

# Early Currency Strategies

## How I Plan To Make My First Twenty Exalts In Scourge League



EXALTED ORB

STACKABLE CURRENCY  
STACK SIZE: 1 / 10

AUGMENTS A RARE ITEM WITH A NEW RANDOM MODIFIER

RIGHT CLICK THIS ITEM THEN LEFT CLICK A RARE ITEM TO APPLY IT. RARE ITEMS CAN HAVE UP TO SIX RANDOM MODIFIERS.  
SHIFT CLICK TO UNSTACK.



# Patch Notes Still In Flux

- Even today changes are happening, 15 hours from launch
- Let's play spot the difference. This could happen to anything.

✦ Updated - The Brass Dome: Unique has been redesigned to more properly embrace its identity of a high Armour Body Armour, while not providing as extreme of a difference compared to a Rare Body Armour with top tier Armour modifiers. It no longer has "10% reduced Movement Speed", "50% increased Shock Duration on you", or "30% reduced chance to Block Attack and Spell Damage". Instead, it now has 350-400% increased Armour (previously 600-650%), "+1-5% to all maximum Resistances", and "Strength provides no bonus to Maximum Life".

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# General Points First

- General tips first. Ten specific strategies later.
- Play to your build's strengths
- Understand the nuances of the early league economy
- I'm focused on SC trade, but HC trade has similar dynamics. Just lower supply and different demand.
- Any comments on drop rates relate to 3.15 – they sometimes get stealth changed.
- You'll notice little discussion of Scourge mechanics here. Focus on the known for now, but DO keep an eye on the league mechanic's potential and try it here and there. It might be better than all of these.

## Play To Your Build's Strengths

- There's lots of profitable things to do in POE but no build can do everything perfectly.
- Focus on what your build is good at.
- Example: Powerful bosskillers should run Shaper and Elder and even Maven ASAP at leaguestart and spend LESS time mapping.
- While top clear builds with 'bleh' bossing should PAY OTHERS to do their milestone bosses for them so they can focus on their own strengths – looting crafting bases, currency and uniques fast.

# A Demand-Dominated Economy

- By the end of week 1 most uniques will be in an oversupply state. As more players get clearing maps fast, good items will become cheap as the league economy gets flooded with drops.
- But week 1 is NOT like that.
- Even quite common items like Tabula Rasa or Wasp's Nest can be in high demand early on. For rare items like Inpursa's Broken Heart, it's even more the case.
- Quantity tends to dominate quality of items early. Better to have three Shavronne's Wrappings to sell than one perfectly rolled one. Late league is the opposite.
- Applies both to global drops and boss drops.
- Remember, day 1 everyone has nothing and wants something. Later, every time someone upgrades an item, their old item goes in a for sale tab.
- It's a seller's market! The further AHEAD of progression you are, the more favourable the market. So levelling fast helps.

# First Mover Advantage

- The 33<sup>rd</sup> Inpulsa's Broken Heart in the league will sell for more than the 623<sup>rd</sup>, which will sell for more than the 11023<sup>rd</sup> one.
- This is particularly true of clear speed multipliers. Early on, groups will pool resources to get one of the first Berek's Respite or Inpulsa or Aberrath's Hooves or Victario's Influences or Prism Guardian or Dying Suns, confident that they will amortize the excessively high price with their increased drops.
- Being in maps FAST is thus a huge advantage.
- But so is being first to other specific content – Heist, Shaper, etc.

# Underpriced Early

- Years ago the conventional wisdom was 'farm Chaos Orbs early, then use them to buy exalts while they are cheap'
- This still 'sort of' works, but you can do better.
- Look for consumable items that are extremely coveted LATE in a league but too precious to use (for most players) early.

## TEMPERING ORB

STACK SIZE: 20

ADDS OR REPLACES AN ENCHANTMENT ON A WEAPON. THIS MAY REFORGE THE WEAPON'S SOCKETS.

RIGHT CLICK THIS ITEM THEN LEFT CLICK ON THE ITEM YOU WISH TO MODIFY.

SHIFT CLICK TO UNSTACK.



## SEVEN YEARS BAD LUCK



13

MIRROR SHARD

IF ENOUGH PEOPLE BELIEVE SOMETHING TO BE TRUE, WHETHER OR NOT IT IS BECOMES IRRELEVANT.

## THE NURSE



8

THE DOCTOR

WE TRIED TO TELL HIM TO GET HIS HEAD CHECKED.

## MIRROR SHARD

STACK SIZE: 20

A STACK OF 20 SHARDS BECOMES A MIRROR OF KALANDRA.

SHIFT CLICK TO UNSTACK.



# Strategy #1: Heist

- Heist is super lucrative and has by far the highest drop rates for unique items.
- Literally EVERY type of regular contract is lucrative early.
- On a weaker character you can buy them in bulk and buy coins in bulk, then loot and scoot (ignore main objective)
- Stronger characters can do the objective too. This gives extremely good XP.
- But the biggest reward is often the lower tier 'Replicas and Experimented Items' blueprints. Even low monster level ones are fine, they drop great items frequently enough to be worth it.
- Enchanted Armaments are always underestimated too. They bias toward excellent rolls and excellent links on items. Feels like they might roll 50-100 times and take the most heavily linked item. These fall off hard over 2-3 days so sell your good drops fast – by day 7, usually only i82+ bases will be good.



# Heist Caveats

- Not self sustainable, you'll need to buy contracts
- Does cause slow atlas progression too.
- Gem blueprints get much better later. Early on, they aren't in that much demand. People focus on big upgrades first (Tabula ==> 5L Inpulsa ==> 6L Inpulsa) and small perfections like anomalous gems come later.
- Sell 6 links fast while they are still worth something. Drop prices aggressively if needed. This goes double for 5 links.

## #2: Valdo's Rest Strongboxes

- Corrupt strongboxes semi-frequently drop 6S6L items and 6S5L ones. These are often quite useable early on.
- Six links with bad mods sell well EARLY but prices collapse fast.
- You need to be close to first to get much benefit here.
- Only need 1 or 2 watchstones in the region. 4 Maven points.
- Discount aggressively.
- Combine with #7 (fast clear)



## #3: Haewark Essences

- Early on people want essences. Zana Essence is an option this league
- Spamming Haewark maps is very viable and can mass produce essences. Sell at Shrieking tier for Dread, Deafening otherwise.
- Overcharge for bulk quantities.
- Combine with #7



## #4: Glennach Abyss

- Requires getting to tier 15 maps fast.
- Lightless Legion is incredible in T15+ maps early, when i86 bases are selling well
- Stygians great too
- Requires 4 Glennach watchstones + 6 Maven points, i.e. this takes longer to set up than other options.

**Underground Kingdom**  
Areas have 1% chance to contain an Abyss per 2% increased Pack Size  
Abysses in Areas have 100% increased chance to lead to an Abyssal Depths  
Abyssal Depths in Areas have 100% increased chance to contain a Lich

**Abyssal Army**  
Abyss Monsters in Areas grant 50% increased Experience  
Abysses in Area spawn 100% increased Monsters

**Lightless Legion**  
Abyssal Depths in Areas have +3 to Monster Level  
Abyssal Depths in Areas have 100% more Magic Monsters  
Abyssal Depths in Areas have 100% more Rare Monsters  
Abyssal Depths in Areas have 50% increased Pack Size

**Total Anarchy**

## #5: Breach – but not in maps!

- Popular content creator Grimro is advocating an early ‘farm breaches in maps’ strategy. He’s a great player AND influential upon the top 2-3% of players.
- This will result in many people following in his footsteps and might push down Breachstone prices. (If it doesn’t, consider Lira Arthain breach strategies)
- If you have a LOT of bossing experience, there’s lots to make from doing The Hidden early. Demand for Xoph’s Blood, Pandemonius and The Surrender is huge.
- Consider spamming Hidden runs if you have an extremely powerful bossing character. It’s got BIG new drops (Flawless Stones)!

## #6: Other Boss Killing

- Guardian maps unlock difficult 4-way fights (The Formed, The Twisted) which will grant huge improvements to your drops from typical map boss killing.
- Shaper and Elder have outstanding drops and if you know the fights very well, they are doable on very bad gear.
- Guardian's Aid and Uber Elder encounters are the goal if you can manage them.
- You can also act as a bosskiller for hire in /trade 820. Many players will pay 20 or 30 chaos for assistance with a 4-watchstone Conqueror or 10-way Maven fight. Or you can split the loot (e.g. "Helping with Maven 10-ways – I get all Shaper/Elder Guardian map drops, you get everything else"). If you do this, pay attention to servers! An Aussie may struggle on Texas server and vice versa.
- Sirius is great early for his uniques (not the ones that hold value late league but the helm and jewel).

## #7: Straightforward FAST clear

- A strategy as old as time.
- Best on builds with outstanding damage projection. Minimal/no bossing requirements so you can do it with very low DPS.
- Movespeed and offscreening potential is key.
- Goal is to loot exalts, uniques etc faster than everyone else.

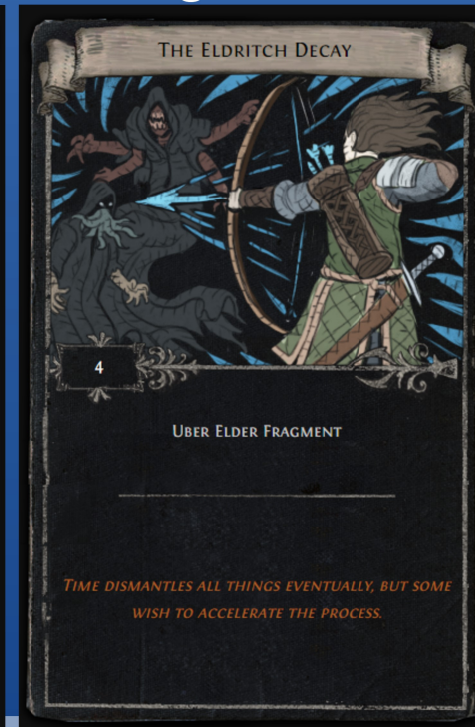
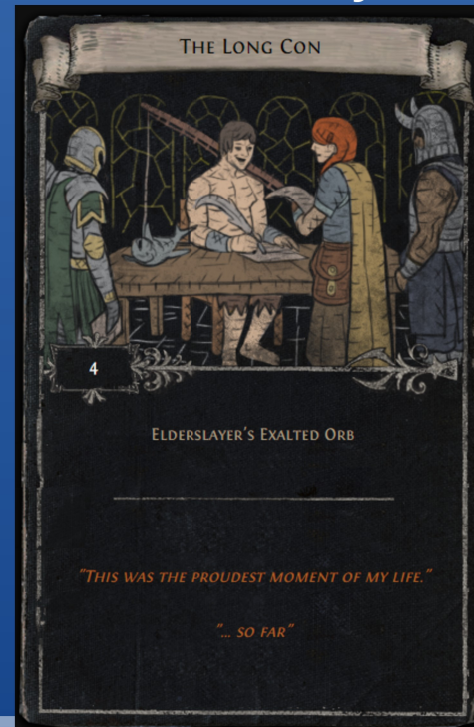
## #8: Capstone League Content

- Domain of Timeless Conflict
- Blighted Maps
- Simulacrum
- All of this content is super lucrative IF you specialise in it and run it fast.
- Each puts different demands upon your character. Blighted Maps can be done well by glass cannon characters, Simulacrum requires durability but asks for less damage projection. Timeless requires most of all.
- Much of this content is gaining new drops in 3.16.



## #9: Divination Card Arbitrage

- This is a pure trade strategy.
- Some div cards are underpriced because they have a high degree of inherent randomness.
- Keep an eye out for these! It's often the new ones.
- In 3.15, Terrible Secret of Space was a great example.



## #10: Crafting For The Meta

- I don't usually recommend this because there is SO MUCH competition
- But Toxic Rain players love Corroded + Metallic + Jagged fossil combinations. 25.461% to roll +1 socketed and +2 bow gems at the same time, usually with a suffix spare for benched attack speed. Higher % on lower lvl.
- Requires i64+
- Great if you can source cheap six links. Lira Arthain's Exotic Goods node drops a few, as does Heist.