

Expedition League

Path to 24 Challenges

- First vid covered 15 easiest challenges
- This covers the next 13
- Expect to need to kill Sirus, and run about 400 maps
- Expect to do 100-200 of the Expedition encounters
- Also expect to need to do some 'random' things



List of challenges already covered (in Path to 12) – 1-9

- Getting Started With Gems
- Expedition Encounters 1
- Currency Items
- Act Bosses 1 and 2
- Level 90, Achieve Ascension
- Complete These Quests
- Unique Monsters (There's an AMAZING cheatsheet from Selthor on Reddit, <https://imgur.com/a/Q4PvpFN>)



List of challenges already covered (in Path to 12) – 10-15

- Encounters 1, 2 and 3
- Vendor Recipes
- Expedition Encounters 2
- Dannig's Exchange



Divination Cards

Challenge can be trivialised by trading but this is very self-farmable too.

- Essence: Three Voices. Common drop in all maps with three bosses
- Prophecy: Akil's Prophecy, uncommon drop from stacked decks. Also other options such as Sambodi's Wisdom (Dunes boss looking like Hillock).
- Level 21 Gem: 'The Bones' drops from Minara Anemina, a Rogue Exile found a lot in the Delve mines. (Other options much rarer)
- Scarab: Cameria's Cut from Cameria in Betrayal encounters
- Six-link: Lots of cards, common drops from Heist armor chests
- Unique Jewel: Garish Power from maps with Overgrown in the name



Defeat Conquerors

- Easiest to do on 0-watchstone conquerors which you only get to do once (but it's no disaster to forget this)
- Getting credit for Baran and co requires chiselling then alching the map and rerolling very low quantity rolls
- This requires beating Sirius. He's hard, but if you remove all watchstones from your Atlas BEFORE opening the portals to the fight, you can fight him in practice mode where he has less HP and his big hits do much less damage and DIE beams might not one shot you. Outright shock immunity and corrupting blood immunity help a lot.

Expedition Encounters 3

- This is quite grindy and may take 200 map expedition encounters and running all your logbooks.
- The Detonation Chain parts are trivial, messy part is 3000 runic monsters (if you run this solo) or 2000 chests (if grouped)
- In trade you can work together with people running level 80+ logbooks (for Endgame Grinds) – they can help you beat the level 80+ logbook, as they will want credit for their challenge.

Encounters 4

- This is a straightforward grind.
- Do Fortune Favors The Brave first (basically a 90c tax). This should give you a few of the others
- To speed up Metamorphs, run Lex Ejoris maps with Escaped Experiment
- To speed up Delirium Mirrors, run Tirn's End maps with That Which You Seek
- To speed up shrines, use sextants on maps, there's a fairly common shrine mod
- For Rogue Exiles, go Delving.
- For Abysses, sextants again, also Abyss Scarabs drop a lot in Demolition Heists.

Gamble with Gwennen

- Any 6 plus the two trivial ones
- Body armor: On a low level character grab Simple Robes, you'll get 1000 Ribbons fast
- Belt: Leather Belt. Heaps of common ones here
- Boots: Stealth/Shagren/Dragonscale at high level (more options on a lowbie)
- Gloves: Dragonscale
- Helm: Silken Hood/Sinner Tricorne/Lion Pelt/Mind Cage/Nightmare Bascinet
- Jewel: Viridian has the best hits
- Ring: Sapphire, Fire/Cold twostone, Unset
- Weapon: Throat Stabber

Haggle with Tujen

- This comes through natural play and just taking a couple of bad deals (e.g. taking Perandus coins).
- Do all Tujen encounters (which you would be anyway)
- Might need to do 2 or 3 Tujen logbooks to farm enough reroll currencies.
- Rerolls give better outcomes at higher character levels.

Broker Deals with Rog

- Since 3.15.2 this is much easier than it was.
- Changes to Rog reduce the frequency of duplicate offers which makes getting rarer offers more common
- Should be able to do this with just a couple of logbooks (never doing Rog in maps unless you want to)

Encounters 5

- Blighted Maps drop a lot from Blight encounters. If having trouble, scour it then transmute then regal. If having REAL trouble, do that then 2x annul.
- Omnitect takes 4 Alva missions and clearing a path to the top. Are you in trade? If so, sell your spare portals! Endgame Grinds players will love you (and will pay 10c for a portal – this adds up if you can sell 3 or 4 portals each time). They'll also trivialise the fight.
- Bestiary Boss takes luck. While two of these (Farrul, Fennumus) are rare, the other two are common enough. 30 Einhar missions should do it.
- Beachhead is ~20% on using a Harbinger Orb

Eight Mod Maps

- This is a straightforward but dangerous grind. Should be part of your 'natural' mapping experience.
- If you are in trade league and coming up a bit short, group up for this. Roll three maps and jump to /trade 820 and ask 'Any 8 mod rotas going?'
- In a group all players get credit
- HC players, maybe skip this one (there's 28 challenges covered for a reason)

Expedition Encounters 4

- Straightforward, no tricks needed
- Only possible in logbooks but does not take many logbooks, nor does it take well rolled ones.

Destroy Expedition Remnants

- VERY important: You don't need to be able to BEAT all of the mods. I set off lightning immunity when I couldn't beat it to get this challenge then ran from the encounter.
- Petrificaiton mod is legitimately rare. Take it as soon as you see it. Others are all uncommon or common.

Unique Maps

- This looks SSF unfriendly but Zana missions fix that
- If in trade, DO NOT use an Uber Strict filter unless you are OK with trading for maps you miss. Neversink hides cheap unique maps
- Zana will help a lot here
- If you can get 4 points Uncharted, Zana's missions will be turbocharged and can add in the very rare unique maps (Perandus Manor, Doryani's Machinarium)
- However you can skip 3 and get credit here

Unearth Expedition Areas

- Adding this as an optional extra though it will be most people's 28th or so
- Just requires doing a couple dozen logbooks

That's all folks

May your Vaal Orbs have interesting results

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