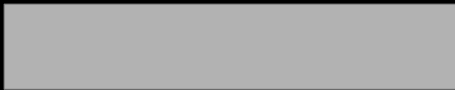


Expedition League Path to 36 or 40 Challenges

- First vid covered 15 easiest challenges
- Second covers the next 13
- Expect to need to do about 15 Sirius cycles, most of the Uncharted Realms and hit 96
- Expect to do 500 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



List of challenges already covered (in Path to 24)

- Divination Cards
- Defeat Conquerors
- Expedition Encounters 3 & 4
- Encounters 4 & 5
- Gamble with Gwennen
- Haggle with Tujen
- Broker Deals with Rog
- 8 mod maps
- Destroy Expedition Remnants
- Complete Unique Maps
- Unearth Expedition Areas



Expedition Encounters 5

- This will require looting about 25 logbooks, as you'll get a few wrong ones once you are near the end. Moderate variance.
- I've heard some reports (unconfirmed) that Expedition encounters in Delirious maps drop huge amounts of logbooks.
- Remember, **ONLY RUNIC MONSTERS DROP THE BOOKS**. Runic monster locations are marked by the skulls, blow them up.



Expedition Bosses

- This is free as you will need one or more of the conditionals

Encounters 6 – Old League Bosses

- Mastermind 83 is the easiest to unlock. Do Jun missions at endgame, this is free
- Simulacrum is a genuinely hard encounter. Brutal beyond belief in hardcore. Very manageable in SC trade – you can trade for a Simul for 108c (at time of recording) and ask for help in /trade 820 if you need it.
- 5 way Domain is a hell of a grind to unlock even if you like Legion. You need to acquire 200 splinters of each faction except one (which you still need 100 of). You need to first do a 4-way Domain, then a 5-way. If in SSF, prioritize this NOW.
- Delve boss is RNG based but pretty reasonable. Ahutotli and Kurgal aren't rare once you hit 150-ish depth. Aul is very rare until 450 depth (and very hard at 450+), but you don't need to beat him.

Encounters 7 – Precision Boss Kills

- As always in precision bosskills, culling strike support is amazing, as are mine builds. Scoured maps are your friend for these (not number 3)
- For Toxic Swamp, this is created as a persistent AOE when the boss teleports. Get the boss into cull range or one-barrage range for mines, wait for teleport then GET IN MA SWAMP
- Merveil is Phase 2. Screech is really obvious, get hit with 4 stacks then cull.
- Twinned Burial is a hard fight but can be done magic. Corpse explosion warning.
- Trio is straightforward enough, one of the three uses RF, kill them last. Or cast your own RF even if that's not a skill you normally want on your build.

Conditional: Medved (Boss linked to Gwennen)

- Easiest of these by far
- For poison, don't rely on the boss poisoning you. Do it yourself, that's the [[Golden Rule]]. Level 1 Storm Brand linked to [[Chance To Poison Support]] and [[Added Chaos Support]]
- Familiars are all about prolonging the fight
- Cultists spawn at 75/50/25. Can't do both in one fight. For both options, use Southbound and skills that can't freeze to get all monsters (3 cultists and boss) to 1hp. Then kill Medved first or last as needed.

Conditional: Vorana (Tujen)

- Reaping = be outside the eye of the storm when dealing the killing blow
- No Star Collapse: These stay outside the arena proper so stay in the middle.
- 25 Star Collapse: This is easy, just prolong the fight and go out into the Black Reaping to hit them
- HARD ONE: Defeat without anyone being hit by star collapse or star projectiles. These things are tough to dodge. Best solution: a low tier Vorana, just blitz her on a build that can delete her in seconds. This is harder than it sounds. She can be found in low tier logbooks however (mlvl 68+)
- Do this in two runs. Reaping and 25 collapse in the first. Other two in the other. Do the Reaping/25 on a higher tier Vorana.

Conditional: Uhtred (40/40 only, Rog)

SKIP THIS if not going for 40. It is brutal. Also, /trade 820 is your friend

- Indifference of the Cosmos is the easier one to dodge, it's the orbs
- Glimpse of Infinity is brutal, it's the light beams.
- First part (get hit by neither) is the killer. Best solution – lowest tier possible Uhtred encounter (mlvl 75), and a mine character that massively outgears the fight. Burst the boss down before Uhtred knows you are even there. This will get you Seeking Stars too.
- Other parts easier but don't bother unless you can do the hard bit.

Conditional Olroth (40/40 only, Dannig)

- Not as hard as Uhtred despite Olroth being the harder boss
- Can't be done in one run
- #4 Enervation: Stand in a void zone, cull
- #1 and #2: Counterposed. Do these in separate runs, explosives destroy one object so just do both stars one run, both gateways the other.
- #3 ABSOLUTELY REQUIRES a teleport moveskill, and is hard and tests your technical skills with dodging boss mechanics, though will be trivial compared to Uhtred. A rune with 120 degree cyclic symmetry traverses the outskirts of the arena firing crap in – being hit by ANYTHING fails this. The Cage is obvious (the fire circle) but MUST be teleported through. Frostblink, Flamedash, Smoke Mine etc.

Encounters 8 – Old League Bosses

- Grand Heist is trivial, you just need to find one and (if the one you found wasn't low level) level the rogues enough for it
- Heart of Grove is a horrid RNG fest. 3ex buys a Blossom now, expect this to be 10-15 by league end.
- Chayula in its Domain is not a hard fight for a 36/40 player. In SC just 'hashtag yolo' it, in HC, research the mechanics (I don't have a guide)
- Pale Council is a PITA to get to but trivial. Really think with how long it takes to get to this fight the fight should be monster level 84.

10000 Map Tiers (40/40 only)

Grind.

HC players: Skip the next one, do this instead.

Deadly Encounters

- Easiest Deadly Encounters ever
- that doesn't mean easy, this is still number 36 for most people
- Cortex very hard under 700k boss DPS due to soft enrage mechanic (buildup of crap on the ground). Rarely shows in Zana missions if desperate.
- Uber Elder similar but a bit easier and less RNG to get access to.
- Uber Atziri is brutal in HC but if you play HC you already know this. Easy in SC.
- Maven quite a technical fight. Hard to outgear but medium difficulty to execute.
- Sirius 8 can be outgeared if you can tank DIE beam.

EGG (40/40 only)

- SSF players: good luck
- 100 grindy indeed. Most players should skip. SSF have to do this (skip Simuls)
- 400 lab shrines – don't consider this at all
- Simul – Very doable but long. Fastest option. Requires powerful character to farm simuls, and ideally a group.
- Blighted Maps – Trade 820 for rotations.
- Omni – buy these, else you need 240 Alva missions
- 125 Logbooks – ouch. Second easiest.

That's all folks

May your Vaal Orbs have interesting results

Pathway to 36 (which will discuss 40) is coming.