



**HATEFORGE  
ANCIENT GAUNTLETS**

QUALITY: +20%  
ARMOUR: 184

REQUIRES LEVEL **72, 68 STR**

SOCKETED GEMS ARE SUPPORTED BY LEVEL 30 RAGE  
(120-150)% INCREASED ARMOUR  
(10-25)% REDUCED RAGE COST OF SKILLS  
VAAL ATTACK SKILLS YOU USE YOURSELF COST RAGE INSTEAD OF  
REQUIRING SOULS  
YOU CANNOT GAIN RAGE DURING SOUL GAIN PREVENTION

*THE FIRST KARUI BORN ON THE FRINGES OF THE VAAL EMPIRE  
DEVELOPED A BLOOD FEVER BORN OF CORRUPTION.*



# Chris Wilson interview 02-Sep-2021

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# Hardmode

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- Was the starting point much to stream chat's irritation
- What impact on players not interested in this mode?
- Chance to test assumptions about core game itemization
- Chris's idea of fun (and mine) but expectation from Chris is that this will be niche appeal
- Will see some experimental numbers tweaks that are being considered for main game.

# Item Philosophy

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- Tradeability – Chris prefers D2 over D3 (D2 everything is tradeable, D3 everything soulbound)
- Bell curve. If 10/10 is a one-in-a-billion drop, when you have a 3/10 item, upgrade drops are common. When you have a 7/10 item, they are rare. If you've crafted a 12/10 item, none possible from drops.
- Determinism vs RNG. Optimal fun point is NOT at either end of the spectrum (D2 or Alva chamber being pure RNG, gem XP/quality up to 20/20 pure determinism). Crafting systems within POE lie at different points on this spectrum.
- Shaper, Elder and Conqueror influence mods being reevaluated in 3.17. Chris aware they can create items better than any possible drop. Not sure of future.
- Some discussion of opportunity cost of crafting. Trading being extremely powerful pushes people to feel they NEED to trade rather than craft.
- Discussion of efficiencies of scale and item mass production. By allowing this type of play trade also adds an opportunity cost to artisanal crafting (making your own gear)
- A key point not made: If X is in hot demand and Y is in medium demand, a person that tries to craft X but accidentally makes Y instead then sells Y will be able to undercut someone who rolls over Y chasing X.
- Chris considers metamods a mistake but not one requiring changes.

# TFT and service trading

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- Chris generally OK with unequal trades executed honestly, e.g. information disparity. Not with scams involving dishonesty.
- Example of former – when only a tiny number knew the 20q gem recipe in early POE days
- Example of latter – “I’ll give you 30c to kill this boss”, payment made then the bosskiller runs off without trying
- Chris points out minor trend toward more secure trading (Chronicle of Atzoatl) without promising more. Definitely no Harvest secure trading promised.

# Expedition going forward

- Will go core at some point
- When it does will be splinterless
- Instead all Expedition currencies will be AUTOPICKUP and SOULBOUND like Azurite
- Should be interesting. Especially for Rog, who will grant low opportunity cost crafting options.

# Hateforge

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- Quite a focused discussion on chase item rarity and player expectations.
- Accessible (Shav's) OR chase (HF): pick one
- Chris OK with both existing but wary of communication issues. HF style items not suited for first characters at all.
- (My point, not from cast) Voices! Voices-1 has been the top chase item every league it existed. Voices-5 weaker but still good. Same functionality, lower power. Divine Orb immunity key.

# The Big One – Juice Factors On Maps

- Currently trading for map related consumables (sextants, scarabs, deli orbs) onerous. Personally this burns me out at endgame.
- Chris agrees.
- Doesn't want to solve via changing trade system. Instead, closing the gap between juiced and unjuiced maps, and providing untradeable ways to juice up maps
- Scarabs may remain as the only 'luxury' juice option

