



Deterministically Getting Your First Six Link

With All The Known 3.21 Changes

Target Farming: Divination Cards

- The main way to target farm 6 links is to go for divination cards that grant them.
 - These are not all equally good choices.
 - Some cards are extremely rare (e.g. The Sacrifice). Consider these trade league only.
 - There are other options though. Most revolve around Vaal content, some around Heist. Shadowstitch, Corrupting Tempest and Vaal Vessels for Vaal content.
 - Skin of the Loyal isn't accessible as early with the Breach changes.
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Drop Rate Notes

- All references to drop rates are from patch 3.20, as 3.21 data doesn't exist yet.
- GGG as a general pattern do list drop location changes in patch notes, but do not list drop rate changes.
- We'll discuss hedging against drop changes for important cards.
- All data referenced here is from PoorFishWife's 3.20 testing, link in description.
- For comparison, Heist markers have drop weight 8000. So 10000 means "you get 5 The Chains That Bind per 4 marker stack drops" and 570 means "you get 1 The Ethereal per 14 Marker stack drops"
- Drop rates are listed in brackets, e.g. The Nurse (92). I will sometimes round them to two figures.



Humility Is A Trap

- Objectively the weakest six link, Tabula was still worth farming... in the past.
- Drop rate on this was about 12500 in 3.18
- It's now (3.20) around 5000
- Chains That Bind (10000) gives a better outcome and is easier to self compile.
- Even if your first Chains bricks (you can't make the colours or attributes work) you can farm a second set in about the time to get 9 Humility.
- The extra power from 4 'normal' item mods, a bench mod and a mediocre Exarch and Eater mod (bottom tier ichors & not rolling over anything useful) is enormous.



Options That Aren't Div Cards

- **Shadowstitch** is a 1 in 4 chance to come up when you **double corrupt** a scoured Sacrificial Garb. It's strong but 1 in 4 can sting if you fail ten in a row.
- Vaaling chest armor has a 1 in 144 chance to grant a 6 mod 6 linked rare item. Don't use Vaal Orbs for this – **spec Strongboxes** & your Atlas will Vaal boxes for you. Or run **Vaal side areas** or **Vaal Temple maps**.
- Or a **Corrupting Tempest** in Alva's temple (1 in 2 from T3 Tempest room) lets you Vaal most items in the whole temple.
- **Heist Blueprints** drop lots of 6 links, although outside trade, you probably won't find one right for your character.



Options That Aren't Six Links

- You can consider pseudolinks on some uniques and on many Shaper or Elder influenced items as alternatives.
- A 5 linked Dendrobate is often 40c in trade early but also works as a six link substitute.
- Essence mods can also be as good as pseudolinks.
- Note that Shaper/Elder items with lots of pseudolinks will have weaker other mods on them, which might be a deal breaker. No Exarch/Eater mods either.



Div Cards That Are Traps

These are too rare to farm efficiently. But by all means, trade for a set if you want.

The Celestial Justicar (704)

The Ethereal (570, awkward location)

Bowyer's Dream (78), Immortal Resolve (614), The Sacrifice (46) (boss only, rare)

Draped In Dreams (unknown drop location, ultra rare)

Emperor of Purity (1500)

The Dark Mage (917)

The White Knight (22, awkward location)

The Warlord (641)



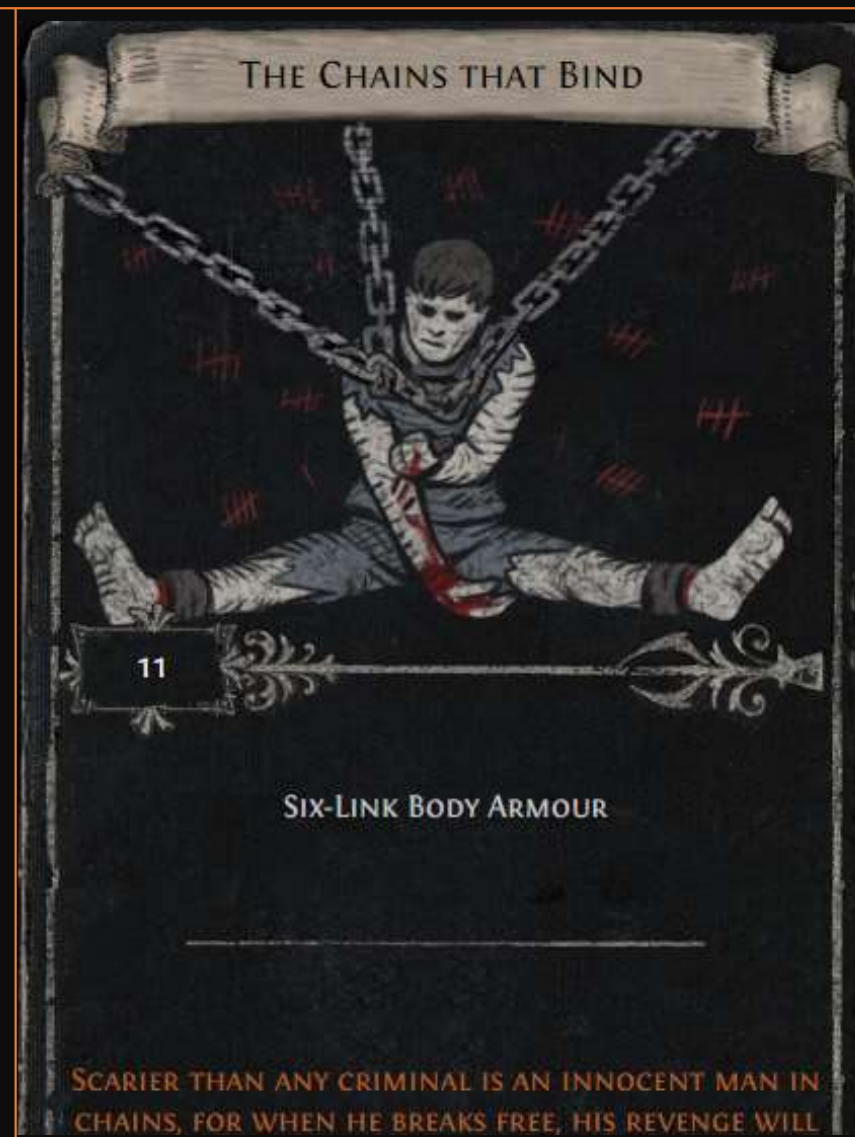
Default Choice: The Chains That Bind

If in doubt, farm this. It's in worse maps than in 3.20, but still is the best call overall.

Drop Weight: 10000-ish

3.21 Drop Locations: Cells (T10); Dungeon (T14). Cells is the better choice in trade, as it also offers The Nurse (92), albeit very rarely.

Both maps drop The Gambler (4800). This can help you notice if there's been a stealth nerf to The Chains That Bind's drop rate. If you get 5 copies of The Gambler in Cells or Dungeon maps with fewer than 5 Chains That Bind, you might elect to 'pivot' to another farming strategy.



Bow DOT Best Choice: The Porcupine

Item level 50 makes this ideal for rolling +3 gem levels, and USELESS for builds that scale hit damage (those builds, go Imperial Legacy).

Drop Weight: 4000-ish

3.21 Drop Locations: Courtyard (T5); Orchard (T4), Plaza (T10), Terrace (T14). Courtyard and Terrace are likely the best of those.

Assuming you hate Plaza as much as I do, these three maps have Emperor's Luck (50000). If you get 100 copies of Emperor's Luck with fewer than 5 Porcupine, you might elect to 'pivot' to another farming strategy.



Bow Hit Best Choice: Imperial Legacy

This is great for bow hit builds. Even if your dream bow is a Thicket or Short or Grove Bow, the Imperial Bow is excellent early.

Drop Weight: About 10000

Maps: Desert Spring (T12), Dry Sea (T2), Dunes (T2). These also drop Acclimatisation (3000) – if you get 6 of those before 15 of these, there may have been a nerf.

You will require at least one voidstone to farm this card efficiently. 3 in some maps!

Warning! This is drop restricted, i80+. You can NEVER get this below red maps and should only farm it in T13+ maps. This was a 3.14 change.



Better Than Chains But... The Dapper Prodigy

This gives an outstanding base and is an upgrade after you outgrow a Chains That Bind chest.

Drop Weight: 2638

3.21 Drop Location: Residence (not in T5 or T8)

You can't efficiently farm this without three Voidstones. In two-Voidstone Residence, normal monsters drop level 79 loot.

This map drops The Opulent (11000). If you get 30 Opulents without 4 Dappers, something might have changed and you might pivot.

Warning! This is drop restricted, i80+. You can NEVER get this below red maps and should only farm it in T13+ maps. This was a 3.14 change.

