are around 1:36 drop chance over a long period of time this basically means that you are going to generate 1 of each every 36 runs on average.

Scepters are approximately 1:25 drop chance just like uber atziri's gloves.

Belts are approximately 1:8 chance still make up a majority of the items you are going to be attempting to sell and vary heavily in price.

Once market is saturated the ~50% chance at a flask and ~30% chance at boots make 80% of your runs not worth anything but the gem exp + chance at hope/other mortal fragments... possibly the strand/museum maps you get and any currency/6 sockets you get.

c. Uber Atziri - Gamblers Anonymous

Assuming the same drop chance spectrum of 50% mask, 30% garb, 16% axe, 4% gloves you are basically playing the very expensive version of the unique map scratch ticket game. The only difference is that some of the costs are mitigated by the possibility of high level maps dropping. Just like with normal atziri the more people that come into this market the more diluted and reduced the prices of all the other items become.

The main problem with uber atziri is the cost by which one needs to invest into actually doing this boss. Currently on the softcore challenge league uber atziri sets sell for 3-3.5 exalts with mortal hopes going for 2.5-3 exalts alone (creeping up to 4-5 now).

Uber has no set above it so you have no extra chances at making increased currency based on random extra drops like in normal atziri.

d. Profitability breakdown & Time valuation (1.5 months into softcore challenge league numbers for examples)

--Normal Atziri--

The numbers for this are going to use middle of the road average values for the items that are generated and fixed prices for the mortal fragments

Flask = 0

Boots = 1/2 a chaos (at best, these should be corrupted if you have spare vaals)

Belt: ~20c (Cold = 3-20c, Fire = 5-45c, Physical= 15c-90c, Lightning= 15-90c) [Actual average was 35c but you cannot account for or know the weighting between the cold/fire/phys/light variants]

Scepter: ~2 ex each (~90c)

Mortal hope: 2.5ex (~112c)

Mortal ignorance: 5c

Other mortal pieces: 2-3c

Assuming 180 runs:

Cost of sets = 40 exalts (9:2ex)

Amount of flasks = ~90 (zero value)

Amount of boots = ~54 (27 chaos value)

Amount of belts = ~22 (440c value)

Amount of scepters = ~7 (14 ex value)

Amount of hopes = ~5 (12.5ex-15ex)

Amount of other uber pieces: ~40-45 (80-90c excluding ignorance since we don't know drop rates for sure)

Value = (29ex + 467c + 85c) - 40ex (valuing chaos at 45c each chaos value is ~12ex)

Profit = 1 ex + gem exp value + currency drop value (6 sockets etc) + map drop value + any unique items that drop of value.

Since you can't honestly assign value to currency drops, maps or unique item values then you can't give a definitive value. But what you can say is that 180 runs is going to take around 15 hours for the fastest of runners. 1 ex of almost guaranteed profit plus whatever the value is for the rest of it is what really makes you wonder how worthwhile this really is (unless your entire goal is to do uber atziri)

We are not accounting for maps or anything since past a certain point only strands/museum/arcade will have "real value" due to being good maps to corrupt with double boss.

Gem exp valuation isn't really possible since everyone levels gems differently and the amount of runs it

takes to level gems is heavily dependent on your pack density while running. Also you will be leveling gems no matter what you are doing as long as you are playing the game, so this shouldn't really be added to the equation.

No matter how you swing it... its a gamble. You are gambling on belts/hopes/scepters and currency/unique drops to help offset costs. And you also are hoping that when you get belts that you get high rolled phys/light otherwise they are worth less obviously.

--Uber atziri--

Lets get this out of the way first... If you start doing this hoping to break even every 10 runs the chances are that isn't going to happen. You need a VERY large currency base before you can think about doing this "full time" as a source of income from simply buying sets and running them.

Doing around 110 runs myself in total (finding 4 gloves) I'd say that the amount of 78 maps per run is around 2.5 and the lesser than 78s are too random to really account for (but i'd say its around 1-2 other maps).

Assuming 180 runs:

Cost = 3.25-4 ex per set or 630 ex-720 ex

Helm = 1 ex

Chest = 35c-3ex

Axe = 6ex

Gloves=80-90 ex (they were much less a week ago)

Maps = 3:1 ex = 150 ex

@ current prices

Amount of Helms = 90 (~90 ex value)

Amount of chests = 54 (~40 ex value)

Amount of axes = 22 (~110 ex value)

Amount of gloves = 7 (~560 ex value)

Maps = 150ex

Total value: 950-1050 ex

Total profit: 200-320 ex

6 gloves = 120-240 profit

5 gloves = 60-160 ex

@The price you'd need to use to actually move all helms/chests/gloves efficiently?

Helms = 45 ex

Chests = 27 ex

Axes = 110 ex

Gloves = 490 ex

Maps = 150 ex @ 3:1 and 112 without

Total = ~822 or just shy of 200 ex profit.

Total value for your time (uber runs take around 10 mins each for optimal builds) = 30 hours is around 5-6 exalts profit per hour LONG TERM. The higher sets go (7ex on standard won't make any profit really AT ALL) in price the less profit you make. 4 exalts per set is where it starts to get into murky waters and you are relying highly on your RNG and the amount of potential value drops to around 100 ex. 5 ex you start losing money and relying purely on RNG.

In places like standard the only efficient means of running uber is to buy sac pieces and run them for midnights, then run normal atziri for uber sets otherwise you are just going to spend too much currency. If that's what your main goal is (to do uber as much as possible) that is your best avenue. It is not the best use of time however unless you have a high rarity character which you can do the corrupted zones with effectively.

IX. Time Management

a. How do I best use my time?

This is actually simple.... don't sit around doing nothing. Need to trade through the notice board? Do maps of some sort or docks runs or farm fragments as you will still be listed on the a3 merc public party list.

Need to spam your items in trade chat? Don't, list them in a thread with procurement and underprice them and farm more instead. Convenience and having people come to you is worth slightly under pricing your items to do so.

Need to trade for something through trade chat or trade board? Use plain text in your trade chat message and farm, spam a few trade channels every zone you farm. Alternatively keep item in inventory and link it every run (have it at the end of your spam to make it easier).

Use poe.trade for almost all of your trading. Stay away from trade chats as much as possible unless you are trading currency or flipping items. Plus buying anything but currency or uniques in trade chat is

really a pain in the butt.

If you are looking to trade for currencies always overpay SLIGHTLY to get faster trades so you can get back to farming.

b. How much do I need to play to strike it rich?

This varies from person to person. This also varies on your lifestyle. I'm not going to tell you that you need to play for 10 hours a day to strike it rich. But after you've established a "decent" magic find character it will likely take you 100-200 hours of farming to be considered moderately wealthy if you are playing optimally. The main problem with giving exact timeframes is RNG. An example.

Day 1: Farm 10 hours of multi-client dom and get shavronne's + a few other 1 exalt items and chaos recipe.

Day 2: Farm 10 hours of multi-client dom and get a few 1 ex items and a few 1/2 ex items and chaos recipe.

Day 3: Farm 10 hours of multi-client dom and get nearly nothing outside of your chaos recipe.

Day 4: Farm 10 hours of multi-client dom and get mjolner + windripper and your chaos recipe.

Day 5: Get nothing worth over 10 chaos as well as chaos recipe.

That is an actual example of a 5 day period I had last league. Some days i would get 3-4 six socket items... some days i'd get 3-4 an hour. Its all random.

If you are playing "efficiently" you should be generating at least 1/3-1/4 of an exalt every hour of play(in items or currency) regardless of gear levels (above character level 70) as long as you are not investing too much currency into what you are doing (don't alch maps unless absolutely necessary as an example).

Keep in mind that playing with others only increases drops by 10% baseline per person so that you only get 150% more items from a full party. Playing alone will always generate more currency unless you are culling maps or bosses in a party and even then someone playing with their own culler for bosses will generate as much if not more currency from 2 client farming then doing public boss farming with someone else as a culler.

c. The need for speed

Some people will tell you to stack as much MF as possible and that you should not be mfing without having 300+ rarity and all that jazz when in fact that is not true. The amount of successful runs per hour is more important than your stats. If you clear maps in 3 mins with 200 rarity on your tornado shot character but it takes you 5-7 mins to clear them on your flame totem character... who is going to find more stuff long term? The person that does almost nearly twice the amount of runs.

The amount of mobs killed scales your loot proportionally. Especially with currency drops and with things like 6 sockets which IIR does not influence (but IIQ does). This also applies to the types of content you are doing. If you can clear 66 maps in 2-3 mins but it takes substantially longer for you to clear 75 maps then... don't do 75+ maps.

Dom runs take you too long where as 66 maps are just a breeze? Do 66 maps. Have REALLY bad luck between the corrupted zones you are farming? Run them from pieces in your hideout.

Always work towards scaling your character for clear speed and not necessarily how to best add iir/iiq to it (unless you are a group culler or a boss culler that relies on others).

d. RNG

RNG does exist but statistics matter more. The amount of playtime substantially reduces the impact of RNG on your currency generation. You may get a mjolner early in the league which helps you out by either the currency it is worth or the build you can make with it where as your friend might not get that type of drop for a while.

Some people will say "But i have played 2,000 hours and i haven't seen a single shavs/mjolner/etc" and while that may be true that doesn't mean those 2,000 hours are used properly. On top of that the tier 4 item list is pretty extensive so the chance of dropping specifically one of the few items that are worth 20+ exalts is pretty low so in that regard what you get is very random but if you claim that you have not seen a single tier 4 item in 2,000 hours that is simply a lack of effective play.

e. Inventory Management

This is one of the lesser talked about portions of the currency acquisition game. Mainly because a majority of the people who are really into magic finding have plenty of stash tabs but for those whom are just getting into it this is very important. Every slot in your stash has a value that you need to assign to it. The main reason for this is simply summed up by a single example;

Item 1 takes up 8 spots but sells for 5 chaos orbs where as item two sells for 2 chaos orbs but takes up one spot in your stash (jewelry). By a slot by slot comparison it is easier to get more value out of things the smaller your items are. If you cannot afford an exuberant amount of stash tabs then you need to cycle your items out (vendor or reduce price for faster sales) much more often or simply not continue to keep item bases that may have value but are very slow movers (2h weapons as an example). This mostly is a concern with rare items rather than uniques but the same concept applies to uniques based on market demand, why keep that unique short bow worth 1 alch if it takes up 6 slots and doesn't sell for two weeks? It is a waste of inventory management efficiency. The more people who ignore these items the easier they become to sell so always make sure to check item values and the market saturation of these items before actually deciding to keep them regardless of the amount of stash space you may possess.

X. Build options (composed for league play)

This section is namely to tell you that any build is fine for mfging since a majority of the things meant to be run in mass are low level areas. Almost any build with level 20 gems can run level 66 maps efficiently as an example. If you want the ability to run 75+ maps efficiently then your build is going to cost substantially more.

Main caster skills to scale: Flameblast, Ball Lightning, Lightning Tendrils, Incinerate, Freeze Pulse

Main ranged abilities to scale: Tornado Shot, Spectral Throw, Kinetic Blast, Split Arrow

Main melee abilities to scale: Cyclone, Flicker strike, Static Strike

Main totem abilities to scale: Shockwave Totem, Flame Totem

Below are single builds for each type that in my opinion are the most effective for their given bracket. I am not going to list every build because that just isn't smart.

a. Built 1 - MF RF Flameblast/Incinerate Atziri Killer - "Cheap build"

- Recommended IIR/IIQ (300/20)

-IMO this is the best, most efficient and cheapest build in the game to allow you to do end game maps + atziri with ease. You can do the atziri trash with flameblast for extra rarity should you so choose.

Tree (119 point): <http://poeurl.com/zdx12US>

Burn damage optional but strongly recommended (holy fire notable)

Tree (109 point- Raiz's RF incinerator): <http://poeurl.com/zdx2ixh>

Gear :

Helm: Increased Rarity with any of the following stats as bonus (life, resists, mana, ES base helm)

Amulet: Increased Rarity with any of the following stats as bonus (life, resists)

Rings: Increased Rarity with any of the following stats as bonus (life, resists, mana regen, dexterity)

Shield: Rise of the phoenix

Armor: Cloak of defiance

Boots: Woldwyrn

Gloves: Aursieze

Weapon: Fire damage wand OR Doryani's Catalyst

Belt: Doryani's Invitation (fire damage)

Flask: Divination Distillate.

Auras: Purity of fire, purity of elements if your resists are meh (or lightning/cold if you need specific resist), clarity

Gem links for your main ability: Flameblast - Elemental Proliferation - Fire penetration - Increased Rarity - Concentrated Effect - Spell Echo

Gem links for incinerate instead of flameblast: Incinerate - Increased Rarity - GMP - Faster Casting - Spell Echo - Faster Projectiles. Replace Increase rarity with added chaos if you want for atziri kills (or added cold if you have a second 6 link)

Added Defenses: Arctic Armour

RF: Righteous fire - Increased Area - Conc effect - Increased Burning Damage

Movement: Lightning Warp - Faster Casting - Reduced Duration

b. Build 2- Low life Flameblast - Expensive

-Recommended Rarity - 500+ Rarity.

Tree with chayula: <http://poeyurl.com/zdx2D8z>

Tree without cyaula: <http://poeyurl.com/zdx2Jex>

Normal Auras: Purity of Fire, Purity of Lightning, Purity of Elements, Purity of Ice
BM'd Auras: Discipline, Clarity (level 16)

<https://poe.mikelat.com/#xGEf0u/EgL8h1d/=m9Li>

Defenses : Arctic Armour. CWDT immortal call.

Movement: Lightning Warp - Faster Casting - Reduced Duration

Gem links for main ability: Flameblast - Elemental Proliferation - Fire penetration - Increased Rarity - Concentrated Effect - Spell Echo

CWDT links: CWDT - Enduring cry (level 9) - Increased duration (20/20) - Immortal Call

Gear:

Helm: ES based rarity > 40 with any of the following (mana, intellect, resists)

Boots: Wondertrap

Chest: Shavronne's Wrappings

Shield: High energy Shield + Spell damage + Mana regeneration

Gloves: Aursieze

Belt: Doryani's Invitation (fire) or Perandus Blazon.

Ring 1: Andvarius

Ring 2: 50+ rarity ring with 50+ mana regeneration preferably with some energysield

Amulet: Eye of Chayula or 60+ rarity with spell damage/mana regeneration (two trees listed for these two choices)

Flask: Divination Distilate.

c. Build 3- Melee Mfer - 2h RT Cyclone - Modified version of Victordoom's Build

-Approximate IIR/IIQ - 300+/20

Tree 1 (sword variant) - <http://poeyurl.com/zdx2VHh>

Axe Variant: <http://poeyurl.com/zdx21aN>

If you need more resists you can drop the notable for either spec and go for diamond skin and the resist nodes off of it. (Blade of cunning for swords or splitting strikes for axes)

Gear:

Helm: Increased Rarity with life and resists

Amulet: Increased Rarity with life, resists and leech if possible

Rings: Increased Rarity life and resists, phys damage would be nice as well

Armor: Rare armor with resists and life

Boots: Woldwyrn

Gloves: Aursieze

Weapon: HIGH dps sword or axe - Doomsower is a good starting weapon for swords.

Belt: Perandus blazon or Life/resist belt if you are lacking resists or doryani's invitation.

Flask: Divination Distilate.

Auras: Hatred, Herald of Ash, Purity of elements, Purity of fire/light/cold (whatever you need most) or haste if you have all of your auras

Main ability links: Cyclone - Melee physical - Lifegain on hit - Blood Magic - Conc effect -Increased Rarity (alternatively you can take out lifegain on hit and run vitality instead or a second purity)

Defenses: CWDT Immortal call (CWDT leveled to enduring cry level choice - Enduring cry (level 9-11) - Increased duration (20/20) - Immortal Call (level adjusted for character level required for enduring cry level choice)

d. Build 3 - Low life Wander

Approximate IIR/IIQ: 305-355/16-20

Tree: <http://poeyurl.com/zdx3qZR>

8 all resist from alira in normal

Helm: ES based helm with MF and resists

Shield: Prism Guardian

Chest: Shavronne's Wrappings (expensive) or Solaris lorica

Weapon: Piscator's Vigil

Boots: Goldwyrn (if you want to use arctic armour) otherwise wondertrap

Gloves: Aursieze (if you want to use arctic armour) otherwise sadmia's

Belt: Resists + ES

Rings: ES + IIR + resists + mana regen + wed or accuracy (one should be an unset ring with green socket optimally)

Amulet: IIR, Resist, ES, accuracy

Auras /gem setup with REALLY low resists:

Shield: Wrath, Anger, Discipline

Helm/Boots/Gloves: level 20 reduced mana - Purity of elements - Herald of thunder - Herald of ice

Helm/Boots/Gloves: Level 20 reduced mana - Purity of Lightning or ice or fire - Purity of lightning or ice or fire - Arctic Armor

Weapon: Level 20 blood magic - Level 20 reduced mana - level 15 clarity

Helm/Boots/Gloves: CWDT - Enduring cry - Increased duration (20/20) - Immortal Call

Chest: Kinetic Blast - Increased Rarity - GMP - Pierce - Powercharge on Crit - Life Leech (can take pierce out for wed if you like)

Adjust adding empowers to herald of thunder/ice if your resists are closer to caps and you can stand dropping a purity or two.

<https://poe.mikelat.com/#gS4e55/2-XP-LH/Vsf1Yz/f3Qnb/T=Y0fsc>

e. Build 4 - Low Life MF Mjolner - most expensive

Approximate IIR/IIQ: 350-400/8 (much higher iiq on standard)

Tree (non crit): <http://poeyurl.com/zdx3HPs>

Tree (crit): <http://poeyurl.com/zdx3L14>

Gear:

Helm: IIR with accuracy (if crit) otherwise just high ES, resists helm cause then you can drop resists from your belt and use perandus blazon.

Boots: Wondertrap

Chest: Shavronne's Wrappings

Gloves: 20% IIR + str(master craft) + high es

Amulet: (maps) - HIGH iir with same stats as voll's devotion or voll's devotion for atziri
Belt: Resists + 75+ str + ES or perandus blazon or golden obi base with high resists (standard item)
Ring 1: romira's banquet or IIR ring for maps with double arc.
Ring 2: Str/Dex/Rarity (remove str or dex and add accuracy for crit version)
Shield: HIGH energyshield with high spell damage/ High es with high spell crit and high spell damage/
Saffell's Frame (not suggested unless doing atziri and you need max resists for the fight)
Weapon: Mjolner (R-B-B)

Auras: All purities, haste, discipline or all purities minus cold res (if you have enough from gear) add in herald of thunder

Mjolner links: Life Leech - Arc - Discharge (atziri) or Life Leech - Arc - Arc (maps)
Main attack links: Molten Strike/Lightning Strike - Faster Attacks - GMP - Culling Strike - Increased Rarity - Multistrike

f. Flame Totem Witch/Templar

-Estimated iir/iq: 320/41 (without flask)

Tree: <http://poeurl.com/zdx3UsT>

Gear:

Helm: Helm with IIR, life, resists preferably with master crafted dexterity on it.

Gloves: Aursieze or IIR/Life/Res gloves

Boots: Goldwyrn (Fire resist, IIQ, 60% mana regen) If you need resists get dual res/life/movespeed boots and add dexterity to them

Rings: 35+ IIR + DEX + Life + resist

Amulet: 50+ IIR with resists, life--- Dex/mana regen if you can get it.

Belt: Perandus Blazon (if you have high enough resists or desperately need dexterity) otherwise doryani's invitation or life/tri res belt

Chest: Greed's Embrace

Shield: Prism Guardian

Weapon: Doryani's Catalyst (increases elemental damages which also include your heralds)

Flask: Divination Distillate

Defenses: Level 16+ arctic armour. (220% mana regen from tree, 60% from boots) + CWDT immortal call.

Movement: Lightning Warp.

Links:

Helm/Boots/Gloves : Reduced mana - Empower - herald of ice - herald of thunder

Helm/Boots/Gloves: Reduced Mana - Elemental Weakness - Purity of elements OR any purity you REALLY need resist for - vaal skill of choice.

Helm/Boots/Gloves: Cast when damage taken - Enduring Cry - Increased duration - Immortal Call

Shield: Reduced Mana - Clarity - Arctic Armour

Weapon: Reduced Duration - Faster Casting - Lightning Warp

Chest: Flame Totem - Faster Casting - GMP - Fire Pen - Faster Proj/Added Chaos - Increased Rarity

g. Life Based Incinerate

-Estimated iir/iq: 320/41 (without flask)

Tree: <http://poeurl.com/zdx37n0>

Gear:

Helm: Helm with IIR, life, resists

Gloves: Aursieze or IIR/Life/Res gloves

Boots: Goldwyrn (Fire resist, IIQ, 60% mana regen) If you need resists get dual res/life/movespeed boots and add dexterity to them

Rings: IIR/Resist/Life rings

Amulet: 50+ IIR with resists, life

Belt: Perandus Blazon or Doryani's invitation if you prefer damage and leech

Chest: Greed's Embrace or any chest you so desire (getting colors on greed's is a pain in the ass for this build). Atziri's Splendour is a good alternate choice.

Weapon: Doryani's Catalyst x 2 (increases elemental damages which also include your heralds)

Flask: Divination Distillate

Defenses: Arctic Armour, CWDT immortal call

Movement: Lightning Warp

Helm/Boots/Gloves : Reduced mana - Empower - herald of ice - herald of thunder

Helm/Boots/Gloves: Reduced Mana - Elemental Weakness - Purity of elements OR any purity you REALLY need resist for

Helm/Boots/Gloves: Cast when damage taken - Enduring Cry - Increased duration - Immortal Call

Weapon 1: Vaal Haste-Increased Duration- Arctic Armour

Weapon2: Reduced Duration - Faster Casting - Lightning Warp

Chest: Incinerate - Faster Casting - GMP - Fire Pen - Spell Echo- Increased Rarity

g. Build options closing statements

There are many more builds that can be done to allow for you to be effective and play in end game maps but in my opinion these are the ones that will carry you furthest and allow for the best clear speeds. Clear speed is everything.

I'm aware I left cullers out... because quite frankly they just need to be tanky and get the last hit with as much rarity/quantity as they can get. I'm sure people are smart enough to be able to make a build

capable of that. Just stack all the rarity/quantity gear to get as close to maximum values as possible if you plan to group farm and make sure you and your friends combined can get your resists maxed out with auras.

XI. Guide Closing statements

There is no get rich quick scheme. If you want it... play the game and have fun. You don't NEED a magic finder to make currency but it helps immensely in the long term. If you play this game casually then be happy with what you are able to achieve.

If you play self found making a magic find character is extremely difficult but in the end it would be worth it if you play in standard league since your goal is likely to funnel gear into another build you have more fun with.

In the end... the only way to make sure you are gaining currency is to save it and not spend it on things that you simply do not need. Gamble if you wish for fun but know that there is a good chance you will not come out ahead without lady luck being on your side or losing time efficiency. Trade effectively and always be doing something in the game...with friends if you can to make things more tolerable.

There is not one right way to play this game but there are more efficient means of playing than others.

Something I should mention is that the more people farming atziri sets the lower the price will go and

the more profitable it may become. This would directly affect the profitability of uber as well but with challenge leagues the chances of this having a huge impact is pretty small.

I hope this information was helpful in some way to some players. Some of this might be common knowledge but for the people who REALLY need help or want to learn to make currency it may not be so common.

XII. Credits (in no order)

Guide Composer : Shodokan123

RaizQT (RF Incinerate)

Klayver (Video)

ZiggyD (Videos)

Hegemony (Videos)

CrimsonMidget (MF Incinerate)

Victordoom (Inspiring/creating 2h RT cyclone build - grats on uber kill)

Rhaegar_G (RF Flameblast idea)

Mivo (Inspiring flame totem build)

Funsy (Inspiring mjolner build)

TheUberElite (For reading my guide beforehand)

Author of the Dominus graph (Don't know the name, sorry)