



Farm about 10 Delirium Orbs per hour at a relaxed pace, plus the occasional exalt or better big drop


Using Heist To Farm Delirium Orbs


A Trade League Wealth Generation Strategy

Requires a T16 capable character

Image shows some loot from ~4 hours 45 of play while distracted by streaming and chat. The Metamorph delirium orb and 175 of the splinters were not looted in this session. Other notable drops – 6L Belly, 1 Exalt, a reasonable trinket, ~200 stacked decks, ~60 T14+ maps (some delirious), ~350 chaos orbs, ~250c of scarabs and more. Total cost about 450c.

Prerequisites




- You'll need to unlock all Heist rogues and level at least one to rank 4 in each skill. 5 only adds flexibility.
 - That can be done FAST. Run about 12 contracts to unlock all rogues (always run a contract with the NEWEST rogue added to your roster).
 - Then run 1 or 2 low level blueprints. Low level ones grant huge rogue XP and have low rogue level requirements
 - Boom, all skills are now at 4. 5 takes longer but isn't often needed.
 - Rogue gear is a bonus, not mandatory. Ditto for a halfway-decent trinket. These items matter MUCH more for other Heist strategies and are basically needed for 'Inside Job' blueprint strategies.
 - This is a solo-oriented strategy. Little to gain from bringing a friend.
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Grand Heists are lucrative...

- Blueprints have four types of rewards
- The most lucrative are 'Unusual Gems'. However, these take the most research to recognise the good rewards from. Good option, beyond the scope of this guide.
- 'Enchanted Armaments' is much more hit and miss. They are amazing days 1-5 of a league when well rolled items are worth something but 'bleh' later on unless you get lucky.
- 'Replicas and Experimented Items' can be good too. Just not the focus of this guide.
- We are talking 'Trinkets and Currency' here. Delirium Orbs are currency after all...

Monster Level Matters



- In my experience monster level 74 and down Grand Heists never or almost never grant Delirium Orbs.
 - 75-82 ones sometimes grant a stack of 3 Deli Orbs. I suspect (unproven) that this is more common in 81 and 82 blueprints.
 - 83 Grand Heists instead seem to grant stacks of 4 Deli Orbs. They also occasionally appear to grant Winged Scarabs as options, which are basically consolation prizes for when you don't get the superior option of delirium orbs.
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To Juice, Or Not To Juice?

- Grand Heists offer three main types of rewards.
- Curios, reward room chests, and side chests
- We are RUTHLESSLY focused on optimizing Curios. Other rewards can and will be sacrificed to this end.
- Dying in Heists is impactful. You want to avoid it, and so we will be running them MAGIC. All that having higher modcount on the blueprint achieves is making the side chests and reward room chests more accessible. They aren't our goal, and can be sacrificed.
- You also want easy mods. Monster durability is fine, monster burst damage is not.

IMPERVIOUS BLUEPRINT: SMUGGLER'S DEN OF TOUGHNESS

HEIST TARGET: THIEVES' TRINKETS OR CURRENCY

AREA LEVEL: 83

WINGS REVEALED: 1/3

ESCAPE ROUTES REVEALED: 1/6

REWARD ROOMS REVEALED: 3/21

REQUIRES BRUTE FORCE (LEVEL 4)

REQUIRES PERCEPTION (LEVEL 3)

REQUIRES TRAP DISARMAMENT (LEVEL 3)

ITEM QUANTITY: +20%

ITEM RARITY: +12%

ALERT LEVEL REDUCTION: +8%

TIME BEFORE LOCKDOWN: +8%

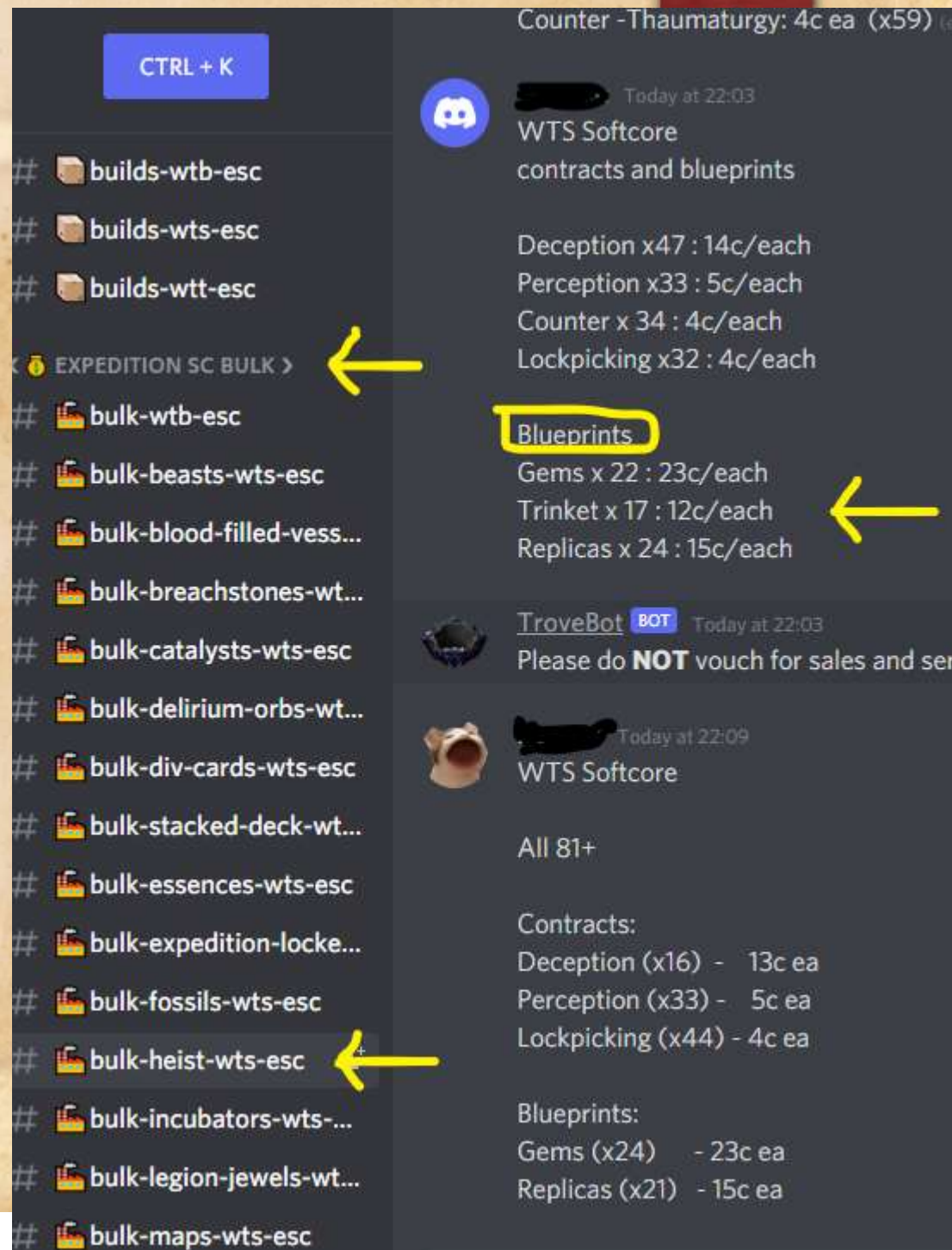
MAXIMUM ALIVE REINFORCEMENTS: +8%

ITEM LEVEL: 83

MONSTERS TAKE 37% REDUCED EXTRA DAMAGE FROM CRITICAL STRIKES
MONSTERS HAVE A 50% CHANCE TO AVOID POISON, BLIND, AND BLEEDING

Setup

- First, you want to bulk purchase Trinket/Currency prints from other players
- The hard way:
- pathofexile.com/trade
- The easy way: The Forbidden Trove discord
- Message in discord, trade in the game client.



Unveiling Wings

- You can spend two forms of Heist currency to (within severe limits) duplicate blueprints to get extra wings from them.
- This print has one wing unveiled and two more available. “Duplicating” it up to twice will cost a LOT of rogue markers
- Almost always worth doing it once at current market conditions. Second and third additional wings are more dubious.
- Check rogue marker values! 41000 to the exalt when I am preparing this. Do your own maths – might be better to ‘waste’ 12-15c blueprints.
- Remember Gianna discounts.

BLUEPRINT: SMUGGLER'S DEN OF INSULATION

HEIST TARGET: THIEVES' TRINKETS OR CURRENCY

AREA LEVEL: 81

WINGS REVEALED: 1/3

ESCAPE ROUTES REVEALED: 1/6

REWARD ROOMS REVEALED: 3/21

REQUIRES DEMOLITION (LEVEL 3)

REQUIRES TRAP DISARMAMENT (LEVEL 2)

REQUIRES DECEPTION (LEVEL 3)

ITEM QUANTITY: +10%

ITEM RARITY: +6%

ALERT LEVEL REDUCTION: +4%

TIME BEFORE LOCKDOWN: +4%

MAXIMUM ALIVE REINFORCEMENTS: +4%

ITEM LEVEL: 81

MONSTERS HAVE 70% CHANCE TO AVOID ELEMENTAL AILMENTS

Playstyle



- I've streamed several hours of this play on Twitch, and linked a Youtube stream upload in the video description. (YT vid is unlisted so you will need the link)
- On run in, get as many reward room chests as reasonable. No need to unveil extra ones. Prioritize currency, delirium and divination first. Maps, blight, abyss second. Rest later (skip prophecies and talismans, take small chests instead).
- If you get an outstanding drop, walk it out then reenter (RIP my 6L Belly last night... it was my only death)
- Upon reaching the curio room, take the time to read all trinkets. Then assess currency drops against each other & take the top option.
- Now all you need to do is escape without dying. If you die, you'll lose all loot from that wing unless you walked it out earlier.
- Optionally skip bad curios to take more side chests. But this means less XP. XP in the escape phase is really really good – pick your own priorities.
- Are you missing rogue levels? That's OK, just put the 'requires X skill 5' prints away. Run the others first, return to the level 5 ones when you can. Level 5 doesn't take long now.

Rare Jackpots to Watch For

- Trinkets that mention Exalted Orbs are always (semi)jackpots. Example “3% chance for regal orbs to drop as exalted orbs instead in heists”.
- 6L uniques in armour chests (maybe, market is somewhat flooded for many uniques).
- Heavily delirious red maps in delirium or map chests.
- 8 passive cold or minion damage clusters.
- Corrupted jewels with CB immunity or 1% RMR.
- Synthesized or fractured items (rarely but the EV is high because the jackpot hits are SO GOOD; for example +1 power charge implicit synth rings are 100 exalts, even +1 endurance is valuable).
- And a steady stream of exalt shards.



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