

Expedition in 3.20

Rog And Early
League Currency

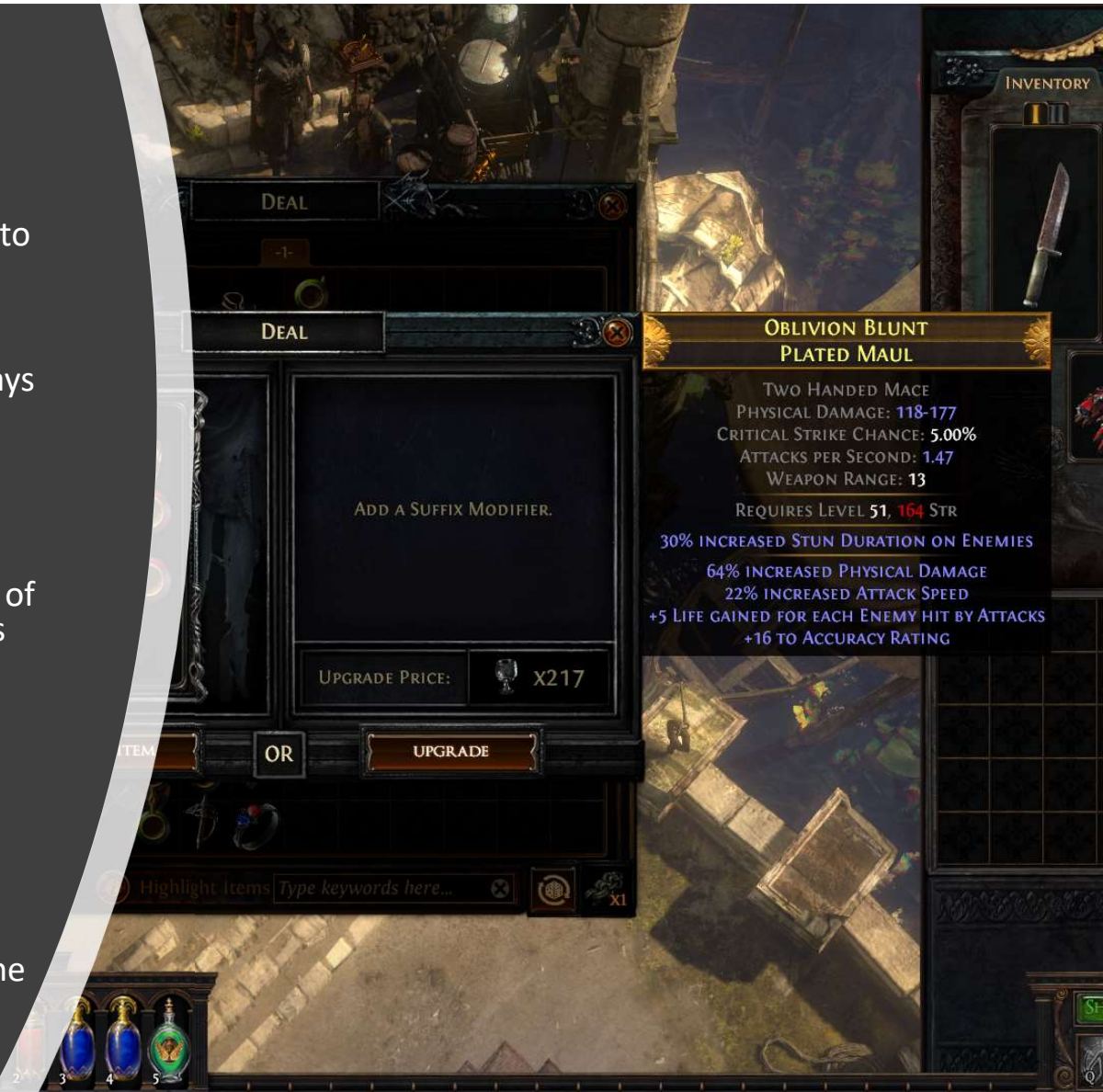


Rog Crafting Flow

- Mapping: Set up Atlas for Expedition. Trade for Expedition Scarabs (polished usually best value). Do all Expedition encounters. Loot logbooks, reroll tokens & some bound currency.
- Use Dannig reroll currency. Sell Tujen and Gwennen (or learn them if you prefer)
- Sell logbooks with “Knights of the Sun” as a choice on them for ~60c. Or split and run them if you prefer.
- Sell Tujen logbooks (Black Scythe Mercs) ~40c
- Run Order of the Chalice ones. Ones you looted and extra that you purchased (25-30c).
- Use Rog’s crafts to create rare items.
- Apply Eldritch implicits until the item is a cohesive whole. It doesn’t need to be PERFECT to sell. Grand tier mods can add a lot of power to an item.
- Pay half for low level logbooks (68-79).
- Sell non-premium items fast, discount aggressively.

Rog's Mechanics

- Rog offers random rare items with item level similar to yours.
- When you are level 90, i86 items become available
- Rog then offers to upgrade these items in various ways
- The KEY to using Rog is not trying to find the perfect item for YOU, but look for things that have the potential to be extraordinary for SOMEONE.
- The common crafts include “Reroll prefixes 6 times, keeping the best result” – this preserves the number of prefixes on the item, and “best” is interpreted not as “of most interest to players” but as “has the highest average item level requirement”
- You’ll also see “add a suffix 6 times keeping the best result” – again, this means a bias toward higher tier rolls that have high ilvl requirement.
- Rog also biases towards repeating crafts he’s offered before on the same item.
- If you decline a craft the next costs 50% more. Decline two in a row and you are done.



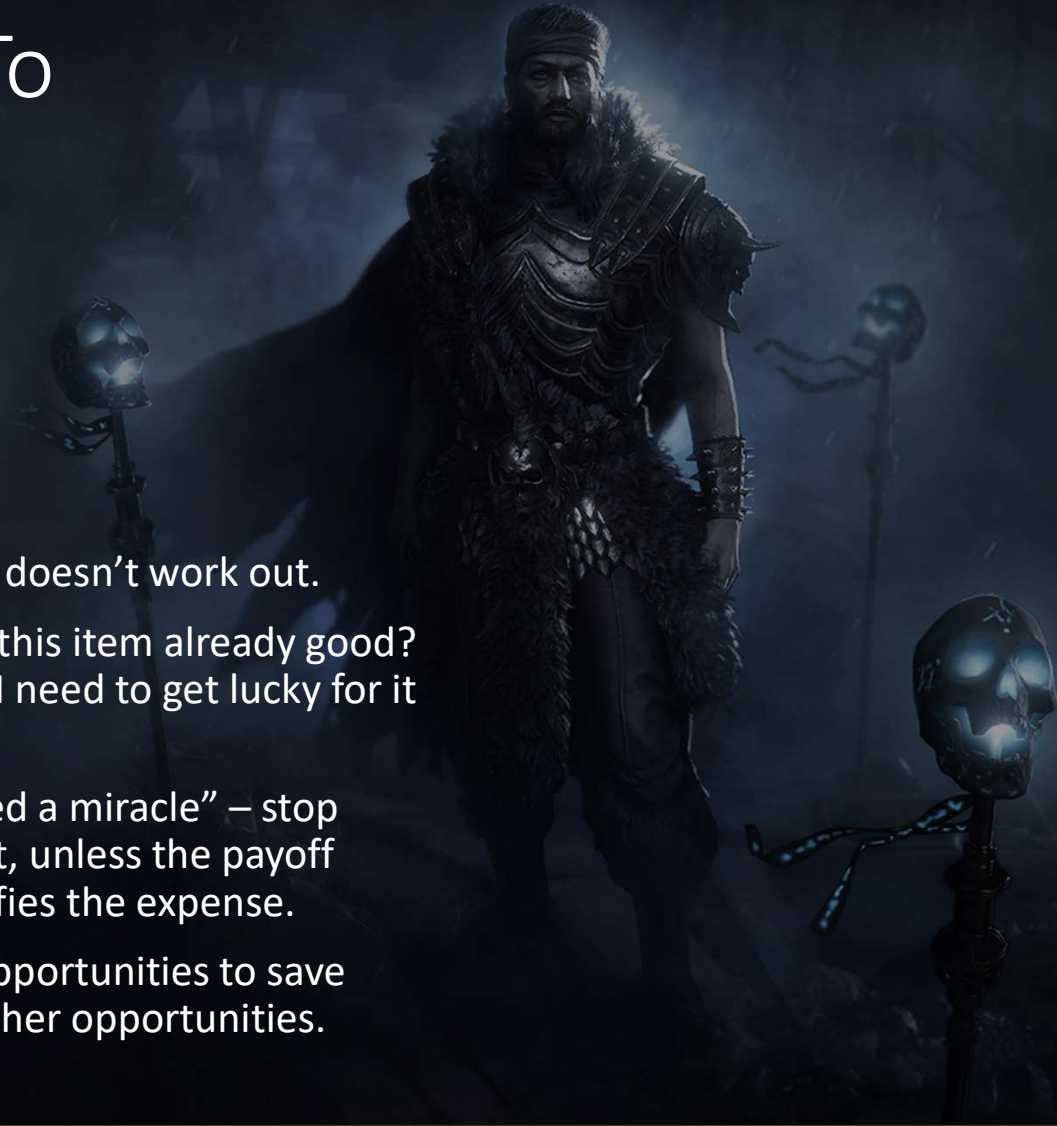


Rog's Repetition

- When Rog offers one craft he appears to bias toward offering more related crafts in future.
- Example, if Rog offers “Upgrade the tier of 2 mods on this item by 1 tier each”, your next craft is more likely to be a similar mod, and less likely to be “Reroll suffixes 6 times keeping the best result”
- This isn't an iron rule (or if there is an iron rule, I don't know it). But the bias is **STRONG**.
- ‘Exalting’ and ‘Annulling’ including ‘Remove All Prefixes’ are considered related crafts.

Be Willing To Walk Away

- Sometimes a craft just doesn't work out.
- Always be thinking "Is this item already good? If no, in what ways do I need to get lucky for it to improve?"
- If your answer is "I need a miracle" – stop wasting resources on it, unless the payoff from that miracle justifies the expense.
- It's OK to miss some opportunities to save resources. You'll get other opportunities.





Optimizing For Rare Crafts

- You will almost never see it, but “upgrade all mods to their maximum tier” can happen. If you get it, it is sometimes amazing. This is worth chasing. It’s worth keeping going if the only thing that can make your item good is this craft, e.g. if you have T4 attack speed, T7 flat phys, T4 phys% and “Squire’s” on a bow.
- “Add a random influence type to the item” can also happen. Almost as rare as the last craft, but the payoff is lower, so it’s not worth chasing. It tends to happen early or not at all and you may not even want it.
- Remember, a 0.3% chance to get 10000 chaos is 30c average. 2% chance to get 100c is only 2c average.

Eldritch Implicits And League Start

- Eldritch implicits are available on boots, chest, helm, gloves.
- Each slot has a couple of 'best' options. Example, chest Exarch mod, all-Auras Effect is better than any other mod.
- Early league – you don't need 'best' to have something useful.
- Roll over implicits you think almost no one will consider an upgrade. But do apply implicits. The relatively weak Exarch boot implicit 15-16% fire resist (Greater tier) is still miles better than no implicit.
- Aim to roll over the worst 60-70% of rolls. This includes almost all 'Presence of Unique/Pinnacle' mods.
- This makes Two-Toned Boots and Spiked Gloves etc bad choices.

Exact Item Levels

- Some items have unquestioned best mods. +1 all skills on an amulet. T1 suppression on a chest. +2% all max resists on a shield.
- Some items benefit from related mods with the same item level requirement, e.g. rings have T1 Str, T1 Int and T1 Dex all ireq of 82.
- Because of Rog's "roll multiple times keep highest average level", these are MUCH more common if the ilvl of the item is a perfect match for the requirement.
- You'll learn these over time.



Belts

- This is a day 1-7 slot only. If the league is mature or maturing, it's hard to beat influenced Stygians.
- Remember you are competing with Darkness Enthroned, Perseverance and reasonably easily crafted Stygian Visers. This makes 'mediocre' belts harder to sell.
- Consider only Leather Belts, Heavy Belts, Crystal Belts and Vanguard Belts. MAYBE Rustic Sash.
- Great early outcome: T1/T2/T3 resists (one of each), bench life, one other serviceable mod
- God-tier outcome: Good base belt with 3x T1 resist, T1 life and a useful mod. With luck Rog may even catalyse it for you.
- Optimal item level: 86. 84 adds T1 resists. 85 adds T1 Str as suffixes, so all high level suffixes are good. Prefixes, 85 adds T1 flask effect. 86 adds T1 ele damage with attacks, armor. Again, all good stuff.

TORMENT LOCKET

HEAVY BELT

QUALITY (RESISTANCE MODIFIERS): +20%

ITEM LEVEL: 85

REQUIRES LEVEL 67

+33 TO STRENGTH

+26 TO MAXIMUM ENERGY SHIELD

+98 TO MAXIMUM LIFE 

+59 TO MAXIMUM MANA

+57% TO FIRE RESISTANCE

+57% TO COLD RESISTANCE

+54% TO LIGHTNING RESISTANCE

Amulets

- I'm not saying NEVER make a Rog amulet.
- But generally this is not a great slot. Your Rog currencies have better uses.
- Omniscience builds can't use a Rog amulet, so hitting lots of +stats is of limited use.
- You will sometimes hit an Astramentis variant that solves stat issues for someone, but the people who want an Astramentis variant usually aren't rich enough to pay a lot.
- It's very unlikely to roll +1 all skills, even at ilvl exactly equal to 75.
- i75 is MUCH better than 76 or higher for the chance of +1s, but still not great.

Best day 3 outcomes: Life, two stats, one resist on a two-stat base. i85+ best early to chase these.



Rings

- MUCH better than amulets because of Crystallized Omniscience. More ways you can roll well.
- i82 or 83 optimizes for Omniscience rings. This keeps undesired 46-48% resist mods out of the pool, which makes it more likely to get 51-55 stats on 'reroll suffixes 6 times' crafts. Better late.
- i84+ is best for non-Omni rings, and best early when few people have Omniscience.
- Amethyst Rings outclass all other bases.
- 3.20 change – Vermillon and Lolite are possible now. These bases are good but not Amethyst good.
- Lots of high tier mods on a ring will often find an unexpected home because it will solve SOMEONE's problems. Someone out there needs 47 Dex, 33 Int and 38 cold resist to make their build work.



Dex Armour

- Here 'armour' means anything that accepts Armourer's Scraps for quality (not just chests)
- Shields will be covered in more detail later.
- For chests and shields, i86 is required for the top tier spell suppression rolls.
- For other slots, it's i85 – but on boots, you want i86 anyway for movespeed.
- Hybrid pieces (e.g. Int/Dex) have about 55% less chance to roll suppression than pure Dex.
- T2 Suppression + T3 or better life + 2 good mods sells with Eldritch implicits (non-shields).
- These are lucrative. Chase suppression aggressively.
- Note T3 suppression may sell but you are more likely to get T3+ if T1 is in the pool.
- I also like Dex/Str gear in these slots. Less of a fan of Dex/Int, although it can work.
- Remember to ask: "If six linked, is this chest worth more than ~1000 fusings?". If no, sell unlinked.



Shields

- There's a lot to say about shields. Suffix mods are amazing. Prefixes, less so. Suffix mods are very lvl sensitive & we'll go into base types further.
- Spend a lot of Rogbook currency on shields.
- Pure INT shields (Dex req = 0, Str req = 0) are special and will be covered separately.
- Shields with non-zero Dex requirement can roll suppression. This is great. i86 for top tier.
- Shields with non-zero Str requirement can roll phys mitigation and crit mitigation. Both are good. Both i86 for top tier.
- Shields with non-zero Int requirement can roll spell crit chance (i76) and spell block (i84). These are OK.
- Best mods: i81 for T1 max resist increases, i86 T1 life, i86 T1 block chance. i84-85 for resists are OK too.



Caster Shields

- These are shields with a pure Int requirement.
- They can in theory roll +1 to a class of gems. This is rare, but a huge jackpot.
- More common is getting a high tier of spell damage or single element damage, alongside VERY good other mods.
- Spirit Duty here is an extremely good example of one of these shields. This might have had an “Upgrade all mods to tier 1” roll when it had five mods on it.
- The “Esh” prefix – 100-109% lightning damage – is incredibly rare to roll, but lower tiers are common.
- Best starting points: Items that already have a mediocre tier of spell damage% or single-element damage%, PLUS that already have a mediocre tier of life. Desired crafts: +tiers, change suffixes X times keep best.
- Optimal ilvl: Any 84+

SPIRIT DUTY	
HARMONIC SPIRIT SHIELD	
QUALITY: +20%	
CHANCE TO BLOCK: 23%	
ENERGY SHIELD: 141	
ITEM LEVEL: 85	
REQUIRES LEVEL 67, 159 INT	
15% INCREASED SPELL DAMAGE	
+36 TO INTELLIGENCE	
108% INCREASED LIGHTNING DAMAGE	
100% INCREASED CRITICAL STRIKE CHANCE FOR SPELLS	
100% INCREASED ENERGY SHIELD	
+108 TO MAXIMUM LIFE	
+2% TO ALL MAXIMUM RESISTANCES	

Str/Int Shields

- Days 1-3 only, i84+.
- Only take shield bases with 12% elemental resist implicit.
- Here, you want more resists as explicit mods.
- Someone out there just upgraded their life/resist chest to an Impulsa. That person is wealthy. You want to sell them the solution to the problem their upgrade caused to their resists.

SOUL ROCK
ANGELIC KITE SHIELD
CHANCE TO BLOCK: 22%
ARMOUR: 189
ENERGY SHIELD: 44
ITEM LEVEL: 74
REQUIRES LEVEL 55, 71 STR, 71 INT
+12% TO ALL ELEMENTAL RESISTANCES
+48 TO ARMOUR
+15 TO MAXIMUM ENERGY SHIELD
+85 TO MAXIMUM LIFE
+15% TO ALL ELEMENTAL RESISTANCES
+41% TO FIRE RESISTANCE
+40% TO COLD RESISTANCE
+162% TOTAL ELEMENTAL RESISTANCE

Str/Dex Shields, And Pure Dex Shields

- These are the BEST.
- That's really all that needs to be said here.
- So many good suffixes. So easy to get serviceable prefixes
- ALWAYS check Conqueror Exalt options if you get 3 awesome suffixes and live with an empty prefix. These are deterministic on shield prefixes, except for mod tiers.
- There's great influence suffixes but they aren't really able to be targeted well with Rog, so don't worry about them. People still want uninfluenced shields with good mods.

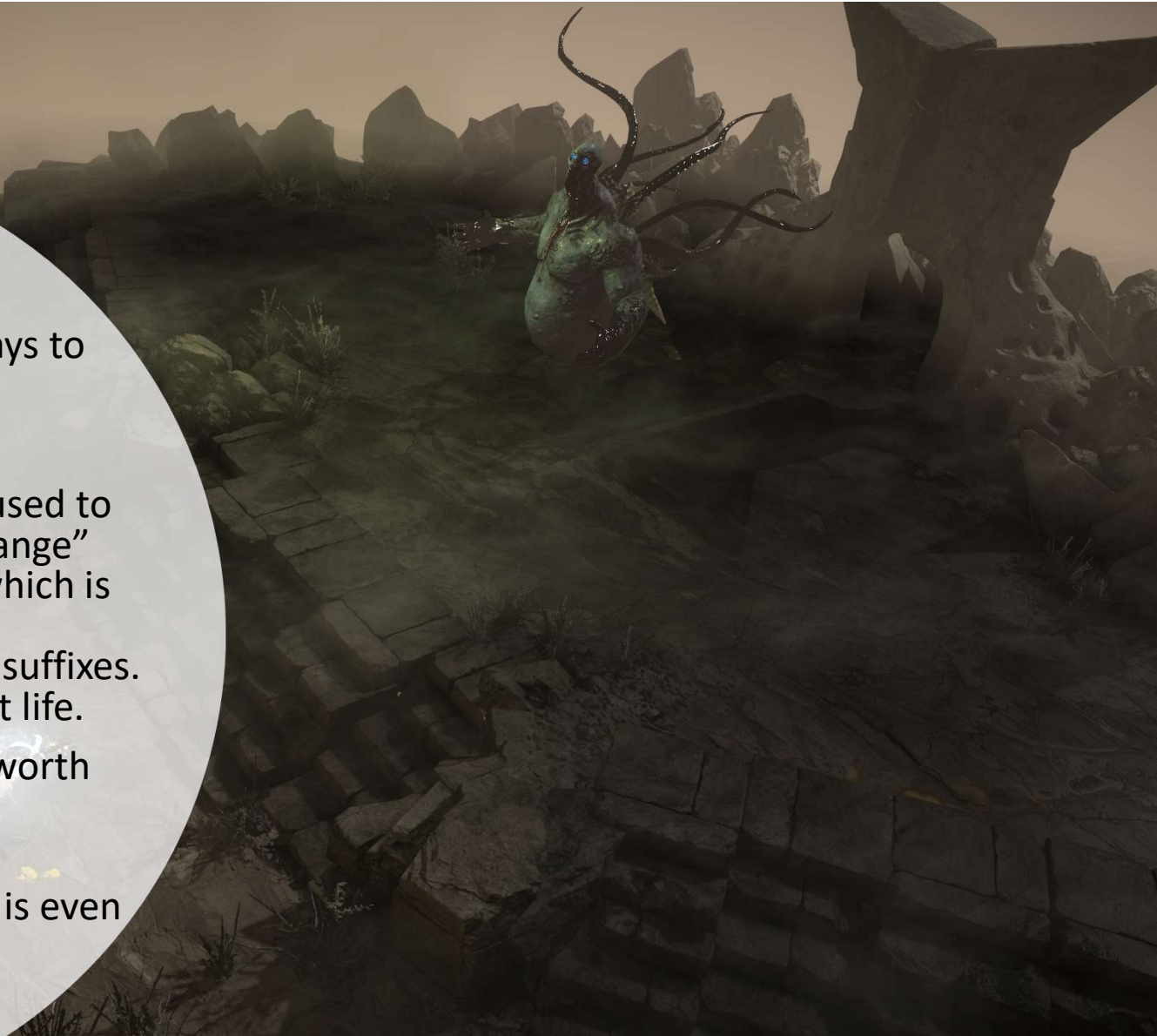
Gloves

- Here, it's all about that Dex.
- Seriously, suppression + life + two resists + Eldritch implicits that are useful to SOMEONE.
- Attack speed is a great roll too.
- Bottom tier Embers are great to spam, especially if you get explicit mods that are attack-oriented.
- Make friends with some mappers as when mass producing loot you can easily go through 200 embers an hour.
- Note you are competing with Deafening Essence of Zeal spam on fractured suppression gloves. Keep an eye on the cost base for those crafts. They make better and more expensive items than you do.



Boots

- There's a million and one good ways to get rare boots.
- Rog is a small part of them.
- Movespeed is less critical than it used to be, thanks to "Suffixes Cannot Change" followed by a Veiled Chaos Orb, which is slightly over 99% to offer a great movespeed roll without wrecking suffixes. This is expensive + might not grant life.
- Triple good resist + life boots are worth benching movespeed and Eldritch impliciting.
- Triple good resist T2+ movespeed is even better.



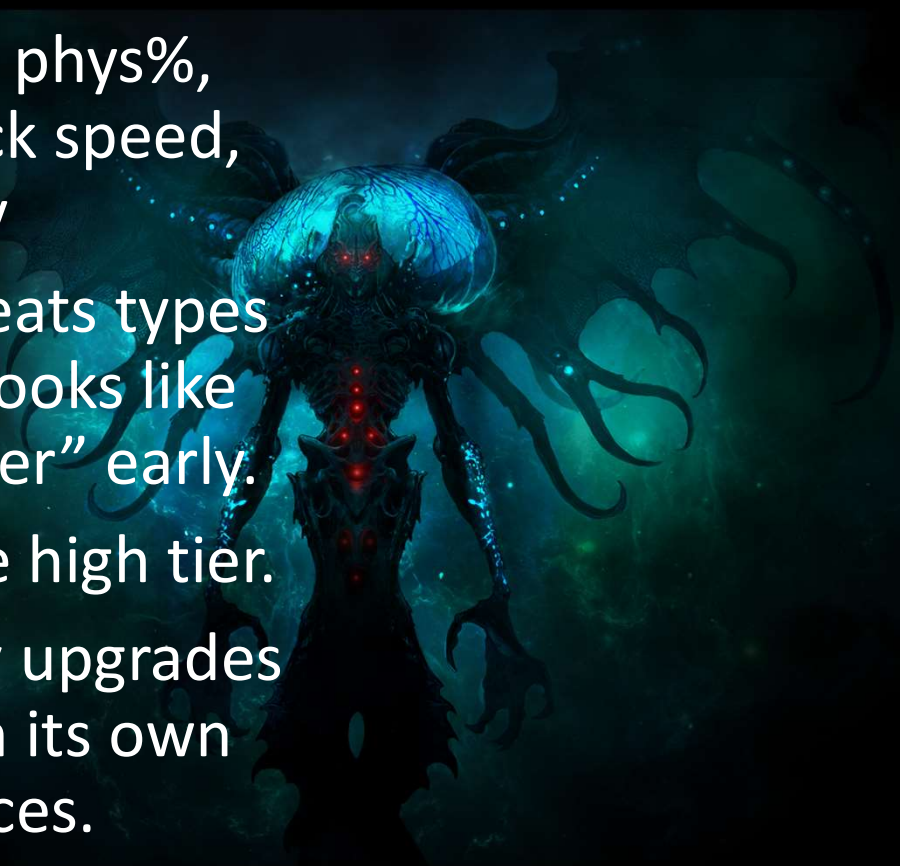
Weapons

- Breaking these down:
- Non-bow attack weapons
- Bows, physical
- Bows, elemental
- Spellcaster weapons, non-sceptre
- Spellcaster Sceptres



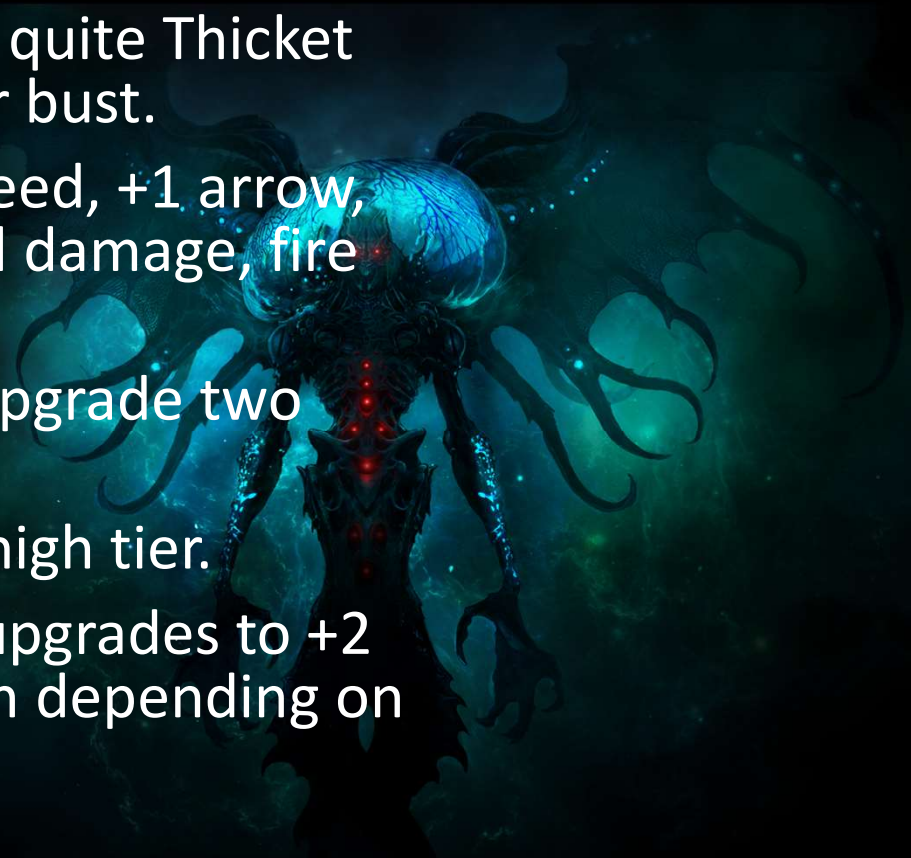
Bow, Physical

- Anything with three of low tier phys%, low tier flat phys, low tier attack speed, low tier hybrid phys%/accuracy
- Remember how Rog often repeats types of crafts? The path to success looks like “Upgrade two modifiers by 1 tier” early.
- Goal is the three mods become high tier.
- i86 only bonus: +1 arrow easily upgrades to +2 arrows. This might sell on its own depending on Fracture Orb prices.



Bow, Elemental

- Base matters more here! It's not quite Thicket or bust, but it's almost Thicket or bust.
- Anything with three of attack speed, +1 arrow, lightning damage to attacks, cold damage, fire damage has potential.
- The path to success looks like "Upgrade two modifiers by 1 tier" early.
- Goal is the three mods become high tier.
- i86 only bonus: +1 arrow easily upgrades to +2 arrows. This might sell on its own depending on Fracture Orb prices.





Caster Weapons: Sceptres

- Some DOT builds care more about “+% fire damage” than gem levels.
- There’s no perfect ilvl here. i84 makes prefixes better, i82 suffixes. There’s a tradeoff either way.
- You want to already have low tiers of desired mods. Note, spell damage% is often useless, it needs to be the right element.
- Implicit matters a lot here. Higher % is a big deal.

Caster Weapons: Non-Sceptres

- These are disappointing choices from Rog.
- You CAN get a payoff, but you usually won't.
- T1 flat to spells, T1 spell crit and T3 spell damage% is good, but won't be searched for. People who can afford that will search for +levels instead, even if your item would be competitive or better on their build.
- Exception: an item already has a +1 gem levels roll on it.

Weapons – Non-Bow

- These are like bows but without the strong incentive to go i86.
- This makes i83 the best choice, which blocks i84 resist mods.
- Elemental weapons really need good bases. Phys doesn't matter as much (some bases are better but the gap is smaller)