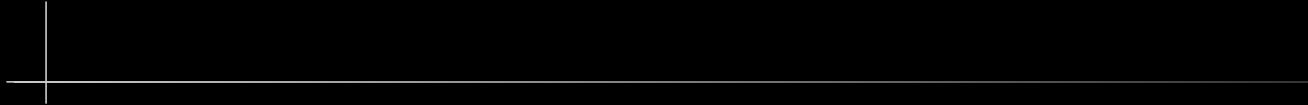
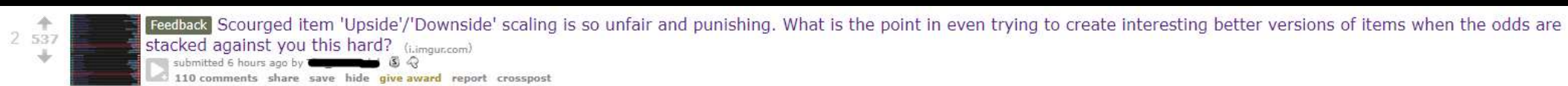


# Scourge Rewards

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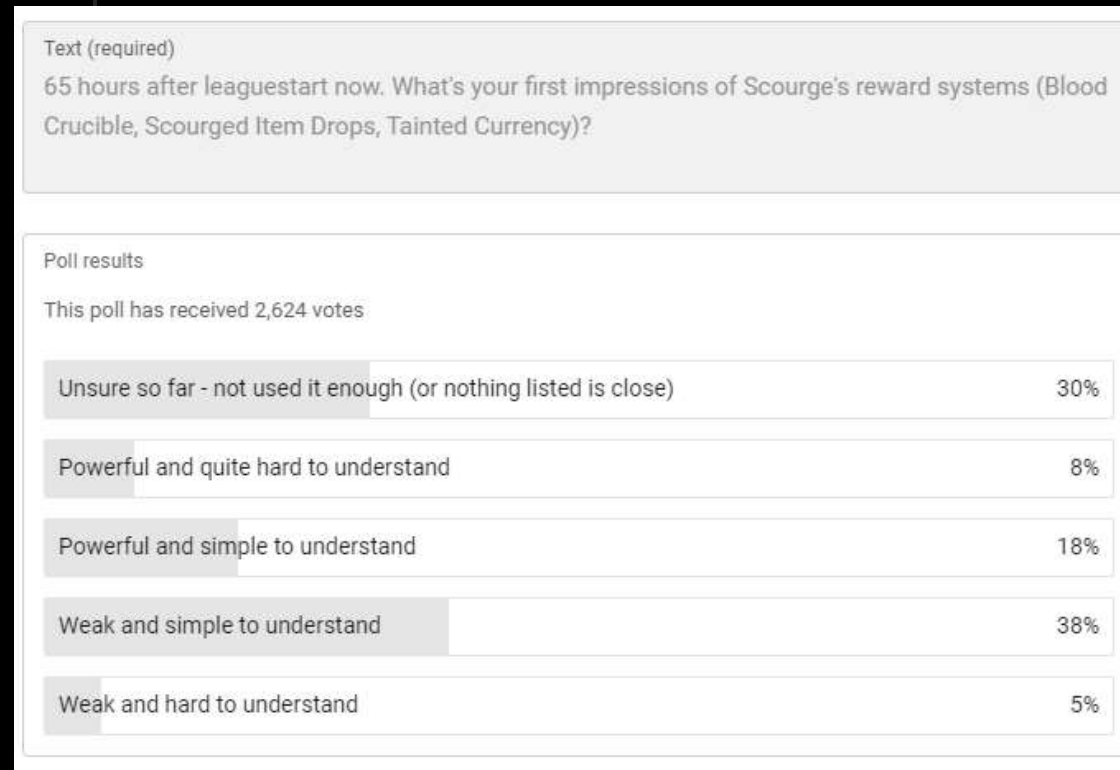
# Reddit in flames as always...



- Meanwhile I've had eight six links already. I've only just played enough to hit level 20 gems.
- Some of this outrage is market intervention (lying to keep profitable strategies secret). Most isn't.

# An interesting poll result...

- I ran a poll on Youtube about attitudes to Scourge loot
- The real question I was asking here wasn't "do you think the mechanic is powerful". It was "How much does perception of complexity line up with perception of power for Scourge's mechanics"
- It's apparent a lot of people don't understand how complex this system can be – they see only the weak, obvious rewards, not the powerful ones that are accessible but require knowledge to access.



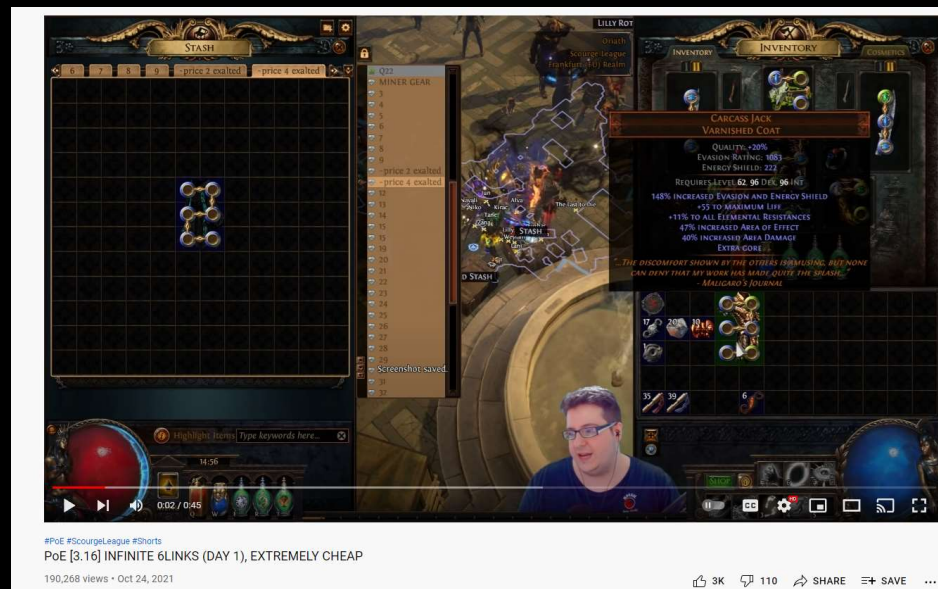
# Scourged Items On The Ground

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These are rubbish.  
Remove them entirely from your loot filter.

# Tainted Fusings – The Most Powerful League Reward Ever

- Elessar's video (link in vid description) showed the world how powerful these are.
- Takes 4-6 to hit a 6 link with his method (plus a few Vaals and fuses)
- So each one is like getting 200 or more fusing orbs
- This is why fuses are so worthless this league. The league mechanic semi-frequently drops hundreds of them.



# Rewards While Levelling – Acts 1-5

It's raining alchs.

Find a 3 or 4 linked item that's normal (scoured) and that has colours you can use.

Throw in krangler, wait and hope. Two zones later, it's alched. It'll have a Vaal upside and downside too – these are a mixed bag but you have so many free alchs that the odd failure doesn't hurt. Was like Essence league but more common.

# Rewards While Levelling – Acts 6-10

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- Five links.
- I've almost never had a five link in the second lot of acts.
- This league was, of course, an exception. Selfcrafted from Scourge without wasting ANY currency items like Tainted Jeweller's Orbs that I might want later.
- The mods on my 5 link were awful, but the entire package was still better than a Tabula.

# Rewards in Early Mapping

- Low budget six links. Stick a 6 socket 5 link with 'good enough to use' stats into the Krangler with tier 5 Stitched Wounds. 15% to hit a 6L first try.
- 38.6% to hit by 3<sup>rd</sup> try (not 45%, as you stop early if you hit one)
- Compare to the normal game where 6S5L is 13 times as common as 6L.
- Sometimes you'll hit drawback mods your build can't use, that's what trade is for. Someone else DOES need that.



# Endgame First Thoughts

- This system works really well for 'perfecting' build-around uniques that aren't all that rare.
- Something like Shaper's Touch will be ideal. You can get 50 of those in trade easily, then just krangle over and over. Eventually one will hit hard.
- Also works really well with divination card sourced two-implicit corrupt uniques.