

Expedition League Path to 12 Challenges

- The 13 easiest challenges
- Two substitutes you might get along the way
- Expect to need to hit or almost hit level 90, killing Kitava and doing about 150 maps



The Tutorials (3 challenges)

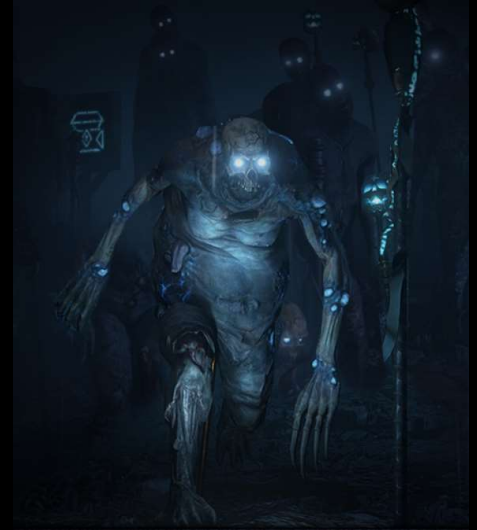
- Getting Started With Gems – straightforward tutorial
- Expedition Encounters 1 – Just requires doing one expedition
- Currency Items – all of these are common & easily sourced without trading



The Milestones (4 challenges)

These are things that gate huge character power milestones and that you can't avoid doing in 'natural' play. You might hit 12 challenges before getting the last two.

- Act Bosses 1, requires beating Act 5
- Act Bosses 2, requires beating Act 10
- Level 90
- Achieve Ascension



Ascending requires finding 6 trap gauntlets in maps. The last one can be tough to find and you can team up with other players (often in /trade 820) to speed up the process.

The Minor Detours (2 challenges)

These involve doing something slightly out of the way in the acts that is pretty basic

Complete These Quests:

- Through Sacred Ground is in Act 2, in the Crypts. Easiest to blitz this when you are massively overlevel.
- Indomitable Spirit (A4), Puppet Mistress (A6) and Reflection of Terror (A8) are skillpoint quests, so these are basically milestones
- Map to Tsoatha is in Act 10 and very straightforward.

Unique Monsters:

There's an AMAZING cheatsheet from Selthor on Reddit, <https://imgur.com/a/Q4PvpFN>

Past League Tutorials (2 challenges)

These challenges call back to past POE league mechanics and introduce their mechanics at a basic level requiring minimal/no grinding.

Encounters 1:

- Use an ID scroll, transmute or alchemy on one strongbox
- Give Navali a bunch of silver coins until she gives you a quest you can do
- Visit Einhar's menagerie and upgrade a flask through him
- If you don't get a possessed monster early, allocate Seance in Lex Proxima and run one map there.

Encounters 2:

- Essence monolith you'll get 'for free'
- The other encounters are uncommon, but not truly rare. Expect them by your 30th map. Maybe much earlier.

Precision Boss Kills – The Practice Version (1 challenge)

Encounters 3:

- For The Reaver, just run 10 Ramparts, this will happen by accident in one of them.
- Canyon: Use Decoy Totem to distract the centaur/chicken archer then run Gnarl miles away from him. Bosses are always at the very very end of the map. Archer is much more dangerous when enraged, so this is probably best done on a scoured map.
- Stone of the Currents – This is a job for Culling Strike Support. Get the boss down low low low in HP, then wait until he conjures the orbs, then wait for the really obvious shield to go up, then cull.
- Titans are straightforward now, their aura was nerfed many leagues ago. Hard part is rolling the map mod, not doing the fight.

Vendor Recipes (1 challenge)

Life Flask: Vendor 3 of the same levelling flask (for one tier higher), or 5 of the same endgame flask all magic all low quality (for an un-ID magic one of the same flask)

Sapphire Ring: Iron Ring (any rarity) + blue skill gem = Sapphire Ring unID of same rarity

Jeweller's Orb: 6 socket item

Scarab: 2 of the same scarab + 1 Horizon Orb (can't be realistically done until maps, Heist drops a lot of scarabs)

Divine Vessel: 5 flasks + 1 Divine Orb. Can get a Divine from vendoring a Tabula.

Exalt Shard: Full set of equipped gear (2 rings 1 amulet 1 belt 1 torso 1 boots 1 gloves 1 helm + 2H weapon or 2x 1H weapon), all with the SAME influence type = 2 shards. Double if all items unID. Can't do this until maps & this will take a while to collate.

New League Content (2 challenges)

Expedition Encounters 2:

Straightforward, you should have it by the time you've done 5 missions for each NPC

Dannig's Exchange:

Equally straightforward, just requires one higher level Dannig mission & you remembering to do it.

That's all folks

May your Vaal Orbs have interesting results

**Pathways to 24 and 36 (which will discuss 40)
are coming.**