

Abyss Stacking 101

- A currency generation strategy for trade leagues
- May also be possible in SSF as a way to target farm specific crafting bases, but sextants constrain it there.
- New Vastir centred because of this 2 point node
- Votive Hoard, behind it, mediocre and optional
- This video and strategy assumes you have a character capable of smooth fast T16 maps.
- GREAT XP.



The Basics

- All about stacking loot multipliers for Abysses
- Not so much about the trove contents (those are a bonus). The real loot is the monsters we kill along the way.
- Loot multipliers:
- Divination Scarabs (loot per monster)
- Monsters Per Abyss
- Number of Abysses
- Sometimes Shaper scarabs (also loot per monster)

Reminder – Well Rolled Abyss Jewels

- 3.14.0 Patch Notes
- “Rare Abyss Jewels that drop from Abyssal Troves now use the well-rolled modifier system”
- In practice – always 4 mods (this is great), better chance at good mods but nothing to write home about
- In my experience 1 in 50 well rolled ones are good and 2-3 more are OK
- Also i86 ones are better & worth something as craft bases

Delirium/Abyss Interaction

- This is about the Delirium mirror, not Delirium layers
- From patch notes 3.10.0.e
- “Activating or completing several time-consuming gameplay elements causes the Delirium mist to stop moving for a set amount of time based on the encounter type. The following conditions cause the Delirium mist to stop moving: an Abyss crack reaching its next location, defeating a Harbinger, defeating a Metamorph, defeating a Red Bestiary beast, defeating an Essence Rare monster, opening a Perandus chest, opening a Strongbox, completing a Blight encounter, completing a Legion encounter and defeating a Betrayal target.”
- TL:DR – Progressing an Abyss = more time till mirror collapse
- You still need to be ahead of the mirror by a bit if it goes backward.

New Vastir Maps

- Mud Geyser 16
- Alleyways 16
- Crystal Ore 16
- Residence 16
- Burial Chambers 15
- Grave Trough 15
- Reef 15
- Dungeon 15
- Lighthouse 15
- Palace 15
- Bone Crypt 15
- Barrows 14
- Shipyard 14
- Museum 14



Alleyways T16

- Layout above average but not spectacular
- Divination card: The Saint's Treasure is uncommon (not really all THAT rare)
- Giving pure exalts reduces trading.
- Layout is also fairly Abyss friendly.
- Layout solid for delirium mirror, should you elect to force that onto maps with Zana (expensive but viable)



Burial Chambers T15

- Has arguably the best jackpot divination card in the game, The Doctor (there are more valuable cards but those are staggeringly more rare)
- However, Doctors are a JACKPOT drop, not something to expect. Expect to get nothing.
- Layout very well suited to Abysses.
- Layout extremely well suited to Delirium mirror. Arguably third best map in the game.



Setup part 1 - Sextants

- Trade for a temporary watchstone (Sirus drop) that already has a Maven sextant “+3 abysses” mod on it. Bad watchstones are fine, but be careful of Territories Unknown and Irresistable Temptation, IT might add reflect and TU might add 0 regen.
- Anti-reflect sextant for IT.
- Often costs 1-1.75ex
- Don't try to roll it! ~1.4%.
- Search setup for site:



IVORY WATCHSTONE EXPEDITION ONLINE ONLY

TYPE FILTERS









ITEM CATEGORY	ANY
ITEM RARITY	ANY









STAT FILTERS

ENCHANT AREAS CAN CONTAIN ABYSSES	1	MAX
+ ADD STAT FILTER		

Setup part 2 – Le Scarabs Arrive

- In SSF, you might not have the luxury to do that. Instead, if you hit that sextant mod (or the Awakened version for 2 abysses) on a region unlocked stone, use that.
- Next source Gilded or Winged Abyss Scarabs. Winged are about 42% more powerful overall (monsters added). Get 15.
- Suggestion: Winged if and only if using an advanced max juice option.
- Div scarabs similar diminishing returns. I do not have hard numbers on what is best here. Always use Polished at least. Get 15.
- Some juice levels may call for additional scarabs. Again, prep 15 of each.
- Prices have gone up since I made this presentation. Oops. I take credit/blame.

	Winged Abyss Scarab	WIKI	33.5	
	Gilded Abyss Scarab	WIKI	7.5	
	Polished Abyss Scarab	WIKI	1.0	
	Rusted Abyss Scarab	WIKI	0.5	

	Winged Divination Scarab	WIKI	36.0	
	Gilded Divination Scarab	WIKI	11.0	
	Polished Divination Scarab	WIKI	2.0	
	Rusted Divination Scarab	WIKI	0.5	

Basic Setup

- Chisel and alch 15 of the same map
- Sextant all of your maps
- Apply Zana Abyss mod (note: advanced approaches might use Delirium instead)
- With Gilded scarabs, Maven Abyss sextant and the small node past Abyssal Army, you will have 6.18 abysses average, each with 250% base monster count. 15.45 effective Abysses. That's lots of XP and stuff to kill.
- With Winged scarabs and same setup, 7.18 abysses of 300% base monster count. 21.54 effective Abysses.
- Divination scarabs scale this a lot further. Polished = double div cards. Gilded = double and a half. Winged = triple and a half.

Advanced Approach: Bloodstained Fossils

- Doesn't really add difficulty, just adds cost.
- Bloodstained Fossils are a rare drop in Delve. Prices in trade are volatile, modest supply at 10c then deep supply at 20c with little in between.
- Rolling maps with these grants a kinda bonkers mod. 10% packsize (4-7 is normal), 20% quantity and 10% chance for items to drop corrupted
- This is all about getting those sweet sweet corrupt 6 links. Vendors love them.
- Corruption will ruin crafting bases, so don't do this above tier 16.
- Mild anti-synergy with Delirium mirror or Delirium layers due to it ruining 10% of your cluster jewels. This isn't a big issue and shouldn't stop you using Delirium if that's your preference..
- If market changes, you can beastcraft to add more mods to maps rolled this way.

Advanced Approach: 20% Delirious T19

- Requires an above average character and higher investment per map
- Goal: Loot staggering amounts of ilvl 86 bases for BULK SALE. Bonus: i84+ clusters, Saint's Treasure.
- Requires Misinformation (4ex/12 runs), Terror, Stalwart Defenders (0.5ex/12)
- Apply 1 Delirium Orb to each of your Alleyways (or trade for 20% delirious). Chisel/alch/chaos for modcount: 5+. Vaal.
- No skimping on Abyss Scarabs here. Winged or don't bother.
- Add all of these bases (86+) to your loot filter with Awakened Sextant to Divine Orb tiers: Supreme Spiked Shield, Colossal Tower Shield, Vaal Regalia, Sorcerer Boots, Sorcerer Gloves, Convoking Wand, Lolite Ring, Cerulean Ring, Thicket Bow, Grove Bow, Imperial Bow, Ghastly Eye Jewel, Searching Eye Jewel, Imperial Claw, Shagren Boots, Titanium Spirit Shield, Hubris Circlet. These sell. Maybe you'll find others. Note: Not all bases can drop in New Vastir maps.
- Gilded Divination Scarab. Gilded OR Winged Shaper Scarab. Whatever as 4th.
- Expect to use 4+ portals per map for loot (so don't die)
- If someone buys one of your bases & you share a language, try to bulk sell to them. "How many? I have 35+" is my usual approach. If they just want one, still trade after your map.
- OPTIONAL for groups with aurabot: More than 20% delirium. All players need to loot.

Advanced Approach: Delirium Mirror T17

- Requires an above average character and higher investment per map (Alleyways). Or far above average (Burial Chambers)
- Goal: Loot ilvl 84+ clusters
- Requires Terror OR Stalwart Defenders for Alleyways. Both for Burial. Requires 16c/map in raw currency for Zana mod.
- Chisel/alch/chaos for modcount: 5+. Vaal.
- Winged or Gilded Abyss Scarabs fine.
- Gilded Divination Scarab if Burial. Polished OK for Alleyways.
- If you die, map is mostly ruined as the mirror is gone. But it's still salvageable so head back in.
- Also have the ilvl 86 bases setup on your filter! Rare monsters will drop some, although you won't swim in them like a T19 farmer will & the hassle of selling small numbers of bases is worse.

Advanced Approach: 100% Delirious T17

- This is no joke. The monsters here mean business. Requires an EXTREME power character (or an aurabot).
- Goal: Loot i84 clusters, Doctors and more.
- Trade for T15 maps close to 5 delirium layers. Horizon them into Burials. Orb to 100%.
- Watchstones: Terror, Stalwart, the Maven sextanted stone and whatever
- Scarabs: Winged Abyss and Divination plus any two. Zana Abyss.
- IMPORTANT: Cannot do Alleyways this way as Horizon Orbs cannot turn a map into an Alleyways. You need to purchase 80/100% maps that are already Alleyways T16 for this approach there. No reason to just to save Stalwart Defenders, that watchstone isn't that expensive.

SEARCH ITEMS...

EXPEDITION

ONLINE ONLY

TYPE FILTERS

ITEM CATEGORY

MAP

ITEM RARITY

ANY

WEAPON FILTERS

ARMOUR FILTERS

SOCKET FILTERS

REQUIREMENTS

MAP FILTERS

STAT FILTERS

ENCHANT

PLAYERS IN AREA ARE #% DELIRIOUS

80

MAX

+ ADD STAT FILTER

+ ADD STAT GROUP

MAP TIER

15

15

MAP PACKSIZE

MIN

MAX